



USER GUIDE

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Welcome to Apollo4X.

The first thing I want to say at the beginning of this manual is... wow, do I hate reading manuals.

With that in mind, I'm writing this straight and to the point as a courtesy to you. I'm going to deliver you the specific information in a logical order that you'll need to understand what's going on in our game. I'll also put tutorial videos on our website if you need further help: www.apollo4x.com

What this game is about:

You are an interplanetary shipping tycoon. You make money and get political power by buying exports on one planet, then flying them to another planet that wants to import them, and selling them for a profit.

With those profits, you're expected to better society through philanthropy, expand the empire by establishing more colonies, and build a private army to prevent the nasty aliens from overrunning your planet

How to win!

There are three ways to win the game:

- Colonize 20 planets, and accumulate 500 points of Stellar Network.
- Put 300 units each of five different resources into the victory warehouse.
- Capture all enemy homeworlds.

Any one of the three is a victory. It won't be easy. If you get good at the game and think it should be harder, we've given you maximum freedom to tune the difficulty to your liking.

How to lose!

There are a handful of ways to get tossed out of the company:

- Run out of money without any residual income – you can't do business anymore, and that's very bad for a company.
- Run out of **approval** with the colonists. You can do this by over-spending **approval** and ending the turn with zero, or failing to appease enough colonial demands which causes **approval** to fall sharply as well. At zero **approval**, they lose confidence in your leadership and you're done.
- If the enemies capture Apollo... well, that's obviously quite unfortunate.

This game is a tycoon-style logistics puzzle, with a combat system that uses cards instead of armies on a map. Our objective was to make something that was completely unrelated to the "every 4X game is like this" formula. Due to that, I expect you to be a bit confused if you assumed it was one of "those games". You'll catch on fast, and once it clicks I hope you find it fun and relaxing to play.

Controls

Here are the universal keyboard and mouse controls that work throughout the game:

Z X or ← →	Select previous/next colony.
Spacebar	Center camera on Apollo.
Right-click on planet	Center camera on that planet.
Left-click on planet	Select planet for an action, Such-as travelling to it.
Left-click and drag mouse	Rotate the camera around Currently centered object.
ESC	Open game menu to save, load, exit, set options.

Starting your first game:

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When you click “New Game” you’ll be presented with this screen:

☒ **Casual Mode**
You cannot be voted out of office, you cannot run out of money, and you have unlimited Clout to do what you want.

☒ **"2-D" Mode**
Forces the galaxy to generate on a plane, rather than wherever in 3D space.

Economic Difficulty **standard** The standard setting

Planet Quality **standard** The standard setting

Political Difficulty **standard** The standard setting

Centaur Aggressiveness **standard** The Standard Setting

Starting Resources **standard** Balanced start

Centaur Threats

☒ **The Golden Hordes of Liber**

☐ **The Ascended Band of Orcus**

☐ **The Holy Haven of Janus**

☐ **The Rational Remnants of Minerua**

☐ **Varied Enemies**
The centaur enemies are more random in their decisions

Number of Planets

< **65** >

For your first game, set it up just like this. Check **Casual Mode** and **2D Mode**. Casual mode means you can't lose by running out of money, **clout**, or **approval**. In fact, you can run up unlimited debt, unlock everything in the game on the first turn, and see just about everything right away. I encourage this.

2D mode makes the map flat. When 2D mode is off, the galaxy is more complicated because planets are above and below the center-line. Get used to the basic concepts before you turn on 3D mode.

You can have up to four enemy types against you, based on what factions you check under **Centaur Threats**. Stick to Liber at first, because they're "standard" warriors and don't do any tricks. The other enemy types each have a gimmick that makes them a different style of fight. Learn against Liber.

The Game Screen



The first screen you see upon starting is the galaxy map, with Apollo in the center, and a **Reroll Galaxy** button. The galaxy map is randomly made, and if whatever gets made doesn't look good to you, reroll it until you get something acceptable to your tastes. Colonize three nearby high-quality planets, and you're ready to go.



Tour of the Interface

Choose three planets to colonize. They're ranked A-F for quality, and building cities on lower quality planets costs more. Cities = production points every turn, one per city. You are going to pay for fuel to fly between planets, so make sure they're close to Apollo.

If you don't like the layout of the map, you can click "reroll galaxy" unlimited times.

Next to each planet you'll see three icons and two empty slots. The three populated slots are the exported goods this planet will sell you. You choose the two empty slots that are green, which are what the planet will buy from other planets.







On the right side of the screen is the **Corporations** menu. These are the corporations you use to populate the two empty "imports" slots. Each one has two icons like "Culture or DNA". This means the import demand will be one or the other in that import slot. They flip back and forth randomly, every time you sell to that importer – this makes trade routes change constantly.



Planets have a number under them, and it initially starts as “4”. This is how much fuel for travel is present. **If you fly from planet A to planet B, the cost in fuel is deducted from planet B**, because they have to refuel your ships when you arrive. You buy more fuel on the planet itself, by clicking on the “upgrades” button and spending 1 point of production per 2 fuel.






There are FOUR currencies in the game.

-  **Capital** -- Cash money, which you earn by trading goods between planets.
-  **Clout** -- Political influence, earned by building network nodes on planets and completing the “domestic agenda” goals. You get a base income of +10 **clout** per turn, plus earnings from network and agendas.
-  **Approval** – The happiness of the citizens. Satisfy **colonial demands** to earn **approval**, and unsatisfied demands lose **approval**. If you satisfy half the demands you neither gain nor lose **approval**.
-  **Production** – Each planet generates 1 production point per turn for each city on the planet. You use production to buy fuel, network nodes, and improve the quality of your imports and exports.

