

FEBRUARY 2023

REVISION .95

BETA RULESET



CYSMIC

GAME MANUAL

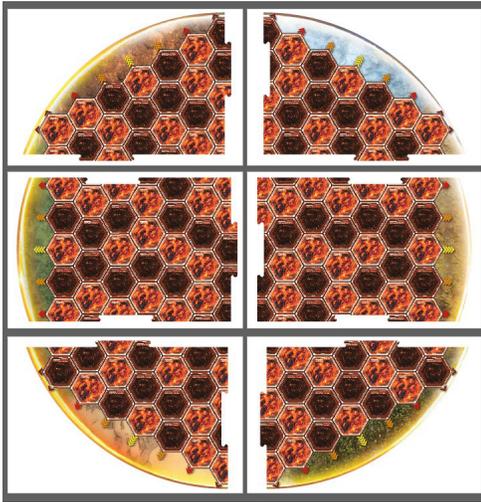


Designed By:

Jason Blake



COMPONENT LIST



Planet Game Board - 6 Pieces (x1)



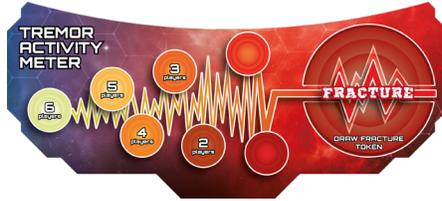
Landscape Hexes (x127)



Fracture Tokens (x42)



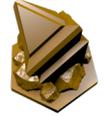
Fracture Bag (x1)



Tremor Activity Meter Board (x1)



Tremor Tracker Tokens (x8)



Relic Token (x30)



Combat Markers (x20)



Player Board - 3 Pieces (x6)



Crystal Ore Token (x60)

Influence Tracking Cube (x6)



HABITATS

- Level 1 - Camp (x18)
- Level 2 - Outpost (x12)
- Level 3 - Settlement (x6)
- Level 5 - Colony City (x1)



Faction Board (x18)

Blueprint Tokens 6 Per Player (x36)



Espionage Cards (x29)



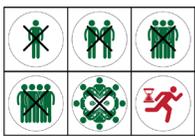
Command Cards 10 Per Player (x60)



Discovery Cards (x106)



Relic Cards (x54)



Humanity D6 Die (x1)



Red Combat D12 Die - (x6)



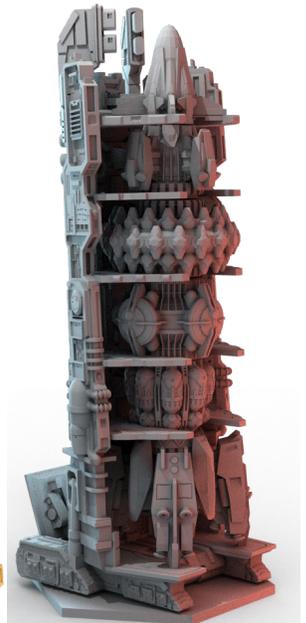
Yellow Combat D12 Die - (x5)



Harvester (x12)



Powermech (x12)



Colony Ship with 6 Ship Modules (x6)



Blue Attacker D6 Strike Die (x2)



Green Defender D6 Strike Die (x2)



First Player Launch Button (x1)Token



Miner (x36)



Soldier (x60)



Speaker (x30)

CYSMIC SETUP GUIDE

THE WORLD OF CYSMIC

THE STORY:

“The Space Exploration Expedition Kindred (SEEK) selected several leaders in various fields to lead an odyssey to Kepler-62e for terraforming and civilization planning. Some of the members were chosen and funded by the World Council while others self-financed their way to have influence or presence in the new world. Industry experts, religious leaders, entertainers, scholars, businessmen, politicians, and entrepreneurs all took part in the mission. Once there, the project worked beautifully at first. The different groups of people lived and worked together as a familiar society with all of the benefits and growing pains one would expect from a newly formed civilization. It had its share of infighting and corruption, but even those issues never threatened the delicate balance of this new world. It was slowly becoming the utopia many had hoped it would.

As the project moved forward, an unexpected instability in the terraforming process started wreaking havoc on the landscape. The news broke quickly that their efforts to terraform and create a better world had destabilized the planet. Their new Eden was doomed.

When the colonists realized there was no hope in saving their dream of a new civilization, chaos broke out among the hundreds of thousands of people as they turned to their respective leaders for salvation. Those in leadership roles... either voted in by public opinion, volunteered at will, ascended through capitalism, or ordained by faith... now rise to the occasion as wartime leaders.

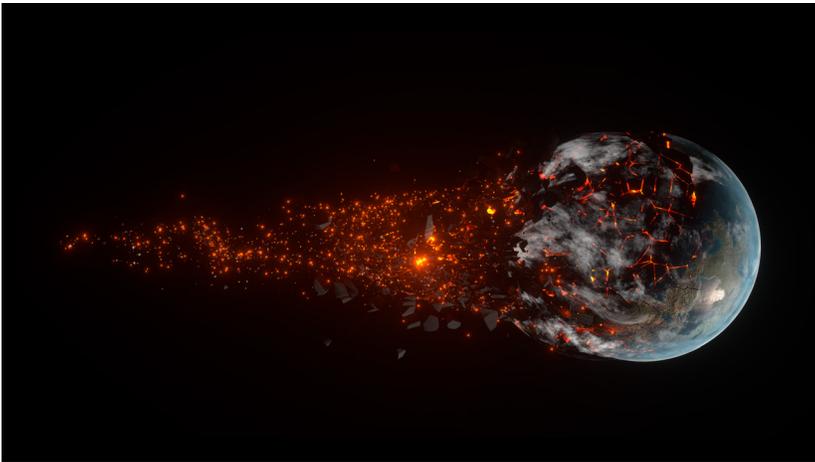
Massive Terraformers that once bent the landscape to their will have now been taken over by powerful organizations and converted into colony ship construction and launch platforms. These rival factions compete for information and resources across the dying planet as their last hope to escape offworld in the original Colony Ship plans that brought them there to begin with.

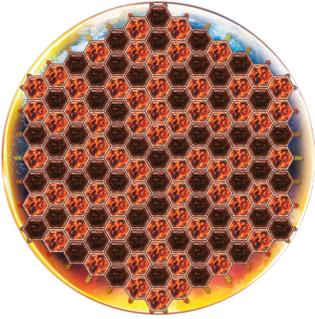
After society splintered, the information splintered with it. Each faction holds part of the module plans to build the colony ship but must retrieve the others to finish their build. Instead of working together, they now battle for resources and information. Workers and civilians are hastily trained in

combat to protect the individual faction bases from each other while still performing their regular job duties. Soldiers are tasked with capturing enemies with the knowledge of providing blueprints for the construction of the colony ship modules.

Once the leaders obtain the blueprints and construct their colony ship, they must launch it before the impending destruction of their homeworld. The immense energy exerted from a single colony ship launch will likely doom the rest. Which faction will gain the resources necessary to escape first?

If this new world war doesn't destroy this utopia, the planet surely would.”





Main Game Setup:

1.) Construct the Planet Game Board and place the Colony City tile in the center. Make 6 stacks of terrain tiles based on the same terrain label. Shuffle each stack of 21 hexes and place each group faceup randomly in each of the six triangular pie slices from the center lining up with the graphical planet edges.



2.) Place all Habitat miniatures on the appropriate locations. Habitat miniatures can be identified by the number of pipes on the back of the structure. Camps are placed on habitat icons with 1. Outposts are placed on habitat icons with 2. Settlements are placed on habitat icons with 3. Colony City is placed on the colony city center

hex. 3D Mountain pieces are placed on all mountain tiles.

3.) Place the Tremor Activity Meter board against the edge of the game board. Place one tremor token on each space higher than the current player count. Then stack all of the rest of the tokens together on the current player count.

4.) Shuffle the Discovery Card deck, the Relic Card deck, and the Espionage Card deck and place them to the side of the game board within reach of all players.

5.) Place the supply of Relic tokens and the supply of Crystal Ore tokens next to the game board within reach of all players.

6.) Place the supply of Combat Markers next to the game board within reach of all players.

7.) Place the Yellow Combat Dice, Red combat Dice, Blue Strike Dice, Green Strike Dice, and Humanity Die near the game board within reach of all players.

8.) Place all of the Fracture Tokens inside the Fracture Bag and place the bag near the Tremor Activity Meter board.

9.) Each player receives a player board, a resource board, a construction board, all units of a single color, an Orange influence tracker token, 6 blueprint tokens matching the locations on the construction board, 10 Command Cards, and three random starting Faction boards (selected based on minimum number of players) for each player to select one from. Place the selected Faction board in the appropriate location within the assembled player board.

11.) Each player places their blueprint tokens with the “missing” side faceup (red X) in the matching locations on their construction board, placing them to the leftmost side covering the green icon. Based on the colored border of the token, flip the token to the “known” side that matches your player color and any other player colors not in play. Opponents’ player colors should match your blueprint tokens with the “missing” side faceup and all tokens should still be on the leftmost side revealing the prisoner capacity icon.



