STARSHIP INTERSTELLAR

HALLEY'S COMET

RULEBOOK

OVERVIEW

In this Halley Expansion the famous comet returns to our Solar System for another orbit. Its gravitational effect will wreak havoc by influencing – and being influenced by – the various planets in the Solar System!

CONTENTS

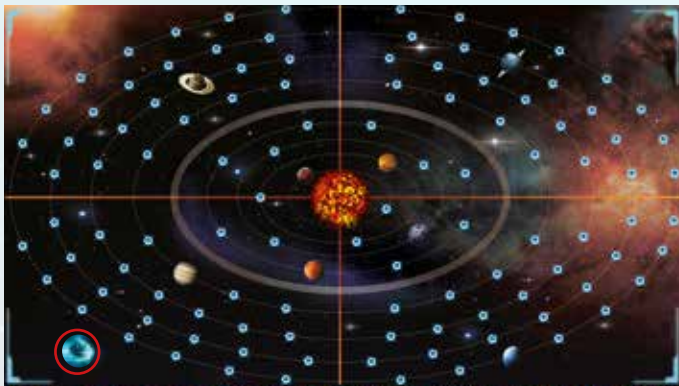**1 Halley's Comet Token**

1 Halley's Comet Bag

50 Small Resource cubes (10 red, 10 yellow, 10 green, 10 blue, 10 purple)

1 Halley's Comet Board

SETUP

Put 10 Resource Cubes of each colour into the Halley's Comet Bag. Take 8 Cubes out at random and put one on each of the 8 sectors furthest to the right of the Halley's Comet Board

Pick one of the 4 Quadrants of the Solar System at random and put the Halley's Comet Token outside Neptune's Orbit.

LAYOUT NOT FINAL

RULES

In the Action Phase, players can travel towards Halley's Comet which, in game-terms, **is treated just like a Planet.**

MINE THE COMET

When a player **Travels** to Halley's Comet with the **Explorer**, they choose one of the sectors on the Halley's Comet Board and place one of their own counters on that region, to show they are mining. After this the player will put the **Resources** in that sector on their own Explorer Board. Each player can only have one counter on the Halley's Comet Board. This counter will be taken back from their owner at the end of the Government Phase, so that it can be used again in the subsequent round.

PLANET MOVEMENT

During the Government Phase, after moving all the other Planets, Halley's Comet also moves. If, during movement, the Comet should cross a space occupied by another Planet (or vice versa), draw 1 Resource Cube from the Halley's Comet Bag for each Deposit on that Planet, placing them in the respective sector. For the Earth, each player takes 1 Resource Cube from the Halley's Comet Bag.

MOVING HALLEY'S COMET

Halley's Comet moves last, after all the other Planets, and it moves between the spaces on the Orbits instead of on them like Planets do.

Note: In its first movement, the Comet goes between the 3rd and the 4th spaces of Neptune's Orbit in its current Quadrant, counting from the top (that is, the 4th zone from the top). All of the Comet's movement rules apply, as described below, so the Comet might move more than 1 Orbit inward for its first movement).

To move the Comet, follow these simple steps:

- **Count the number of Planets** in the Quadrant where Halley's Comet is located (including the Comet itself).
- **The Comet moves towards the centre** of the system, by a number of Orbits equal to that number.
- The zone between two spaces, where you must put Halley's Comet on the next Orbit, is the one immediately below it.
- If there are two zones that seem valid, choose the zone that follows in a clockwise direction.
- When the zone containing Halley's Comet overlaps into two Quadrants, the Comet is considered to stay in the initial Quadrant.