Every planet you colonize adds +1 to the length of your **colonial demands** list. This is your “happy citizens cost” because every turn you must pay in **clout** and a **market service**. You cannot click next turn until you confirm colonial demands. Each demand paid is **+1 approval**, and each not paid is **-1 approval**. Remember, zero **approval** means you’re fired.



There are FIVE **market goods**, which you purchase using the “services” menu.

-  **Market Services** – Spend this service to upgrade the market itself. Upgraded market will deliver more units of a service per unit of **capital**.
-  **Administration** – Spend this to colonize planets. Colonization costs 10 administration, and increases by +10 every time you colonize a new planet.
-  **Infrastructure** – Spend this to build cities on planets. Each city costs more, and is determined by planet quality from A to F.
-  **Fleet** – Fuel and spaceships, used to take off from and land at Apollo. Other planets have to spend production to buy fleet, and it’s local to each of them.
-  **Weapons** – Spend 15 points of weapons to hire one military unit.



Each click of the \$10 purchase button buys the amount of the service displayed. As you buy multiple clicks of a service, the amount you get per purchase will become less as you are depleting the market. The market restocks at the beginning of your turn.

Market manipulation and public financing are city-state factional powers you will acquire when the appropriate faction is recruited.

As you fight battles, recruit factions to your cause, and accomplish other tasks you will complete **Domestic Agendas**. These are like “wonders” in some 4X games, because you build them up over time and get long-term residual rewards in the form of **clout** income. Each of the five dots you fill in each agenda is worth **+2 clout** per turn.



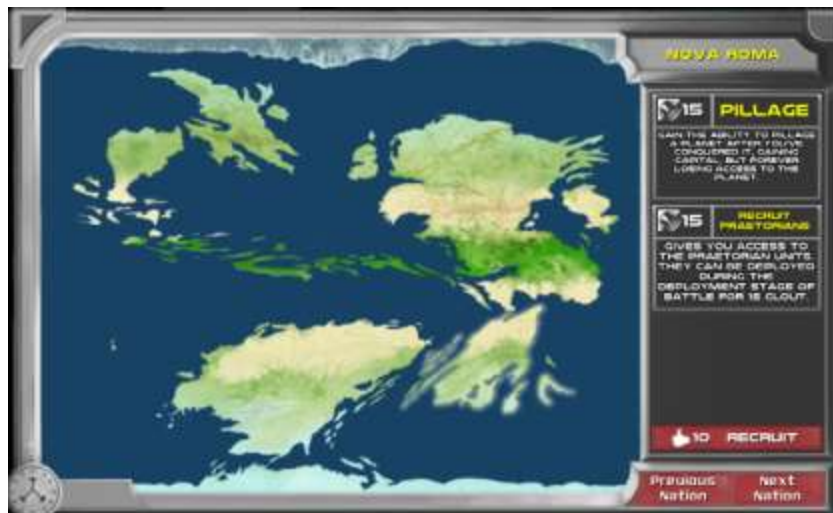
The **Vault of Apollo** is the galactic bank. It pays out \$15 for every \$10 you put into it, at the rate of \$3 return for 5 turns. It's wise to invest early and often.



At the bottom left of the screen is a display showing your currency reserves for **capital**, **clout**, and **approval**.



The **Favors** button summons the **city-state faction** window, where you can spend 10 **approval** to recruit one of the nations of Apollo to your side. Each of these nations has special abilities that they grant you. These are covered later in this guide. This screen is to recruit them. Buttons to use “favors” are on planets, the market, combat cards, orders, and the “more” menu at bottom of combat screen, etc.



The **Colonies Panel** in the upper left column of buttons is a summary of all your colonies. It shows their fleet reserves, cities, network nodes, unspent production, imports, exports, and distance from the currently selected colony. This list is sorted in order of distance from whatever colony you have the camera focused on currently, and that colony will thus be at the top of the list. Press the red button to focus the camera on different colonies.



The **Military** panel lets you purchase armed forces. Each unit costs 15 weapons to buy.





The **Victory Tracker** panel is both informative and a warehouse where you contribute toward the resource-based victory condition. The red buttons transfer 10 units of the selected market commodity into this warehouse. 300 in each is a victory condition. Likewise, 20 colonies and 500 **Stellar Net** accumulated is another win condition. Also here is a summary of your colony improvements, domestic agenda progress, and currency passive income per turn.



At the top of the screen are some game controls.








- **End Turn** – This does the obvious.
- **Colonize** – Spend the listed amount of administration to colonize a new planet.
-  -- Hide the information on uncolonized planets, reducing clutter on screen.
-  -- Jump the camera to each enemy homeworld, and how many enemy colonies exist currently.

The **Trade Tracker** widget is VERY useful when deciding what imports and exports to acquire, and is valuable during trade route planning so you know which imports are still in demand and how many exports of that type are available on the map. Learn to use this and the colony menu, and you don't need to switch the camera around to all your planets to figure out your trade routes – which makes gameplay go MUCH faster.



