

SEEKERS

As the turmoil from the conflict between the Seven expands, enigmatic aliens from the far reaches of the galaxies approach. Will the knowledge from their wanderings instruct the Galactic Council in how to achieve lasting peace, or do these new species intend to force their enlightened ways upon the squabbling superpowers?

This expansion provides you with two new Alien Species that can be chosen in your games of Eclipse – Wardens of Magellan and Enlightened of Lyra. 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

WARDENS OF MAGELLAN



ACTIVATIONS PER ACTION



1

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

The Magellan are forever traveling between galaxies in their enormous worldships, collecting and exploiting relics of civilizations long gone. Their ships synthesize resources from cosmic debris to sustain them during the long eons spent in the void. The Wardens specialize in tracking relics from the Ancients, looking for their source. As discord grows among the Seven, the great worldships arrive on the fringes of our galaxy. Council informants claim that the pattern of their appearance suggests that the Magellan are here not just to explore and exploit, but to seek a long-standing galactic dominance.

SETUP AND STATS

3 Materials
2 Science
2 Money
3 Colony Ships

Tech **FUSION SOURCE**

Sector **233**

3

Reputation Track



Trade Value 3 1

SPECIES RULES

Start with a Discovery Tile facedown on the Discovery Tile Symbol on the top Tech Track of your Species Board.

Resolve the Discovery Tile on your Species Board the first time you place a fourth Tech on one of your Tech Tracks. If the Discovery Tile allows you to place something in a Sector (such as Ancient Cruiser or Ancient Orbital), place it in your Starting Sector. If you do not control your Starting Sector, you must take the tile as 2VP.

1 1 VP at the end of the game per Discovery Tile you used as a Ship Part.

At any time, you may flip unused Colony Ships to gain one Resource of your choice per Colony Ship flipped.

CONTENTS 18 Ships (8 Interceptors, 4 Cruisers, 2 Dreadnoughts, 4 Starbases), 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: Do Discovery Tile Ship Parts removed from Wardens of Magellan Blueprints still count as 1 VP at the end of the game?

A: Yes. Keep any Discovery Tile Ship Parts removed from your Blueprints next to your Species Board as a reminder.



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

ENLIGHTENED OF LYRA



ACTIVATIONS PER ACTION

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

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

The Enlightened preferred the reclusion of the Lyra system, slowly expanding their elaborate Shrine grid into the neighboring star systems and subliming their minds into it. The Enlightened were only recently contacted by the Seven, when the edges of the growing grid were discovered. As the Shrines connect in the mind sublimation process, they form powerful Trinities that reshape the base manifold structure, allowing for significant leaps in the civilization's progress. The Enlightened colonization fleets have reportedly tapped into the grid, causing minor warping of the causality continuum to turn the tide of several battles.

SETUP AND STATS

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

Tech **FUSION SOURCE**

Sector **238**



Reputation Track



Trade Value **3**

SPECIES RULES

- 1 VP per Shrine* you control at the end of the game.

- During the Combat Phase, you may flip unused Colony Ships to reroll one of your own dice per Colony Ship flipped.

*SHRINES

You start the game with nine Shrines (special Structures) on the indicated spaces of your Shrine Board.

With each **RESEARCH** Action, you may additionally place one Shrine from your Shrine Board in any Sector you Control by paying its indicated cost and adhering to the following restrictions:

- Shrines must be placed next to a planet of the same color as the Resource used to place the Shrine (or a gray planet).
- Each planet may have only one Shrine.

Shrines cannot be placed using the **BUILD** Action.

When you place the last Shrine from a row of the Shrine Board, gain the indicated bonus:

- Wormhole Generator ability:** You may Explore, Move to, and Influence adjacent Sectors if the edges connecting the Sectors contain one Wormhole.

- Discovery Tile:** If the Discovery Tile allows you to place something in a Sector (such as Ancient Cruiser or Ancient Orbital), place it in your Starting Sector. If you do not control your Starting Sector, you must take the tile as 2VP.

- +1 Extra Influence Disc:** You receive one additional Influence Disc, placed immediately on your Influence Track (you start with 4 extra Influence Discs in your Species Tray instead of 3).

FAQ

Q: What happens if Enlightened of Lyra lose Control of their Shrines?

A: Like other Structures, Shrines cannot be destroyed and remain in the Sector they are placed until the end of the game. Shrine bonuses do not depend on Control – once gained they cannot be lost and other Species can never acquire them.

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

CONTENTS 18 Ships (8 Interceptors, 4 Cruisers, 2 Dreadnoughts, 4 Starbases), 9 Shrine miniatures, 33 Population Cubes, 17 Influence Discs, 3 Ambassador Tiles, 1 Starting Sector, 1 Species Board, 1 Shrine 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.



CREDITS

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Note: Game rules and hexes use elements of images created by ESA/Hubble and released with their kind permission.

ECLIPSE typeface is based on *Franchise* by Derek Weathersbee.

Graphic design: Jere Widenius

Publisher: © 2023 Lautapelit.fi Oy, lautapelit.fi