

Fights

You may start one fight on a World (with the Populations and Plants) or on a Sun (with the Populations in orbit). You may perform only one fight during your turn. Fights are never mandatory and are strictly forbidden within the Starting Home Solar System. You may only attack markers located on the same card. It is impossible to fight from a World to another World or from a World to its Sun.

To make a fight the protagonists gather their markers (Population and Plants) by pairs. Each pair of 2 markers (1 of each side) is an independant **battle**. Should a player have more markers than his opponent, he decides to which battle the remaining markers will be associated.

example :

The Gray Player has 1 Population and 1 Plant. The White Player involves 2 Plants and 3 Populations. White associates one Population to each of Gray's markers, but White still has 2 Plants and 1 Population available. White decides the following :



Then each battle is resolved one after each other. For each battle you will use the same process :

- You may play an Event Card to modify the course of this fight.

- You add the value of the marker(s) involved :

- Populations : 2

- Plants : 1

- ET Natives : 4*

* See Event Cards "Civilization ET" et "Rebellious Natives".

- You may increase the power of your marker(s) by using Energy. Each Unit of Energy adds 1 to the power for this battle (and will be lost at the end of the battle).

- Finally you throw a die and add the result to your power. The player with the lowest final power lose all the markers involved in the battle.

In case of a tie, both player lose one marker.

When all the battles are resolved, the winner of the whole fight is the player who lost the smallest amount of markers, all battles included (no winner in case of a tie).

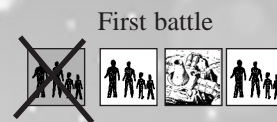
At the end of the fight the loser may withdraw for free the remaining surviving Population to the Sun of the Solar System. If the loser still have Plants on the World, the winner may take one of them (just switch the markers with one of yours). You may switch only one of the factories at this time.

example continued:

The Gray Player plays the Event Card "General Mobilization" (his Population gets +1 to its power). For the first battle, Gray has a power of 3, White a power of 5. None of them wish to use Energy. The die for Gray cast a 3, and 2 for White. Gray loses this battle (6 against 7), his population is discarded.

Total for Gray : 2 (Population) + 1 (General Mobilization) + 3 (Die) = 6 points

Total for White : 4 (2 Populations) + 1 (Plant) + 2 (Die) = 7 points



For the second battle, gray uses 3 Units of Energy. His total power is 4, and 3 for White. The die for Gray casts a 6, the White one gives a 2. White loses the (10 against 5), his 2 markers are discarded.

Total for Gray : 1 (Plant) + 3 (Energies) + 6 (Die) = 10 points

Total for White : 2 (Population) + 1 (Plant) + 2 (Die) = 5 points



Eventually White loses the whole fight (2 markers discarded and 1 for Gray), but he decides not to withdraw his forces to the Sun.

Gray uses this opportunity to switch a White Factory into his own color. The final composition for each side is this one :



Surviving Gray ;



New Gray ;



Surviving Whites

The end