The five types of import/export goods are:

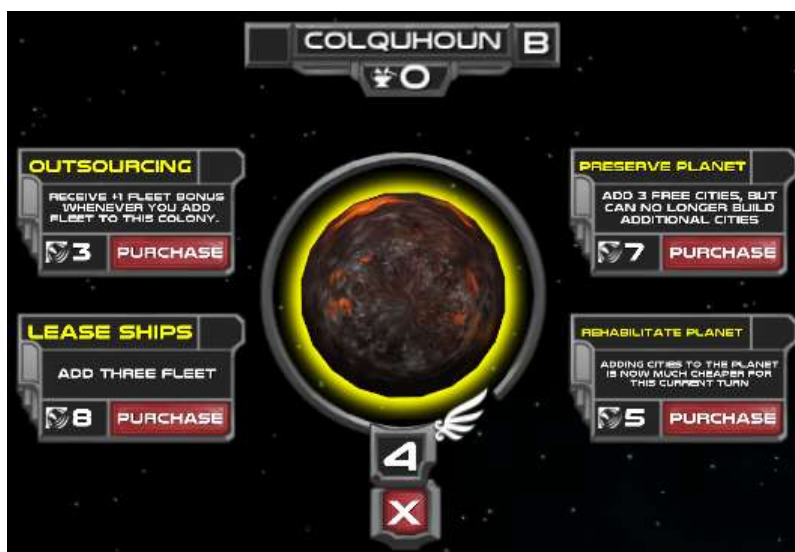
-  Labor: People who want to travel from one place to another.
-  Culture: Different colonies are interested in the art and entertainment of other worlds.
-  DNA: There's quite the market in off-world genetic materials.
-  Minerals: The timeless tradition of digging something out of the ground to sell to somebody.
-  Artifacts: Some colonies have discovered artifacts belonging to aliens who lived there long ago.

Upgrades are purchased on planets.

- **Fleet** -- adds 2 units of fuel to the planet.
- **StellarNet** – Build a network node on the planet. You may only have one node per city, and a maximum of six nodes.
- **Add a City** – Build a city for the listed price in infrastructure services. Each city costs incrementally more, and this price is determined by planet A-F quality.
- **Upgrade** – Upgrade the imports and exports on the planet to get better prices. Imports tend to pay you a bit more, and exports might be a little cheaper.



Favors button is next to the upgrades button on each planet. This lets you trigger city-state faction abilities that you might have unlocked.



TRADE

Trade Caravans are the core of the financial game. Click “New Caravan” next to Apollo to open the selection of convoys you can launch. Initially you have only the basic convoy, but can unlock others.

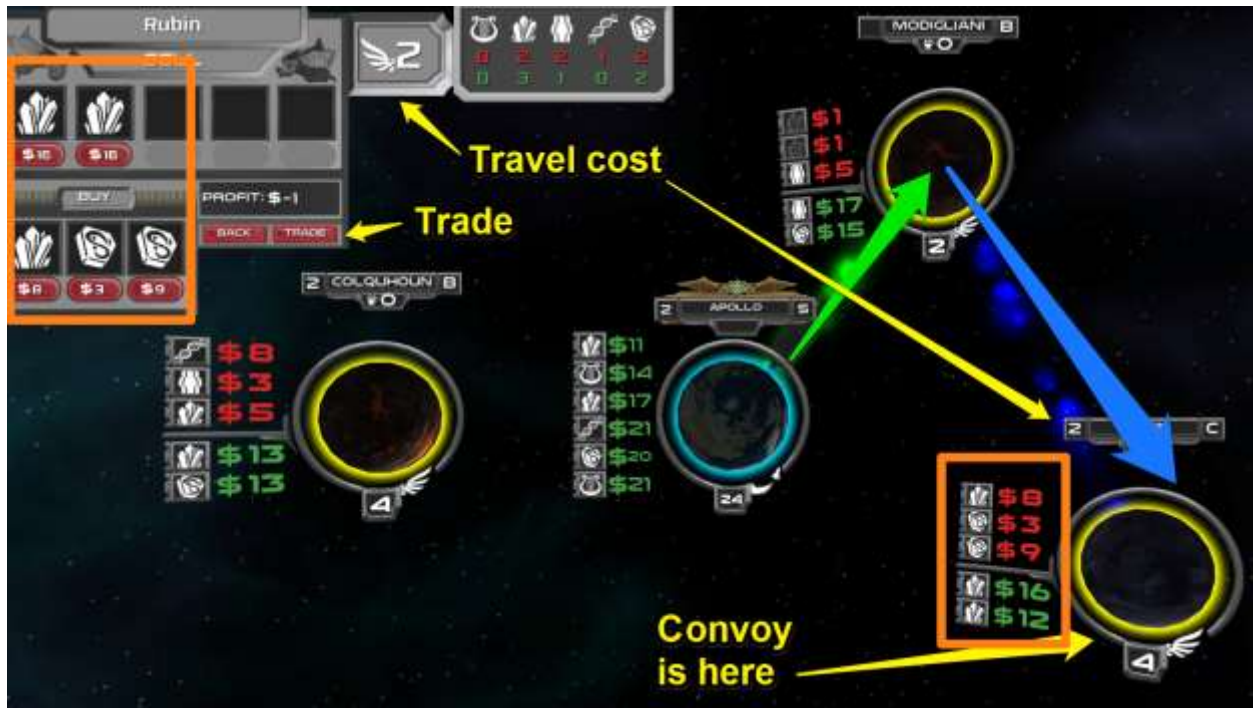
- **Basic convoy** – 5 fleet, 2 cargo slots.
- **Large convoy** – 5 fleet, 5 cargo slots. This replaces the basic convoy.
- **Free convoy** – 15 fleet, but does not spend fuel on planets. Can only visit 3 planets before returning to Apollo to land.
- **Flexible convoy** – 10 fleet. All other convoy types **must** launch from and return to Apollo, making a loop. The flexible convoy can originate at **any colony**, and must return to that same colony to land.



Trade Interface pops up once you buy a convoy.