EXTENDED SETUP FOR EACH PLAYER:

1.) Each player in clockwise turn order places their Colony Ship on one of the six inner hexes of a single biome not already occupied by a Colony Ship. Colony Ships may not be placed on Mountains or Lakes. If placed on a space containing a Habitat, that habitat is destroyed. Remove it from the board. Note: Any space where the Colony Ship resides is unusable and will be collapsed once the Colony Ship activates in the future. Choose wisely.

2.) Each player then simultaneously finishes their unique setup according to their Faction Board setup section such as: Draw Discovery cards. Draw Relic cards. Take control of the closest listed Habitats. Collect Crystal Ore and place them on the Resource Board spaces.

3.) Players place their influence token on the appropriate space on their Resource Board based on the total of their starting influence and any Habitats they start with.

4.) Players finally place their Faction Board starting units in spaces adjacent to their Colony Ship and/or in in spaces with their controlled Habitats.

5) The First Player is the person who shares the most in common with their Faction character. You may also choose randomly.



ANATOMY OF A PLAYER BOARD

From left to right: CONSTRUCTION BOARD

- 1. PRISON:** Place captured enemy troops here.
- 2. SALVAGE:** Place captured enemy vehicles here.

The storage capacity is based on the number of uncovered HOLDING CAPACITY icons. Each icon shows you have a capacity of 2. Prisoners take up 1 capacity and vehicles take up 2 capacity. Players start the game with a prison/salvage capacity of 12 based on all 6 icons being revealed.

- 3. ACTIVE RELICS:** Each slot may hold one faceup active Relic card.

4. BLUEPRINT SLOTS: When a player gains a blueprint, flip the blueprint token to the “known” side up (without the Red X). When you install that module on your Colony Ship, slide the blueprint to the rightmost section revealing the green MODULE ACTIVATED icon. Once all tokens are slid to the right revealing all green icons, the ship is completed and ready for launch.

- The icons underneath the slots show how much Crystal Ore the blueprint costs to build and how much influence in units to be removed from the board, if performing a Manual Construction action.
- The icon between the Holding Capacity and Module Activated shows the CYBER ATTACK value of that blueprint. The module values are listed as 1 thru 6 from top to bottom.
- The action information at the bottom of the board is for quick rules reference.

MAIN BOARD

1. COMMAND COLUMNS: Place your burned and played Command Cards in the leftmost empty Command slot above the player board. The icons at the bottom of the Command Cards refer to the available Bonus Actions listed in each column. These actions are graduated in power as they move from left to right.

2. BONUS ACTIONS: There are 6 options in each column available as a bonus action based on the icons on your played Command Card. The actions increase in power and ability as you move from left to right.

3. LAUNCH: This is an available action at the end of each of your turns when you meet the criteria listed on the board between the bonus actions and Launch Button icon.

- The information at the top of the board about relics is for quick rules reference.
- The entire section below the Launch section is for quick rules reference and Command Card quick references so that you don’t have to pick up burned Command Cards to view information.
- Resources are listed just below the quick reference section as an additional reference.

FACTION BOARD

The left side consists of the Faction Leader, their backstory, and the unique setup information for that faction at the beginning of the game. The right side will list 3 or 4 special abilities unique to that Faction.

RESOURCE BOARD

1. SABOTAGE/EXPLOIT: Slide the Exploit side of an active Espionage card under the Sabotage slot so that only Sabo-

tage is shown facing your opponents. This will face away from you towards your opponents so they know this is in effect. Slide the Sabotage side of an active Espionage card under the Exploit slot so that only Exploit text is shown facing you. This side will face you and does not affect opponents.

2. HUMAN RESOURCE INFLUENCE TRACK: The cube will only move on this track based on a changing total of your starting faction influence and the number of habitats you control. This is not a currency that is spent or gained.

a.) When crossing a threshold (orange line), the Crystal ore capacity increases to the next maximum value listed in that section. For example: 1-6 influence allows you to store up to a maximum of 5 crystal ore at the end of your turn. 7-10 influence allows you to store up to a maximum of 8 Crystal Ore. And so on. The same is true when reducing the influence. Crystal Ore beyond that capacity for all players will be lost at the end of the current player's turn.

3. CRYSTAL STORAGE CAPACITY GAUGE: When gaining Crystal Ore, place them in the bottom-most empty space.

a.) The section below the Influence and Crystal Ore sections is for quick rules reference regarding Habitats and their influence values and specific names.

CYSMIC QUICKSTART GUIDE

ROUNDS:

A round is made up of 1 turn per player. Players will play a typical turn by burning a Command Card facedown, Playing a Command Card faceup, and then performing a bonus action underneath that action space that matches one of the colors on the bottom of the played Command Card.

When all players have played 5 rounds by filling up their player board action slots from left to right, all players reclaim their Command Cards back to their hand and the round starts again with the player who currently holds the First Player marker (The Launch Button).

TYPICAL TURNS:

Each turn, a player will select one Command Card to burn (facedown) on the leftmost empty Command Column above the player board. Then they will select one Command Card to play (faceup) on top of the burned card.

The player will then perform the actions on the Activated Command Card from top to bottom and may take up to 1 action PER each section of the card PER each unit of that type activated.

The player may then perform a single bonus action. Available bonus actions are based on matching the colors on the bottom of the activated card with the colored rows of the column underneath the card.

When the player completes their turn, play passes to the left.

Designer's Note: A typical game lasts around 5-8 turns for low player counts (2-4) and as many as 15 turns for high player counts (4-6).

COMMAND CARD SUMMARIZED CONCEPTS:

Designer's Note: This is a summarized version of the Command Cards' main uses.

UNITS

Troops

SOLDIERS:	Start Battles.
MINERS:	Gain Crystal Ore and Discovery Cards.
SPEAKERS:	Gain Influence and Gain Storage Capacity for Crystal Ore.

Vehicles

POWERMECHS:	Start Battles.
HARVESTERS:	Gain Crystal Ore and Discovery Cards.

Base

COLONY SHIP:	Build Modules. (Spend Crystal Ore.)
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TACTICS

RECRUIT:	Gain Troops. (Based on Influence.)
UPGRADE:	Gain Vehicles. (Spend Crystal Ore.)
BATTLE:	Gain Hostages. (Resolve Battles.)
NEGOTIATE:	Gain Blueprints. (Return Hostages.)

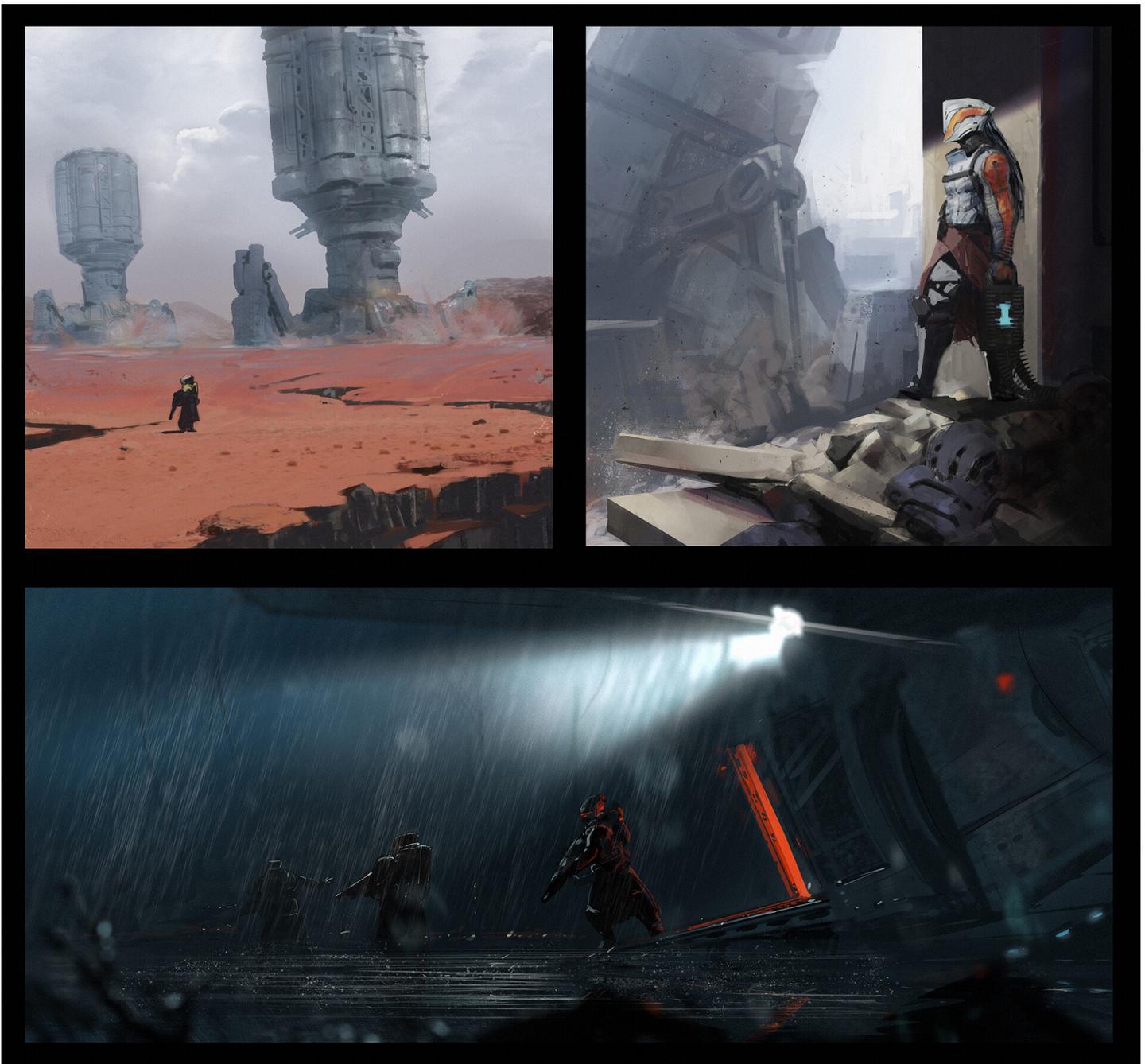
GAME END:

