



RIFT DOMINATION

RULEBOOK

HOW IT ALL BEGAN...

In the year 2301, a variety of species around the cosmos have developed the ability to travel between stars. Some areas are under the control of robots with artificial intelligence, cyborgs, humans, or alien life forms. Some have had no communication with any other faction whatsoever, while some have joined forces to form new republics and planetary nations.

The universe was illuminated with an enigmatic glimmer as the time stood still. After a brief shattering, appearing space objects started to pulse blue. Some are bigger, some are smaller, but they all glow, pulse and appear to be surrounded by some sort of energy field.

The first ripple of this event was called a "rift", and it would eventually become thousands of rifts throughout space that would be known as "wormholes" - small holes in space. The second ripple was even more unexpected: instead of shrinking away from each other like waves on a shoreline, they were pushing together more tightly than before. It was as if they were trying to join together with their own gravitational pull! These created some sort of pathway, these rifts were called "bridges" - massive portals that lead to other worlds waiting to be explored.

These rifts provide a gateway to the center of a parallel universe, allowing access to vast new forms of knowledge and technology. Some of these worlds have been explored, but most remain unexplored. Factions have been exploring one planet after another for years; they have found many valuable resources and they have learned many things about the planets they are exploring. But they have also encountered dangers like unknown creatures, hostile environments or alien civilizations.

Nearly every planet in this new universe had an undiscovered source of energy. A green glowing crystal like stone that gave more energetic power than anything known before. Somehow, however it seemed that this resource was in a deeper connection with its surroundings, the planet, galaxy and even the universe itself. The vanguard different factions began to establish outposts in the new galaxies and exploited the energy resource as hard as they could - providing their home systems with nearly unlimited energy.

Unknown to them, the study and manipulation of these rift resources have caused an imbalance within this universe and others. The universe is now threatened by catastrophic events that could potentially wipe out all life if left unchecked. After encountering various anomalies where the resources were harvested, the factions began to understand the deep bonding between the energetic material and the parallel universe.

However, by ignoring the fact that this new universe could collapse by further exploiting, the factions tried to reach the biggest planets in the middle of the universe. On that journey to the center is where the true conflict between the factions began. Everyone was trying to harvest as much resources as possible for their home systems before the universe and rifts were collapsing.

A dread and furious galactical conflict was on the rise for the absolute rift domination.

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GAME SUMMARY

The game is a typical 4x board game. As you progress through the game, you will encounter a growing number of planetary systems, each with its own set of planets. You explore planet surfaces to determine the planet's kind. This is called the planet condition. Each condition type has its own set of benefits ([learn more: planet condition](#)).

Create additional planet upgrades like military bases, mines, trading outposts, or simply create a strong defensive outpost with shield generators and artillery on newly acquired area to grow your dominance ([learn more: planet upgrades](#)).

Players obtain resources through exploiting planets, which they can spend for recruiting, planet upgrades, or unique abilities. Build a powerful fleet to defeat your opponents. You can recruit a number of units to mix up your fleet ([learn more: recruitment](#)).

You can use Occurrence-Cards to gain specific advantages or counter attacks, skills, and other Occurrence-Cards ([learn more: OCC-cards](#)).

To win this game, you need to win battles, gain control of planets, and exert influence over entire systems ([learn more: victory conditions](#)).

Exterminating enemies feels fresh and rewarding because of the unique battle process. Fighting fleets move through different stages, where every unit excels at a distinct period in the battle ([learn more: battle](#)).

Each time you play the game, it's a new adventure. In this game, there are more than 25 factions, each with unique skills. Every new gameplay session causes the gameboard to change dynamically. Your method may work great in the first run, but it may not be the best approach in the second. Figure out how to play in a way that is appropriate for your faction and optimize your playstyle.

COMPONENTS OF THE GAME



30 x faction sheets

486 x unit tiles



96 x unit-cards

100 x OCC-cards



2x gameboards



6 x gameplay-cards

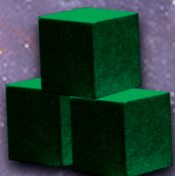


191 x tiles

44 x planet-cards



2 x counter-tiles



226 x cubes



10 x dices



HOW TO WIN THE GAME

Victory Points are earned as players progress through the game. The number of points required to win are determined by the number of players participating in the game.



Reach 10 VP to win a 2 player session

Reach 14 VP to win a 6 player session

Victory Points can be obtained by controlling "Anomaly Planets" (blue planet condition tile), controlling systems, OCC-cards, win fights or faction abilities.

Anomaly planets: Players gain the amount of Victory Points shown on the condition tile.

Controlling systems: Upon controlling a whole system, players gain 1 Victory Points.

Winning fights: Battles won gives the player 1 Victory Point.

OCC-Card: Players gain or lose the amount of Victory Points shown on the OCC-Card.

Faction ability: Certain faction abilities give the players Victory Points.

