

CYSMIC

"Rival nations compete for resources across their planet as the last hope to escape offworld. They seek out the ancient artifacts and technology necessary to build colony ships to leave their dying planet in a race against time. The searches will be perilous as warring factions battle for the limited resources across the landscape while entire sections of the planet collapse from planetary tremors and seismic activity. Once the players obtain the modules and construct their colony ship, they must transport it to the last remaining launchpad and launch before the impending destruction of their homeworld."

GAMEPLAY SUMMARY:

Gameplay consists of managing your empire until you can safely evacuate your people offworld. Players must recruit more units, manage their economy, explore their surroundings, wage war against enemies, and obtain the resources necessary to construct their Colony Ship. The game is played in rounds made up of 6 phases per round: Recruit / Movement / Combat / Production / Combine / Tremor Roll. Each phase ends when all players pass or the phase actions are resolved. The first player token is passed clockwise at the end of each round after the Tremor Roll phase is resolved.

WINNING THE GAME:

In Cysmic, there are no points. The game is won by achieving the objective. The first player to construct and transport their colony ship to the launchpad and launch it successfully wins the game. See the LAUNCH section for details on how to launch your colony ship.

SETUP:

Game Board:

The main devastated board is split into four pieces and must first be assembled into a single board. Then, take the launchpad and place it in the center and lay out the 6 bases. Now sort all the hexes by terrain type and shuffle in four mountains into each terrain stack. Select the closest straight hex line from center to outer edge and randomly lay out the hexes starting with a single straight line from the launchpad to the outer edge and proceed left in a spiral pattern until you reach the next straight line and continue until all the tiles are used. Do this for all six terrain types.

Player Action Board:

Each player should be given a Player Action Board along with their choice of colored miniatures and action cubes. Set the cubes and miniatures off to the side of the Action Board.

Exploration Cards:

Place the deck placeholder board within reach of all players. Remove all of the Module cards and place into a separate stack. Then separate the rest of the Exploration Cards into 5 corresponding decks: Radical Tactics, Movement, Combat, Production, and Alien Artifacts. Shuffle the module cards and add 4 random cards to each Exploration card deck. Re-shuffle all decks and place them face down on the appropriate space on the Exploration Card board.

Opportunity Cards:

Shuffle the Opportunity cards and place them face down on the table within reach of all players. Place the Lost Opportunity marker next to the stack. The first player in the round draws one card, places it face up and selects one of the two opportunity options. Cover the other opportunity with the Lost Opportunity Marker so all players know which opportunity is active for that round.

PLAYER SETUP:

Each player should have selected a faction/color and placed a Player Action Board in front of them. All of the selected colored units and action cubes should be off to one side of the Player Action Board. Now place the credits slider on 30 credits and place each unit type marker on the star icon for each unit type on the player sheet.
In turn order, each player draws one card from the top of each Exploration Card deck and places it in their hand. Each player should now possess 5 cards in their hand.

TURN ORDER:

Turn order can be determined by the person who had the last largest change in elevation compared to where the game is taking place, such as traveling over major geographic changes by vehicle, a cave exploring tour, or a commercial flight.
Otherwise, roll 2D6 and largest value is the first player. The first player token is passed clockwise every round.

IMPORTANT NOTES BEFORE STARTING:

ACTION CUBES:

- 1.) Each unit recruited provides one Action Cube for that unit type.
- 2.) Actions are associated with the Phase by color.
- 3.) Each unit may use one action cube per phase.
- 4.) Each Action may only be used once per round.
- 5.) Action Cubes reset at the beginning of each round.
- 6.) When a unit is removed from the board, remove an unused action cube from that unit type. If there are no unused cubes, remove one that has been used.

MAXIMUM HEX OCCUPANCY: Each hex may hold up to 3 friendly small units of any combination (Engineer / Soldier / Miner / Explorer) or a maximum of 1 friendly large (Powermech / Refinery / Transport / Colony Ship) and up to 2 more friendly small units. Friendly units inside a Transport do not count towards Max Hex Occupancy.

HEALTH / ATTACK / DEFENSE COMBAT VALUES: During Combat battles, Exploration cards may be combined with Combat actions but regardless of the combined total, no result may ever exceed a value of 6.