There are no points in Cysmic. The first player to successfully launch their completed Colony Ship is the winner.

To win, you must have a completed Colony Ship, evacuate all of your troops to your reserves, and be able to launch at the end of your turn. If you cannot evacuate all of your units, you may choose to roll the Humanity Die to see if your conscience will allow you to leave those units behind. However, you may face consequences for this action the next time you play Cysmic.

Most of the mechanics of the game are based on logic and relatability to reinforce the theme as much as possible. However, as in any game, there are always limits to what thematic mechanics can achieve without some nuance or familiar board game mechanics to maintain integrity of gameplay.

Cysmic relies very little on this rulebook if you follow the wording on the Command Cards. Once the actions and abilities on these cards are explained to new players, repeated gameplay should rarely rely on “rulebook flipping.”



MAIN RULEBOOK

GAMEPLAY SUMMARY:

Gameplay consists of managing your forces until you can safely evacuate your people offworld. Players must recruit units, explore their surroundings, wage war against enemies, manage their economy, and obtain the resources necessary to construct their Colony Ship. The game is played in rounds made up of 1 turn per round. Each turn players burn a Command Card and Play one Unit card or Tactic card and then perform a bonus action. Command Cards are returned to your hand when all players complete 5 turns. The next round starts with whomever currently holds the first player token.

OBJECTIVE FOR WINNING THE GAME:

Be the first player to build their colony ship and launch. See the LAUNCH section for details on how to launch your colony ship.

HOW DO YOU COMPLETE THE OBJECTIVE?

- 1.) Use Speakers to gain Influence over populated areas to increase your Crystal Ore Storage and recruit new troops.
- 2.) Use Miners and Harvesters to search for discoveries and mine Crystal Ore from deposits on the planet surface to build colony ship modules and upgrade troops to vehicles.
- 3.) Use your Soldiers and Powermechs to attack and capture enemy units to exchange them for the blueprints required to build the colony ship.
- 4.) Use your Colony Ship to build multiple colony ship modules at a time so you can be the first one to launch.

WHAT OBSTACLES STAND BETWEEN YOU AND THE OBJECTIVE?

Human Vs. Human:

Players will be fighting each other for resources and prisoners to be used as leverage to gain blueprints known by other players. There are limited options to gain blueprints without attacking opposing players. Defensive measures and passive tactics will typically end in doom.

Human vs. Nature:

As the planet destabilizes, the landscape collapses around you constantly throughout the game. The longer you play, the more accelerated the planet's instability becomes. Avoid terrain collapses and fracture events to save your troops and your colonists from falling into the abyss.

WHAT TYPE OF GAME IS THIS?

DESIGNER'S NOTE:

Cysmic is a game about destruction, aggression, and chaos. The ideas of winning through "turtling", economy, or research, as many other games offer, serve no place in the theme of this game. There is almost no engine-building, no empire building, no 4X style approach to gameplay. Here, the factions have already existed and are now crumbling alongside the planet's landscape. This is a game about hit and run skirmishes along with sacrifices and attrition. There is no mechanic for creating a war machine.

Remember, the enemy units are the currency required to get blueprints to build your Colony Ship. You can only capture those units through combat and attackers have a weighted advantage. It is difficult to win this game without being aggressive. Be the hunter, not the prey. Since the game only employs this style of play, no one player will be singled out for being the aggressor at the gaming table which sets an even playing field for all players of the game. Focus on attacking targets of opportunity versus the players themselves. Once you gain the knowledge of a player's blueprint, there is generally no reason to continue attacking that player. This prevents players from feeling singled out or being piled on as many other games suffer from.

Cysmic employs extreme versions of "take that" alongside the suspense of dice combat mixed with modifiers to help mitigate luck. While a good strategy and focused tactics can progress you towards your goal quickly, luck can still be a factor in the outcome of the game, but not the deciding factor. Fracture events, devastating discovery cards, relics, faction abilities, dice rolls, and random events all play a role in this game. Learn to adapt quickly and use luck, good or bad, to your advantage. Embrace the chaos.

CORE CONCEPTS:

MAXIMUM HEX OCCUPANCY:

Each hex may hold a maximum of 3 friendly units, only one of which may be a vehicle. To clarify further, each hex may hold up to 3 Troops of any combination (Recruiter / Soldier / Miner) or up to 2 Troops and 1 Vehicle (Powermech / Harvester). For example, a friendly harvester and a friendly powermech may never exist in the same location. However, if combat is initiated in a hex, that location may have Maximum Hex Occupancy from two different factions. For example, 2 Soldiers and 1 Powermech from one faction may be locked in combat with 2 Miners and 1 Harvester from another faction.

Colony Ships always encompass an entire hex and may never share a hex with any other unit. Colony Ships are never considered to be a Troop or a Vehicle for gameplay purposes, however it is still a Unit.

GAME UNITS:

Units are defined as either Troops, Vehicles, or a Base. For gameplay purposes, the Colony Ship is not considered a Troop or a Vehicle but instead is your roving base of operations where you are building your colony ship. Effects applied to Troops or Vehicles will never affect Colony Ships.

- 1.) Troops are classified as Support/Resource Troops (Recruiter/Miner) or Combat Troops (Soldier).
- 2.) Vehicles are defined as Support/Resource Vehicles (Harvester) or Combat Vehicles (Powermech).
- 3.) The Colony Ship is a mobile base and is never considered a vehicle nor can it be destroyed during gameplay.

From left to right:

SOLDIER • SPEAKER • MINER • POWERMECH • HARVESTER • COLONY SHIP



SPECIAL MOVEMENT:

1.) **GLOBAL MOVEMENT:** The game board edge wraps for movement adjacency. When a unit moves they may leave an edge hex and enter another edge hex with the same color arrow anywhere around the map.

2.) **CAVES:** Hexes with caves are considered to be used for standard movement as well as act as adjacent to other caves for unit movement.

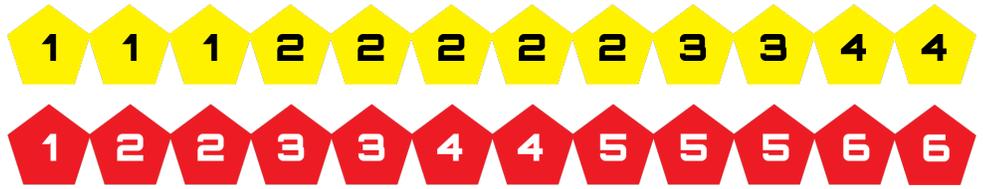
COMBAT:

Combat is defined as two opposing forces occupying the same hex. Once Combat is initiated, a third opposing force may not enter or pass through that hex. Max Hex Occupancy applies to the units of each side in a combat.

Combat is only allowed between two factions on a single hex. However, a player may be locked in multiple combats with multiple factions across the board at any one time.

COMBAT DICE:

There are two kinds of 12-sided Combat Dice available as native combat dice for units involved in a battle. The yellow combat die is for support units and the red combat die is for combat units.



The highest native value available on a yellow die is 4 and the highest modified value is 6. The highest native value available on a red die is 6 and the highest modified value is 6.

STRIKE DICE:

Each time a strike happens in combat, players roll a Strike Die along with their other combat dice. Always resolve the Strike Die before all other die results or modifiers. Attackers roll the Blue Strike Die while Defenders roll the Green Strike Die.

The strike dice may affect other dice rolled at the same time by yielding a Red die Reroll, a Yellow die reroll, Reroll either color die, a +1 to a single die, or a Tremor. Each time a Tremor is rolled, move the Tremor Tracker forward one space.