SET UP

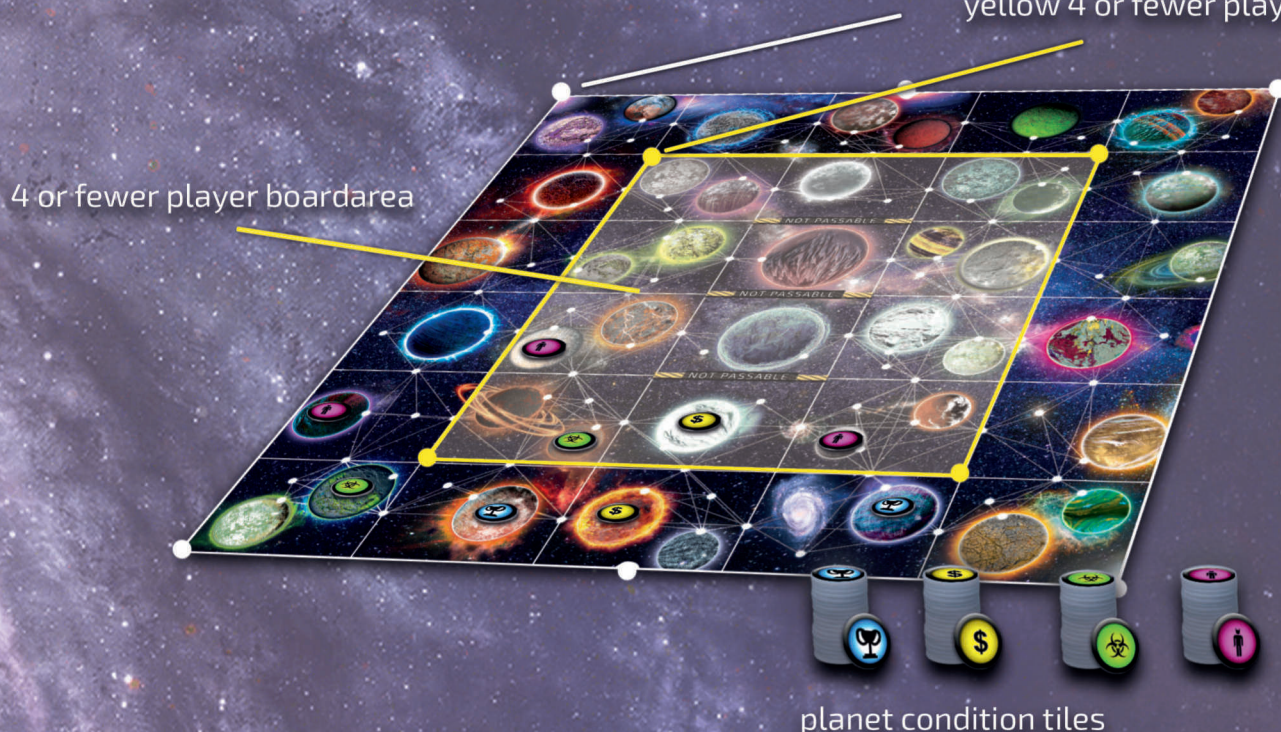
First of all, you set up the game board and every player chooses a starting position and starting planet and takes the fitting planet card out of the planet card deck. Following that, each player places a condition tile on one chosen planet. This happens in a clockwise manner. The youngest player takes the first turn.

There are **no restrictions** on where the condition tiles can be placed - you might put them on any planet in the board game, **including hostile starting systems**. There can only be one condition tile on every planet. **Starting planets do not have any conditions**, so you don't place condition tiles on them.

When playing with 5-6 players, the entire game board is used. If you play with 4 players or lower you play in the marked area for lower player numbers.

starting systems:

white 5 or more players
yellow 4 or fewer players



After the game board is setup, you choose your faction and player color. The youngest player begins with picking a random alien faction sheet, then the selection proceeds clockwise. **You can repick one time.** ([learn more: factions](#))

Every player gets **unit cards**, **planet upgrade cards** and **how to play cards**. Hand out the starting materials, depending on what factions you have in game. Everyone gets a faction tile and places it at the beginning of the resource / victory tile. Additionally everyone gets **unit tiles & planet upgrades** (*every faction starts with different units / planet upgrades*). Every player places a **military base** on their home planet card. You shuffle the OCC-Card deck and place it on the gaming table. Then every player draws **two OCC-Cards**. ([learn more: OCC-cards](#))

Now you are ready to play the game. The youngest player starts, then the game progresses clockwise.

BEFORE YOU START

Let's check that you got everything right before you start the game. Here is listed what you should have in your player area before the game session begins.



VESPIANS

TRADING OUTPOSTS GIVE YOU +2 OCC-CARDS INSTEAD OF ONE. YOUR DIPLOMAT CAN RECRUIT FIGHTER AND INFANTRY UNITS. INSTEAD OF RESOLVING A INSTANT OCC-CARD OR A OCC-CARD PLAYED AGAINST YOU, YOU CAN SACRIFICE ONE OF YOUR DIPLOMATS.

