

# CORE WORLDS

a game by ANDREW PARKS

## Frequently Asked Questions

UPDATED 2/14/12

### General

1. At the start of the Galactic Phase, if I am supposed to return cards with Energy Tokens to the top of their respective Galactic Decks, won't those cards just come right back out again during the same phase?

No. By the time you return a card from the Central Zone to the top of its corresponding Galactic Deck, you will have moved on to the next Sector and begun drawing cards from the next Galactic Deck.

2. During the Galactic Phase, if there are not enough Worlds or non-Worlds in the Central Zone to equal the number of players and you keep drawing cards until there are, do you just keep all the drawn cards on the table?

Yes. This can sometimes lead to a very large Central Zone!

3. If I am only permitted to draft 1 Unit or Tactic per turn, can I draft another Unit or Tactic later during the same Action Phase?

Yes. You can only draft 1 card during your individual turn to act, but you can draft another one when it is your next turn to act. The same thing goes for invading Worlds. You can only invade 1 World when it is your turn to act, but you can invade another World later on during the same phase.

4. If a card in the Central Zone has an Energy Token on it, can I use that Energy Token to help pay for the cost of drafting or invading that World?

No. You must have enough Energy to draft or invade a card *before* you can claim the card and receive its Energy Token.

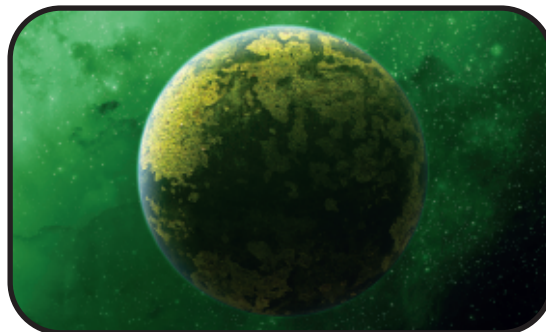
### World Cards

1. The World *Idunn* lets you discard your entire hand during the Draw Phase and then draw 6 new cards. If you are in Sector 5, should you instead draw 7 new cards?

No. *Idunn* only lets you draw 6 new cards no matter what Sector you are in.

2. When receiving the bonus points for *Quetzalcoatl*, do you receive +1 Empire Point for each Robot and +1 Empire Point for each Vehicle? Or do you only receive +1 Empire Point for each Robot / Vehicle pair?

You receive the +1 Empire Point bonus for each Robot and for each Vehicle. The same applies to *Anu* with Capital Ships and Star Cruisers.



## Unit Cards

**1. When you deploy *Chancellor Augustus*, can you immediately use the 3 Energy Tokens to pay the deploy cost for Infantry Units during the same turn? Can you choose to use only some of the Energy Tokens to pay for an expensive Infantry Unit?**

Yes, you can immediately use the Energy Tokens to deploy Infantry Units during the same turn. You can use as much or as little of the Energy as you'd like when deploying an expensive Infantry Unit.

**2. Can Baron Viktor use his card text to discard Starfighters that were already used to activate a *Coordinated Assault*?**

No. The Baron must use his card text at the "start" of an Invasion. Once the *Coordinated Assault* is played, it is too late for the Baron's text to be activated.

**3. Can I use *Simon the Fox* to re-play a Tactic Card from my discard pile, even if I just played that Tactic Card during the same Invasion?**

No. You cannot use the text on a card more than once during the same situation for which it qualifies, even if that card enters the discard pile. In the same way, you cannot use the *Repair Station* to use the Medibot or Workbot twice in a row.

**4. When the *Medibot* allows you to retain a Unit, does it go back into your hand or does it stay out in your Warzone?**

It stays out in your Warzone.



**5. When you flip a card for the *Experimental Prototype*, do you add its Deploy Cost or its Draft Cost to the Prototype's Fleet Strength?**

You add the flipped card's Deploy Cost to the Prototype's Fleet Strength.

**6. When exactly do you flip the card for the *Experimental Prototype*? Are you required to use the Prototype afterwards?**

If you choose to flip the card for the Experimental Prototype, you must do so after you have declared which World you are invading. You can then choose to not include the Experimental Prototype in the Invasion if you can conquer it with other Units instead. If you cannot conquer the selected World with all of your Units, you cannot choose another World but must instead end your turn without refunding your 1 Action or 1 Energy.

**7. Can I voluntarily call off the Invasion if I'm not happy with the draw for the *Experimental Prototype*, even if my Units' current strength is sufficient to conquer that World?**

No. If you have sufficient strength in your Warzone to conquer the chosen World, then you must conquer the chosen World even if you're not happy with the results of the Prototype. If you can conquer the World without using the Prototype, then that is fine.

