# ALBEDO

Rulebook

# Table of Contents

# Background

Fifty years after the unified people of Earth had colonized other worlds, a few colonial governors strived for independence. The great star-spanning Empire fractured and the remaining star systems waged an interplanetary war to secure their power base.

# Overview

In Albedo every player controls the fleet of an independent system. In each of the seven rounds of play battles are fought over two or three planets depending on the total number of players. These planets can be attacked by the players. Players can choose to attack only one planet or multiple planets. If more than one player attacks a planet, a round of space combat begins. The player with the strongest fleet gets priority when choosing which ground location to attack. Most planets have a location with the capital that yields victory points, a location with a production facility that yields new and better cards, and a location where old cards can be removed and / or new cards can be gained.

# Object of the Game

The player who has the most victory points at the end of round seven wins the game. If victory points are tied then the Albedo values of the players' planet cards serve as a tie breaker. If the tie still persists (only possible in a 5-8 player game), then players each draw one of the remaining planet cards and compare the Albedo values until the tie is resolved.

# Component List

110 cards: 20 Fighter, 12 Infantry, 4 Ace Pilot, 12 Navigation, 18 Planets, 7 Heavy Fighter, 8 Aerospace Fighter, 7 Robotic Infantry, 5 Tank, 5 Power Armor, 4 Minelayer, 4 Destroyer, 4 Cruiser.
1 rulebook

# Card Types

There are Four different card types in Albedo: ground units, spaceship units, navigation, and planets. Units and navigation cards have the same card back, whereas planets have a different card back.
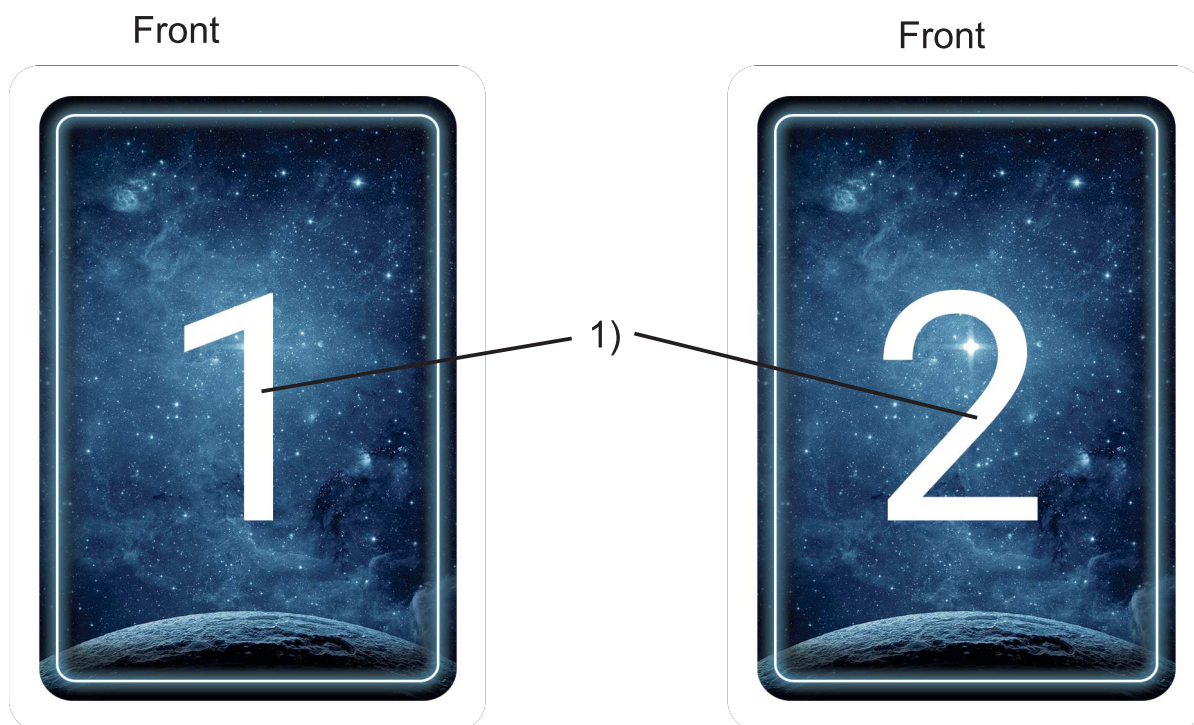
## Ground Units and Spaceship Units
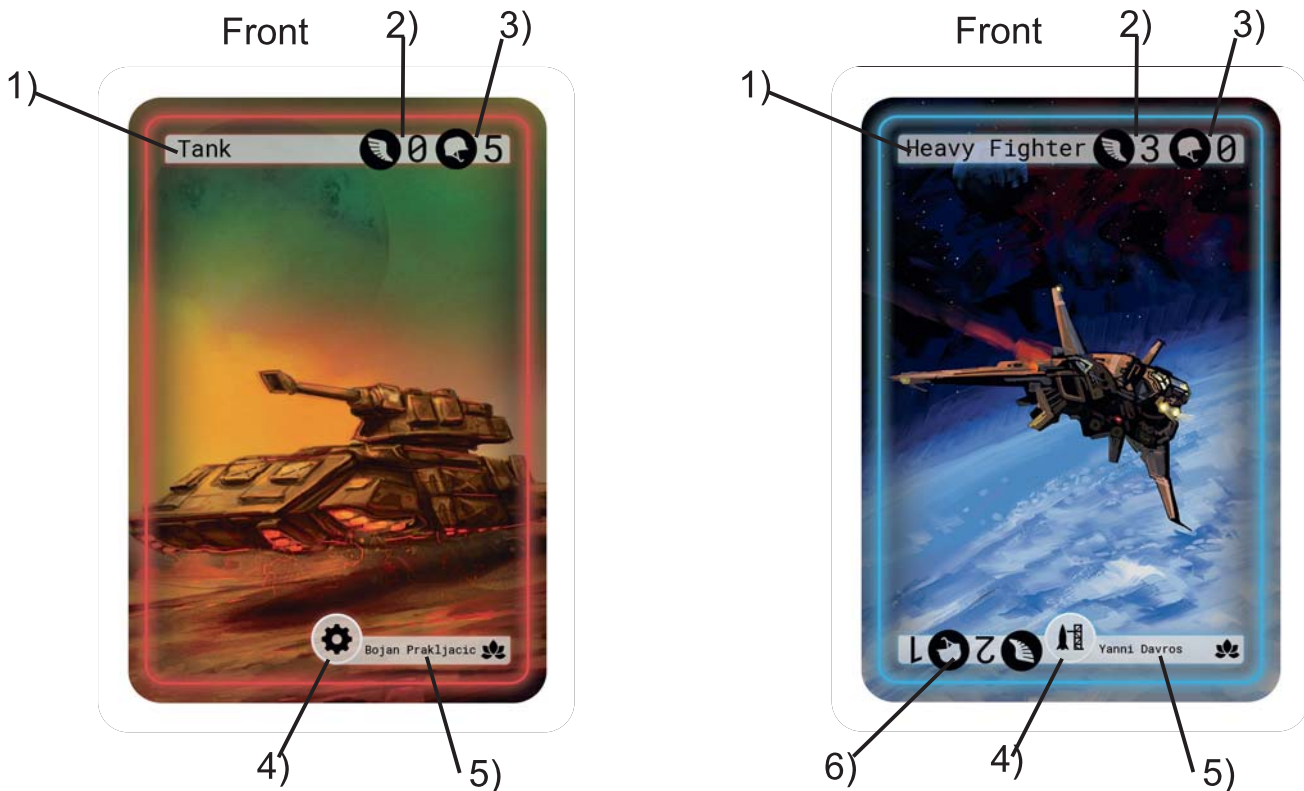