STARTING UNITS: 2 X INFANTRY / 2 X CARRIER / 4 X FIGHTER / 2 X DIPLOMATS
STARTING RESOURCES: 8 PLANET UPGRADE: 1 X TRADING OUTPOST

YOU CAN BUILD FOLLOWING UNITS:
INFANTRY, FIGHTER, CARRIER, DIPLOMAT

GAIN THE CONTROL OVER A SYSTEM TO ADD A NEW UNIT TO YOUR UNIT ROSTER. YOU CAN ONLY GAIN TWO ADDITIONAL UNIT TYPES.

faction sheet

2x 2x 4x 2x

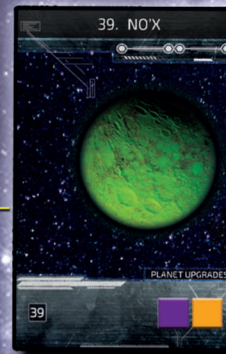


infantry carrier fighter diplomat

8x



resource



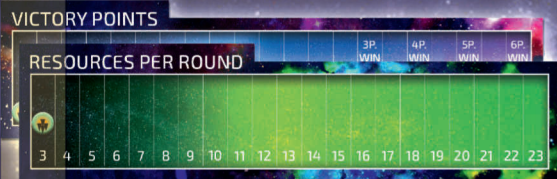
39. NO'X

PLANET UPGRADES

example homeplanet
1x trading outpost (faction starting material)
1x military base (every player places one on their home)

VICTORY POINTS

RESOURCES PER ROUND



3P WIN 4P WIN 5P WIN 6P WIN

3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

faction tile placed on resource and victory counter

depending on your starting units, you take the correct unit cards and place it in your player area. The rest of the unit cards can be unlocked during the game.



CARR NO SP INFAN NO SP FIGHT NO SP DIPLOMAT NEGOTIATE

LIFEPOINTS (LP) SHIELDS

MOVEMENT WEAPONS

0 X CLOSE 0 X MID 0 X LONG

CONTRACTS (C) (0) (0)

COST 1

2 x OCC-cards

ARTILLERY



2 COST

This planet upgrade has 1 LP and 2 weapons (1x close range and 1x mid range) in ground combat scenarios.

every player gets the planet upgrade cards

UNITS SKILLS & BATTLE OVERVIEW

REPAIR BLDG After your enemy has done damage to one of the battle buildings you can negate 1 damage in one battle.

NEGOTIATE Take control over a contested planet by moving force and gain one free contract upgrade, 2 OCC-cards and 2 fighter units.

HOW TO PLAY

1. Draw two OCC-cards
2. Gain resources and 2 fighter units
3. Move the resource per round slider one point up.
4. Build planet upgrades
5. Move units
6. 5/1 Fight / Negotiate (You can repair planets as long as your units have movement points left)
7. Recruit units and end your turn

BATTLE

PHASE 1: F
PHASE 2: B
PHASE 3: C
PHASE 4: R
PHASE 5: L

WEAPONS

PLANET CONDITIONS

every player gets the how to play cards



BASIC GAME STRUCTURE

HOW TO PLAY

"Rift Domination" is played through different phases. You begin by drawing OCC-Cards and end your turn by recruiting units. Phase 5 can be repeated after phase 6 as long as your Units have with movement points left (*learn more: movement*).

- 1** Draw two OCC-cards
(*learn more: OCC-cards*)

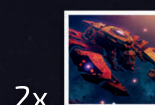


- 2** Gain resources and
2 fighter units



look at the resource per
round counter

white cubes count
as 5 resources



- 3** Move the resource per
round counter one point up

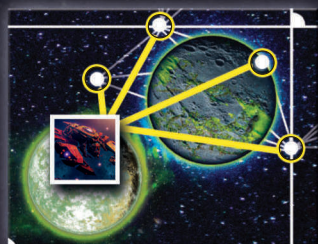


- 4** Build planet upgrades
(*learn more: planet upgrades*)



you need a planet
card with free space
for another planet
upgrade to build one

- 5** Move units
(*learn more: movement*)



From point to
point: costs 1
movement
point

- 6** Battle / Negotiate (*learn more:
battle / unit-skills*)

If you have sent a diplomat unit to any civilized planet, you can use the "negotiation" skill to instantly gain control over the planet. If you are initiating a battle look into the detailed battle chapter. After the negotiation or battle you can repeat step 5 if you have movement points left.

- 7** Recruiting / End turn (*learn
more: recruitment*)

You end your turn with recruiting new units. You can only recruit units that you have unlocked.

