

ECLIPSE

SECOND DAWN FOR THE GALAXY

OUTCASTS

While members of the Galactic Council continue to scheme and skirmish for dominance, factions of outcasts ignored by the Seven sense opportunity. Emboldened by the chaos of the conflict and the humiliations in their past, these factions enter the struggle to demand the respect they've long been denied.

This expansion provides you with two new Alien Species that can be chosen in your games of Eclipse – The Exiles and Rho Indi Syndicate. To include these Alien Species in the game, add their Species Boards as selectable options during setup, and follow all normal setup instructions using the components provided.

RULES

THE EXILES



ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	2	2

SETUP AND STATS

- 4 Materials
- 2 Science
- 3 Money
- 3 Colony Ships

Techs **ORBITAL**,
CLOAKING DEVICE

Sector **234**



Reputation Track



Trade Value **3**

Excerpts from the Archive of History, Library of the Galactic Center

When the Cataclysm Wars swept through the galaxy, one of the civilizations was exiled from the core. The Exiles were forced to live in the outer rims and had to adapt to the harsh void. They found their new habitat in the Orbitals, capable of supporting their civilization even in systems with few resources. The Orbital technology was eventually adopted – some would claim stolen – by many of the Seven, and while the Exiles still are superior in Orbital design, this causes friction between the Council and the Exiles. The latter are demanding to be considered a full member of the Council, so far to no avail.

SPECIES RULES

1 Start with an Orbital in your Starting Sector.

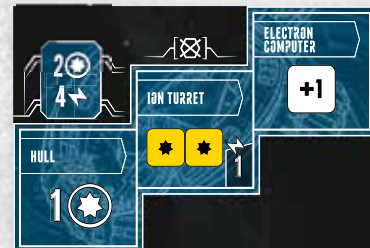
1 1 VP for each Orbital with your Population Cube at the end of the game.

Orbitals with your Population Cubes are considered Ships:

- They have their own Blueprints but are unable to receive Drive Ship Part Tiles.
- When destroyed in battle, return your Population Cube to the Science or Money Graveyard, but do not remove the Orbital miniature.
- Your destroyed Orbitals each add 1 to your opponent's Reputation Tile draw (max 5).

You cannot construct Starbases.

Your Orbitals have Ship Blueprints:



CONTENTS 24 Ships (8 Interceptors, 4 Cruisers, 2 Dreadnoughts, 10 Orbitals), 33 Population Cubes, 16 Influence Discs, 3 Ambassador Tiles, 1 Starting Sector, 1 Species Board, 1 Species Tray (Tray + Lid), 1 Control Board top, 1 Control Board bottom, 3 Colony Ship Tiles, 1 Summary Tile, 3 Storage Markers (1 each in orange, pink, and brown), 1 Turn Order Marker.



FAQ

Q: What happens when The Exiles have a Population Cube on a normal Orbital miniature or when another Species has a Population Cube on an Exiles Orbital miniature?

A: Any Orbital with an Exiles Population Cube, regardless of miniature type, is considered an Exiles Ship. Exiles Orbital miniatures Controlled by other Species are never considered Ships and do not have Blueprints.



NOTE: Assemble the Control Boards using the instructions on page 5 of the Eclipse rules.

RHO INDI SYNDICATE



ACTIVATIONS PER ACTION

EXP	RES	UPG	BUI	MOV	INF
1	1	2	2	4	2

The Terran-Hegemony War (30.027–33.364) tore the Rho Indi sector apart, leaving whole planetary systems in ruin. After the war, shady individuals and factions of all known species began to gravitate toward the lawless haven of The Desolation, as it soon became known. These days the sector is controlled by the Syndicate, a ruthless faction whose ships have recently raided many unsuspecting systems. Their fleets appear unexpectedly, striking fast and causing fear and terror with their stealth attacks. The Syndicate are known to occasionally ally with whomever pays the most but are regarded as fickle allies at best.

SETUP AND STATS

3 Materials
 3 Science
 2 Money
 2 Colony Ships
 Techs **STARBASE**,
GAUSS SHIELD

Sector **236**

◆
 Reputation Track

 Trade Value 3 1
 3 2

SPECIES RULES

2 Start with two Interceptors in your Starting Sector.

2 You have only two Ambassador Tiles.

-1 After drawing Reputation Tiles, gain Money equal to the number of Reputation Tiles you drew minus 1.

You do not lose VP for holding the Traitor Card at the end of the game.

You cannot construct Dreadnoughts.

Increased Building costs (instead of):

INTERCEPTOR: 4 (3)

CRUISER: 6 (5)

STARBASE: 4 (3)

Interceptor and Cruiser Ship Blueprints have increased Initiative Bonuses.

All Ship Blueprints have additional **GAUSS SHIELDS**:

INTERCEPTOR -

CRUISER -

STARBASE -

FAQ

Q: How do the Rho Indi Syndicate Trade Values work?

A: They gain 1 Resource of any other kind for every 3 Materials or 3 Science they Pay. They gain 2 Materials or 2 Science for every 3 Money they Pay.

CONTENTS 16 Ships (8 Interceptors, 4 Cruisers, 4 Starbases), 33 Population Cubes, 16 Influence Discs, 2 Ambassador Tiles, 1 Starting Sector, 1 Species Board, 1 Species Tray (Tray + Lid), 1 Control Board top, 1 Control Board bottom, 2 Colony Ship Tiles, 1 Summary Tile, 3 Storage Markers (1 each in orange, pink, and brown), 1 Turn Order Marker.

x8 INTERCEPTOR
 x4 CRUISER
 x4 STARBASE
 x33 POPULATION CUBE
 x16 INFLUENCE DISC

x2 AMBASSADOR TILE
 x2 COLONY SHIP TILE
 x1 TURN ORDER MARKER
 x1 STORAGE MARKER
 x1

x1 SPECIES TRAY + LID
 1 CONTROL BOARD TOP
 1 CONTROL BOARD BOTTOM

x1 STARTING SECTOR HEX

x1 SPECIES BOARD

x1 SUMMARY TILE

NOTE: Assemble the Control Boards using the instructions on page 5 of the Eclipse rules.

CREDITS

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