1) card name
2) space combat symbol and value
3) ground combat symbol and value
4) card deck symbol
5) illustrator name and expansion symbol
6) space and ground combat alternative loadout

Unit cards always have a space combat value and a ground combat value in the upper right corner of the card. Ground units, denoted by their red border, only have one value each for space combat and ground combat.

Spaceships, identified by their blue border, can be rotated by 180° to receive an alternative loadout. For example, the Heavy Fighter has a space combat value of 3 and a ground combat value of 0. If it is turned around, the Heavy Fighter is retrofitted with a bomb loadout and now the upper right corner of the card shows a space combat value of 2 and a ground combat value of 1.
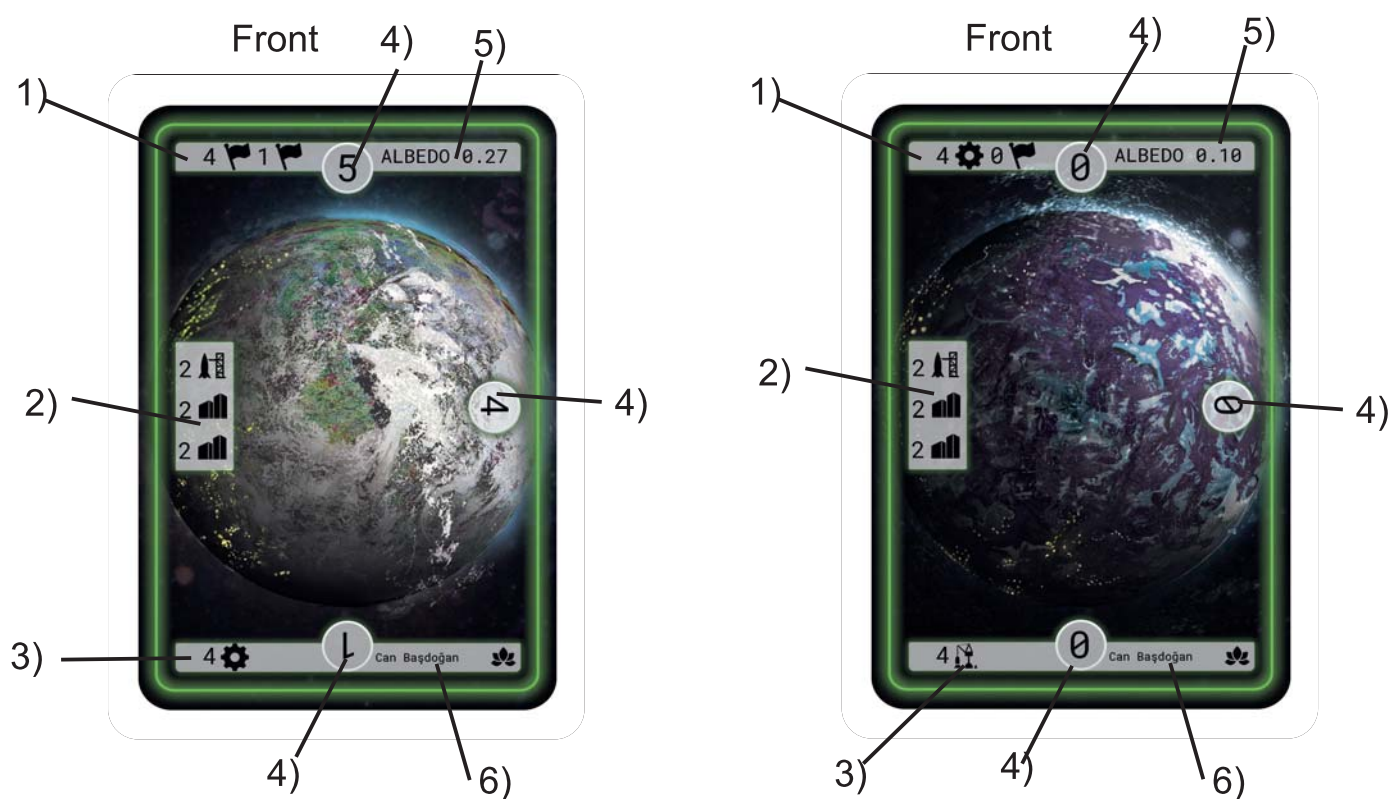
In the ground unit example, the tank has zero space combat value and five ground combat value. Its card deck symbol shows that it can be obtained at a planetary location with the matching symbol.
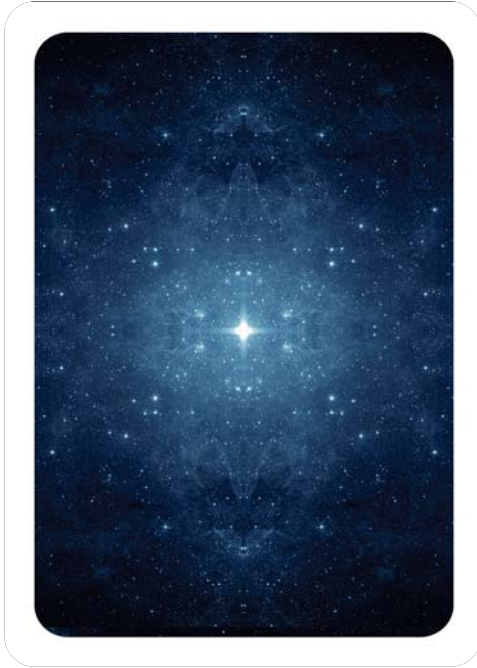
# Navigation Cards

Front

Front

1) navigation number (1, 2, or 3)

# Planets

Front    4)    5)

Front    4)    5)

4 🚩1 🚩    5    ALBEDO 0.27

4 ⚙ 0 🚩    0    ALBEDO 0.10

1)
2)
4)
3)
4)
6)

1)
2)
4)
3)
4)
6)

4 ⚙    Can Başdoğan

4 🏛    0    Can Başdoğan

1) location one (limit 1 player)
2) location two (no player limit)
3) location three (limit 1 player)
4) victory points
5) albedo value
6) illustrator name and expansion symbol