FACTIONS



faction name

faction skill

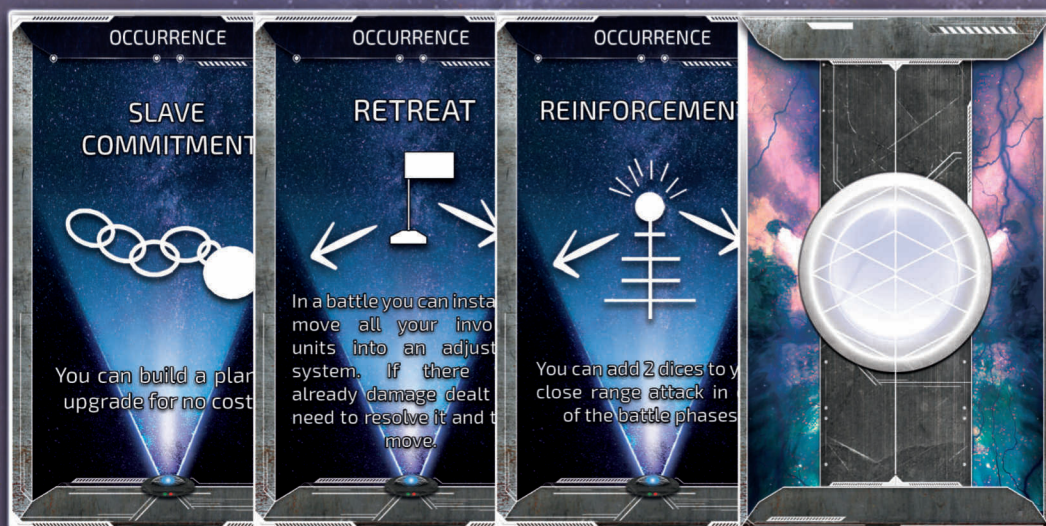
starting materials

starter units

restrictions

This game contains 30 different factions, each with its own mechanic. Some factions have certain skills, start with additional units / planet upgrades, or have better income.

OCC-CARDS



This game contains 100 OCC-Cards with more than 25 variants. The cards can always be used, even during other player turns. There is no hand card limit for these cards. Some OCC-Cards need to be revealed instantly upon picking – these are marked by the wording “**instant**”. OCC-Cards can be very beneficial but some may even worsen a player’s situation.

Players draw two OCC-Cards at the beginning of their round. When building the trading outpost planet upgrade, the drawing numbers per turn can be raised.

RECRUITMENT

The player’s turn ends with recruiting unit. Factions have different starting units and the majority of the factions can expand their unit roster while playing through the game (*learn more: systems*).

As long as a player has the required resources left, he or her can recruit units of their unit rosters. Units recruited can only be placed on planets with the military base planet upgrade.

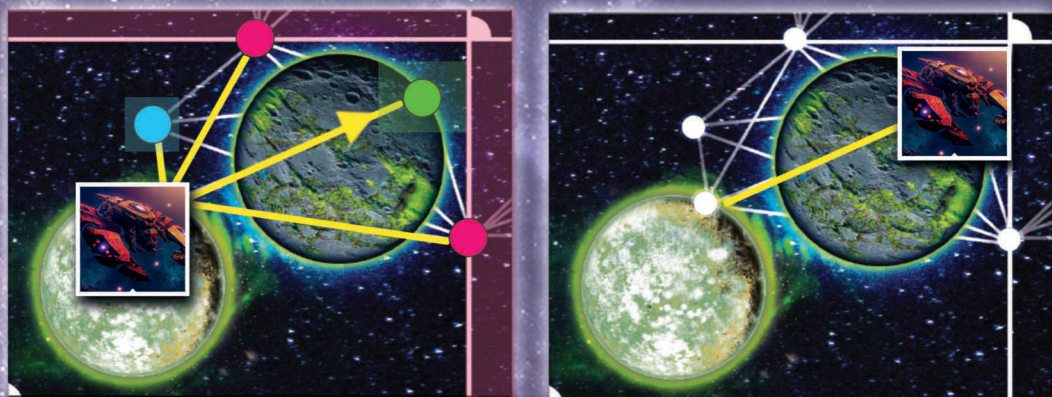
MOVEMENT

You begin on your home planet and progress from there, either from planet to planet or from system to system.

To go from one planet to another in the same system, you only need one movement point. You’ll need two movement points to travel to a planet in another system. It takes one movement point to travel to a different system. You can travel to any adjacent system, but **not diagonally**. Every bright point on the gameboard is a place you can move to (**Systems, borders and planets**).

Every line shows the possible movement from the point you are starting to move with your fleet. You can move your units as often as you want if they still have unused movement points left.

