ECLIPSE
SECOND DAWN | FOR THE GALAXY

GALACTIC EVENTS

The **Pulsar**, **Black Hole**, **Supernova**, and **Nebula** Sectors are governed by special rules including supernova explosions, movement through time and space, extra Actions, and Subsector divisions. These Sectors are optional and can be included individually or in any combination with games of **Eclipse: Second Dawn for the Galaxy**. To include these Sectors in your game, shuffle the chosen Sectors into their corresponding Rings, indicated by the Roman numeral on the back of the Sector *(note—choose only **one** Black Hole Sector to shuffle with its corresponding Ring per game)*, before creating the Sector stacks. *Note: optional Sectors do not add to the number of Outer Sector (III) tiles used in a game.* The rules and abilities of each Sector are detailed below.

CONTENTS 2 Pulsar Sectors, 2 Black Hole Sectors, 2 Supernova Sectors, 2 Nebula Sectors

PULSAR

The Pulsar is a rotating neutron star, born from a collapsing supernova. Its regular pulse can help with your tactical timing.

RULES Pulsar Sectors contain three Action Spaces that are used in place of a normal Influence Space. When you first gain Control of a Pulsar Sector, place your Influence Disc on its Move Action Space. **Pulsar Sectors may never contain more than one Influence Disc.**

Each Pulsar Sector you Control may be activated once per Round in place of taking a normal Action. To activate a Pulsar Sector, move the Pulsar Sector's Influence Disc to either of the two empty Action Spaces in the Sector (e.g. from the Move Action Space to either the Build or Upgrade Action Space). Next, execute one Activation corresponding to the Action Space your Influence Disc occupies.

You are not allowed to activate a Pulsar Sector after you have passed.
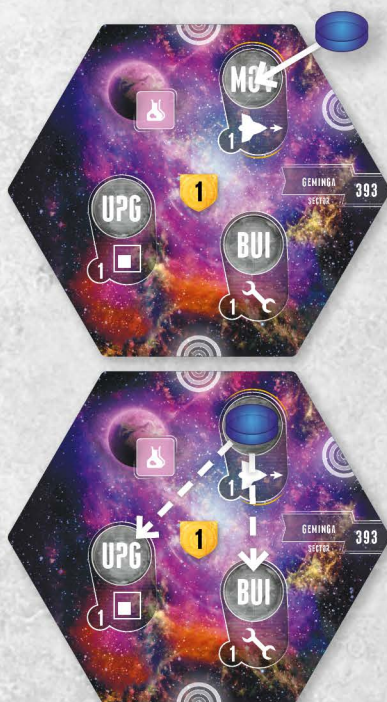
BLACK HOLE

For centuries, black holes were the greatest mystery of the universe—the ultimate frontier. With the advance of spacetime manipulation technology it is now possible to travel through the abyss of a black hole to another time and place...

RULES Unlike normal Sectors, the Discovery Tile on the Black Hole Sector cannot be taken when first Explored. Instead, the player whose Ship first **enters** the Black Hole Sector takes its Discovery Tile. When you Move a Ship to the Black Hole, its Move Activation ends, and it leaves the game board. Roll a yellow die to determine when the Ship returns from the Black Hole:

The Ship returns to play immediately and receives one damage.

2 **3** — The Ship returns to play after 1 Round. — ①

4 **5** — The Ship returns to play after 2 Rounds. — ②

On a roll of ▢ or ✦ , the Ship returns immediately. On a roll of 2 or 3, place the Ship on the Round of the Round Track that is 1 higher than the current Round number. On a roll of 4 or 5, place the Ship on the Round of the Round Track that is 2 higher than the current Round number. During the Round where the Ship was placed you may choose to return the Ship back to play before any Action you take. If you choose not to return the Ship during this Round, or the Ship would be returned later than Round 8, it is lost in spacetime and returned to your supply.

When you return a Ship to play from a Black Hole, the Sector it returns to depends on the Black Hole in play:

396 Ships are returned from the Black Hole to any Inner (I) Sector.

399 Ships are returned to any Sector that has at least one Wormhole adjacent to a Zone (empty space without a Sector).

DAMAGE Damage from travelling through the Black Hole is repaired at the end of the Combat Phase.

SUPERNOVA

The Supernova is by its nature very unstable and at constant risk of exploding. However, technological advancements may help to keep the Supernova stable.