EXPLORATION CARDS: Cards labeled as IMMEDIATE are the only cards that supersede anything else happening at that moment and must be played as soon as the card is drawn before any other game event happens. Cards labeled as ANY may be played at any time during a phase. However, cards labeled as TURN may be played at any time on that player's turn during each phase.

TERRAIN AND MAP ATTRIBUTES:

PRE-LAUNCH and LAUNCHPAD: Pre-Launch hexes and the Launchpad are non-searchable and do not produce credits. However, they are passable by all units.

STARTING BASE: The three main base hexes for each starting location consists of a Primary Base and two Secondary Bases. The Primary Base is only accessible by friendly units and cannot be occupied or moved through by enemy units. The Secondary Bases are able to be occupied and controlled by enemy forces. The Primary Base is passable only to friendly units and is not searchable and does not produce credits through mining or refining actions. The Secondary Bases are passable to all units but are not searchable and do not produce credits through mining or refining actions. Each of the three Base hexes produce 2 credits each during the Production Phase. It is assumed that bases are under friendly control unless occupied by enemy units. For each

Secondary Base hex under enemy control, the production of 2 credits goes to the occupying player and is lost by the original owner of the base.

TERRAIN TYPES: Regular terrain is searchable, passable, and can produce credits. Mountain hexes are impassable and no unit may enter those hexes under their own power by any circumstance. After Tremor Rolls, Devastated hexes and Abyss hexes are revealed. Abyss hexes are impassable and no unit may enter those hexes under their own power by any circumstance. If a unit is somehow forced into one of these hexes, they are immediately destroyed and returned to the player's spawn pool. Devastated hexes are passable but are not searchable and do not produce credits.

CRYSTALS: The hexes that show Crystals growing on them are the only locations where Refineries can be built. Otherwise, they are passable, searchable and produce credits for miners as normal terrain.

MAP QUICK REFERENCE CHART:

DESERT: Passable, Searchable, Produces Credits

MARSH: Passable, Searchable, Produces Credits

SNOW: Passable, Searchable, Produces Credits

ROCKY: Passable, Searchable, Produces Credits

FOREST: Passable, Searchable, Produces Credits

JUNGLE: Passable, Searchable, Produces Credits

MOUNTAIN: Impassable

PRE-LAUNCH: Passable, Readies Colony Ship for Launch

LAUNCHPAD: Passable, Launches Colony Ship

PRIMARY BASE: Passable (friendly), Produces 2 Credits, Spawn Point

SECONDARY BASE: Passable, Produces 2 Credits, Spawn Point

DEVASTATED: Passable

ABYSS: Impassable, Death to All Units Forced Into It

CRYSTALS: Refinery Locations, Passable, Searchable, Produces Credits

GAMEPLAY:

ROUND:

The first round is defined as the moment the game is ready to begin, the first player token has been determined, and player one announces they are ready to begin. All other subsequent rounds begin once the first player token has been passed to the next player.

OPPORTUNITY CARDS: At the beginning of each new round, the first player draws an Opportunity Card and reads the options aloud to the players. The first player then chooses an option that will affect the current round. They cover the non-selected Opportunity with the Lost Opportunity Marker so all players know which selection is active for that round.

PHASES:

RECRUIT:

EXPLORATION CARD DRAW:

At the beginning of each recruit phase, each player in turn order draws one card each from the PRODUCTION, COMBAT, and MOVEMENT Exploration Card decks. Any cards labeled IMMEDIATE must be played upon draw.

EXPLORATION CARDS:

Players announce in turn order if they have any Exploration Cards to play that will affect the phase before any player takes an action. Players play their cards in turn order and apply the effects of the card in order of play.

During the Recruit phase, players have the option to expand their forces. Players may purchase small units for their cost by spending credits. Simply move the credit marker down on the player sheet to reflect the cost of the unit you are purchasing. Place that unit on one of the three starting base hexes. Then place an action cube on that unit type's action cube draw section. Players may continue to do so until all three base hexes are at max occupancy or they can no longer afford to purchase more units.

