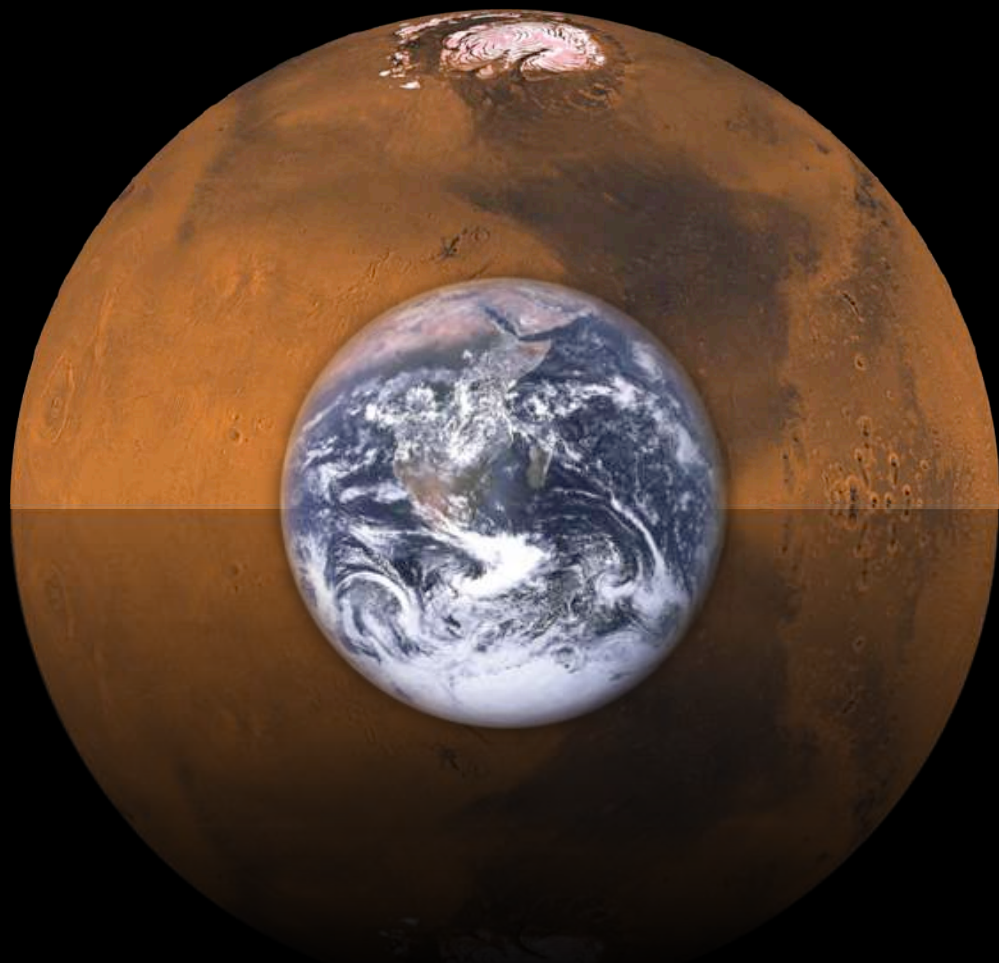


COSMOCLASM



A Game of Power and Control
in a Solar System near you



by Nicholas Hjelmberg
Nova Suecia Games
<http://www.novasuecia.se>
Version 1.0

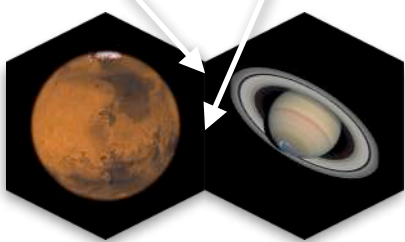
1. Introduction

The fate of the solar system is at stake as several cosmic factions struggle for supremacy. As a commander of a star fleet, it is your duty to position your forces at the right time at the right planet and claim it for your faction. Beware, the strongest faction will claim the entire planet and there is no space for runners up in the solar system.

2. Game Components

12 planet mats
(referred to as planets)

Grid point Grid Line



85 force cards

- Force*
- Drone
 - Fighter
 - Mech
 - Missile
 - Stargate



5 faction cards

Faction

Ability



5 superiority counters



12 planet counters



120 battle stations
(24 per faction)



12 resistance counters



- Suit*
- Sun
 - Moon
 - Star
 - Eclipse

3. Objective

The objective of Cosmoclam is to claim 3/4/5 planet in a 5/4/3 player game. You do this by playing force cards and claiming force superiority that gives you the right to place a battle station on a planet grid point. The faction with the most battle stations claims the planet.

4. Setup

The player who last gazed at the stars starts. Choose a faction and take its 24 battle stations. If you want to play with variable faction abilities, also take the faction card.

Group the 12 planet mats according to the image below and randomly place one of the planet counters numbered 1 to 12 on each. Place the drone, fighter, mech and missile superiority counters on the 1st planet. Put the stargate counter aside.

Shuffle the 85 force cards. Draw 8 cards each, of which 6 are kept and 2 are placed face up to form a Recruitment market.