RULES At the beginning of the Cleanup Phase, for each Explored Supernova Sector, roll two yellow dice. Add the value of each Supernova Sector's yellow dice (ignoring **blank** and **hit** ✳ symbols) to the greatest number of Techs the player Controlling that Supernova Sector has on any Tech Track. If no player Controls the Supernova Sector, no Technology bonus is added. If the sum of the die values and Technology bonus is **less than the number of the current Round**, the Supernova explodes—remove all Ships, Structures, Population Cubes, and the Influence Disc (if any) from that Sector and flip it over. Removed Population cubes are returned to their respective Population Tracks, and the removed Influence Disc is returned to its Influence Track. Exploded Supernova Sectors have no Wormhole Connections to adjacent Sectors but may be Moved to and from with the **WORMHOLE GENERATOR** Tech using normal movement rules.

EXAMPLE Iain Controls one Supernova Sector and has 2 Military Techs, 4 Grid Techs and 1 Nano Tech in Round 6 of the game. At the beginning of the Cleanup Phase, Iain rolls ✳ and **2** to which he adds 4 for his Technology bonus (from his Grid Techs ⊞). The total result is 6, which is equal to the current Round number, resulting in the Supernova stabilizing...for this Round.
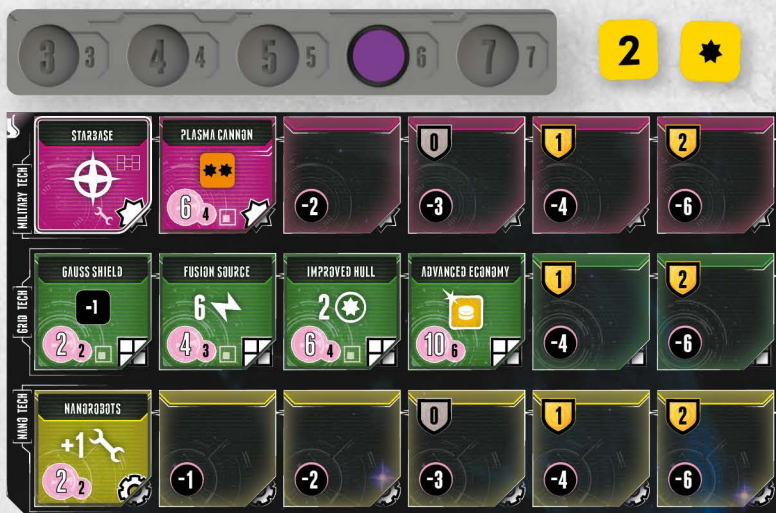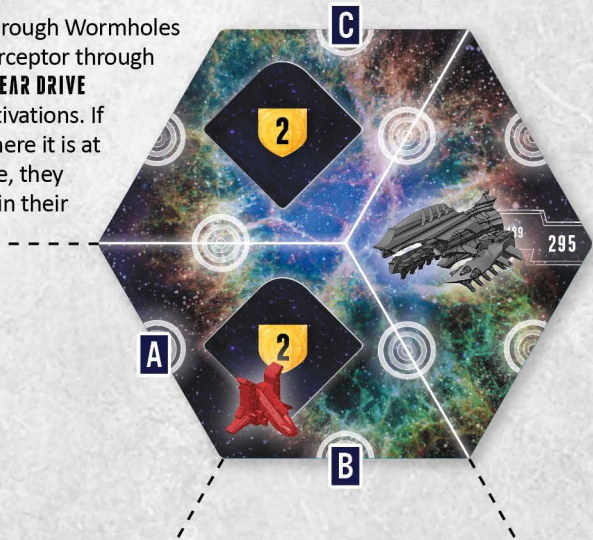
NEBULA

Nebulas are cosmic clouds of dust and gas. The stars in Nebula Sectors are too young to support colonizable planets, yet for brave explorers Nebula Sectors offer powerful Discoveries and a perfect hiding place...

RULES Nebula Sectors have no Influence Space and are divided into three Subsectors connected by Wormhole Connections. When you Explore and place a Nebula Sector, place one Discovery Tile in each Subsector with a Discovery Tile Symbol and one Ancient in the Subsector with the Ancient Symbol. **Nebula Sectors may never contain Influence Discs.**

Discovery Tiles in Nebula Sectors can **only** be claimed by having a Ship in the Subsector where the Discovery Tile is located at the end of the Combat Phase. Discovery Tile benefits must be placed in the Subsector where they are found *(the Ancient Orbital and Ancient Monolith cannot be placed in Nebula Sectors; if they are revealed in a Nebula Sector, draw a new Discovery Tile before choosing whether to keep it for its benefit or for VP).*

For the purposes of Move, Explore, and Influence Actions, each Subsector functions exactly like a normal Sector.

EXAMPLE Red can Explore through Wormholes **A** and **B**. To Move their Interceptor through Wormhole **C** using one **NUCLEAR DRIVE** would require two Move Activations. If their Interceptor remains where it is at the end of the Combat Phase, they can claim the Discovery Tile in their Ship's Subsector.