- Planet-Orbit
- Border to another system
- System

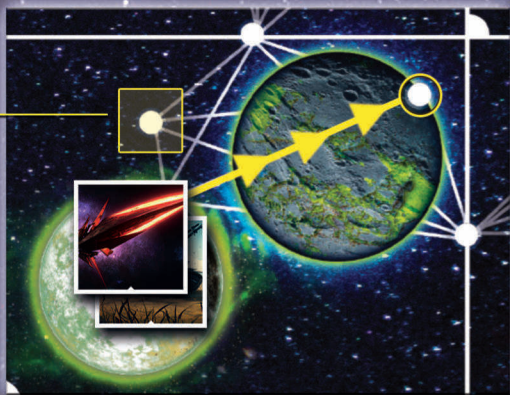


→ 1 movement point is used for this action

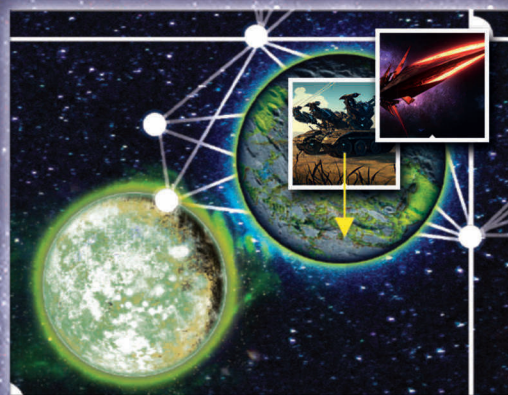
You can move your units as often as you want if they still have unused movement points left.

For example: You take one of your goliath units (that unit has two movement points) to a planet in your system, take control over it by landing infantry troops, and use the movement point left to either go to another planet in the same system or travel to a new system. When moving to a planet, you enter the planet orbit (you place your fleet onto the planet) – this is important for battle engagements.

When moving fleets to adjacent systems they enter the system but no specific planet orbit. If there is a fleet in that system, that is not placed on a planet (planet orbit) a battle is initiated.



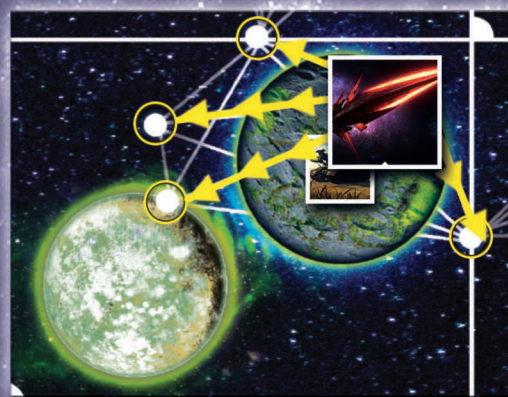
1 movement point cost to reach the other planet
No enemy fleet on the system point.



infantry landing on planet - battle initiated



the infantry unit fights in a ground battle and either gets destroyed or you win control over the planet.
(learn more: battle)



the goliath unit still has movement points left and can move to the system point, the other planet or to the system borders.

WORMHOLE:

When playing with the "Timewarper" faction, wormholes that require a specific amount of movement to use are also present.

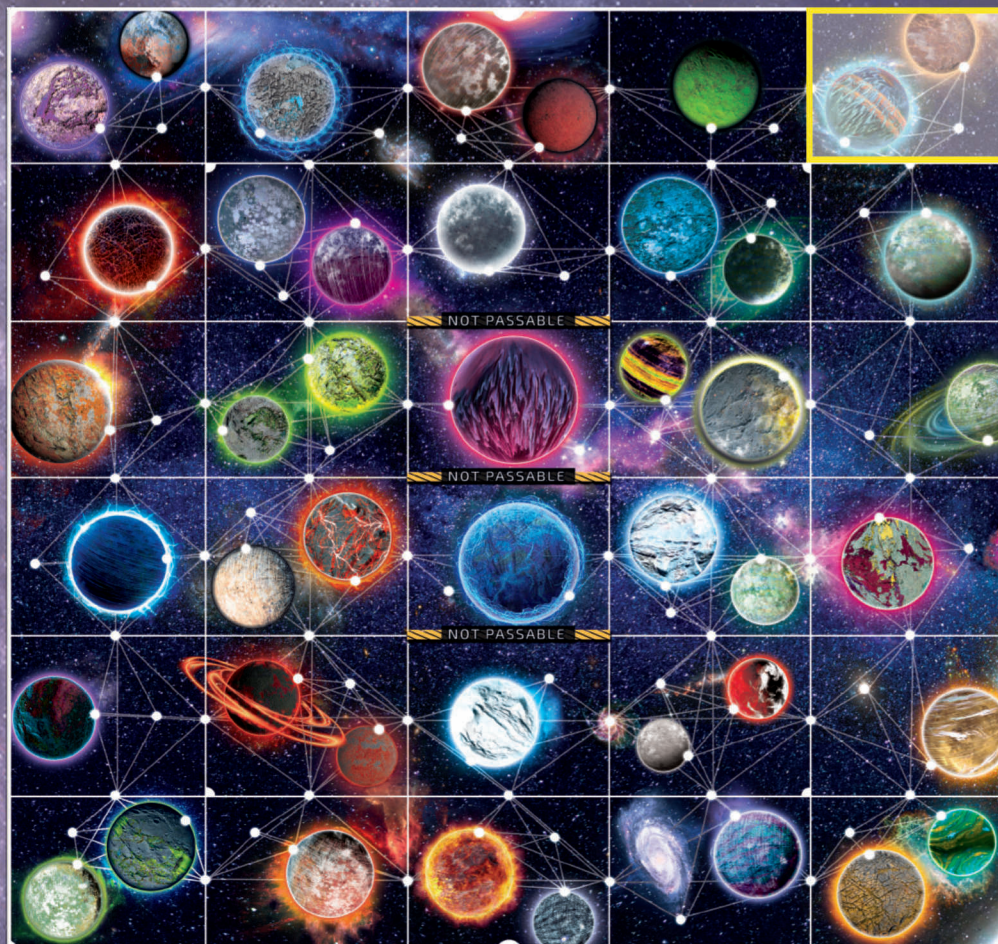
You need one movement point to reach a wormhole and another to travel through it. Only the faction "Timewarper", ignores the requirement and uses only one movement to reach and travel through the wormhole.

