


ECLIPSE

SECOND DAWN FOR THE GALAXY

MINOR SPECIES

Though they do not have representation on the Galactic Council, the Minor Species of the galaxy have a keen interest in the outcome of this new conflict. Unable to compete directly with the financial and military capabilities of Galactic Council members, the Minor Species offer their expertise in research, diplomacy, construction, and more, to an ally who will reward them for their service. Perhaps their efforts can tip the conflict toward a new power in the galaxy who could provide more than financial support after the conflict...

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RULES To include the Minor Species in your game, randomly select 4 Minor Species Ambassador Tiles and place them in the play area at the beginning of the game. Diplomatic Relations with Minor Species can be formed at any time during any of your Actions. Pay the Money cost  shown on the Minor Species Ambassador Tile to place the tile on one of the empty Ambassador Tile spaces on your Reputation Track. Minor Species abilities take effect immediately following the formation of Diplomatic Relations. You may form Diplomatic Relations with multiple Minor Species.


NOTE *Minor Species may be used in 2–3 player games even though Diplomatic Relations between players are not allowed. Minor Species Ambassador Tiles cannot be discarded from your Reputation Track at any time.*

MINOR SPECIES ABILITIES:



1 VP per Reputation Tile at the end of the game.




-2 Materials discount  for building Dreadnoughts. 1 VP at the end of the game.



1 VP per Ambassador Tile (including itself) at the end of the game.




-1 Materials discount  for building Orbitals. 1 VP at the end of the game.



3 VP at the end of the game.




-2 Materials discount  for building Monoliths. 1 VP at the end of the game.




Immediately place a Population Cube from the Population Track of your choice on the tile. 1 VP at the end of the game.



-1 Science discount  for Researching Techs (*minimum Science cost still applies*). 1 VP at the end of the game.



-1 Materials discount  for building Cruisers. 1 VP at the end of the game.



CREDITS

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