NOTE: If a base hex is occupied by enemy forces, you may still place new units there. However, both friendly and enemy units in the hex may not move and are now locked in battle until the Combat phase. Other units may still join the battle until Max Hex Occupancy per side is reached.

Available RECRUIT Actions:

VETERAN - Existing Engineers (not recruited on this phase) may spend an action cube to reduce the cost of a particular unit type by 1 credit per unit during the recruit phase. Those two actions may not compound on one unit type. Each action cube can only reduce one unit type by 1.

NOTE: First Round Recruit Phase:

Each player may purchase any combination of up to nine small units (Engineer/Soldier/Miner/Explorer) using their starting 30 credits. The units are placed in the three starting base hexes with maximum occupancy of up to 3 small units per hex.

MOVEMENT:

EXPLORATION CARDS:

Players announce in turn order if they have any Exploration Cards to play that will affect the phase before any player takes an action. Players play their cards in turn order and apply the effects of the card in order of play.

STANDARD MOVEMENT: Units move a single hex per 1 movement. They may only move to adjacent hexes in one of the six directions based on the six sides of a hex.

GLOBAL MOVEMENT: Units may move off the board edge and enter the opposite side with the same color marker at a cost of 1 additional movement. Units must have enough movement to complete a Global Move and end on a hex. No unit may reside in the void outside the hexes.

Units (other than Transports, see TRANSPORT section) may not pass through hexes with enemies however they can move to an enemy occupied hex thereby initiating a battle. Once a unit occupies the same hex as an enemy unit, that unit is locked. However, more units from each opposing side may move into that hex until maximum occupancy is reached. Once two opposing forces occupy one hex, other enemies may not enter that hex.

Movement in Cysmic starts with the first player in the round selecting one UNIT TYPE and then moving all of the units of that type any number of hexes up to their allowable movement value per unit. The movement value of the unit is the number of hexes they can move.

If they wish to move any or all of those units further, they can spend as many action cubes (one movement action per unit) as they would like from that unit type's unused action cubes to move additional hexes by placing one or more action cubes on BOOST actions for that unit type. The phase ends when all players have either passed or moved all of their units.

NOTE: Players with a larger number of active UNIT TYPES on the board will have more turns during the Movement phase. This is expected gameplay.

Players with less active UNIT TYPES on the board will have fewer turns and will pass after their units have all been moved. For example, a player could have 8 soldiers and only one turn to move them all. Another player may have a single engineer, a single miner, and a single soldier and will end up with three turns even though they have fewer units but more unit types.

Available MOVEMENT Actions:

BOOST - All unit types except for the refinery have the ability to increase their movement beyond their normal capabilities. Boost is an increase in movement by either 1 hex or 2 hexes defined on the icon. These actions cannot be compounded on a single unit.

EXAMPLE: A single Engineer could move up to 4 hexes by himself in one turn if an Engineer action cube was spent on the +2 Boost action.

COMBAT:

EXPLORATION CARDS:

Players announce in turn order if they have any Exploration Cards to play that will affect the phase before any player takes an action. Players play their cards in turn order and apply the effects of the card in order of play.

Combat is defined as the conflict between two opposing forces in one hex. Combat is broken into battles where each side determines captures and attrition as well as the option to retreat. A single Combat is made up of one or more Battles.

In each Combat scenario, there is an attacker and a defender. The attacker is the unit(s) who entered an already occupied hex. The defender is the unit(s) that occupied the hex first. Attackers can only ever be one of the three military units: Soldiers, Powermechs, or Transports. All other units may not initiate combat.

Combat is initiated when opposing units end their movement in the same hex. This happens during the movement phase but combat is not resolved until the Movement phase is over and the Combat phase begins. When combat is initiated, each opposing player may continue to move more units into the hex until they reach max occupancy. No units may move out of those hexes once combat is initiated. Once two opposing player's forces are in the same hex, no other players' units may move into or through that hex.

Combat is resolved initially through dice rolls (either D4 or D6) based on the participating units. Refer to the die values of each unit on the player board to know what kind of dice and how many each side will roll. Both players select their dice for the combat and roll. Compare your dice values to the values of the participating enemy units' health values. If a die is equal or greater to their health value, that unit is defeated.