With the "Warp" planet upgrade, your units gain one and enemy units lose one movement point in that specific system (Movement points cannot be lowered to 0).

SYSTEMS

Systems are specific zones on the game board. If a player controls all planets in a system, he can expand the unit roster by choosing a unit card to unlock. With this game mechanic, players can choose their preferred play style and unit varieties.

The game board contains thirty Systems. **Each time a player controls an entire system he gains 1 Victory Point.**



This rectangle represents a system.

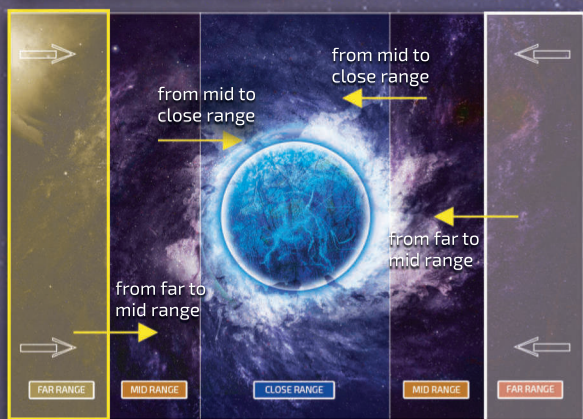
There are 30 systems on the gameboard.

BATTLE

The conflict zone sheet is double sided - On one side of the carton you have the space conflict zone and on the other side the ground conflict zone.

When the battle begins players move their whole engaging units onto the conflict zone area in the far range section (space battle) or mid range section (ground battle).

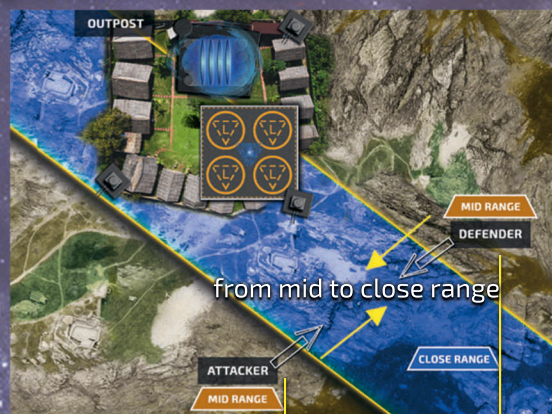
space conflict zone



player 1 start position

player 2 start position

ground conflict zone



player 1 start position

player 2 start position

The battle proceeds through different phases (The Attacker starts).

**Phase 1: Far Range Battle -Deal Damage –move to next section
(this phase is skipped in ground battles)**

Phase 2: Mid Range Battle -Deal Damage –move to next section

Phase 3: Close Range Battle -Deal Damage -After this phase the units **stay in close combat**

Phase 4 (optional): Retreat (attacker or defender)

Phase 5 (optional): Landing on Planet

At the end of each phase, damage is dealt and units move closer to the center. For example: At the end of phase one all remaining space units are moved to the mid range section. Some units have special abilities they can use during the fight ([learn more: unit skills](#)).

Every Planet controlled by a player has a planet outpost (1 close range attack and 2 lifepoints (LP)). The ground battle starts mid-range. Planet upgrades like military base, shield generator and artillery take part of the ground battle and have LP and or weapons ([learn more: planet upgrades](#)).

If you land troops on an enemy planet and you have units in orbit with the **bombardment skill**, you can use it instantly to damage the enemy's planet upgrades on that planet. When taking control over a player-controlled planet the attacking player takes also control over the planet upgrades on that specific planet when winning the battle (The attacker just takes the planet card with the planet - upgrades placed on it). Military bases, artillery and shield generators can never be controlled by another player, and they are either destroyed in battle or remain intact when the defender wins.

