

# Interstellar Conquest

Version 2.0 - Revised 07/2002

Based on Cosmic Encounter by Eon, re-released by Eon, West End Games, Games Workshop, Mayfair Games, and Hasbro.

Adapted for the piecepack and Icehouse by Ken Leyhe

2-8 players

## Objective

Be the first alien race to place four colonies in your opponents star systems.

## Equipment

1 Piecepack or Piecepack Expanded (for 5-8 players).

At least 4 different colored Icehouse stashes (the more stashes the better).

A bag or bowl to randomly draw pieces from.

## Setup

1. Each player takes all of the piecepack tiles of one suit and places the Null tile in the center to form the void, then places the remaining tiles face-up in front of him in the play area to form his system.
2. Each player randomly chooses a stash of Icehouse pieces, and then places one of each size on each of his home worlds in front of him. (The pieces can be stacked to form a tree.)
3. All of the piecepack coins (regardless of the number of players) are placed in the bag and each player draws three, these are kept private.
4. The color of your Icehouse pieces, ships, determines the power of your race. The last player to choose his race takes the first turn, play then continues clockwise.

The following chart shows the powers of the different races. The color to race combinations suggested are recommended but not required, all players should decide on the color to race combinations before play begins. If at anytime you have less than two colony ships on your home worlds you loose your race power.

Color	Race	Power
Red	Balchoth	When calculating attack strength in combat all of your colony ships are worth 2 and your warships are worth 4.
Green	Celegorm	After combat has finished you may reclaim the coin you have just used.
Blue	Druwaith	In combat you may play your coin after your opponent has revealed theirs'.
Yellow	Gelmir	Any ships you lose in combat are returned to your home worlds instead of going to the void.
Black	Hirilorn	You are allowed 4 coins instead of the normal 3 and you may replenish your hand at the start of your turn.
Clear	Mormegil	After combat has finished you may claim the coin your

		opponent has just used.
Orange	Nirnaeth	You may "heal" damage done to another race by returning their ships from the void to one of their home worlds, for this they must give you one coin for each ship returned.
Purple	Pelantiri	You win combat if you play a Diplomacy coin and you have at least one ship involved.
White	Seregon	When calculating attack strength you multiply your ship values by the value of the coin you play instead of adding the values.

The following chart shows ship size and abilities.

Size	Type	Strength	Abilities
Small	Colony ship	1	This is your colony when placed on an alien planet, if it is removed for any reason your colony no longer exists.
Medium	Warship	2	You must have a Warship in your fleet to attack another planet or colony. A Warship is not needed to defend a planet or colony.
Large	Interstellar Transport	3	You must have a Transport in your fleet to travel to another system. A Transport is not needed to move from planet to planet within a system.

### Play

1. If you have no coins at the start of your turn, draw three from the bag. If there are no coins left, place all discarded coins back into the bag to be added back into play.
2. Reclaim one of your lost ships from the void and place it on any one of your home worlds.
3. Decide which system and planet you are attacking by placing the attacking fleet on the table next to the planet with the ships pointing towards it. Be sure to follow the abilities for ships listed in the chart above.
  - a. A Warship is needed to attack another race's planet or a colony on your home worlds.
  - b. A Transport ship is needed to move ships from one system to another for attack.
  - c. Even if an opponent has no ships on his home world and you attack it he still defends it normally.
4. You may ask other players if they will ally with you for the attack. They do not answer yet.
5. Your opponent may ask other players if they will ally with him, he may ask the same players as you.
6. Alliances are declared and ships are committed.
  - a. A player may only ally with the attacker or defender not both.
  - b. Allies may only offer colony and warships as aid.

- c. The allies' ships must be from the system being attacked unless the attacking player is using a Transport ship in which case the ships being offered as aid may come from the target system or the origin system.
  - d. Defending allies' ships must be from the same system as the planet being attacked.
7. Both main combatants choose a coin from their pile and conceal them until both players have chosen. Coins are then revealed.
- a. Attack coins have a combat value equal to their displayed value (1-5).
  - b. Blank coins are Diplomacy coins.
8. Determine the outcome of combat using the chart:

Coins Played	Combat Values	Victory	Results
Attack / Attack	Coin value + all ship's values. Attacker has higher combat value.	Attacker wins.	All attacking ships move onto planet, including allies. All defending ships are sent to the void, including allies.
Attack / Attack	Coin value + all ship's values. Defender has higher combat value.	Defender wins.	All attacking ships are sent to the void, including allies. Defending allies are sent back to where they came from, and then they gain one coin or one of their ships from the void for each ship committed to defense.
Attack / Attack	Coin value + all ship's values. Tie.	Tie.	All ships are returned to their original planets.
Diplomacy / Diplomacy	Players attempt a deal.	Deal reached.	Both parties follow the terms of the deal.
Diplomacy / Diplomacy	Players attempt a deal.	No deal reached.	Both players lose 2 ships to the void and the attack is cancelled.
Attack / Diplomacy	Player using attack coin wins.	Attacker wins.	All attacking ships move onto planet, including allies. All defending ships are sent to the void, including allies. Defender gets one coin per ship lost from the attacker.
Attack / Diplomacy	Player using attack coin wins.	Defender wins.	All attacking ships move onto planet, including allies. Attacker gets one coin per ship lost from the defender. Defending allies are sent back to where they came from, and then they gain one coin or one of their ships from the void for each ship committed to defense.

9. All used coins are set aside in a discard pile.

10. If you are successful in your first attack you are permitted to make a second attack following steps 3 - 8 again.
11. Play proceeds to the next player.

### **Winning**

The first player to have four colonies on planets in other systems wins. If more than one player meets the goal at the same time then a joint victory is granted.