If the attacker defeats a unit, the attacking player captures that unit and places it on their player board in a salvage slot bearing the name and picture of that unit type. The owner must remove an unused action cube of that unit type from their board. If there is no unused action cube, then remove one that is already used.

If the defender defeats a unit, the defending player kills the opposing unit and the owner removes that unit from the board and places it back in their recruit pool. The owner must also remove an unused action cube of that unit type from their board. If there is no unused cube, then remove one of the already spent cubes.

If there are still units remaining, remove the dice corresponding to the defeated units and continue to roll the remaining dice defined by the remaining units. This continues until one side is victorious.

COMBAT ACTIONS: During Combat, players may choose to spend action cubes from the unit types involved in the combat to help modify dice values on both sides, re-roll dice, or even add more dice to their Combat rolls. Please refer to the Available Combat Actions section for explanations about each action.

COMBAT CARDS: Finally, players may also play a single Exploration Card per Battle (combat roll) to modify the outcome of the battle. Read each card to determine how the card will affect the outcome. Cards may be compounded with Combat Actions. However, no compounded total by way of any combination of actions or cards may ever exceed a value of 6.

NOTE: If a Transport is engaged in battle, any occupants inside the Transport may not participate in the battle. If a Transport is defeated in battle, any occupants inside the Transport are also defeated under the normal rules of Combat resolution, be it captured or killed.

RETREAT: A player may choose to retreat from battle. If either side chooses to leave the battle at any time, including the start of the battle, they may only move to a non-enemy occupied adjacent hex. Max occupancy still applies. The remaining player in

the hex makes one final roll for Combat based on normal rules of engagement and either captures or kills any defeated units based on whether they were the original attacker or defender. The remaining player stays in the hex.

Available COMBAT Actions:

SHIELD: Unique to Engineers and the Colony Ship, they may spend action cubes to reduce the values of enemy die rolls in a battle by 1 or 2. These actions may NOT be compounded on a single die. However, multiple Shield actions may be spent on a single Combat where each action affects a single enemy die.

TARGETING: Soldiers, Powermechs, and Refineries all have the ability to increase their die rolls by 1 or 2. These actions may NOT be compounded on a single die. However, multiple units can each spend a Targeting action on a single Combat where each action affects a single die roll.

RELOAD: All units except the Engineer and Colony Ship have the ability to re-roll a die in a combat roll for each action they spend. These actions may NOT be compounded on a single die or instead used on multiple dice.

COMMANDO: A single Soldier unit in a battle may spend an action cube to use this action to add an extra D6 die to their combat roll.

OVERKILL: Powermechs have this special ability to add an extra D6 die to their Combat roll. However, the action's success is based on an initial D4 die roll to see if they can accomplish this. A D4 value of 1-3 is successful. A D4 value of 4 is failure and results in the mech overheating and losing a D6 for that Combat scenario.

STRAFE RUN: This action is unique to the Transport and all instances must be resolved prior to the rest of the Combat scenarios. During a Transport move, players may choose to target an adjacent hex to their movement path during the movement phase. Place the target marker on the designated hex. The Transport and the occupants then participate in a Combat scenario under normal rules of engagement where they are the only ones who fire. Roll the appropriate dice based on the Transport and the occupants participating and then follow the normal rules of combat. Once resolved, no units are captured, only defeated. The opposing player removes the defeated units and returns them to his spawn pool and removes their action cubes from their player board. The Strafe Run is resolved first in Combat due to the possibility that it could affect an oncoming battle in that same phase.

PRODUCTION:

EXPLORATION CARDS:

Players announce in turn order if they have any Exploration Cards to play that will affect the phase before any player takes an action. Players play their cards in turn order and apply the effects of the card in order of play.

The Production Phase is where the players earn income and exploration cards. The order in which Production tasks take place are:

- 1.) Explorers Search and obtain cards.
- 2.) Base earns credits.
- 3.) Miners earn credits.
- 4.) Refineries earn credits.

SEARCHING: This phase is where Explorers use their search actions to obtain 1 exploration card per search action spent. The ring location of the Explorer unit determines the draw deck the search action draws from.

