

SKY WATCH

ALERT ! AN ASTEROID IS ON THE INTERCEPTION COURSE WITH THE MOON AND WILL CRASH AT THE END OF THE THIRD ROUND ! SKY WATCH IS A DEFENSE PROGRAM THAT PLAYERS MAY PARTICIPATE TO IN ORDER TO TRACK THE ASTEROID AND DESTROY IT BEFORE IT REACHES THE BASE.

COMPLEXITY **CCCC**]

COMPONENTS

• 1 SKY WATCH CORPORATION BOARD



• 9 SKY WATCH PROJECT CARDS



• 6 IMPACT TILES



• 5 SKY WATCH CORPORATION TOKENS



• 1 SKY WATCH STORAGE BOX

• 14 DEFENSE PROGRAM MARKERS



• 4 SKY WATCH MARKERS (1 PER PLAYER)



• THIS CORPORATION SHEET

• 1 SKY WATCH REFERENCE CARD (SOLO MODE)

SETUP

- 1 Each player places their Sky Watch marker on space 0 of the Sky Watch track.
- 2 Take the 14 Defense Program markers and place them next to the Sky Watch board. In 2 & 3-player games, cover the "3+" and "4" slots of the Sky Watch board with Defense Program markers: these slots will not be used.
- 3 Shuffle the Impact tiles face down, then select one and place it face down (so players never see its front side) on the center hex of the main board. Return remaining Impact tiles to the Sky Watch storage box without looking at them.



CORPORATION TOKEN

Progress one space on the Sky Watch track: once you reach space 12 of the Sky Watch track, all further progressions are ignored.



CORPORATION ACTION

Resolve these steps in order:

- 1) Choose a Defense Program slot you may contribute to:
 - you may contribute to it if your Sky Watch marker allows you to.
 - If your marker is on spaces 1-4, you may contribute to the first Defense Program.
 - If your marker is on spaces 5-8, you may contribute to the first two Defense Programs.
 - If your marker is on spaces 9-12, you may contribute to any Defense Program.
- 2) Check if the Energy level is equal to or higher than 4. This Workshop works towards contributing to Defense Programs.
- 3) Spend the indicated resources and cover the slot with a Defense Program token.
- 4) Score the VP and gain the Reputation indicated in the area where your Sky Watch marker is.

COMPLETED DEFENSE PROGRAMS

Defense Programs must be resolved in order. For example, if the second Defense Program is completed before the first one, the player cannot activate it before the first one has been completed.

- 1) When the first Defense Program is complete, reveal the Impact tile. It indicates the hex where the impact will occur and which 6 hexes will support damages from the asteroid collision.
- 2) When the first two Defense Programs are complete, only the hex where the impact will happen will support damages from the asteroid collision.
- 3) When all Defense Programs are complete, the asteroid is destroyed and the collision is avoided.

EXAMPLE:

Nestore's Sky Watch marker is on space 5: he may contribute to the first two Defense Programs and decides to contribute to the first one 1. The Energy marker is on space 5: this allows him to contribute since the Energy requirement is 4 2. He spends 1 Titanium and places a Sky Watch token on the contributed slot 3. He scores 5 VP and gains 1 Reputation 4.



ENDGAME

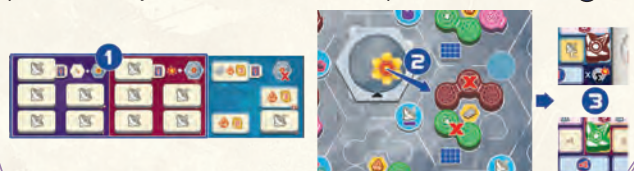
Depending on if there is a collision or not, the endgame scoring will proceed or not.

- If all three Defense Programs are complete, skip this phase.
- If not, the collision happens and all structures in the area of the impact are destroyed, leading to negative VP for players:

If the second Defense Program is complete, only structures in the center hex are destroyed. If not, all structures in the center hex and on the adjacent hexes are destroyed. Players take their destroyed structures and calculate their total size. They multiply the total size of their destroyed structures by the number they reached on the Sky Watch track and lose VP equal to that number.

EXAMPLE: The game has ended and only the first two Defense Programs have been completed 1. The collision has not been avoided, but the impact has been reduced thanks to the 2nd Defense Program.

Only one sector is destroyed: Fabio loses a Laboratory, while Nestore loses a Workshop 2. Since Fabio's Sky Watch marker is on space 12, he does not lose any VP from his destroyed Laboratory. Nestore's marker is on space 5, so he loses 4 VP for each size point of his destroyed structures: since the Workshop's size is 2, he loses 8 VP 3.



GOALS



REACH SPACE 5 OF THE SKY WATCH TRACK (4/2 VP). THE 2 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.



REACH SPACE 8 OF THE SKY WATCH TRACK (8/6 VP). THE 6 VP SLOT CANNOT BE CLAIMED IN 2 & 3-PLAYER GAMES.



REACH SPACE 11 OF THE SKY WATCH TRACK (12/10 VP). THE 10 VP SLOT CANNOT BE CLAIMED IN A 2-PLAYER GAME.

PROJECTS



RADAR MONITORING

Immediately: Gain an astronaut from Lunar Gateway.

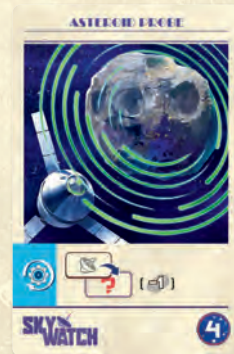
Ongoing: When you gain an astronaut from the Lunar Gateway, progress one step on the Sky Watch track.



ASTEROID LASER BEAM

Immediately: Progress one step on the Sky Watch track.

Ongoing: Once per turn, when you progress on the Sky Watch track, you may spend 2 Credits to progress an additional step.



ASTEROID PROBE

Corporation action (once per round): Contribute to a Defense Program and spend 1 Titanium less to do so.



TELESCOPE

Immediately: Progress one step on the Sky Watch track.

Ongoing: When you progress on the Sky Watch track, gain 1 Credit.



ADVANCED RADARS

Immediately: Contribute to a Defense Program (for free).

Ongoing: Before you contribute to a Defense Program, you may produce 1 Energy (gain 1 Reputation, if any) and gain 2 Credits.



D.A.R.T.

Immediately: Contribute to a Defense Program (for free).

Ongoing: When you contribute to a Defense Program, gain 1 VP.



RADIO OBSERVATORY

Immediately: contribute to a Defense Program (for free).

Ongoing: You may contribute to Defense Programs ahead of your current Sky Watch track position.



EARTH DEFENSE

Corporation action (once per round): Contribute to a Defense Program and spend 1 Rare Earth less to do so.



DEFENSE NETWORK

Immediately: progress one step on the Sky Watch track.

Ongoing: When you progress on the Sky Watch track, progress one extra step for each opponent ahead of you on the track.