

# Hegemonic

Instructional Guide / Teaching Script \*\*\*

\*\*\* *It's suggested to get the game mostly set-up first before beginning the explanation.*

\*\*\* Also good to hold off on big questions until the end, as there are some interlocking elements that need to be introduced before the whole will make sense.

## The Short Version (tldr version)

1. **Overview, Objective/Scoring**
  - a. Theme
  - b. Winning is having VP's from majority control of regions (represents culture)
  - c. Game ends at end of round when sector tile **stack** is depleted.
  - d. Board structure: regions + sector tiles
2. **Components**
  - a. Player board, CAP gain/costs, Bases + Units
  - b. Action cards + tech cards
3. **Round Sequence - fairly straightforward.**
  - a. Round structure : Collection, Expansion, Action 1, 2, 3, Arbitration
  - b. Tech advancement process - same rules apply anytime drawing tech.
4. **Power + Range**
  - a. Basic power + range for units + bases.
5. **Taking Actions**
  - a. BUILD actions (#2) - *Can build any amount as part of one build action.*
  - b. Conflict actions (#1, #2, #3)
    - i. Targeting conflicts
    - ii. Agent/Fleet Movement
  - c. Basic actions
  - d. #4 Discover Card actions
  - e. Gates - *remember they provide adjacency for everything and everyone*
6. **Conflicts**
  - a. Explain how power is determined IN CONFLICTS referencing the player aid.
  - b. Rest of the conflict process + resolution
7. **Gameplay Reminders**

## Overview

### Game Premise

- *Hegemonic is a space empire (or 4X) style game - but it is focused around an area majority scoring approach that yields a lot of interaction and conflict.*
- *You might think of it as a cross between El Grande (area majority scoring), Tigris & Euphrates (calculated power and conflicts) and Race for the Galaxy (simultaneous card-based action (role) selection + special card powers).*

### Objectives

- *Players are competing to have the most cumulative cultural influence (i.e. Victory Points) in the galaxy when the game ends. The player with the most VP's has cemented their human empire as the dominant hegemonic power in the galaxy.*
- *The game ends at the end of a round where the stack of sector tiles is depleted (refer to the sector tile stack).*
- *Players will earn victory points by building up their empire's industrial, political, and martial power by constructing bases (industrial complexes, political embassies, and martial outposts) in the different regions that make up the board.*

### **Game Structure**

- *Regions are defined by the red borders. Sector tiles are placed onto empty hexes on the region boards over the course of the game.*
- *Sector tiles determine what types of bases can be built there, as well as how strong bases placed in those locations may be.*
- *Scoring occurs at the end of each round and players earn points for having the most, 2nd most, or 3rd most power in each region, as well as a bonus for exclusive control (see the player aid scoring chart).*
- *At the end of the game, bonus points are also awarded for Advanced technologies.*
- *A round consists of 6 phases including collection, expansion, 3 action phases, and arbitration. All players will move through each phase and take actions collectively.*
- *The game typically lasts for 5 or 6 rounds - depending on whether players take extra actions to explore the galaxy quicker and thus deplete the sector stack quicker.*

## **Components**

### **Player Boards, Bases + Units**

- *Each player has their own **player board** with tracks for their industrial, political, and martial bases. Players construct bases from left to right.*
- *The numbers above and below the bases indicate the amount of money (i.e. **CAPS**) that track provides during the game (mostly in the Collection Phase) as well as how many CAPS constructing the next base of a given type will cost.*
- *Note the **tier levels** that are obtained as you develop further along each of the tracks.*
- *Players also have access to **3 gate pairs, 3 agents, and 3 fleets** that can be built and will be used to grow your empire and engage your enemies.*

### **Action Cards, Tech Cards, Arbiter**

- *Each player has a hand of 6 **action cards** - which are the same for all players.*
- *Players simultaneously choose and reveal one action card during each action phase.*
- *The action card will determine what actions you can perform when it is your turn to act.*
- *Each player will have a hand of FIVE "semi-permanent" **technology cards**.*
- *Technology cards can be **either advanced** and placed in a slot above your player board (if you meet the TIER requirements) to provide a permanent technological benefit, or can be used in **conflicts** to in-part determine the winner (reference the big numbers at the bottom) depending on what type of conflict is occurring.*
- *The **Arbiter** token is like a first player token and is also used to resolve action order disputes if ties result when resolving action cards.*

## Round Phases

- All players progress through each phase collectively

### PHASE 1 - Collection

- Players simultaneously collect CAPS equal to the cap gain amounts for EACH of their base tracks depending on the furthest built base in each track.