Example: After moving all the other Planets, it's time for Halley's Comet. There are 4 Planets in its quadrant (Neptune, Uranus, Saturn and the Comet itself – remember that it is treated like a Planet in game-terms), so it will move 4 Orbits inwards. Both choices shown for the first movement are valid, so we choose the one that is further around clockwise than the other. For the second movement there is only one valid zone. For the third movement there are two possible zones, so again we choose the one that is further around clockwise. Note that the zone is in two quadrants: the Comet remains in the Quadrant it is already in, where possible. For this reason, the fourth (and last) movement takes it into the only valid zone in the same Quadrant. **See next page.**
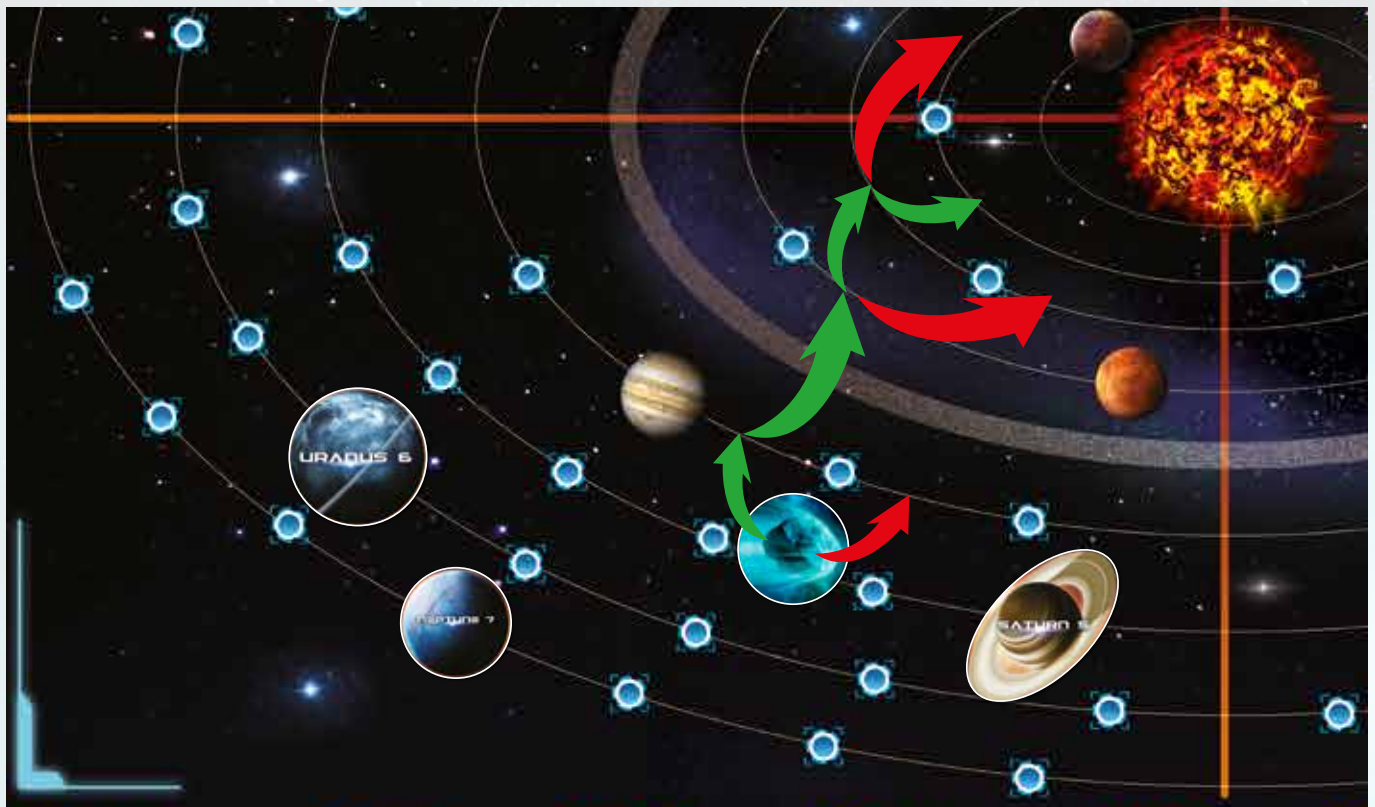
- During these movements Halley's Comet could be influenced by the gravitational field of other Planets present. For each Orbit you move into check whether the Planet in that Orbit is in front of, or behind, the Comet's position and move the Comet as follows:
  - If the Planet is in the same Quadrant of the Comet, or 1 Quadrant away, then Halley's Comet moves one zone toward the Planet on that Orbit. Because of this, the Comet might end up beyond the Planet: in that case, remember to take the Resources from Halley's Comet Bag and to add them to that Planet's Deposits, as described above.
  - If the Planet is 2 Quadrants away from the Comet's Quadrant then the gravitational force is cancelled out and it doesn't influence the Comet's movement on that Orbit