HOW TO FIGHT:

You roll dices for every involved unit. Look at the unit card to see how many dices per unit you roll (**weapons**). For Example, the fighter unit has one close range weapon, so you roll one dice for this unit. If two fighter units are involved you roll two dices and so on...

Close range weapons are infective on far range, so you need to roll a "5" or "6" to actually land a hit. This mechanic affects **all weapon types** and **conflict ranges** (See table below).

WEAPONS AND RANGE

The result of each dice decides if a shot hits or misses. In every case, if you roll the result "1", your **shot misses**. In this table you see what you need to roll to actually hit dependend on which weapons shoot and in which range the target is in. For example: A **close range** weapon shot only **hits** a target in far range when a "5" or "6" is rolled.

	Close Range	Mid Range	Far Range
Close Range Weapons	2-6	4-6	5-6
Mid Range Weapons	4-6	2-6	3-6
Long Range Weapons	5-6	3-6	2-6

weapon types

position of enemy units

what you need to roll, to hit units in that range

If you land a hit, you decide which enemy ship gets one damage tile or is destroyed (some units only have one lifepoint (LP) and are instantly destroyed when taking damage. Some units have shields, so in order to destroy them players need to break through the shields first.

For example: The "carrier" unit has one shield and one LP – to kill it you need to afflict three damage.

Certain units create shields or negate damage.

The diagram shows a space battle board with five lanes. Lane 1 is labeled 'FAR RANGE' and contains a white fighter and a green carrier. Lane 2 is labeled 'MID RANGE'. Lane 3 is labeled 'MID RANGE' and contains a blue planet. Lane 4 is labeled 'MID RANGE'. Lane 5 is labeled 'FAR RANGE' and contains a green carrier. Below the board are two unit cards: a Fighter (Cost 1, 1 LP, 0 Shields, 1x Close, 0x Mid, 0x Long) and a Carrier (Cost 2, 1 LP, 1 Shield, 1x Close, 0x Mid, 0x Long). Arrows indicate movement directions: right for the white fighter, left for the green carrier.

weapons

lifepoints (LP) and shields

In this example you can see a space battle. White attacks green with one fighter and one carrier unit. Green only has one carrier unit. The attacker begins to roll the dices. In this example the white player rolls 2 dices because the fighter and carrier both have 1x close range weapon. Now that the enemy carrier unit is positioned in the far range the results of the dice roll needs to be 5-6 in order to hit the target. The green carrier Unit has 1 LP and 1 shield - the white player needs to deal 2 damage to kill the unit.

UNIT-SKILLS

REPAIR RUSH: After your enemy has dealt damage in one of the battle phases you can negate 4 damage in one battle.

ROCKET BARRAGE: Target 3 enemy fighter Units, roll a dice for every chosen ship, if the result is 4 or higher destroy the target.

KAMIKAZE: If destroyed, roll a dice, if the result is 3 or higher, target 1 enemy ship and inflict 3 damage to one ship.

BOMBARDMENT: If in Orbit of a Planet, use this ability to bomb enemy buildings. Inflict 1 damage to the LP of all buildings. Bombardment is useless against shielded Planets

NEGOTIATE: Take control over a civilized planet by moving there (even player controlled planets if there is no infantry. and gain 2 OCC-cards and 2 fighter units.

OVERLOAD: Your ships gain additional shields. Choose if you want 1 ship to gain all 4 shields or split it as you please. (every support unit can use this skill once in a battle)

DEFENSIVE RING: In home territory this unit gains +2 LP, +2 shields and

BOMBARDEMENT II: If in Orbit of a Planet, use this ability to bomb enemy buildings. Inflict 2 damage to the LP of all buildings. Bombardment is useless against shielded Planets.

TAUNT: This unit has to be destroyed before any other unit can be attacked.



FLAGSHIP BOMBARDEMENT II + ROCKET BARRAGE COST 13	
LIFEPPOINTS (LP)  5	SHIELDS  5
MOVEMENT  2	WEAPONS  2X CLOSE 2 X MID 2 X LONG
CAPACITY  8	USED CAPACITY  0

unit type
unit skills
cost per unit

lifepoints (LP) / shields

movement points per round / weapons

capacity (place to carry units) / place used by this unit when carried by a another unit (zero means it doesnt need to e carried

PLANET CONDITIONS

All planets on the game board, except the starting planets have a specific condition defined by the planet condition tile. By taking control over a planet, the condition tile is flipped and reveals the amount of victory points or resources gained.



Civilized Planets can be controlled by **negotiating** or simply **paying 2 resources and landing infantry units**.



If a player takes control over the planet with a diplomat using the negotiating skill, he gains one free planet upgrade, 2 OCC-cards and 2 fighter units.

If a player takes control over the planet with infantry and paying resources, he gains one OCC-card.



Dangerous Planets require the player to roll a dice upon landing. If the player rolls **"3" or higher** he can take control over the planet. **If "1" or "2" is rolled**, all landed units get destroyed. Upon taking control of the planet, the player gains a **free planet upgrade** of his choice **and all resources** shown on the condition tile.