Strike Dice are always resolved before any other dice rolled at that moment. A fracture event can be triggered in the middle of a strike and will resolve before that strike is resolved. See Combat for more details.

Blue Strike Die Symbols: Move the Tremor Tracker one space. Re-roll One Red or Yellow Die. +1 to a single die value. +2 to a Single Die Value.

Green Strike Die Symbols: Re-roll a single Yellow Die. Re-roll a single Red Die.



FLEEING:

A player may choose to flee as their strike action in lieu of a combat roll.

To Flee a battle, your units must be able to move into a neutral or unoccupied adjacent hex that will not exceed maximum occupancy or initiate a new combat. All remaining units must flee together.

The opposing player makes a normal strike against fleeing player but may not apply any discovery cards to the die results. Resolve any captures or attrition. Any surviving fleeing units are then moved into the chosen adjacent hex and the combat resolves.

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ESPIONAGE CARDS:

Espionage Cards are typically drawn when a player activates the COMMAND tactic card.

The player draws the top card, reads both options aloud, and then selects one option and hides the unselected option under their player board in either the Sabotage slot or the Exploit slot to show which option is currently enabled. When successive cards are drawn, the active player must choose



which active Espionage card to discard based on player count. If they have one active, they must choose their own. This continues every time a new card is drawn. Each player may only have one card active under their player board at a time. Only one Espionage Card may be active for 2-3 player games. 2 Espionage Cards may be active during 4-5 player games. 3 Espionage Cards may be active for 6 player games.



RELICS:

Relic cards are persistent abilities that enhance or add abilities to the player's faction. Factions typically can only have two active relics at a time as signified by the left hand side of their player board though they may hold more relics in their hand to activate later on their turns or use as resources for trading.



When a Devastated terrain hex is revealed, a Relic token is placed on that location. When any unit passes through or stops on that hex, they immediately place that token back into the token pool and draw two Relic cards from the top of the deck. They choose one and

discard the other.

Once they select a Relic, they may immediately activate the Relic by placing it in an empty Relic slot or they may hold it in their hand. If they have no empty slots, they must discard a Relic to be able to activate a new one. Activated Relics may never be deactivated and placed back in a player's hand. A player may have up to 5 Relics in their possession including active relics and their hand. Relics do not count against the Discovery card hand limit.



DISCOVERY CARDS:

Discovery Cards are the cards drawn by Miners using the EXPLORE action and the HARVESTERS using the HARVEST action.

Discovery Cards come in 3 types of cards: (Yellow) Events, (Grey) Actions, and (Green) Reactions.

EVENT: When drawn, they are immediately revealed, resolved and discarded. The active player always draws another card to add to their hand after resolving Event cards.

ACTION: Action cards have an action gear icon and can typically be played during the Brown Bonus Action section of a player's turn.

REACTION: These cards state on the card itself when it can be played and in what kind of scenario. They may be played at any time when the conditions are met.

Action and Reaction cards include 3 usable abilities.

In the upper right, there are Yellow/Red Combat Die Modifiers that may be played during Combat Dice Rolls to increase or decrease dice values during strikes.

In the middle of the cards are Grey Bonus Actions on Action cards and Green Reactions on Reaction cards. Actions are played as the Grey Bonus Action during the "Play Discovery Card Ability" Bonus actions of a player's turn. Green Reactions are played when the card describes the scenario to play it. The text is generally self-explanatory.

At the bottom of both Action and Reaction cards, there is a Grey Resource Gains section. During the "Play Discovery Card Ability" Bonus Action of a player's turn, the card can be discarded to gain that ability or resource.



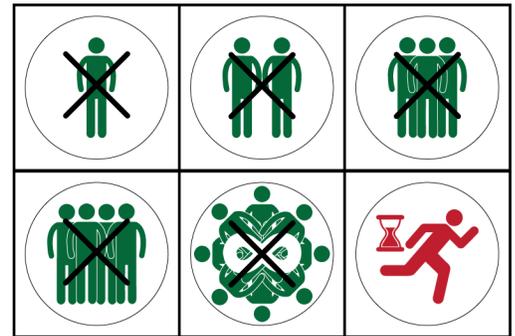
CYBER ATTACKING: Cyber Attacking is the ability to gain a blueprint through hacking an enemy Colony Ship's database system. All Troops and Vehicles inherently have the Hack ability and must be unlocked and adjacent to an enemy Colony Ship to use it.

To use Cyber Attack, each Troop or Vehicle adjacent to an Enemy Colony Ship may roll their corresponding Combat Die (no Strike Die) during the Cyber Attack action on the Negotiate Command Card (or elsewhere) to see if they can gain the native Blueprint from that enemy. They roll the appropriate die or dice and then both sides may choose to modify the die value using Discovery Cards the same as in combat.

If the final die value is equal to that player's starting Module value, you immediately gain that Blueprint. If a unit rolls more than one die, they may choose the result of whichever die they prefer for the outcome and discard any others immediately before any modifiers are applied by either side.

HUMANITY DIE:

This six-sided die is your key to escaping the planet early... but at a cost. When a player has completed their Colony Ship and wants to LAUNCH, they must have evacuated all of their units from the planet surface and any captured by enemies. If they haven't, they may choose to roll the Humanity Die allowing them to leave behind some of their followers. This is a reflection of your conscience and whether you are willing to abandon those individuals who helped you meet your goal. You may roll this die each time you try to Launch. The needs of the many outweigh the needs of the few, or the one.

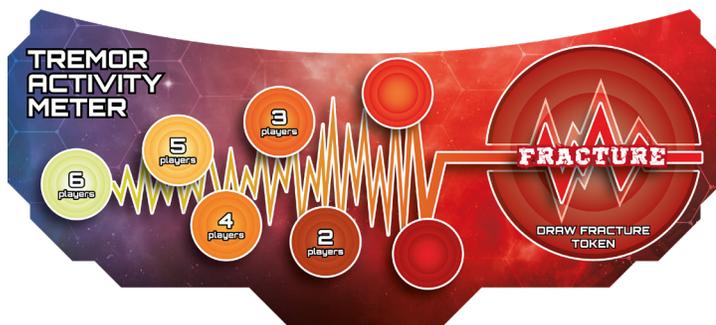


Sides Defined Left to Right: 1.) Leave up to 1 unit behind. 2.) Leave up to 2 units behind. 3.) Leave up to 3 units behind. 4.) Leave up to 4 units behind. 5.) Leave ANY number of units behind. 6.) You may not leave any units behind and must wait for all of them to evacuate.



CRYSTAL ORE:

Crystal Ore is the main resource in the game. It is used to upgrade troops into vehicles but more importantly it is used to construct Colony Ship Modules from their blueprints. Crystal Ore is gained through a variety of methods but most commonly from Miners and Harvesters during their activations.



TREMOR TRACKER:

Any time a tremor is triggered for any reason, players should advance the Tremor Tracker stack forward one space. As the game progresses, it will accelerate and the planet surface will collapse more frequently the longer the game plays.

Once the stack of Tremor Tokens reaches the Fracture location, the player draws a Fracture token from the bag and then resolves the affected hexes and units. After all effects are resolved, discard the

Fracture Token and take one Tremor Token from the stack and place it on the left-most empty space on the Tremor Tracker and then move the stack onto the next left-most empty space on the Tremor Tracker. This acceleration happens every time the stack of Tremor Tokens reaches the Fracture position on the track until the tokens are all dispersed across the entire tremor track including the Fracture position. Each time a tremor is triggered afterwards, immediately draw a Fracture Token and resolve the Fracture Event.



BLUEPRINTS:

Blueprints are the main focus of your early gameplay. You may gain enemy blueprints through hostage exchanges and by hacking enemy Colony Ships. A blueprint token has two sides. At the beginning of the game, each Blueprint starts on its uninstalled side with an image of the module. When you construct that particular module, flip the token to its INSTALLED side to remind you that it is installed on your Colony Ship so that you may focus on either gaining your missing blueprints or constructing the remaining modules.

GAMEPLAY RULES: HOW TO PLAY

Cysmic is played in rounds starting with the first player. Each round is where each player takes one turn at a time in clockwise order. A Reset Round is every 5th round where players have played Command Cards in all 5 Command Columns above their player board.

ROUNDS:

Each player will perform their turn by playing two Command Cards above their player board, performing a bonus action, and will then pass play to the left. When all players have played 5 turns by filling up their player board action slots from left to right, then all players reclaim their Burned and Played Command Cards back to their hand and the round starts again with the player who currently holds the First Player marker.

URNS:

1.) **BURN A CARD:** The player will choose one Command Card to EXHAUST which means they will play it facedown in the leftmost action space on their player board and not have access to that card this round.

2.) **PLAY A CARD:** The second card they choose will be the card they ACTIVATE which is played faceup on top of the EXHAUSTED card. From top to bottom, they may play up to one action from each section of the card unless the card specifies they MUST perform that action.