### PHASE 2 - Expansion

- Starting with the arbiter, players will add a new tile to the **sector pool** and then place a tile from the sector pool to ANY empty location on the galaxy boards - it doesn't have to be next to your own bases!
- After placing a tile, that player then draws a technology card into their hand, and then discards OR advances a technology.
- When **drawing technology**, at any point in the game, you may do so from the draw pile, the top card in the discard pile, or one of your own already advanced techs.
- To advance a technology, you must be able to pay its CAP cost and meet the **Tier requirement**, met by having a base of the appropriate type in that tier level of higher, OR by having an already advanced technology one tier level lower, equal to, or higher than the card you want to advance.
- You can freely discard an advanced technology to free up room to place a new one.

### PHASE 3, 4, 5 - Main Action Phases

- In each action phase, players will simultaneously choose and reveal an action card.
- Cards are resolved in number order.
- If a tie results, the **Arbiter** decides which player resolves their card first among those that are tied, and then the remaining tied cards are resolved in clockwise order before moving onto the next card number.
- After everyone resolves their actions, move onto the next action phase or arbitration.

### PHASE 6 - Arbitration

- The player with the **MOST CAPS** takes the Arbiter token for the next round.
  - In the case of a tie, the current Arbiter decides who gets it (although they must give it away if they currently have it and are tied).
- Then, all players discard CAPs down to their **RETENTION limit**. Which is the lowest exposed number on their player board.
- Then players will conduct a round of **SCORING** - remind to look at the player aid.

## Power + Range

- **Power + Range** are two fundamental concepts that defines where your bases and units can target actions and how their strength is used in conflicts.
- **Range** is the number of sectors the base or unit can "reach".
  - Range 0 - within current sector
  - Range 1, 2, 3, etc - reach out a maximum of 1, 2, 3, etc sectors.
- For **Bases**, Power + Range are indicated by the sector tile's location of the base.

- All Industrial locations are the same; 1 power 1 range
- Political power varies (1-3) but the range is always 1
  - Color of the tile determines political faction (relevant for conflicts).
- Martial power and range varies based on the current **STACKING** of outposts:
  - 1 outpost = 0 range, 1 power
  - 2 outposts = 1 range, 2 power
  - 3 outposts = 2 range, 3 power
- For **Units**, Power and range as follows
  - Gates = 0 range, 0 power
  - Agents = 0 range, 1 power
  - Fleets = 0 range, 1-3 power depending on martial tier

## Action Cards

- Each action card allows you to perform up to **TWO** specific actions of the types listed on the card. You can perform the same action twice, perform them in any order, etc..
- Each action will require CAPS be spent.

### **BUILD ACTIONS #2's (the "-ize" actions)**

- The #2 action cards are the primary actions for building your empire.
  - The top action let's you build any combination of bases and/or units.
  - Note that the white arrows mean "within range" and the green arrows mean "place at." So the Martialize action lets you place new Outposts within range of an existing outpost, or at a fleet. Likewise, Fleets can be placed at an Outpost.
  - When performing the BUILD actions, you can place any number of new bases/units that you can afford and even "chain" new constructions off each other - all as part of ONE of the two allowed actions.

### **CONFLICT Actions (#1, #2, #3)**

- Next, look at the #1 and #3 action card (**Assault + Subvert**) and the second action on the #2 card's. CONFLICT actions are indicated by the big red arrow. On martialize, this action let's you MOVE a fleet and perform a "Strike" to takeover an enemy outpost.
- Actions allowing **fleets or agents to move** do not require that you attack. Likewise, the movement is optional if there is a valid target already in range.
- #1 and #3 are similar in that they each allow you to initiate a conflict **ACROSS** base types (i.e. industrial attacking political or martial), while #2 are within the same type.
- The Assault action occurs first and results in bases being **DESTROYED**. The SUBVERT action occurs later (and costs more) but results in bases being **TAKEN OVER** and replaced with your own.
- Each conflict action takes up one of your two allowed actions.