Game board (example)



Recruitment market (4 players=8 cards)



Player hand (hide from other players)



5. Gameplay

The game is played over 12 rounds; 1 for each planet according to the planet counter order. In a round, you take turns to play cards or retire until all have retired. In a turn, take 1 of the following actions in clockwise order:

1. Play 1 black force card (sun, moon, star) and optionally 1 white force card (eclipse) in front of you. The black cards you play in a round must all have the same suit.
2. Retire and immediately take the superiorities for which you currently have the most forces (if not yet claimed).



Example: Martians have played 2 cards and Humans 1 card. Martians may now retire and take the mech superiority or play a 2nd sun card and optionally a 2nd eclipse card.

The drone, fighter, mech and missile superiorities let you immediately place 1 battle station on 1 of the planet's grid points. Battle stations may be stacked on a grid point but only if they were placed in different rounds. (Keep track of which ones were placed this round with superiority counters.)



The stargate superiority lets you immediately choose 1 card from the Recruitment market. It also lets you switch planet counters and choose the next start player at the end of the round, see 6 Cleanup between Rounds.



Example: Martians place 1 battle station for the mech superiority. Humans may now retire and take the drone superiority or play a 2nd moon card and optionally 1 eclipse card.

When you retire, discard your played force cards and choose 2 new ones from the Recruitment market. The last player to retire chooses only 1. If you retire without playing any cards, draw 1 card from the deck in addition to your chosen card(s).

When all players have retired, count the battle stations around the contested planet. If you have more battle stations than any other player, claim it by taking the planet counter. Note that 1 station may border more planets.

Repeat this for any other unclaimed planets with a lower numbered planet counter. Once claimed, a planet cannot be lost.

In case of a tie, add to the count adjacent battle stations at other planets. If the tie remains, nobody claims the planet this round.



Example: Martians and Humans tie at planet 1 (2 battle stations each). All players tie at planet 2 (1 battle station each) but Martians claim it thanks to the adjacent battle station at planet 1.

6. Cleanup between Rounds

- ✦ Discard any force cards left in the Recruitment market and replenish it. Shuffle and reuse discarded cards if needed.
- ✦ Place the force superiorities on the next planet in order.
- ✦ The player who took the stargate superiority optionally switches 2 higher numbered planet counters and chooses the next start player.
- ✦ If no player took the stargate superiority, the last player to retire the previous round starts the next round.

7. End of Game

The game ends at the end of a round if any player has taken at least 3/4/5 planets (5/4/3 players) or when the 12th and last planet has been played. The player with the most planets has claimed supremacy over the solar system and wins.

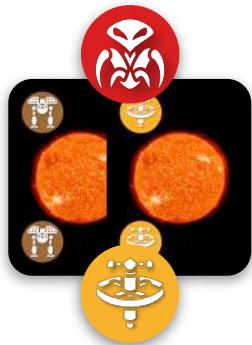
Tied players play additional rounds with normal rules but without placing battle stations or taking new cards. If a player ends the round with the most superiorities, he or she wins, otherwise the tied players continue. If the tie remains when all tied players run out of cards, the player with the most placed battle stations wins.



Example: Martians retire with 3 superiorities. Humans have more cards but cannot get more than 2 superiorities so Martians win.

8. 2 Player Variant

1. At setup, arrange the resistance counters in planet order and draw cards for each of them. End if you draw a black card and keep drawing if you draw a white card until each pile has 1 black card and 0+ white cards. The cards represent local resistance at each planet.
2. When you retire, compare your played forces not only with your opponent player but also with the local resistance forces for the current planet. The local resistance does not place any battle stations, they merely prevent others from doing so.

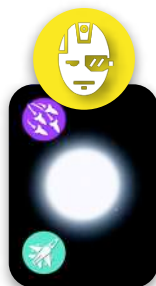


Example: Martians pass with 2 drones and 2 mechs. The local resistance has 1 drone and 2 mechs. Martians only take the drone superiority and only place 1 battle station.

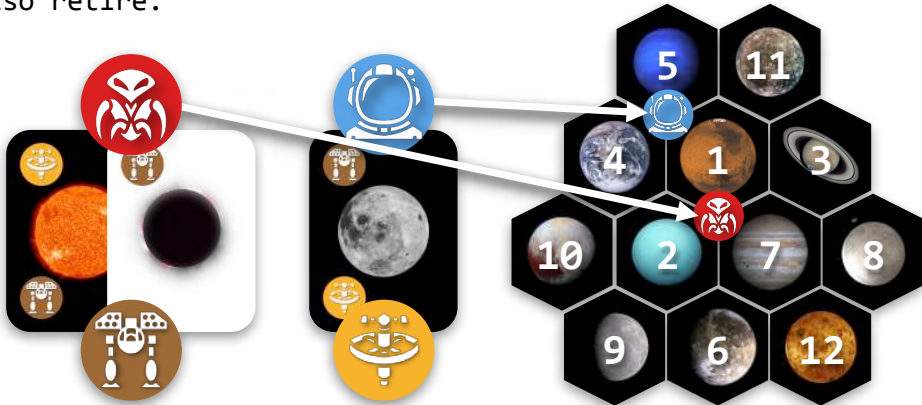
3. If the planet order is changed (by someone taking the stargate superiority), change the order of the local resistance cards accordingly.
4. The victory condition is 7 planets. Break ties as normal.