ACTION: A card Action is represented by a Gear icon.

SECTION: A card Section is separated by lines across the card.

3.) **BONUS ACTION:** After performing actions on the Activated card, the player has the option of performing a single Bonus Action listed under the action card spaces. Available bonus actions for that space are based on matching the colored symbols on the bottom of the activated card with the colored symbols next to the actions in the column underneath the card.

4.) If the player has a completed Colony Ship, they may Launch at the end of their turn, if able. If all of their units have been able to evacuate, then they may Launch immediately and the game ends. If some of their units remain on the planet surface or captured by enemies, then they may choose to roll the Humanity Die to see if they may Launch.

END OF TURN: When the player completes the bonus action and ends their turn, ALL players must discard Discovery Cards in excess of their hand size (typically 5), discard Relic Cards in excess of their hand size (typically 5), and return excess Crystal Ore to the supply beyond their storage capacity. Play then passes to the left.

SUCCESSIVE TURNS - DISCARD A RELIC: At the beginning of their turn, the player may discard a Relic card from one of their active relic slots or from their hand to reclaim either the Burned or Played card from a previous turn to provide more options for their latest turn.

GAME END:

There are no points in Cysmic. The first player to successfully launch their completed Colony Ship is the winner. See the Colony Ship Unit section for more information.



COMMAND CARDS

Each player has the same 10 Command Cards. These cards are how the majority of the game is played. Each card has multiple actions listed on the card.

There are two types of Command Cards: Unit(6) and Tactic(4). The type of the card is shown at the top right showing either Unit or Tactic. Then the name of the Card is displayed next.

UNIT CARDS: 6 cards

Speaker / Miner / Soldier / Harvester / Powermech / Colony Ship

TACTIC CARDS: 4 cards

Recruit / Upgrade / Command / Battle

All 10 Core Card actions are always played in descending order on the card, from top to bottom.

When playing Core Unit cards, you perform the actions on that card in descending order for EACH and EVERY unit of that type you have active on the game board. The actions each unit takes does not have to be the same. Treat each unit of that type as if they are an independent unit being activated. For example, when you play the Miner card, you may move each of your miner characters on the board, then each miner may either Mine or Explore based on their location.

ACTIONS: Actions are represented by GEAR icons and provide the key mechanisms to play the game. The Colony Ship includes a MANDATORY ACTION that must be performed when the card is played. (STABILIZE)

TREMORS: Several cards have the tremor icon associated with certain actions. When a unit takes this action, move the tremor activity marker one space ahead. Multiple units taking the same action on the same turn each will trigger a tremor.



TACTIC: Tactic cards have a short description and then a list of Actions divided by sections. These tasks may be applied to multiple units and/or scenarios on the game board.

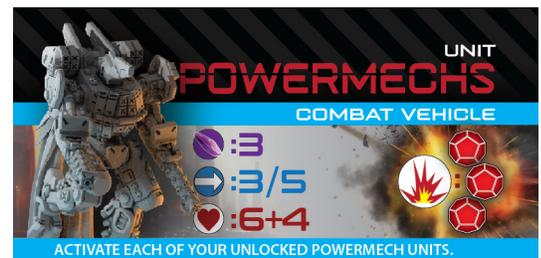
UNIT: Unit cards include a list of attributes at the top referring to that kind of unit followed by a list of actions divided by sections.

UNIT ATTRIBUTES: Unit cards have attributes at the top of the card specific to that type of unit.

COST: If the unit is a Support Troop or Combat Troop, then the cost is listed as Influence (orange). If the unit is a vehicle, then the cost is listed as Crystal Ore (purple).

MOVEMENT: Each unit card lists the maximum number of hexes that unit can move on one turn displayed as a blue arrow.

HEALTH: Each unit has a heart icon followed by a numeric value. This is the minimum value that must be met on a single combat die after modifiers to defeat the unit. Units with more than one numeric value are only defeated when both



- values are achieved during a single strike.
- COMBAT:** The dice rolled in combat for each of these units in a combat is displayed as yellow or red dice icons next to a target icon. Some units roll multiple dice per unit in combat.
- SPECIAL:** Some units may have special attributes such as Shield or Early Warning and are generally shown on the upper left side. Refer to the player board reference section or the detailed unit section for the reference on what these icons mean.

TACTIC CARDS:

RECRUIT:

Activating this card adds more units from your reserve onto the gameboard at valid recruiting locations.

SECTION 1: (OPTIONAL)

Action: RECRUIT

This is more of a reminder than an action but is still there to make sure you update your current Influence value so you have the appropriate amount of currency to gain new units from your reserve. Your current influence is calculated typically in realtime as the gameboard state changes. Each unit costs a certain amount of Influence to spawn. Add units together by their values and the sum of all of these units is limited by your current Influence value.

Sub-Action: DEPLOY

Once you have selected the units you wish to recruit from your reserves, you may spawn those units onto the gameboard in valid recruiting locations. Valid recruiting locations include hexes with Habitats you control or valid hexes that are adjacent to your Colony Ship, even if occupied by enemy forces.

NOTE: If a spawn location is occupied by enemy forces, you may still spawn new units there if they can ENGAGE. However, both friendly and enemy units would be immediately locked in combat until the Combat phase. The spawned units are considered the ATTACKERS for combat purposes. See the INITIATING COMBAT section for more details.

SECTION 2: (OPTIONAL)

Action: MOTIVATE

Select one unlocked troop spawned this turn to activate as if you played the Command Card Unit card for that unit.

UPGRADE:

Activate this card to replace troops with their equivalent upgraded vehicle. To upgrade a Miner to a Harvester, replace the Miner with a Harvester from your reserve and pay the appropriate Crystal Ore to the reserve. To upgrade a Soldier to a Powermech, replace the Soldier with a Powermech and pay the appropriate Crystal Ore to the reserve. You may upgrade as many units as you can afford.

SECTION 1: (OPTIONAL)



Action: STANDARD UPGRADE

This action is for upgrading unlocked troops to their equivalent vehicle type at valid spawn points. Remove the troop and replace it with the vehicle at that location and pay the vehicle crystal ore cost listed on their Command Card.

SECTION 2: (OPTIONAL)

Action: DROPSHIP UPGRADE

This action is for upgrading unlocked troops to their equivalent vehicle type at any location on the planet. Remove the troop and replace it with the vehicle at that location and pay the vehicle crystal ore cost listed on their Command Card along with an additional crystal ore per vehicle upgraded this way. When units are sent by dropship, move the Tremor Tracker forward one space per vehicle upgraded this way.

SECTION 3: (OPTIONAL)

Action: STARTUP

Select one unlocked vehicle unit spawned this turn to fully activate as if you played the Core Action Unit card for that unit.

NEGOTIATE:

Activating this card's greatest strength is gaining multiple blueprints from players on a single action in lieu of using your bonus action to gain one blueprint each turn. However, the card also offers flexibility to accomplish a wide variety of tasks and comes with the benefit of gaining the first player initiative for the next round.

SECTION 1: (MANDATORY)

Action: INITIATIVE

Take the first player marker from the current owner and place it in front of your player board. You will become the first player immediately after the next reset round unless it is taken by another player afterwards. The first player marker may change hands multiple times between each reset round. The player who owns the First Player Marker at the end of the reset round takes the first turn in the next round.

SECTION 2: (OPTIONAL)

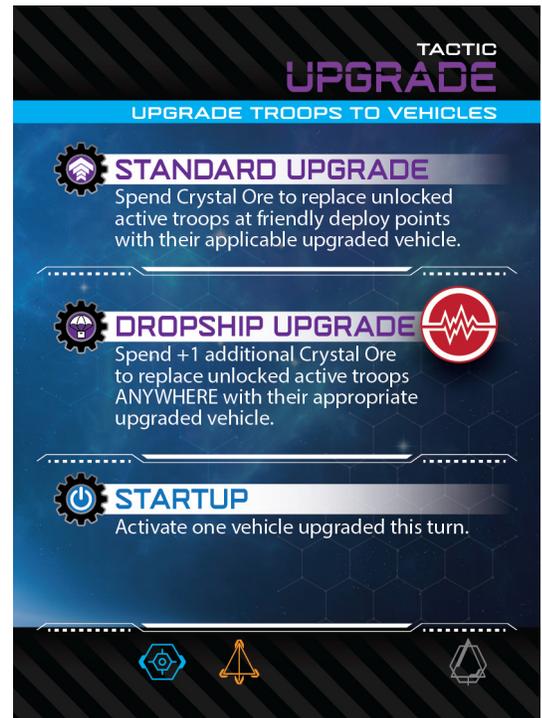
Action: RESOURCE TRADING

The active player may trade Crystal Ore, Relics, Discovery Cards, Habitat Control, Salvage, and Prisoners in any quantity. Blueprints, modules, and players' own units are explicitly not eligible for trading between players. Both parties must agree to the trade. The exchange must happen immediately and is a binding deal.