Note: During movement, due to the gravitational pull of the Planets, the Comet may move into a new Quadrant. Continue its move until it has moved as many Orbits as was decided initially (i.e., use the number of Planets in the original Quadrant and not those in the Quadrant that it may move into).

Example: Since there are two Planets (Jupiter and Mercury) in addition to the Comet in its Quadrant, the Comet must move inwards by 3 Orbits. After the first of the three moves, the Comet is now in Jupiter's Orbit. Jupiter is in the same Quadrant, so it influences the Comet, and since it is in front it will pull the Comet one zone clockwise towards it. The zone it reached is between two Quadrants – per the rules, the Comet stays in the initial Quadrant. Moreover, with this movement the Comet overtakes Jupiter (which means that you take one Resource from the Halley's Comet Bag for each of the 2 Deposits on Jupiter). After the second move the Comet is in Mars' Orbit. Mars is one Quadrant away, so it will influence the Comet: finding itself in front of the Comet, it will pull the Comet one zone clockwise. This movement has pulled the Comet into a Quadrant containing 1 Planet (Mars itself), but this doesn't influence the number of Orbits the Comet must move, which remains 3, as defined at the start of the movement. The third and last move takes the Comet into Earth's Orbit. But Earth is 2 Quadrants away from the Comet and so doesn't have any gravitational influence. The Comet has reached its destination - which again, is a zone spanning across two Quadrants, but the Comet will remain in the Quadrant it was at the beginning of this last movement.
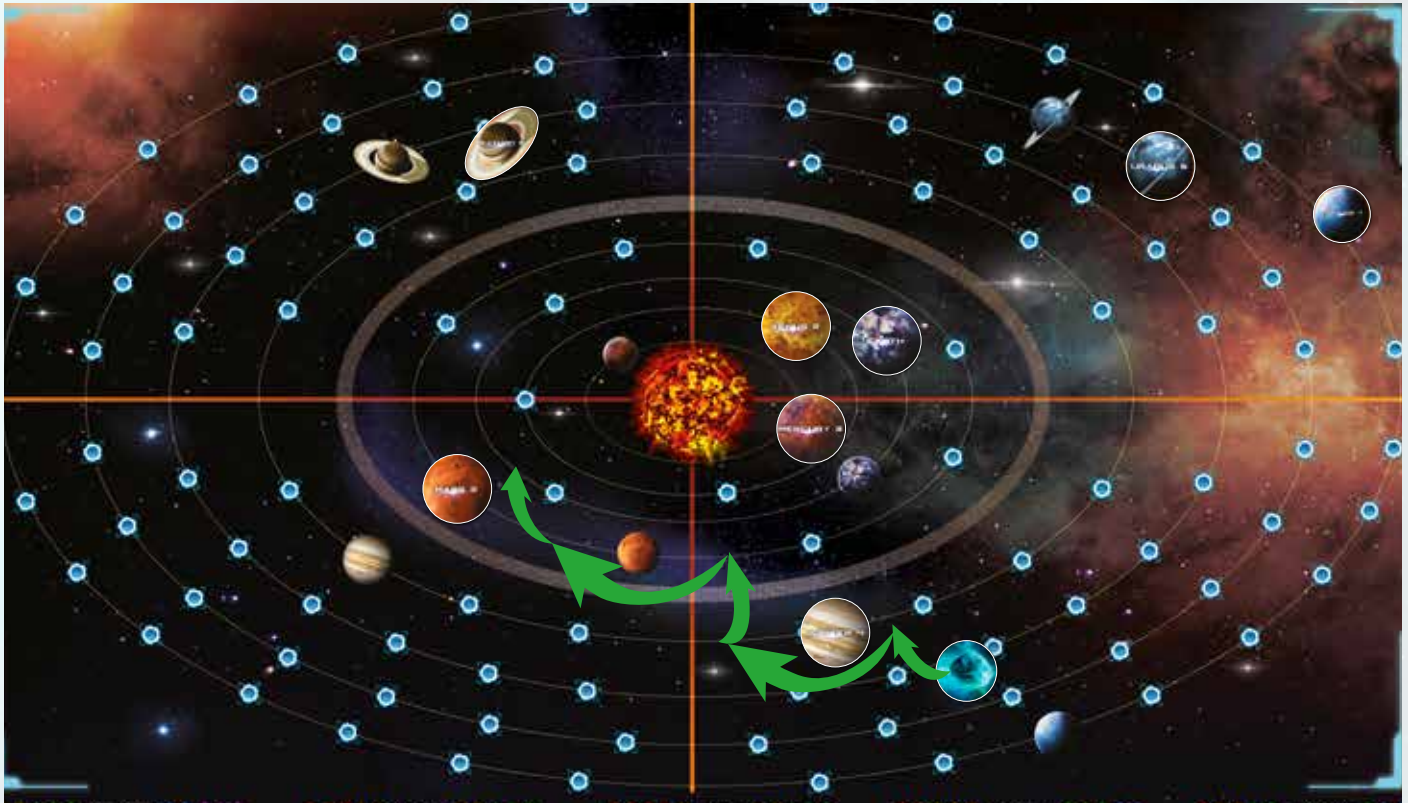
- Once Halley's Comet reaches Mercury's Orbit, after any movement within that Orbit, Halley's Comet starts to move back out of the Solar System. The movement follows the same logic as above. When the Comet reaches the outer Orbit (Neptune's) and should move further outside, it is removed from the game.