- **Travel** – move the convoy to the currently selected planet. The selected planet will be at the end of a blue line extending from the current convoy location. **Destination planet pays travel cost!**
- **Sell / Buy** – If you can sell or purchase goods at your current location, these buttons will activate. Complete all sales and purchases before clicking **trade**.
- **Trade** – Once you are done buying/selling goods, click trade to finalize your transaction and return the travel button. Select a new destination, travel and repeat.
- **Back** – Each click of the back button undoes one action. You can use this to go back as many steps as you like, including refunding the convoy entirely.

Example of trade process:



- Green Line** – The convoy departed Apollo and went to the first planet.
- The planet's **fleet is now 2**, because it paid 2 fuel travel cost of the convoy arriving.
- Note two \$1 exports of minerals are dark here. They've been bought, and can't be used again on this caravan. They'll come back once this convoy lands, and you can launch another one this turn if you have fuel to support it.
- Blue Line** – This is the convoy's current travel destination. Note the travel cost of 2 is shown on the planet's name-plate as well as by the wing icon on the trade interface. This planet's 4 fleet will reduce to 2 once the trade completes.
- Orange Box** – note that the two minerals bought at the first planet are in the cargo and can be **sold** here for \$16 and \$12. The exports of one mineral and two artifacts are also show with purchase buttons.
- Third planet** – Notice that this planet wants to import minerals and artifacts, for \$13 each. The current convoy location is selling minerals for \$8, and an artifact for \$3. We would certainly sell the two minerals the convoy is carrying, and then purchase the artifact and mineral from this planet. Then, fly to the third planet and sell them.
- Apollo** – Note that the convoy originated from and must return to Apollo. Also, Apollo has 6 import demands on it because the **monopoly** city-state power has been triggered.

- **Elderean Fleets** – These mysterious alien ships travel around the galaxy. They won't sell you anything, but they're always willing to buy something. Trading with them is one of your domestic agenda goals. Note that **Apollo pays the travel cost from your current planet to the Elderean's**. When you depart them and return to another colony, that destination colony pays the trip cost from the Elderean's to itself. Apollo only pays for the fuel to get there, not back.

The Elderean shows an amount of fleet below it equal to how much fleet market services are available on Apollo—in this example it's 12.



- **Wormholes** allow for cheaply travelling vast distances. Like the Elderean's, Apollo pays the trip from the planet to the wormhole. Once you enter the wormhole you may emerge freely from any other wormhole in the galaxy. The trip from the wormhole you exit to the next planet is paid from the fleet pool of the destination planet as normal.



Apollo pays the cost of the green line above. The blue line from wormhole 1 to wormhole 2 is **FREE**.

Combat

When you've been invaded, you're immediately sent to the combat screen. The other way to get into combat is to buy some troops and click **invade** below a chosen enemy colony.

Caution: Enemy homeworlds are *much* more difficult battles.

Let's look at the anatomy of a combat unit card:



Unit Stats

- **Attack** -- How much damage the unit will deal to each unit it is engaged with this turn.
- **Defense** -- How much damage is negated each time the unit is attacked this turn.
- **Morale** -- When units engage each other, their morale scores are compared. The higher score swings the battle morale meter in their favor by 1 point.
- **HP** -- How many points of damage the unit can suffer before being removed from battle. This is an abstraction of combat endurance and represents munitions expenditure as well as troop loss.

Overview of combat screen:



Required Wins:

Some planets will require multiple consecutive battles to conquer. If required wins is 3, you'll face three waves of enemies. Homeworlds have considerably more troops than normal colonies. How many waves of enemies are present is a function of how many colonies the enemy has and how many turns into the game you are. If you let the enemy take over half of the map, you're going to have a bad time of trying to defeating their colonies afterwards.

Winning and Losing Combat

You can win a battle by:

- End the combat round with the morale meter at +7 or more. The enemy force retreats immediately.
- All enemy units are destroyed or fail morale check and have retreated.

You can lose a battle by:

- End the combat round with the morale meter at -7 or worse. Your forces immediately retreat.
- All friendly units are destroyed or fail morale check and have retreated.

Morale

Enemy and friendly morale is compared every time two units come into battle. The unit with the higher morale value will swing the battlefield morale counter by +1 or – 1 point. Example: One of your units has morale 4 and faces an enemy with morale 1. Battlefield morale shifts by +1 in your favor.

Morale and Death

When a unit is reduced to 0 HP, it's dead. At the end of the combat turn, every dead unit impacts the morale of the owning side's troops by -3. This happens and then calculations happen if still living but injured units run away. Seeing the unit next to you fall tends to make the survivors want to run.

Morale and Running Away

At the end of a combat turn, any units that have less HP remaining than the current morale counter are considered for fleeing the battle. Only one unit will flee per turn, and it will be the one with least remaining HP. If two units have the same HP, a random choice is made between them. Morale in negative numbers impacts Apollo forces, and morale in positive numbers impacts Centaur forces.

Example:

Morale on the battlefield is +8. There are three enemy units with less than 8 HP. The weakest one will flee first. Let's say it has 3 HP. When it flees, the 3 HP are subtracted from the 8 morale, leaving +5 morale. Another enemy unit that has 5 or less HP would then flee. This continues until the morale counter is lower than all remaining units.

Tactics

Each unit can be given three unique tactical orders. Essentially this means each unit consists of 3 different cards, and you choose which of the three to play when the unit is activated during the combat round.

Tactics determine the attack, defense, and morale stats of the unit for that combat round, as well as any special abilities or status effects that are granted by the selected tactic.

Your units' three tactics are shown when you select them to give them combat orders. If you want to look at the tactics a Centaur unit can choose from, **right-click on them**. Right-click again to dismiss this view.



Looking at the above example of Stellar Marines, you see they have a choice to do a strong attack, strong defense, or a special effect. This pattern is typical of most units.

