

Cosmic Encounter Automated Player Reference Sheet

All decisions by the automated player are made with a six-sided die

When automated player is attacking:

If auto draws orders of own color:

1-3 attempts to remove opponents from own territory

4-6 draws again

planets are numbered 1-5 starting at inner circle by the warp

roll D6 to choose which planet to take ships from and which planet to attack

roll again on a 6

roll D6 to determine how many ships to use in an attack or giving support

1-4 1-4 ships respectively

5-6 4 ships

to determine which player to remove from own planet (if more than one opponent on planet)

1-3 player 1

4-6 player 2

to determine whom auto is asking for support:

1-3 non-targeted player

4-6 no support wanted

When automated player is defending:

to determine whom auto is asking for support:

1-3 non-attacking player

5-6 no support wanted

Auto is dealt 7 cards and will automatically play cards whenever necessary

if card played during conflict is an artifact, then discard it and play a new card

If a negotiation is in need, roll to determine outcome:

1 auto wants to wait out the negotiation (let 3 ships go to warp)

2-5 auto wants to swap 2-5 cards respectively

6 auto wants to negotiate planet swap

Players may ask auto for support on either attacking or defending

1-2 auto agrees to give support to attacker

3-4 auto agrees to give support to defender

5-6 auto declines giving support

Cosmic Encounter Rules Clarifications

When you draw orders, you are to attack any planet in the drawn color's *system*, and not just any planet that has the player of that color on it. You can even attack a planet in the drawn system that has no ships on it, or only ships of opponents on it. The player of that color still defends the planet as normal with encounter cards; they just don't have any ships to add to the total. Other players on the planet do NOT participate in the defense of the planet (unless requested to by the defending player – and if so, still follow normal rules for lending defense – they may use other ships in the defense and not necessarily those already on the planet), and are not removed from the planet if the defending player loses the battle (unless of course they were actively participating in the defense and lost)

A player with NO ships is still in the game. A player is NEVER ousted from the game. The player still always defends his planets with encounter cards. When a player has no ships on any planet, he takes his free ship (the one from the warp at the beginning of the turn) and places it directly on the mothership to attack.

When a player takes his free ship from the warp, he may only place it on a planet that he has a colony on. He may NOT place it on an empty planet, even if the empty planet is in his system.

Negotiations can include exchange of cards and allowing settling of planets. If you choose to allow the opponent to settle on your planet, you may only allow him to do so on 1 planet. (example – "I'll give you my 30 and 20 power encounter cards, and you let me on your third planet")