VERTIUM: Shadows of the Complex

RULE CHANGES

Number of individual game pieces

4-PLAYER GAME: Each faction has **7** captains...

Battles

When you win a planet during Battles, you receive 2 Vertium (instead of 1).

Refuge Moon

A captain who seeks protection on Refuge Moon receives two Vertium. On a subsequent turn, the captain on Refuge Moon might lead the faction's next attack, taking the two Vertium to the chosen planet.

SOLO RULES

When colonizing for the Complex, use the 9 planet cards (Secret Objective cards) instead of a die. Shuffle them good and leave face down. Pick one each time it's the Complex's turn and place a Colonization Token on that planet. There are 2 extra planet (cards) that are not in the game (because there's only 7 planets in the Solo game). When those extra cards are drawn, it is like a miss a turn for the Complex (as they are far away colonizing another planet) – nothing happens for the Complex and it becomes the Rebels turn again.

The Rebel Faction and the Complex will start the game with 16 CT each – 4 of each element. If they

run out, they run out and cannot place an element. Always make the best play for the Complex (AI).

Additional Rule: SPECIAL ABILITY RULES (New!)

Before the game starts, make sure to have the planets in the game that tie in to the Special Abilities of each faction (that is playing). Each faction will want to capture it's own special planet if possible.

The Soar
The Soar are used to mountainous terrain, and this green planet contains lots of Vertium!

The RMF
The Royal Martians love red planets, as their eyes are used to dealing with the colors.

The Hielo

As their back story acknowledges, the Hielo are ice experts!

The Myst

The Myst feel at home on this muddy planet with terrain that reminds them of life long ago in the Mongolia region of Earth.

When attacking or defending its special planet, that faction will have an extra die for battles. Use 4 vs. 3, or 3 vs. 2 dice.