### **Movement for Fleets + Agents**

- Agents can move to ANY SECTOR but it costs 2 CAPS per region border crossed.
  - Agents can't move through GATES.
- Fleets pay 1 CAP and may move 1-3 sectors. CAN use gates.
- Cannot move onto other players' Home Sectors (or initiate attacks on Home Sectors!)
- Cannot move onto or through the center of the Core board region.

- CAN move through empty sectors but must end a move on a tile.

### **Basic Action**

- Most action cards list a **BASIC Action** that can be performed. Which is either collecting 2 CAPS OR drawing and then discarding/advancing a technology card (just like during the Expansion Phase).

### **DISCOVER Action (#4)**

- **Collect** CAPS equal to your LOWEST yielding base type
- **Survey** - add a new tile to the pool and then place a tile.
- **Research** - return your inactive technology cards (more on this later), and then may discard any tech cards in your hand and redraw back to the hand limit from the draw pile or from your advanced technologies.

### **Quantum Gates**

- Quantum Gates provide a connection between the linked sectors, treating those sectors as if they were ADJACENT.
- Gate distance depends on your Industrial Tier.
- This adjacency is created for ALL PLAYERS and for ALL PURPOSES. So yes, other players could move their fleets or otherwise attack through your gate.s
- One of the gate pairs must be built at one of your complexes, and the other end must be at a sector containing an industrial location.

## **Conflicts**

### **Initiating Conflicts**

- Conflicts are how you attack your opponents' bases + units.
- Initiating attacks cost CAPS per the basic POWER of the targeted base (by location).
- When performing a Conflict action, attacker chooses the target. Attacking is optional.
  - Can only target a unit (gate, agent, or fleet) directly if a base of the corresponding type is NOT present - otherwise your attack is against the base.
  - All of a player's complexes in a sector attack/defend as a group.
- Only Complexes, Agents, and Fleets can attack and are limited to **1 attack per phase**.

### **Step 1 - Determine Starting Conflict Power - TRICKIEST part of the game**

- Fundamentally, three ways of determining power depending on type of base/unit.
- **COMPLEXES** (attack or defend) - each complex in range provides 1 power.
- **EMBASSIES** (defend) - Add up the total power of all embassies in the same FACTION (sector color). Defending agents in the sector provide 1 power to defense.
- **OUTPOSTS** (defend) - Each outpost in range of ,or with range to, the outpost contributes its power. Present Fleets provide 1-3 power depending on Martial Tier.
- **AGENTS** (attack or defend) - Agent power of 1 plus **draws from 1 political faction**.
  - Can only draw from a given political faction ONCE per phase, regardless of whether attacking or defending.
- **FLEETS** (attack or defend) - Fleet power of 1-3 plus **draws power from 1 outpost** - with power determined just as for defending outposts as opposed.
  - Similarly, can only draw from a given outpost ONCE per phase, regardless of

*attacking or defending.*

### **Step 2 - Add Political Support**

- *If either player using political power, others can loan their power in that political faction to the player using that political faction in the conflict. The amount of power lent is equal to 1 per embassy in the matching faction, it is NOT their total power in the faction.*

### **Step 3 - Add Technology Card Power**

- *Players select + simultaneously reveal a technology card from their hand, adding the corresponding power to their score. Power matches the kind YOU are attacking or defending with.*

### **Step 4 - Determine Conflict Outcome**

- *Attacker wins - defending bases are destroyed or taken over (depending on type of conflict) and defending units destroyed.*
- *Defender wins - attacking unit (fleet or agent) is destroyed.*
- *Draw - units (fleets and agents) on both sides are destroyed.*
- *Quantum Gates are not automatically destroyed - winning attacker can chose to destroy gate if defender was using industrial power.*

### **Step 5 - Cleanup**

- *Spent Technology card either put in inactive pile or a new tech is drawn and the used card is discarded.*
- *Get your **inactive cards** back if you (1) run out of cards; (2) research action; (3) game progresses to the arbitration phase.*

## **Gameplay Reminders**

- *Keep your focus on the objective - i.e. getting scoring positions in regions.*
- *Attacking just to attack or having a huge power structure doesn't mean you will score more points - although you do have more muscle to throw around (but that can make you a bigger threat/target!).*
- *Timing is important - as the scoring happens after three action phases.*
- *Turn order can be crucial - as can the hand of the Arbiter. Don't be afraid to bribe the Arbiter if you think it will help your position!*
- *Remember that you can jump around the board with Gates, Agents, and Fleets. You don't need to expand linearly out from your empire.*