Starting from the outside ring and moving inward:

- Ring 1: Radical Tactics exploration cards
- Ring 2: Movement exploration cards
- Ring 3: Combat exploration cards
- Ring 4: Production exploration cards
- Ring 5: Alien Artifacts exploration cards

Read the wording on the card to know when to play it, what phase it can be played in, what the card modifies, and how it can help you or hurt an opposing player.

Regardless of the units on the board, all players earn 2 credits for each base hex under your control. Typically this means all players have a reasonable guarantee that they should each be earning 6 credits at the start of each production phase no matter what else happens based on their 3 starting base hexes. The main base is always under friendly control and cannot be occupied. However, the two other hexes can be occupied by enemy forces. When occupied, the 2 credits earned by each of those hexes go to the controlling player.

During the production phase, miners and refineries produce credits based on a symbiotic relationship between the two units. Miners by default earn 2 credits per unit per action used for mining. However, if there is a friendly active Refinery unit in play, then their credit production is increased to 3 credits per unit per action used for mining. Refineries themselves earn 7 credits per unit per refining action spent. However, Refineries shut down and earn nothing on the Production phase if there are no active

Miners currently in play. Count up the credits earned per unit and add that total to your credit tracker on the side of the player card. Players cannot exceed 40 credits total. Anything earned beyond that is lost and not claimed.

Engineers have one action available during the Production phase. They may spend an action on DECONSTRUCT to deconstruct a Colony Ship Module and earn 9 credits. This can be done if they have already built the module and they obtain another one or if they need the income more than they need the module. If an identical module cannot be deconstructed, it is discarded at the end of the production phase and the credits cannot be obtained.

Available PRODUCTION Actions:

MINING: Miners may produce 2 credits per action cube spent on this action. If a friendly refinery is active, then each miner produces 3 credits per action cube spent on this action.

REFINING: Refineries produce 7 credits per action cube spent on this action as long as there are active friendly miners in play. If there are no active friendly miners in play, the refineries shut down and produce nothing for that round.

SEARCH: When Explorers use this action, they draw a card from one of five draw decks dictated by the ring they are on.

Starting from the outside ring and moving inward:

Ring 1: Radical Tactics exploration cards

Ring 2: Movement exploration cards

Ring 3: Combat exploration cards

Ring 4: Production exploration cards

Ring 5: Alien Artifacts exploration cards

DECONSTRUCT: Engineers may deconstruct a module to gain 9 credits. This can be done if they have already built the module and they obtain another one or if they need the income more than they need the module. If an identical module cannot be deconstructed, it is discarded at the end of the production phase and the credits cannot be obtained.

COMBINE:

Combine actions are the core mechanic of Cysmic. Players may spend action cubes on COMBINE actions along with credits to construct large units, the colony ship,

or colony ship modules. Two small units must reside in the same hex to use their combine actions to form a large unit. However, Refineries and Transports can be anywhere on the map and combined to create the Colony Ship. The same goes for all three large units being able to form a Colony Ship Module.

To use the COMBINE actions to construct a large unit, simply place an Engineer action cube on COMBINE and another small unit action cube on COMBINE to form the large unit, reading left to right on the player sheet, and spend the appropriate credits based on the cost associated with the large unit you are constructing. To construct the colony ship, place a Refinery action cube on the COMBINE action and an action cube from the Transport on its COMBINE action and spend 12 credits. You may also spend action cubes from all three large units on their respective COMBINE actions together to construct a single colony ship module, though this is considered a last resort scenario.

Once you have made your choice to combine units to construct a new one, remove the two old units from the board as well as their spent Combine action cubes from your player board.

The following chart details out the combine actions:

ENGINEER + SOLDIER = POWERMECH (2 Combine Actions + 10 Credits)

ENGINEER + MINER = REFINERY (2 Combine Actions + 4 Credits)

ENGINEER + EXPLORER = TRANSPORT (2 Combine Actions + 5 Credits)

REFINERY + TRANSPORT = COLONY SHIP (2 Combine Actions + 12 Credits)

Special Case:

POWERMECH + REFINERY + TRANSPORT = COLONY SHIP MODULE

(3 Combine Actions) This is considered a last resort to obtain a module.