NOTE: All other deals made between players during the game are up to their own discretion and are not considered binding according to the game rules. Good luck.

DESIGNER'S TIP: Trade excess units that aren't required to gain a blueprint to other players for resources to maximize the success of your combats.

SECTION 3: (MANDATORY IF POSSIBLE)



Action: GAIN BLUEPRINTS

If the active player possesses 2 or more troops from the same player or 1 vehicle, then the active player must trade at least 2 troops or 1 vehicle back to the owner for their Colony Ship Blueprint. The active player must perform this exchange for all players where they possess 2 or more of troops or 1 vehicle from an opponent. If they already own the blueprint for that player, then they may use those units as leverage to trade to other players or back to the owner for other resources during the Resource Trading action.

SECTION 4: (MANDATORY)

Action: INFILTRATE

The active player draws a new Espionage Card and reads both options aloud to all players. Select one of the options to perform. Actions labeled “IMMEDIATELY” are performed at that moment and the card is discarded. Actions labeled “WHILE IN PLAY” are now active until the card is taken out of play. Place the opposite option under your player board in the appropriate location to remind players this option is currently ongoing. If you already had an active Espionage Card, you must discard that card before activating the new card. If the new card exceeds the maximum number of active Espionage Cards, the active player determines which current espionage card is discarded.

SECTION 5: (OPTIONAL)

Action: CYBER ATTACK

The active player may perform this action when any of their troops or vehicles meets the requirements. To perform this action, the player must have units that are unlocked and adjacent to an enemy Colony Ship. Each unit may roll their appropriate battle dice (Do not roll the strike die.) to get the EXACT number of the native blueprint of the player they are performing Cyber Attack against. A native blueprint is the blueprint that shares the same color as the player’s units. The location of that blueprint will be in a slot labeled 1 through 6 on their player board. The final combat die value must be exactly that number to gain the blueprint through a cyber attack action. Combat card modifiers may be applied and multiple dice may be used if the troop has been modified to roll more than one. When rolling multiple dice, the player selects one die to use before modifiers are applied. Discard all other die rolls.

BATTLE:

Activating this card is most beneficial at providing First Strike and heavily weighing the odds in your favor during existing combats, even ones you didn’t start.

SECTION 1: (MANDATORY)

Action: FIRST STRIKE

The active player must resolve all of their current combats regardless whether they are the attacker or defender. Eligible combats are any hex where the active player’s units are locked in combat with a combat marker. The active player may resolve their combats in any order they choose.

By playing BATTLE before other players, the active player will be the first to take their turn in combat, also known as FIRST STRIKE. The player chooses to fight or flee. See the FLEE section about rules and eligibility to flee a hex.

Roll combat dice attributed to the units in the current combat including the appropriate strike die based on whether the active player is the attacker or defender. Attackers use the Blue Strike Die while Defenders use the Green Strike Die. Always

TACTIC BATTLE
RESOLVE ALL OF YOUR COMBATS

FIRST STRIKE

- 1.) Select One of your Combats to Resolve
- 2.) Choose to Strike or Flee
 - Flee: Players may flee to an adjacent neutral space. The enemy performs a normal strike against the fleeing player.
- 3.) STRIKE: Determine Your Battle Dice
 - Gather combat dice for each of your units and the applicable Attacker or Defender Strike Die. **ATTACKER** **DEFENDER**
- 4.) Roll Your Battle Dice
 - Resolve Strike Die effect first including Tremors and any resulting Fracture event.
 - Starting with the opposing player, each player may take turns discarding up to one Discovery per die to modify its value.
- 5.) Resolve Hits and Capture Defeated Units
 - If units remain, the opposing player starts back at step 2.
- 6.) Return to Step 1 until all of your Combats are Resolved.

ATTACKER DEFENDER

resolve the strike die result first. The active player may spend up to 1 Discovery Card per die to increase the die value. To spend a Discovery card, discard the card and increase one die by that positive or negative value. The opposing player may also spend a Discovery Card per die to modify a die if they choose. This can continue back and forth per strike until both players choose to not play any more Discovery cards.

Once the results are achieved, if the final values are equal to or greater than any of the health values of enemy units in the hex, the active player may select which units to capture, if any.

If enemy units remain, the opposing player now performs a strike with the remaining units or chooses to flee. See the FLEE section about rules and eligibility to flee a hex.

Strikes are alternated until one faction's units are left in the hex.

UNIT CARDS:

SPEAKER: (support troop)

Activate this card primarily to increase your planetary influence so you can deploy more troops during the Recruit action. Field Promotion also allows flexibility in changing the roles of active troops into other roles. For example, change an unlocked Miner into a Soldier or an unlocked Soldier into a Speaker. Each activated Speaker may perform this action on any unlocked friendly unit in any location.

ATTRIBUTES:

Influence Cost to Recruit: 2

Maximum Movement: 3

Health: 3

Combat Strength: 1 Support Battle Die (Yellow)

SPECIAL ABILITIES:

SHIELD: When this unit is involved in combat, the player may assign a -1 to their choice of any opponent die as a negative modifier.

SECTION 1: (Optional)

Action: MOVE

You may move EACH of your unlocked recruiter units up to 3 hexes each per the standard movement rules.

SECTION 2: (Optional)

Action : PERSUADE

For each of your Speakers occupying the same hex as a Habitat, they may place a control flag on that zone to show it is under the influence of your faction. The Speaker unit must be unlocked to perform the task and the hex in question may not have combat happening in the Habitat. For each Habitat you add to your control, increase your influence gauge by the influence amount from that Habitat value.

SECTION 3: (Optional)

Action: FIELD PROMOTION

For each unlocked Recruiter unit, the active player may switch the roles of any of their unlocked troops to a troop of another type. You must have those units in your reserve to do so and you may perform this step in any order of promotions. The promoted units may be anywhere on the board and do not have to be present in the same hex as your Speaker as this is performed by a remote command from the Speaker. Newly-spawned Speakers do not activate on this turn.



MINER: (resource troop)

Activate this card primarily to gain Crystal Ore and Discovery Cards for each of your unlocked miner units. Although not as productive as Harvesters, use your Miners to gain Crystal Ore early for vehicle Upgrades and inexpensive Colony Ship Module construction.

ATTRIBUTES:

Influence Cost to Recruit: 3

Maximum Movement: 3

Health: 3

Combat Strength: 1 Support Battle Die (Yellow)

SPECIAL ABILITIES:

EARLY WARNING: When this unit is a victim to a collapse, they may flee to an adjacent hex if possible. Any friendly units may also flee with this unit. This ability is not available if they are locked in combat.

SECTION 1: (Optional)

Action: MOVE

You may move EACH of your unlocked miner units up to 3 hexes each per the standard movement rules.

SECTION 2: (Optional)

Action: MINE

For each of your unlocked miner units on a location with a Crystal Ore deposit, you may add 1 Crystal Ore to your storage and draw one Discovery Card from the top of the deck and add it to your hand.

Action : EXPLORE

For each of your unlocked miner units on an explorable location (without Habitats, crystal ore, or a devastated zone), you may draw one discovery card from the top of the deck and add it to your hand.

SOLDIER: (combat troop)

Activate this card primarily to initiate combat and capture enemy units. Captured units can be traded for blueprints and is your primary early game goal. Late game is more focused on resources and less on combat depending on your gameplay style. **PRO TIP:** Deploy Soldiers during the DEPLOY action and then Field Promote them with the Speaker to Miners to save Influence points.

ATTRIBUTES:

Influence Cost to Recruit: 1

Maximum Movement: 4

Health: 4

Combat Strength: 1 Combat Battle Die (Red)

SECTION 1: (Optional)

Action: MOVE

You may move EACH of your soldier units up to 3 hexes each per the standard movement rules.



NOTE: At the end of each move, the Soldier unit can exist in 3 scenarios.

- 1.) If the unit enters the same hex as an enemy unit, it must **ENGAGE**.
- 2.) If the unit ends in a hex with an unoccupied Habitat controlled by an opponent, it may **NEUTRALIZE** that Habitat.
- 3.) If it ends in any other hex, it remains unlocked and does not engage in any conflicts.

SECTION 2:

Action: ENGAGE (Mandatory)

For each of your soldiers that moved, if they ended their movement in a hex with 1 or more opposing units, they lock all units in the hex in **Combat**. This initiates combat between your units and the enemy units in that hex. Mark your Soldier unit with a combat marker. This signifies your unit as the **Attacker** and also that it is locked in **Combat**.

Action : NEUTRALIZE (Optional)

For each of your soldiers that moved, if they ended their movement in a hex with an unoccupied enemy Habitat, they may immediately neutralize it by removing the enemy flag. This action does **NOT** replace the flag with your own. Only **Speakers** may actively control a Habitat.