In this example, the frontal assault also applies a special **+1 flanking** counter on enemies it touches. The assault the position tactic converts those +1 flanking counters into stat bonuses in combat. So, you put flanking counters on a target with some marines, and then use another marine unit to exploit that with the special attack.

Looking at frontal assault specifically, we see 3 ATT, 2 DEF, and 1 MOR stats, and **-2 HP from exertion**. Be mindful of exertion costs of tactics, because that's automatic damage you cause yourself by using that tactic.

Assault The Position has base stats of:

ATT 1
DEF 1
MOR 2

If the enemy this unit is fighting had 3 points of flanking counters on it:

ATT 4*
DEF 4*
MOR 5*

Marines, recon units, and mech suit squads all employ flanking in some manner.

The * next to the stat indicates that it has been given a bonus by something, and is thus elevated above normal base stats.

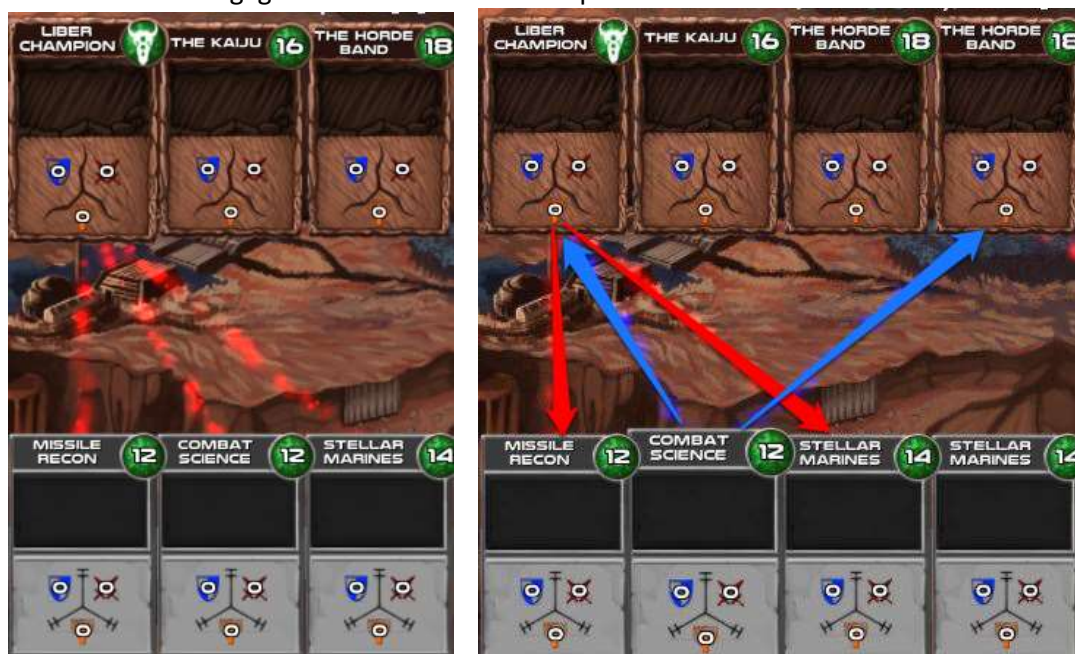
Engagement - Who Fights Whom?

Each combat round, the game will select which units are going to engage each other on the battlefield. This is not a 1-to-1 pairing, but could be complex combinations of interlinked units. **Mousing over your unit cards** will reveal with **blue lines** which enemy cards are directly engaged with that unit.

The **red lines** coming from the enemy unit cards show which additional units of yours are engaged with this enemy. Pay attention to this, because it's extremely important to know which of your units are going to trade damage and effects with a given enemy as you determine what order to activate those units, and which tactics to put into play.

Each unit card can be **linked to a maximum of 3** opposing cards each round. Player actions can create 4 or more links of engagement, but automatic assignments will never be more than 3.

Let's look at the engagement on this Liber Champion:



Mousing over the Liber Champion card reveals that it is engaged with the missile recon, combat science, and stellar marine cards.

When you mouse over your own cards you'll see both blue and red lines. Blue lines indicate which enemy cards the selected friendly unit is engaged with. Each of those enemy cards will draw red lines to the cards it is engaged with. As you get more experienced with the game, you'll see how important it is to be aware of which cards are going to fight this turn, and you'll see the power of the units that can alter it.

In the second picture above, we enhanced the lines for clarity about which card is doing what.

Champion Units

Champions don't have HP like regular units. They **roll a saving throw** if they receive an attack that penetrates their DEF rating. This 1-10 roll is compared to damage received, and if it is equal or less than the damage amount, the champion is killed.

Example: ATT 5 vs DEF 2, 3 points penetrate, and champion must roll a 4-10 to survive.

Activated and Unactivated Status

A unit that has not had a tactic selected this turn is unactivated, and has not yet initiated combat with its linked enemies. Activated units have pictures and unactivated units have a blank black square.

A unit that has declared a tactic and engaged with the enemy this turn is activated. This matters because some special powers target units that are one activation status or the other.

Exertion

Some tactics have an **automatic HP loss cost** associated with them. The unit loses combat endurance as a result of employing this tactic. You'll see exertion as a negative number in the HP area on the tactic card.

Flanking

Flanking counters on units can stack. Units with tactics that take advantage of flanked targets gain bonuses in combat with units that have flanking counters on them. Flanking counters are removed at the beginning of each combat turn.

Decomposing

Decomposition inflicts -1 HP damage to the unit per counter, per turn of combat.