Of course, you are not required to play Tactic Cards or use other optional card text to conquer the World, so if your current strength is insufficient to take that World you can choose to end your turn. However, if you have sufficient strength showing on the table to conquer the World, then you must do so.

**8. Is the *Promethean Cyborg* both a Robot and a Hero?**

Yes. All bonuses for being a Robot and all bonuses for being a Hero apply equally to this Unit. This includes endgame scoring bonuses.



**9. Can the Energy Tokens on the *Genetic Super Soldier* be used to pay the Draft Cost of Tactic Cards in the Central Zone?**

No. The *Genetic Super Soldier*'s Energy Tokens can only be used to pay the cost of a Tactic Card being played from your hand.

**10. Can the *Genetic Super Soldier* pay for Tactic Cards during an Invasion in which he is participating?**

Yes. You do not discard participating Units until the end of the Invasion, so you can still use the *Genetic Super Soldier*'s Energy Tokens before then.

**11. When you discard a card to increase the Ground Strength of the *Flame Troopers*, does it help all copies of the *Flame Troopers* in your Warzone?**

No. When a card refers to its own title, it only refers to that single copy of the card. If you had two different *Flame Troopers* in your Warzone, you would have to spend cards to augment each one individually.

**12. Does the *Laser Tank* receive a fixed bonus of -1 Deploy Cost no matter how many Star Cruisers are in your Warzone?**

Yes.

**13. When playing the *Imperial Dropship*, do you only spend 1 Action to deploy the Dropship and all of the Infantry cards you play immediately afterwards?**

Yes. The same rule applies to the *War Byrd* with Starfighters.

**14. How does the *World Ship*'s Empire Points work?**

If the *World Ship* is anywhere in your Empire at the end of the game, it is worth at least 5 Empire Points. However, if it is in your Warzone at the end of the game, it is worth an additional 4 Empire Points, for a total of 9 Empire Points.

## Tactic Cards

**1. Do the printed Fleet & Ground Strength numbers on Tactic Cards simply reflect the card text, or are they separate bonuses that the Tactic Cards always provide in addition to the card text?**

On Tactic Cards, the printed numbers simply reflect the card text. The printed numbers are not bonuses in addition to the card text. In other words, if you follow the text and are able to play the Tactic card, you will receive the bonus indicated.

**2. How does this work for *Pioneer Spirit*?**

The numbers on *Pioneer Spirit* can be misleading. In this case, the numbers reflect the potential bonuses provided by the card text. It is possible, however, that you will only receive one of the two bonuses. For example, you might have a Starfighter involved in the Invasion but not an Infantry Unit. In that case, you would receive +1 Fleet Strength but not +1 Ground Strength.

**3. If a Tactic Card is played "during an Invasion," is its printed Energy Cost in addition to the 1 Energy required to start the Invasion?**

Yes. However, you do not have to pay an additional Action to play a Tactic Card "during an Invasion."

**4. When I play an Energy Surge Tactic Card during the Energy Phase, does it matter what Energy bonuses my opponents receive during that phase when determining whether I get +1 or +2 Energy?**

For the most part, no. You only receive +2 Energy from an Energy Surge Tactic if at least one player's Worlds generate more Energy than your Worlds. You only count the Energy numbers printed on those Worlds, as well as any card text on those Worlds that specifically says it "counts as part of your total Energy Generation" (such as the bonus text on *Balthazar* and *Elysium*). You do not count any bonus Energy which is added to the player's Empire from Tactics or from optional abilities on Worlds (such as the bonus text on Home Worlds or on planet *Prometheus*).

**4. Do Energy Surge Tokens work like Energy Surge Tactic Cards?**

No. Unlike Energy Surge Tactic Cards, Energy Surge Tokens can be used at any time during your turn in the Action Phase; you don't have to decide ahead of time during the Energy Phase. Also, Energy Surge Tokens are always worth +2 Energy, regardless of how much Energy is generated by your opponents' Worlds. Using an Energy Surge Token doesn't take up your turn or cost you an Action Point, but after using one, you must permanently remove it from play.

**5. Does the *Double Feint* Tactic Card swap only the printed values, or does it also swap bonuses from card text? Does it matter when these bonuses are applied?**

When you play *Double Feint*, you immediately swap the current, modified values of all of your participating Units. Any values modified after the *Double Feint* has been played (from newly played Tactic Cards or from newly activated special abilities) are not affected.

## Prestige Cards

**1. Do Prestige Cards only receive their Draft Cost bonus from "Core Worlds" or from any Worlds available on the table during Sector 5?**

Prestige Cards only receive their bonus from Worlds specifically labelled as "Core Worlds."

