

AUCTION

C **3**



Best of 4 Cosmic deck
Draw 4 cards from the Cosmic deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

C **1**



Best of 2 Cosmic deck
Draw 2 cards from the Cosmic deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

C **1**



Best of 2 Cosmic deck
Draw 2 cards from the Cosmic deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

C **1**



Best of 2 Cosmic deck
Draw 2 cards from the Cosmic deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

F **4**



Best of 2 Flare
Draw 2 Flare cards from the Unused Flares deck. You may add 1 card to your hand. Shuffle the remainder back into the deck.

AUCTION

AUCTION

D **2**



Discard a card
from your hand.

AUCTION

AUCTION

D **2**



Discard a card
from your hand.

AUCTION

AUCTION

D **2**



Discard a card
from your hand.

AUCTION

AUCTION

R **3**



Best of 2 Reward deck
Draw 2 cards from the Reward deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

R **3**



Best of 2 Reward deck
Draw 2 cards from the Reward deck. You may add 1 card to your hand. Discard the remainder.

AUCTION

AUCTION

1

T

Extra Tech Phase
Move one ship from any of your colonies to a Tech Card, or reveal a Tech Card.

AUCTION

AUCTION

1

T

Extra Tech Phase
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AUCTION

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1

T

Extra Tech Phase
Move one ship from any of your colonies to a Tech Card, or reveal a Tech Card.

AUCTION

AUCTION

2



Move All ships
Rearrange any or all of your ships among your colonies however you wish.

AUCTION

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6



Rebirth
Re-establish a colony on a home planet by moving 1-4 ships from other colonies there. The presence of foreign colonies on the planet does not prevent this.

AUCTION

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2



Free 3 ships
Free up to 3 of your ships from the Warp and place them on any of your colonies.

AUCTION

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2



Free 3 ships
Free up to 3 of your ships from the Warp and place them on any of your colonies.

AUCTION

AUCTION

3

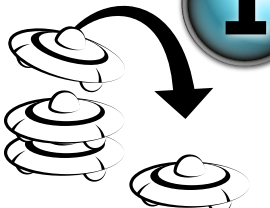


Free 7 ships
Free up to 7 of your ships from the Warp and place them on any of your colonies.

AUCTION

AUCTION

1



Move 4 ships
Move up to 4 ships from any of your colonies to other of your colonies.

AUCTION

AUCTION

1



Move 4 ships
Move up to 4 ships from any of your colonies to other of your colonies.

AUCTION

AUCTION

N

5

Extra Deal
 Play an encounter immediately, but skip Launch, Allies, and Planning phase. The main players have one minute to make a deal. If the deal fails, you lose two ships and your opponent loses four.

AUCTION

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7



Extra Encounter
 The player who won this auction plays an Encounter immediately. After the encounter is resolved, play order resumes as normal.

AUCTION

AUCTION




3

Extra Home Encounter
 The player who won this auction plays an Encounter immediately. The player is assumed to have drawn his own color in the Destiny phase. No alien power or any other game effect is allowed to change where this encounter takes place. After the encounter is resolved, play order resumes as normal.

AUCTION

AUCTION




3

Extra Home Encounter
 The player who won this auction plays an Encounter immediately. The player is assumed to have drawn his own color in the Destiny phase. No alien power or any other game effect is allowed to change where this encounter takes place. After the encounter is resolved, play order resumes as normal.

AUCTION

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3

Extra Home Encounter
 The player who won this auction plays an Encounter immediately. The player is assumed to have drawn his own color in the Destiny phase. No alien power or any other game effect is allowed to change where this encounter takes place. After the encounter is resolved, play order resumes as normal.

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Lucre Variant Rules

Components

- # of players x 10 glass beads, small chips etc. to represent Lucre
- 25 x Auction Cards

Setup

The players start the game with a number of Lucre equal to their seating order.

Optional Rule: additional Lucre may be handed out to newbie players on group consensus.

Income

Both Main Players collect income after Launch phase.

Offense encounters...

...foreign planet:

Offense gets **1 Lucre**
Defense gets **2 Lucre**

...own planet:

Offense gets **3 Lucre**
Defense (if any) gets **2 Lucre**

Bank

The total amount of Lucre in the game is 10 x # of players.
If the bank cannot pay income at any time, it is paid by the current richest player. Break ties by player order.

Market

The Market consists of 3 face up Auction cards on the table.

At the Start of Turn, draw new Auction cards to bring the number of cards in the Market to 3.

If at any time the Auction Deck is down to one card, shuffle the discard pile with the current face up Auction cards to form a new Auction Deck, then draw 3 cards to form a new Market.

Auctions

Any player may call for an Auction on any card in the Market at the Start of Turn. A player who has called an Auction cannot do so again until the next Start of Turn phase.

Bidding starts with the calling player, and continues counterclockwise (player order). The first bid must be equal or greater than the number in the top right corner of the Auction Card. The next players may either bid higher or pass. If a player passes, he cannot bid again in the same Auction.

The last player standing wins the Auction, and pays his bid in Lucre to the Bank.

The winner carries out the effect of the Auction card and discards it, OR may opt to discard it without effect.

Investments

During Regroup, players may place any amount of Lucre on their Home planets where they have a colony.

Invested Lucre in Auction:

A Player who won an Auction may spend up to 1 Invested Lucre to decrease the price he needs to pay to the Bank by 2.

Note that this does not allow the player to bid higher than the amount of free flowing Lucre he has.

Invested Lucre in Encounter:

Attack

Invested Lucre on the involved Planet worth +1 / -1 Attack value each, announced by the owner in the Planning phase before encounter cards are selected. Lucre is not spent as a result of this.

Negotiation

Lucre may be traded freely as part of a Deal. At least a card or colony must still exchange ownership for the Deal to be considered successful!

Invested Lucre in Resolution

Defense wins:

Defensive Allies may steal invested Lucre from the planet involved on a one-on-one basis instead of gaining a card or ship.

Offense wins:

The Offense gets all Invested Lucre from the planet involved. Offensive Allies get nothing.

//// **Lucre Variant** ////
by muGodz

contact me at BGG Forums if you wish to contribute, discuss, or share experiences about the variant.

Contributors:

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