Disorganized

Disorganized units have Att, Def, Mor reduced to 0 for remainder of the turn. Essentially, they're unable to deal damage or defend themselves. The Minerva faction of Centaurs specialize in this, and have a unit dedicated to paralyzing your units. Apollo's Space Support units have a disorganize attack as one of their tactics as well – and they're also immune to having it done to them.

Invincibility, Lethality, Sovereignty

Some units have +2 defense, attack, or morale above and beyond the normal stats for their tactics. They're marked as invincible, lethal or sovereign respectively.

Direct Damage

Direct damage is **unavoidable**, and bypasses target's defense. You'll see it mentioned on some tactics as piercing or instant damage. Piercing damage bypasses the defense of enemies the unit fights. Instant damage is targetable to ANY enemy unit, like a sniper shot.

Example: A Liber Champion chooses the "Smarter Than Man" tactic. The special ability of this tactic is to choose one of your units and zap it for 4 unblockable damage. Since this can target **any** unit you own, you might suddenly see an unactivated unit of yours lose 4 HP. Check the combat log, and you'll see who sniped him.

Create Engagement Link

This special ability allows the player to create a combat engagement link between a friendly and enemy unit that were previously not going to encounter each other during that combat turn.

Stats With a * Beside Them

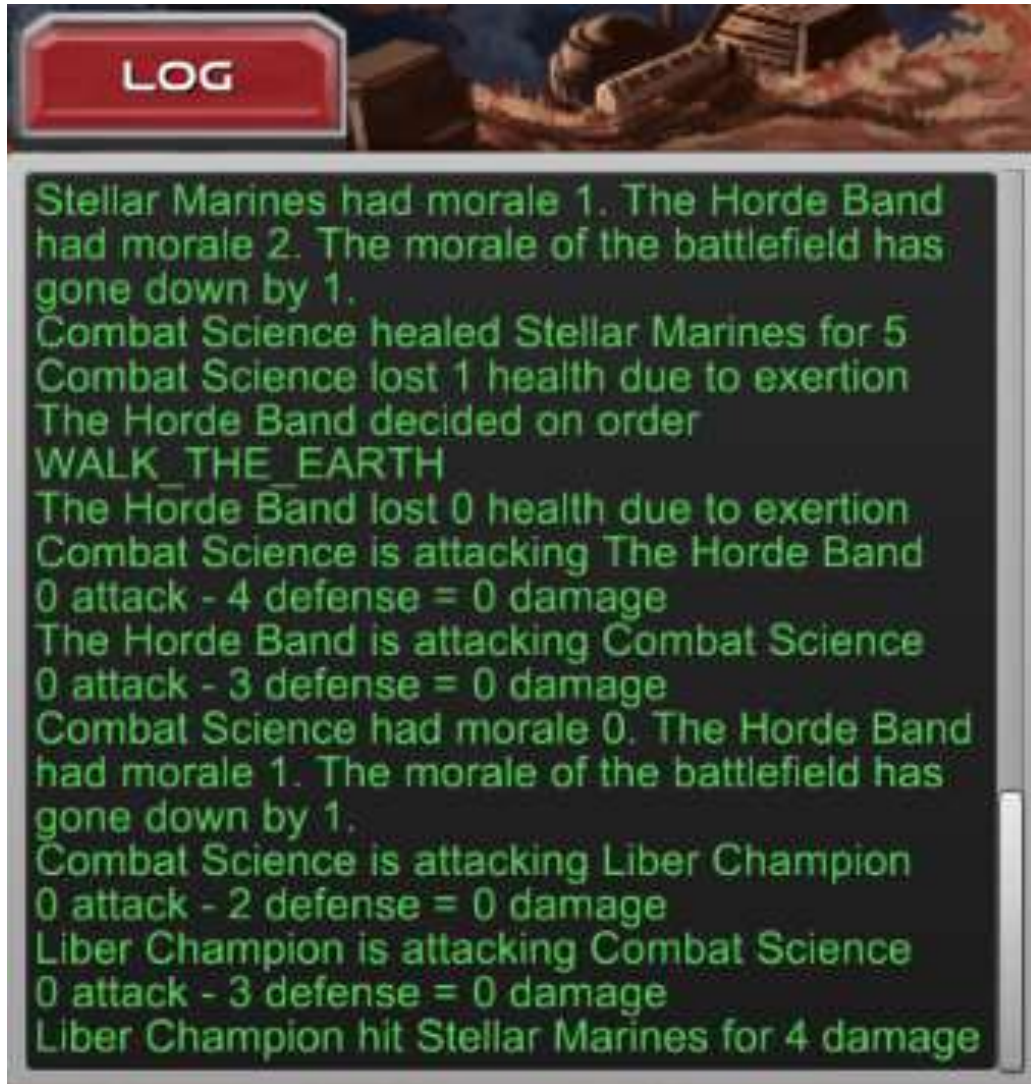
You'll see units that have boosted stats displaying a * next to the number. This indicates they're getting some type of bonus to that stat.



The Horde Band here has 2* morale. This is due to sovereignty (+2), and that base morale of its chosen tactic having been 0. $0+2 = 2^*$

Combat Log

At the lower left of the screen, you'll see a LOG button. Clicking that summons the combat log. This is rather useful for understanding what just happened in the main screen – because sometimes cards move quickly and you might miss the cause.



Carthage, Independence and The Stratocracy

These Apollo factions grant powers that let you do a few **clout**-based tricks in battle. Essentially, you spend **clout** from your pool to “cast spells” of a sort.



Clicking the MORE button at the bottom of the screen (it appears when applicable) will pull up the panel where you use your faction powers.