Example: *In the Quadrant containing Halley's Comet there are 3 Planets (Saturn, Jupiter and the Comet itself). It will therefore move 3 Orbits. Since it is in Venus' Orbit, the first movement will take it in towards the Orbit of Mercury – whose gravitational pull drags it clockwise one zone. The Comet overtakes Mercury, and Resource Cubes are taken from the Halley's Comet Bag, placing 1 on each of Mercury's Deposits. From this moment on, the Comet will move outwards. This means that its second movement will take it back into the Orbit of Venus (which, being 1 Quadrant away will pull the Comet one zone clockwise and require the placement of Resource Cubes on Venus' Deposit). The third movement takes the Comet into Earth's Orbit. Given that the Earth is now in the Comet's Quadrant it will now affect the Comet with its gravitational pull and force it one zone anti-clockwise. The Comet moves past the Earth and ends its movement, and each player must take 1 Resource Cube from the Halley's Comet Bag.*
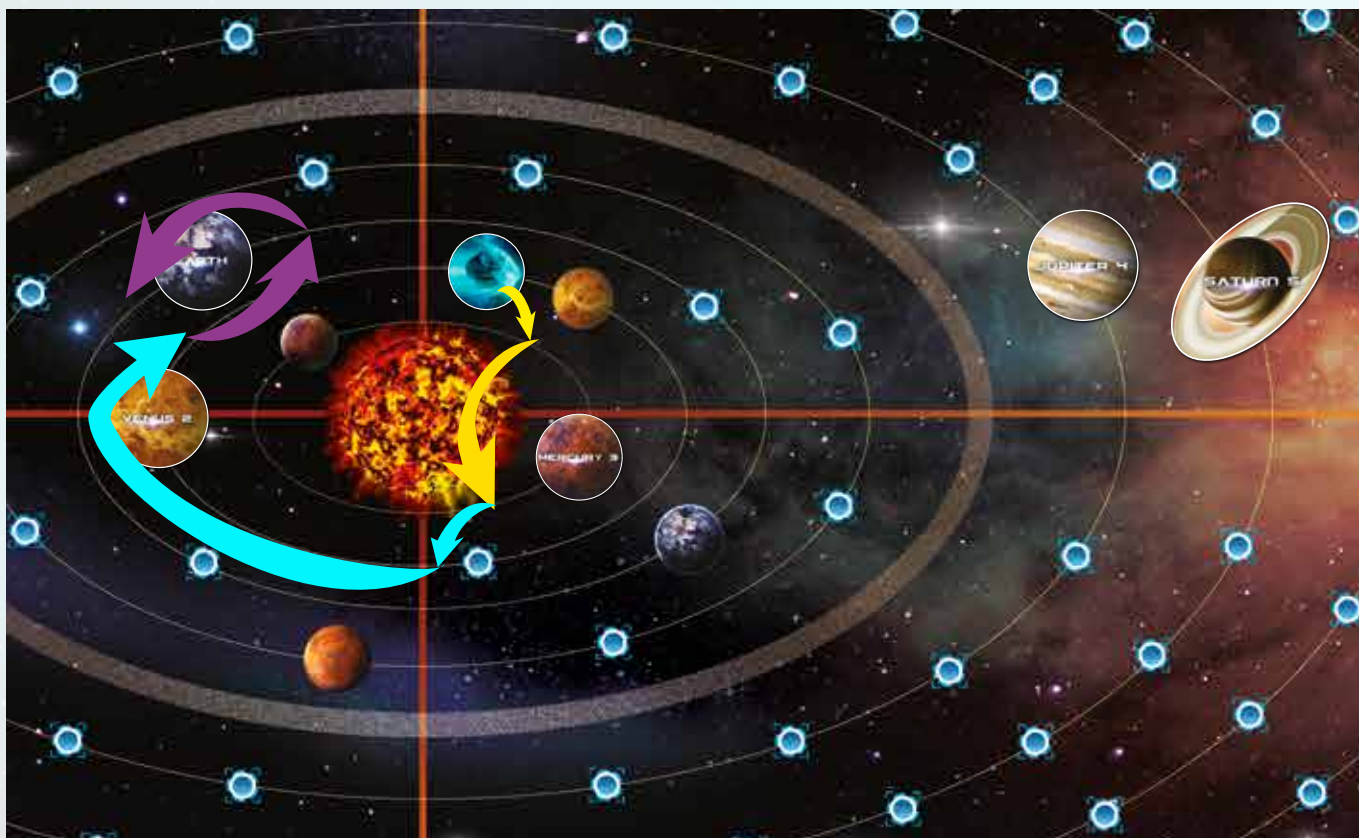
EVOLUTION OF HALLEY'S COMET

During its journey through the Solar System, Halley's Comet will release more and more Resources thanks to the heating of its core. After its movement, starting with the tail on the Halley's Comet Board, the contents of each section are moved a section to the left, adding to any Resources already present (Resources in the tail are put back into the Halley's Comet Bag). After this operation the first column of 8 sections will be empty, so take 1 Cube from the Halley's Comet Bag to fill each empty section.

NEW OPTIONAL RULE: THE FLY-BY

During travel if you cross the Orbit of a Planet in the same Quadrant, the Explorer can use its gravitational field to accelerate. This lets you save Fuel since this Orbit will not be counted for Fuel costs.

Example: Davide is on Earth and wants to reach Halley's Comet, which is currently in Saturn's Orbit. Jupiter is in the same Quadrant so Davide uses the Fly-By rule, thanks to the presence of Jupiter, and pays 4 Fuel instead of 5.