HARVESTER: (resource vehicle)

Activate this card primarily to increase your Crystal Ore production. In one turn, you may be able to generate up to 10 Crystal Ore and 4 Discovery Cards with two unlocked Harvesters.

ATTRIBUTES:

Crystal Ore Cost to Upgrade: 1

Maximum Movement: 2

Health: 5 + 3

Two simultaneous hits required to defeat the Harvester. The enemy needs to have final dice values of at least a 5 and at least a 3.

Combat Strength: 1 Combat Battle Die and 2 Support Battle Dice

SPECIAL ABILITIES:

EARLY WARNING: When this unit is a victim to a collapse, it may flee to an adjacent hex if possible. Any friendly units may also flee with this unit. This ability is not available if they are locked in combat.

SECTION 1: (Optional)

Action: MOVE

You may move **EACH** of your harvester units up to 2 hexes each per the standard movement rules.

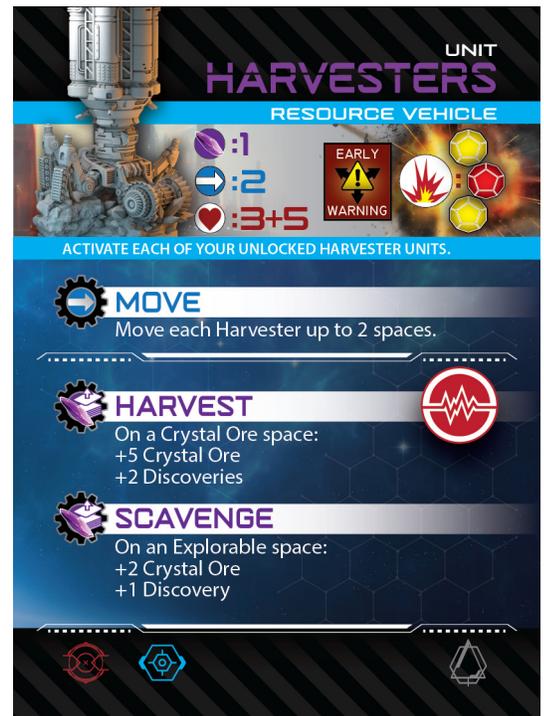
SECTION 2: (Optional)

Action: HARVEST

For each of your harvester units on a location with a Crystal Ore deposit, you may add 5 Crystal Ore to your storage and draw 2 Discovery Cards. Each time the Harvest action is taken, move the Tremor Tracker Token one step forward.

Action : SCAVENGE

For each of your harvester units on explorable terrain (without Habitat, crystal ore, or a devastated



zone), you may add 2 Crystal Ore to your storage and draw 1 Discovery Card.

POWERMECH:

Activate this card primarily to increase your combat strength. First Strike with a Powermech almost always yields prisoners.

ATTRIBUTES:

Crystal Ore Cost to Upgrade: 3

Maximum Movement: Standard: 3 / Jumpjet: 5

Health: 6 + 4

Two simultaneous hits required to defeat the Powermech. The enemy needs to have final dice values of a 6 and at least a 4.

Combat Strength: 3 Combat Battle Dice

SECTION 1: (Optional)

Action: MOVE

You may move EACH of your powermech units up to 3 hexes each per the standard movement rules.

NOTE: At the end of each move, the Powermech unit can exist in 2 scenarios.

- 1.) If it enter into the same hex as an enemy unit, it must ENGAGE.
- 2.) If it ends in any other hex, it remains unlocked and does not engage in any conflicts.

Action: JUMPJET

You may move EACH of your powermech units up to 5 hexes each in any direction, even over obstacles as long as your destination hex is still a valid hex. However, when using Jumpjets, you may not use Global movement or the Cave network. Each time a Jumpjet movement is used, move the Tremor Tracker Stack one step forward.

SECTION 2:

Action: ENGAGE (Mandatory)

For each of your powermechs that moved, if they ended their movement in a hex with 1 or more opposing units, they lock all units in the hex in Combat. This initiates combat between your units and the enemy units in that hex.

Colony Ship:

Activate this card primarily to build multiple modules at once rather than wasting bonus actions to build them one at a time. This also does not require units to be returned to your reserve to be used as workers. Also, playing this card is a great end move to ready your ship for Launch by Evacuating your units.

ATTRIBUTES:

Maximum Movement: 2 (1 for Stabilize and optionally 1 more if player chooses)

SPECIAL ABILITIES:

EARLY WARNING: When this unit is a victim to a collapse, they



UNIT
POWERMECHS
COMBAT VEHICLE

Crystal Ore Cost: 3
Movement: 3/5
Health: 6+4

ACTIVATE EACH OF YOUR UNLOCKED POWERMECH UNITS.

MOVE
Move each Powermech up to 3 spaces.

JUMPJET
Move each Powermech up to 5 spaces over barriers but without caves or global movement.

ENGAGE
End your move in a space with enemy units to lock them in combat.



UNIT
COLONY SHIP
MOBILE BASE

Crystal Ore Cost: 1/2
EARLY WARNING

ACTIVATE YOUR COLONY SHIP UNIT.

STABILIZE
You MUST collapse the current space and move 1 space.

MOVE
Move your Colony Ship 1 space.

ROBOTIC CONSTRUCTION
Construct multiple Colony Ship Modules for their Crystal Ore cost.

EVACUATE - Only available with completed Colony Ship-
Move all unlocked units to Colony Ship space and return them to your reserve.

must flee to an adjacent hex if possible. Whenever this unit moves for any reason, the Colony Ship destroys ALL units, relics, and Habitats on the destination hex.

NOTE: The Colony Ship must reside on an upper landscape hex to be able to launch. It cannot launch from a devastated hex.

SECTION 1: (MANDATORY)

Action: STABILIZE

The player must move the Colony Ship to an adjacent location and collapse the original hex. If there is no valid location, they must move to the closest valid location paying one resource for each space they must move that isn't adjacent. If they cannot pay the resources, then they still move to the nearest valid location but their turn ends immediately.

SECTION 2: (OPTIONAL)

Action: MOVE

You may move your Colony Ship unit up to 1 hex per the standard movement rules.

NOTE: Whenever this unit moves for any reason, the Colony Ship destroys ALL units, relics, and Habitats on the destination hex. This move can be used offensively by moving into a combat hex to destroy all units in that hex, including your own.

SECTION 3: (OPTIONAL)

Action: ROBOTIC CONSTRUCTION

You may construct as many colony ship modules as you can afford based on their Crystal Ore cost. You must have the blueprints for any modules you would like to build. There is no limit to the number of modules you may build. This is different than building one at a time during the Grey Bonus Action and also doesn't require units to return to reserves as workers.

SECTION 4: (OPTIONAL - MUST HAVE COMPLETED COLONY SHIP)

Action: EVACUATE

If your colony ship has all modules built and installed, you may choose to evacuate your units back to your ship. First, return all adjacent unlocked units to your reserve. Then, one at a time, move each unlocked unit on the map back to the exact hex where your Colony Ship is located based on their movement speed and return it to your reserve.

If units remain (locked in combat, unable to move fast enough to reach the Colony Ship location, or captured by opponents), then these units will prevent you from being able to launch. However, you have the option of trying to launch by rolling the Humanity Die which may allow you to leave some of your followers behind on the doomed planet. See the Humanity Die section for more details.

EXPANDED GAMEPLAY RULES:

MOVEMENT:

MAP QUICK REFERENCE CHART:

PLANET SURFACE:

COLONY CITY : Passable

DESERT / SAVANNAH / TUNDRA / ROCKY / FOREST / WETLANDS : Passable, Explorable

Crystal Ore Present : Passable, Explorable, Harvesting and Mining

Habitats Present : Passable

MOUNTAIN : Impassable

OCEAN : Impassable

CAVE : Passable, Adjacent to other Caves

COLLAPSED TERRAIN:

DEVASTATED : Passable

ABYSS : Impassable, Destroys All Units Forced Into It

STANDARD MOVEMENT:

Units move a single hex per 1 movement value of their unit type. They may only move into passable adjacent hexes based on the six sides of their origin hex. Units may not move onto or through Mountains or Ocean hexes on the planet surface.

When the lower terrains are revealed, units may not move onto or through Abyss hexes but may pass through or stop on Devastated terrain.

GLOBAL MOVEMENT:

Units may move off the board edge and enter any other edge hex with the same color arrow marker. All edge hexes are considered adjacent to others based on the color of the arrows entering or leaving those hexes. It is best to think of the map as spherical.

CAVE NETWORK:

Hexes with Cave symbols are considered adjacent for all units except Colony Ships. Troops and Vehicles may move through a cave and exit any other cave on the map as if it were adjacent. When units end their move on a hex with a cave symbol, they are considered to be in that hex. Units are never considered to be in a cave when not moving.

