

Blueshift FAQ and Rules Clarifications

Last Updated 3/5/18

General

Q. What should we do if a situation arises that is not covered in the manual or this FAQ document?

A. We propose that players first follow the spirit of the rules. Second, think about what would make sense thematically. We tried to make things feel intuitive to follow the theme. If the players still cannot come to an agreement, roll a die to determine the outcome.

Base Planets

Q. Do base planets have any special significance for the player who starts with it?

A. No. Base planets act in every way like a regular planet. The only different thing is that some action cards specifically state that they cannot be used on base planets.

Space Stations

Q. How can I tell which hexagons are space stations?

A. Hexagons that do not have a planet silhouette on one side, but still have population, prosperity, and defenses are space stations. There are only three space stations: Sun Harvester, Poseidon's Eye, and Tritan 4.5.13.

Kokua-Elasi

Q. When does a player pay to nullify the planetary effects of Kokua-Elasi?

A. The hexagon mistakenly says that this must be done during the purchase units phase. Instead, a player may choose to pay immediately after collecting income, which causes Kokua-Elasi's ability to have no effect for the remainder of that player's turn.

Interstellar Wind

Q. If a player flees from combat into the Interstellar Wind, can they use the free movement?

A. Yes, as long as doing so would not cause them to move into a sector with enemy ships.

Gravitational Anomaly

Q. Can I flee from combat into a gravitational anomaly?

A. Yes

Q. If I flee into a gravitational anomaly, what happens if my roll randomly directs my fleet towards a sector with enemy ships.

A. If a you flee into a gravitational anomaly, any roll that would cause your fleet to land in the same sector as enemy ships is ignored, and must be re-rolled. If this means that there are no viable directions out of the gravitation anomaly (either on the edge of the board or into enemy ships) then you cannot flee into the gravitational anomaly.

Magmaridian

Q. How does the Hivemind species ability interact with this planet ability?

A. Magmaridian **must** be colonized by three colony ships, and so the Hivemind ability does not apply here.

Q. Does having three colony ships instead of one change how I colonize?

A. You must have all three colony ships on Magmaridian at the same time in order to colonize the planet, and all three are lost. When this happens, the population of Magmaridian still goes up by only one rank.

Space Pirates

Q. Who do the space pirates target during combat?

A. The player who is fighting may determine how many hits are allocated to their own ships.

Q. How many hit points do the space pirates have?

A. Each circle on the hexagon represents one ship, each which has one hit point.

Q. Does fighting space pirates count as “combat” for the effects of cards, species abilities, and planet abilities?

A. Yes

Q. Can I flee from combat into the space pirates?

A. Space pirates count as enemy ships, and so you cannot flee into this sector.

Species abilities vs. planets and action cards

Q. What happens if a species ability contradicts a planet or action card?

A. As a general rule of thumb, species abilities supersede any other rules or abilities. For example, since the Hivemind cannot have rebellions, the card “Political Uprising” has no effect on a Hivemind player’s planets.

Misharted Exploration

Q. Shouldn’t this card be “Mischarted Exploration”?

A. Named after an early explorer of the Retarx Quadrant, the eccentric Ronaldo Mishart. He spent nearly 7 years exploring and categorizing a series of planets by himself, only to have his ship memory to go haywire and the entirety of his logs to be made unusable... ;)

Turn Order

Q. Does each player complete phase 1, and then phase 2, etc. or does one player do all 7 phases, and then the next player, etc.?

A. Each player completes all 7 phases, and then the next player does all 7, and so on.

General

Q. Why is the game called Blueshift?

A. A few reasons. First, we think it sounds cool. Second, there is actually a scientific phenomenon called “Blueshift” that occurs when an object in space is moving toward an

observer. This motion causes the light that the observer sees to have a shorter wavelength, and shift towards the blue end of the visible light spectrum. We liked the idea that you are watching as enemy fleets are approaching your planet to battle, and thus you see a Blueshift.