- Recruit a **Minuteman** infantry unit for **15 clout**.
- **+2 flanking counters** applied to any enemy for **5 clout**.
- **4 instant damage** to any enemy for **5 clout**.
- **Disorganize** any enemy for **5 clout**.



- Spend **5 clout** to add **+4 defense** to your unit's next combat.
- Spend **4 clout** to add **+2 attack** to your unit's next combat.



- Spend 10 **clout** to **Regroup** this unit and allow it to act again this turn.

As you can see, it's possible to power through really tough combats that you would otherwise lose if you're able to burn some **clout** calling in these special favors.

Combat Units of Apollo 28

Stellar Marine

Marines can “Frontal Assault” to put flanking counters on enemy units that they contact this turn. “Assault the Position” gives +1 bonus per flanking counter on any enemy the unit contacts. Multiple marines can work in a team to flank and then exploit the enemy.



Combat Science

Combat Science is your healer and damage over time unit. In an emergency they can also make a unit rather invulnerable to damage using a shield.



Missile Recon

Missile recon can snipe at a single target, bombard multiple targets with unblockable damage, or apply flanking to all contacted units while also modifying the links between one friendly and enemy unit.



Mech Suits

Mech suits have a charge counter on them. They start with 2 charges. These are expended to exploit flanking like Stellar Marines or fire a 4 HP sniper shot while applying flanking to all contacted enemies.



Space Superiority (Battle Satellites)

Apollo's air power, the space superiority satellite requires that you first choose which enemy to link to every combat round. Then it can link another friendly unit to this same target, bombard it for 5 HP of unblockable damage, or disorganize its stats to zero. Note that this unit is immune to the disorganize effects of Minerva's rational brood. Always take some with you if you fight Minerva.



Praetorian

The Praetorian costs 15 **clout** to recruit. They're highly effective in both rescuing your troops from fleeing due to low morale, and also because of their ability to snipe other champion units off the battlefield. When they take damage, they roll 1-10, and if they roll above the amount of damage taken, they survive. This makes them rather hard to kill, but if they do fall, your medics cannot revive them.



Minutemen

Not the best of troops, but you can quickly summon them up in the middle of a battle for 15 **clout**. They can inflict flanking, and also self-heal for 2 HP. In a pinch, they at least give the enemy more targets to shoot at and might take the heat off your other units.



Next... Centaur Units

The Liber Horde

Liber Champion

The Liber champion is a hero unit, like the Praetorian. The same 1-10 vs damage saving roll applies. Very difficult to kill unless you concentrate fire on him or bring a Praetorian along. The Liber Champion has a sniper shot just like your Praetorian does. If one of your units at the bottom of the screen suddenly gets hit for 4 HP, blame the champion.



The Kaiju

The Kaiju is a living tank. It can disorganize your units, break their morale, or using the "Kaiju Supports" taunt tactic, the kaiju will step up to fight in place of other enemy units that turn.



Horde Band

The Horde Band is a warrior mob concerned with brute force swarm attacks. They ebb and flow like a tide doing only standard attacks.



Minerva

Rational Brood

Rational broods are a unique unit. They are more like a computer virus than an enemy you can shoot and kill. As such, they have no hit points and cannot be attacked. They're a cloud of nanites that disorients one of your units and deals 2 HP damage to it. Only space support is immune to this.



Assault Operation Brood

Assault broods inflict and exploit flanking like your marines. However, they do unblockable damage when you're flanked. Thin their ranks fast before they tear you apart.



Scavenger Brood

Scavenger broods are the healers of the cybernetic Minerva troops. They can heal allies, and also flank your troops.



Orcus

God Prophet

The God Prophet is a champion unit, so bring Praetorians to deal with him. He can disorganize your troops, break your morale, and if morale swings too far in his favor he can self-destruct and deal HP of damage to all your units equal to the morale counter of the battlefield.



Youngling Band

Younglings are self-healing. They are hungry, and eating you is all they are concerned with.



Terror Band

Terror Bands attack with hallucinogenic and caustic chemical attacks. They're expert morale breakers, and also deal damage over time attacks. Kill these enemies with high priority.



Janus

Sacred Ground

Sacred Ground is an un-killable unit that serves to boost morale of the enemy. It pulsates in two phases, doing a higher morale attack in the second phase.



High Cults

The high cultists of Janus can heal their allies or disorganize your units. Or they might just go berserk and charge with all their might.



Centaur Cultists

The cultists are the cannon fodder of the Janus faction. They're rather difficult to kill, because they have such high defense. They just do standard attacks.



City-States and Their Powers

Oligarch Dynasty

- Free **Capital** -- \$30 free income per turn.
- Reroll Corporations – Adds a “reroll” button to the corporations list, in case you don’t like the selection when trying to place imports on a new colony.
- Remove a Corporation – Allows you to eject an import from a colony so you can place a new corporation there.

Carthage

- Give Flank -- +2 flanking counters on chosen enemy in combat.
- Give Damage – 4 HP of instant damage to a chosen enemy unit.
- Give Disorganize – Reduce a chosen enemy unit to 0 / 0 / 0 stats this combat turn.

Frontier Confederacy

- High Capacity Convoy – Convoy with 5 slots replaces your normal 2 slot basic convoy.
- Flexible Convoy – Purchase a convoy that can have a start and end point that is a different planet than Apollo. Convoy departs and must return to the chosen planet.
- Free Convoy – Pay in **clout**, not fleet, for this convoy. Travel to three colonies and return to Apollo.

Logopolis

- Access Wormholes – Convoys can fly to wormholes as if they were a planet. Then choose another wormhole anywhere on the map to exit from. Apollo pays the travel cost from its fleet reserve for the colony-to-wormhole trip.
- Eldritch Scholars – Elderean fleets have two imports on them instead of just a single import.