Anomaly Planets gives the player **victory points** upon landing. When the player takes control over the planet, he additionally **gains two Infantry** units for free. The new units are placed onto the planet but can be moved with your fleet as well.



Harvester Planets gives the player a large sum of **resources** upon landing. When you build two mine planet upgrades on a harvester planet you additionally gain **+2 resources per round**.

"The Void" – faction can simply consume planets. It does not matter which condition tile is placed on the planet the action always gives the same reward.

PLANET UPGRADES

Players can build two planet upgrades on every planet in the game. The only exception are the two huge planets in the middle of the game board (*learn more: special planets*). Players can build up to 4 planet upgrades on these two huge planets. If a planet-upgrade is purchased the player places the fitting cube model on his or her planet-card. The colour on the cards defines which cubes are placed on the planet card.



WARP

4 COST

Warp: -1 movement point for enemy units in the system (cannot be reduced to 0). +1 movement point for own units (infantry units are not affected by the warp planet upgrade). You can only have one warp per system.



MINES

4 COST

Produces extra +2 resources every round. Two mines placed on a "harvester" conditioned planet gives additionally +2 resources per round.



TRADING OUTPOST

4 COST

Gains the player 1 extra OCC-card at the start of their round.

cube colour for the planet upgrade



ARTILLERY

2 COST

This planet upgrade has 1 LP and 2 weapons (1x close range and 1x mid range) in ground combat scenarios.



MILITARY BASE

6 COST

This planet upgrade has 1 shield, 3 LP and 4 weapons (2x close range and 2x mid range) in ground combat scenarios. Players can produce and place units on planets with military base planet upgrades.



SHIELD GENERATOR

3 COST

Decline the bombardment unit skill. Shield generators have 1 shield, 1 LP and the "overload" unit skill in ground combat battles.



to upgrade a planet you pay the resource cost per planet upgrade and then place the fitting cube onto the planet card. (of course you need to have a free planet upgrade slot on that planet card.

free planet upgrade slot

trading outpost

SPECIAL PLANETS

The galaxy's center, represented by two massive planets, is located in the middle of the gameboard. Controlling these planets gives the players additional rewards. First and foremost, players can build these **four planet upgrades** on these planets. When taking control over the planet, a player **gains the victory point** for controlling the whole system and additionally **4 victory points for the planet itself**.



ENDING THE GAME

You can see on the victory point counter how much points you need to win. It depends on how many players are playing in the ongoing game session. If one player has reached the points needed to win, the round is still played to the end (if the winning player was not the last one to take his turn). That means someone else can either gain more victory points in that last round or get even points.

SPECIAL THANKS

I'll write this in my native language (german) otherwise it will not as heartwarming and genuine.

Als erstes will ich mich bei Justina Aigner bedanken - sie hatte vor dem Projektstart an mich geglaubt und war ein großer Motivator immer weiterzumachen.

Ein durchgehender Begleiter beim Erstellen dieses Spiels war auch Tobias Prost - Danke, dass du von Anfang an dabei warst und mich unterstützt hast wo es ging.

Ein Dreamteam der Unterstützung sind auch eindeutig Moritz und Tobias Wenig, die sich nach der ersten Session schon komplett Rift Domination verschrieben haben. Sie haben maßgebend beim Ausbalancieren der Fraktionen mitgeholfen, haben den Raum für etliche Sessions zur Verfügung gestellt und mich seither immer unterstützt. DANKE!

Ich möchte mich auch nochmal ganz herzlich bei meinen Freunden und Spieltestern Philip, Lukas, Florian, Immanuel, Raoul, Joshi, Martina, Gurnoor & Friedrich bedanken.

FAQ

Q: Can you move 2 fleets at the same time to attack the same target simultaneously?

A: Yes.

Q: Can you play "recruitment"-OCC-cards while in a battle to gain units during a fight?

A: Yes.

Q: When I play the "weapon industry" OCC-card do i hit twice?

A: No, you hit 1 target (if you hit) but deal 2 damage instead of 1.

Q: When can i use the normal retreat?

A: After you resolve the close combat phase, you can retreat. If you forget to do so and enter the next phase it is not reverseable.

Q: Can i recruit units if i lose my starting military base?

A: No, you need to build a military base first before recruiting more units.

Q: Can i destroy my own planet upgrades in order to build another planet upgrade?

A: Yes you can destroy your planet upgrades, but you don't get resources back.

Q: Where do I place the 2 fighter units I gain each start of a new round?

A: You can place them in any of your fleets or on a planet with a military base.

For your first session I recommend to disable "Instant"OCC-cards during the first round. If you draw one, simply redraw and put the "Instant"OCC-card back into the staple.

Everything you see is made by me - Stefan Ströbinger.

You want to give feedback? Contact me here riftdominationofficial@gmail.com