The Combine phase is also where Salvaged enemy units are combined to form Colony Ship Modules. There are no costs or actions associated with this task and you may form as many modules as you have enemy units in holding to combine. When you obtain the associated module, return the enemy units to their original owners. Two enemy units that are in line to combine into an associated module MUST be combined regardless of circumstances. If that module already exists, just return the units to their owner and gain nothing. Theoretically in this case, the Engineer should have used the Deconstruct action to convert that existing module into 9 credits prior to combining to create another module of that same type.

TREMOR ROLL:

This phase involves the last player of the round to roll what is known as a Tremor Roll. A Tremor Roll is defined as two six-sided dice rolled one at a time. The first die determines the side of the board that is affected. Roll the first die and the result is based on the current round first player cube referring to side 1 and then counting clockwise around the board to 6. Once you know the side, then roll the second die and that refers to the ring of the board that is affected, starting with the outside ring being 1 and counting inward to 5.

NOTE: A value of 6 is a special circumstance that causes the prelaunch and launch pad hex areas to quake and disallows any launches on that turn. See the section labeled LAUNCH for more details.

Once you have determined the side value and the ring value, remove all of the hexes of that terrain type on that ring. It could be as few as 2 hexes and as many as 6, depending on the ring. The only hexes that are never affected are the three main base hexes and the seven pre-launch and launchpad hexes. Those always remain on the board.

When removing the hexes, any units (except for the Colony Ship) occupying those hexes are immediately destroyed and removed from the board along with their action cubes and placed back in the owner's unit spawn pool. Colony Ships that are on affected hexes are immediately placed back in the primary base hex minus one module.

COLONY SHIP:

All of the player's actions throughout the entirety of the game are meant to focus on gathering the necessary resources to build the army required to capture the units to salvage parts from to create the five modules to complete your Colony Ship. Its construction is the key unit to winning Cysmic.

The Colony Ship is treated as a Large unit and adheres to the rules of Max Hex Occupancy.

If the Colony Ship is attacked, it can defend itself under the standard rules of combat. However, if the Colony Ship is defeated in battle, it is not captured. Rather, a module of the attacker's choice is stolen from the ship and the Colony Ships is immediately returned to the owner's Primary Base in an incomplete state. The ship is now immobile until a new module is stolen or rebuilt and the item is restored. Only then may the Colony Ship start its journey to the Launchpad once again.

If the Colony Ship is affected by a Tremor Roll, it is not destroyed. The Colony Ship remains in place if the revealed hex is a devastated hex. However, if the revealed hex is an Abyss, the ship is immediately moved back to the Primary Base hex and loses one module of the owner's choice. The ship is now immobile until a new module is stolen or rebuilt and the item is restored.

Colony Ships may not initiate Combat on their own. However, they may join Combat ONLY on the Launchpad hex.

LAUNCH:

As soon as the Colony Ship is fully assembled, you must move it to the Launchpad to exit the homeworld. This happens as follows:

- 1.) Colony Ship Spawns in Primary Base as soon as it is fully assembled on the Combine phase.
- 2.) Once the Colony Ship is active, use the movement action to move it to any Pre-Launch location. It cannot move to the Launchpad yet and must remain on the Pre-Launch location through the end of the round.
- 3.) If the Colony Ship survives intact for the entire round, then it is ready to move to the Launchpad on the next round. Move the Colony Ship to the center hex called LAUNCPAD.
- 4.) If the Colony Ship survives intact for the entire round, then proceed to the Tremor Roll phase. If the Tremor Roll does not end on Ring 6 (second die rolling a 6) then it can use its final action to launch. However, an Engineer unit must also occupy the Launchpad hex and must also use an action to Launch on the same round. If both units occupy the Launchpad hex and both have an action to Launch with, then the game is over and that player wins the game.
- 5.) If there are competing Colony Ships trying to enter the Launchpad, the first player in current turn order may move into the hex first and any other competing player may not move into the hex since Colony Ships may not initiate Combat. However, if a competing player attacks the Colony Ship inside the Launchpad hex, then their Colony Ship may join the Combat. The Colony Ship that is victorious remains in the hex and can proceed to Launch at the end of the round following the requirements for Launch.