Digital Democracy

- Consult The Network – re-roll all the colonial demands this turn. Useful when colonies demand unavailable resources.
- Digital Presence – Get residual **clout** income for each stellar net node you have built on colonies.

Industrial Conglomerate Congress

- Lease Ships – Add +3 fleet to a colony.
- Outsource Shipyards – Get 8 fleet instead of 5 on chosen colony this turn when spending production on fleet.
- Efficient Fleets – Bonus of \$1 per 2 fleet spent during trading, every time a trade route is run by a caravan.

Stratocracy

- Deceive – Defense +4 on chosen combat unit this turn.
- Regroup – Allows chosen combat unit to take another action this turn.
- Blitzkrieg – Attack +2 on chosen combat unit this turn.

Embassies

- Armistice – Prevent Centaurs from finishing the capture of a colony. Is actionable on the turn they would have otherwise attacked.
- Unity – City-states cost 8 **approval** instead of 10.
- Philanthropy – Gain money based on your **approval** rating.

Free York

- Smuggle – Trade goods with a Centaur planet as if it were one of your colonies.

Capital of the Apollo Republics

- Monopolization – Appollo immediately adds six import demands, which remain until satisfied. Re-using monopolization re-rolls existing demands and re-fills satisfied ones.
- Market Manipulation – Adds button to the Market menu that allows you to spend 10 **clout** to bump up available market quantities by 1-5.
- Public Financing – Adds button to Market menu that allows you to spend 10 **clout** for \$30 **capital**.

The Living Communes

- Preserve the Planet – Add +3 cities to chosen colony, but this colony can never build a city afterwards.
- Rehabilitate the Planet – Cities on chosen planet cost less resources for one turn.
- Explore a Planet – Allows you to reveal the exports and quality of an “unexplored” mystery planet.

Nova Roma

- Pillage – When you defeat a Centaur colony you can choose to destroy it for money income, but the planet is forever unusable afterwards.
- Recruit Praetorians – Spend **clout** on the troop recruitment screen to hire Praetorian units. These are heroic units that boost morale and assassinate enemy hero units.

Independence

- Using the “**more**” menu in combat, spend 15 **clout** to summon up instant infantry units.

Under the Hood

Several players have asked “what exactly does upgrading XYZ do?”

Spoiler alert!! If you want to discover this stuff on your own, skip this section.

Planetary Costs

How many infrastructure points to build a new city on a colony? There are a limit of 10 cities .

Planet Quality	1 st City	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
A	1	2	3	4	5	6	7	8	9	10
B	2	4	6	8	10	12	14	16	18	20
C	3	6	9	12	15	18	21	24	27	30
D	4	8	12	16	20	24	28	32	36	40
E	5	10	15	20	25	30	35	40	45	50
F	6	12	18	24	30	36	42	48	54	60

How Upgrading Planets Works

When a planet is created by the random map generator, it is assigned 3 exports.

Each upgrade to a planet adds +1 to the maximum selling, or -1 to maximum purchase pricing of goods.

How prices work:

Base selling price of 1-10

Base purchase price of 11-20

Each time you buy or sell a particular commodity in a single turn, the price is raised or lowered by 1d3.

When you click “Next Turn” the prices on the planets are re-rolled again. If you have used production to upgrade a commodity slot, that slot gets +/- 1 per upgrade point which is applied to the price reset roll. Thus 1-10 becomes 2-11 then 3-12.

Difficulty Settings

The difficulty levels change behaviors in the following way:

Centaur Difficulty

Difficulty	Min Colonies	Max Colonies	Expansion Min	Expansion Max
Standard	3	4	2	4
Failed Enemies	4	4	4	6
Declining Emp	7	7	5	6
Resurgent	3	3	1	3

This is assuming ONE enemy faction on the map. For each additional enemy faction you add to the map, the max colonies is +1. So declining empires with all 4 factions would be 4x3 or 12 colonies +4 homeworlds for a total of 16 Centaur planets. Good luck with that.

Expansion min/max is how many turns does it take before they start an invasion of the closest planet to them. Invasions take 3 turns. When a planet is being invaded the countdown number appears on the planet itself as a 3, 2, 1 and then the planet flips into Centaur ownership. If it's your planet, you're tossed into combat with whatever troops you happen to own at that moment.

Economic Difficulty

Difficulty	Min Export	Max Export	Min Import	Max Import
Standard	1	10	11	20
Beginner	1	5	15	25
Difficult	1	15	11	25
Chaotic	1	20	10	40

Min/Max Export is the range for exports the planet is selling.

Min/Max Import is the price planets buy goods from you at.

Political Difficulty

Difficulty	Min Clout	Max Clout	Min Service	Max Service
Standard	0	5	1	20
Beginner	0	3	1	10
Difficult	1	7	1	30
Static	3	3	12	12

How much clout and services are generated randomly for each colonial demand in the list. 1+ how many colonies you own is how long the list is, thus it starts at 4.

Planet Quality

This is how the A-F quality of planets is distributed when the map is generated.

Difficulty	A	B	C	D	F
Standard	15%	15%	20%	25%	25%
Beginner	20%	30%	25%	15%	10%
Difficult	10%	15%	20%	25%	30%
Even	20%	20%	20%	20%	20%
High/Low	30%	15%	10%	15%	30%

Starting Resources

This is how much currency you start the game with.

Difficulty	Approval	Clout	Capital
Standard	20	30	200
Popular Poor	40	40	100
Rich Hated	10*	20	300
Popular Rich	40	40	300

* We're considering making this a 1 instead of 10. It's 10 right now.