ENEMY OCCUPIED LOCATIONS:

Units may not pass through hexes with enemies. Combat units may move into an enemy occupied hex thereby initiating a Combat through the ENGAGE action. Once any unit occupies the same hex as an enemy unit, those units become locked. However, more units of any type from each opposing side may move into that hex until maximum occupancy is reached. Once two opposing Factions occupy one hex, other enemy Factions may not enter that hex or pass through that hex.

SPECIAL MOVEMENT ACTIONS:

JUMPJETS: Powermechs have the inherent ability to use jumpjets during the movement phase. Jump movement for Powermechs is unimpeded by obstacles such as mountains, lakes, and abyss hexes but they must still land on a passable hex that can be legally occupied. The Powermechs may also initiate combat by landing in an enemy occupied hex. Jumpjets cannot be used in conjunction with Global Movement or Cave movement.

Colony Ship MOVEMENT: Colony Ships may move one space on their own. They take up the entire hex where they reside. When a Colony Ship stabilizes, it must move to an adjacent hex and the origin hex is collapsed and destroyed. When it moves, it may move onto any adjacent passable planet surface hex but destroys all Habitats, friendly and enemy units, and any tokens in that space. It may never move onto abyss terrain when revealed however it may move through and stop on Devastated hexes. However, it may never Launch from a Devastated hex.

COMBAT:

Combat is defined as the conflict between two opposing factions in one hex. Three or more factions may never participate in battles. Combat is only initiated by units who possess the ENGAGE ability. Support Troops and Support Vehicles may never initiate combat, however, they may still move into and participate in friendly combats that have already been initiated. Once they move in to those combat hexes, they are locked until the combat is resolved.

Combat in Cysmic is turn-based.

A single combat is made up of one or more turns referred to as STRIKES. At the beginning of each Strike, the player decides to fight or flee. If the units stay and fight, players resolve their battle dice and determine captures and attrition. For fleeing, see FLEEING rules section below.

In each Strike, players roll the total battle dice of all of their units involved in the attack along with an Attacker or Defender Strike Die. The battle dice for each unit type is defined on the Core Action Unit cards next to the combat symbol. The faction that initiated the combat is the Attacker. The Defender is the faction that originally occupied the hex. Attackers roll the Blue Strike Die while Defenders roll the Green Strike Die.

Upon rolling dice before modifiers are applied, always resolve the Strike Die result first before the rest of the dice as this may cause a fracture event and interrupt the battle.

Each die is considered to be a single shot fired at an enemy. You never combine dice values.

Each die is capable of hitting a single enemy unit. Single die values are compared to the health values of enemy units when considering an enemy unit to be captured/destroyed. The die values may be modified by Discovery Cards, Espionage Cards, Faction Abilities, and Relic Cards.

The final modified dice values are compared to the opposing units Health values. If the final value of a die is equal to or greater than an enemy unit in combat, then you defeat that unit and capture it immediately unless otherwise dictated elsewhere.

The health values of each unit type is defined on the Core Action Unit cards next to the heart symbol.

ATTACKER vs DEFENDER:

In each Combat scenario, there is an Attacker and a Defender. The Attacker is the player who entered an already occupied hex. The Defender is the player that occupied the hex first.

When a Combat Unit enters a hex occupied by an enemy and initiates Combat, place a Combat Marker in one of the attacking units. Combat Markers are visual indicators that those units are now locked in battle until the combat is resolved during one of the player's BATTLE Tactic cards.

When a combat exists on the battlefield marked with a Combat marker, each player involved in the combat may continue to move more units of any type into the hex until they reach max occupancy. No units may move out of those hexes once combat is initiated.

FIRST STRIKE:

The first player in a combat to Activate their BATTLE Command Card will gain First Strike in all of their combats regardless of whether they were the attacker or defender. Their units will fire first.

The player with First Strike selects their dice for the combat along with the appropriate STRIKE DIE and rolls all of the dice. Resolve the Strike Die before resolving all other die values. Die values may be modified by the Strike Die result, Discovery Cards, Relic Cards, and Faction Abilities.

DISCOVERY CARD MODIFIERS:

Modifiers from Discovery Cards are always played by Attacker first and then the Defender until they both pass on discarding cards as modifiers.

A player may always play one Discovery Card per die. Multiple cards by the same player may never be compounded on one die. However, players may play multiple Discovery Cards during a strike to modify several different dice. Enemies in the battle may also play cards with negative values on dice whether they have been modified by the active player or not, once again limited to one card per die by the enemy player. The playing of cards back and forth per strike can be continued until both players pass on playing any more cards.

Compare the final modified dice values against the participating enemy units' health values. If a die value is equal to or greater than an enemy unit's health value, that unit is defeated. The active player determines how to allocate hits against enemy units.

SHIELD:

Units with the Shield ability may reduce the value of one enemy die roll in a battle by -1. Each Shield ability must be assigned to one die and may never compound on the same die. However they may be compounded with other combat card modifiers on a single die. Speaker units inherently have this ability. Apply this ability before adding other modifiers.

COMBAT RESOLUTION:

If a fracture event was triggered during the combat and that space was affected, the combat may not be resolved and the units will suffer the consequences of the fracture event. It is possible that a combat may yield nothing for either side and the hex will collapse destroying all the units in the process.

If the active player defeats a unit, they capture that unit (unless otherwise noted). The active player determines how to allocate hits against enemy units.

If the unit was a Troop, place it in your prison. If the unit was a vehicle, place it in your salvage. The original owner is now short one of those units for their future reserve until it is returned. If there are still opposing units remaining, each side will alternate and continue to perform Strikes.

This continues until one side is victorious or one side successfully retreats. Retreating is referred to as FLEEING.

In the event that the remaining unit(s) cannot defeat an opposing unit, they **MUST** Flee or be automatically captured. (For example, a single troop rolling a single die against a vehicle that requires 2 simultaneous hits to resolve.)

FLEEING:

A player may choose to flee as their strike action in lieu of a combat roll. To flee a battle, all units must be able to move into a single adjacent hex that will not exceed maximum occupancy or initiate a new combat. All remaining units must flee together. If there is no valid location to move all of the units, then the option to Flee is not available. Those units must remain and fight or be automatically captured.

When a player decides to Flee, the opposing player may fire on the fleeing units one last time, however, the dice may not be modified by Discovery Cards. The natural results of the die rolls are resolved against any fleeing units and the combat is finally resolved.

TREMORS AND FRACTURE EVENTS:

During the game, various events may cause Tremors across the planet's surface. When a tremor happens, advance the current stack of Tremor Tokens forward one space closer to the Fracture Event location on the Tremor Tracker. Once this stack reaches the Fracture Event location, the player that caused the stack of tokens to move must draw a Fracture Event token from the Fracture Bag.

Once the Fracture Token is resolved, take the top token from the stack and place it on the leftmost location available on the Tremor Track. Then immediately move the stack of tokens to the newest leftmost location available on the Tremor Track. This process creates an accelerating Tremor Track that advances the frequency of fracture events the longer the gameplay continues. As each Fracture Event takes place, the stack of tremor tokens will decrease in size and end with the final token being on the Fracture Event location. When this happens, all tremors will immediately result in Fracture Events.

RESOLVING FRACTURE EVENTS:

When drawing a Fracture Event Token from the Fracture bag, the player will pull a token and view both sides. One side will refer to the Terrain section that will be affected. The other side will refer to the ring of hexes that will collapse in that terrain section.

First determine the Terrain on the map that will be affected. Once you know the terrain, flip to the other side of the token and then collapse (remove from the board) all of the hexes highlighted in Red on the layout of the terrain section. The number on the edge always dictates the outside edge of the board.

The terrain section is made up of rings. Colony City is not on a ring but is considered the center. Each hex adjacent to Colony City is ring 1 and consists of 1 hex from each triangular terrain area. Ring 2 is the next 2 hexes and so on up to ring 6. The outermost ring is the most devastating to the planet because 6 hexes are removed from the board at once.

When hexes are collapsed, all the tokens, units, and Habitats are destroyed. The only exceptions are unlocked units with the Early Warning ability.

Place the drawn token in a discard location next to the board.

EARLY WARNING ABILITY:

The Early Warning ability allows units to escape from collapsing hexes because their equipment allowed them to predict it was going to happen.

When an unlocked (not in combat) unit has Early Warning and escapes a collapse, it may also take any or all other accompanying friendly units with it to an adjacent hex. If there is no valid hex to escape to, then they are destroyed like units without the ability. Only units not locked in combat may use their Early Warning ability.

Colony Ships always have Early Warning enabled and can never be destroyed.

CONGRATULATIONS ON WINNING THE GAME:

You have saved your people from extinction. Your enemies perish while your followers look on as your old homeworld slowly disintegrates.

You are safe for the moment, but what new challenges await in the depths of space?

Can you sit back and relax while you wait to colonize a new homeworld?

Nothing is that simple in the Cysmic universe... Prepare yourself once more for the colony ship itself to be torn apart due to the force of the launch combined with the force of your exploding former homeworld in.... Cysmic II.