9. Sample Game

A game is played between the Martians (starting player), the Humans, the Cyborgs and the Hiveminds. The Martians start by playing 2 cards, followed by the Humans with 1 card, the Cyborgs with 1 card, and the Hiveminds with 2 cards.

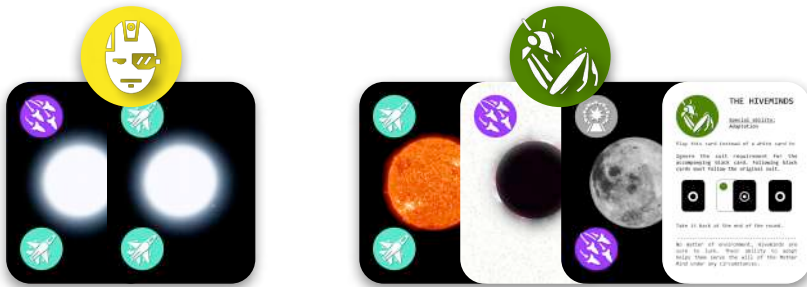


The Martians have played the most mechs and retire. They discard their played cards, choose 2 new ones from the Recruitment market and place a battle station. The Humans have now played the most drones of the remaining players and also retire.

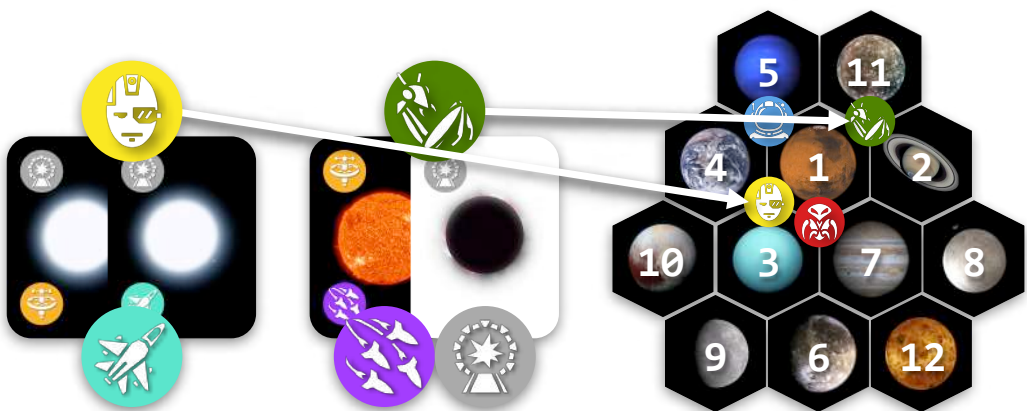


The Cyborgs have not played the most of any force so retiring would mean no superiorities.

The Cyborgs play 1 more card to get the most fighters. The Hiveminds play their faction card with the ability to ignore the suit together with a moon card.



The Cyborgs retire taking the fighter superiority. The Hiveminds also retire, taking both the missile and the stargate superiority. As the last to retire, they choose only 1 card but the stargate lets them choose 1 more and switch planets 2 & 3. Planet 1 ends up tied.



The Hiveminds choose to start the second round and play 2 cards with 3 different forces, hoping to be the only one playing at least 1 force.

However, all forces are matched by the other players and there is no majority in any force. The Cyborgs also play their faction card with the ability to replace a card with a card from the Recruitment market.



The Hiveminds cannot compete and retire with no superiorities. The other players focus on 1 force each. The Martians play a double missile together with their faction card to take back the previously played card. The Humans play a fighter/missile together with their faction card to change it to a fighter/fighter. The Cyborgs play another drone.



The Martians retire, take the missile superiority and place a battle station next to their previous one. The Humans retire, taking only the fighter superiority, and the Cyborgs do the same, taking the drone and the stargate superiorities. No player takes the mech superiority this round.



Planet 1 is still tied between two Martian and two Human battle stations. Planet 2 is tied between all four factions (1 battle station each) but the adjacent Martian battle station at planet 1 breaks the tie in Martian favor.

The Cyborgs choose to start the third round, followed by the Hiveminds, the Martians and the Humans.

Summary of Faction Card Abilities

Play the faction card instead of a white card to:



CYBORGS: PRODUCTION

Immediately draw 1 force card from the Recruitment market and replace it with any 1 force card from your hand.



HIVEMINDS: ADAPTATION

Ignore the suit requirement for the accompanying black card. Following black cards must follow the original suit.



HUMANS: INNOVATION

Cover 1 force of the accompanying black card. Do not count the covered force but count the uncovered force twice.



MARTIANS: REGENERATION

Take back 1 previously played card to your hand (including the card just played).



RADIANTS: INFILTRATION

Count it as 1 extra stargate force to your played force cards.

Take the faction card back at the end of the round.

(See the specific cards for further details and examples.)

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Stockholm Board Game Design Meetup
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game technical considerations Sweden Game Design Facebook Group for reviewing the rules game-icons.net for graphics