# Card Backs



Card back for ground units, spaceship units, and navigation cards



Card backs for planets

The final planet has a special card back. It is always the last planet to be revealed in the game.
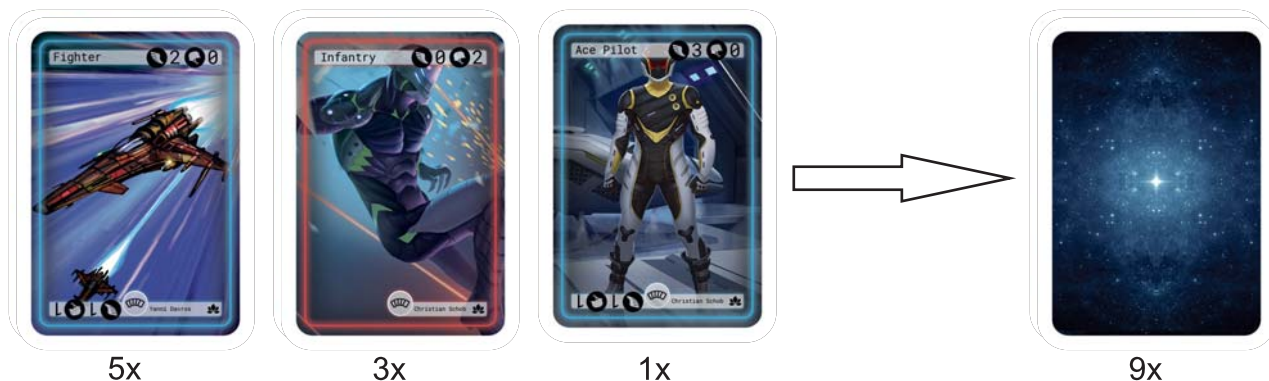


Final Planet



Final Planet card back

# Card Decks

Player cards: Every player receives a deck consisting of 5 Fighters, 3 Infantry, and 1 Ace Pilot. In addition every player receives the navigation 1-3 cards. The navigation 3 card is only needed in a 5-8 player game. Navigation cards are put aside and the deck is shuffled.



| 5x | 3x | 1x | 9x |

Factory: consists of 7 Robotic Infantry cards, placed face up on the table.

Space Port: consists of 7 Heavy Fighter cards, placed face up on the table.

Airfield: consists of 8 Aerospace Fighter cards, placed face up on the table.

Industry: The industry deck consists of 5 Tank cards and 5 Power Armor cards. The deck is shuffled and then laid out face up, so that the top card can be seen.

Shipyard: The shipyard deck consists of 4 Minelayer cards, 4 Destroyer cards, and 4 Cruiser cards. The deck is shuffled and then laid out face up, so that the top card can be seen.



| 7x | 7x | 8x | 10x | 12x |

The above card quantities refer to one Albedo game box. In a 5-8 player game with two game boxes the quantities are doubled, except for the Player cards. For example, in a 5-8 player game there are going to be 14 Robotic Infantry cards, but each player receives the 9 starting cards (5x Fighter, 3x Infantry, 1x Ace Pilot).

# Setup

1) Sort cards by "card deck symbol" 🏭 🚀 ⚙ 🏰 🏗

2) Shuffle each card deck except for the "starting hand" cards. 🃏

3) Put the card decks face up. The play area should look like this:



4) Find the final planet and place it face down.



5) Shuffle the planet cards (17) and put 13 of them face down on the final planet card. Set the remaining planets aside without looking at them. They will be used as tie breakers when needed (see page 11).



14x                                                    4x

6) Give each player 5x Fighter, 3x Infantry, 1x Acepilot (symbol 🃏). Each player shuffles those cards and places them face down. This is each player's deck.



5x               3x               1x                              9x

8

7) Give each player the three navigation cards. They are separate and not part of the deck!





# Sequence of Play

1) Reveal new planets:
Draw two planet cards and place them face up.



Planet card deck        First planet        Second planet
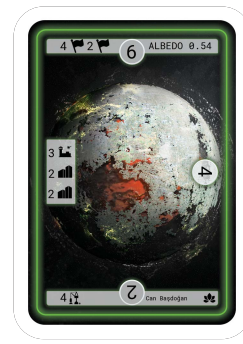
2) Each player draws 6 cards from their decks. This is the player's hand. If the deck is empty, shuffle the player's discard pile to form a new deck to draw from.
3) Each player takes navigation cards one and two into their hand. In a 5-8 player game, each player also takes navigation card three into their hand.



Example for a 6 card hand including 2 navigation cards

Remaining deck consisting of 3 cards

Unused navigation card

4) Simultaneously each player rearranges the cards in their hand:
A) The navigation card 1 is always the first card.
B) Underneath navigation 1 are the unit cards that are dispatched to attack planet 1. If no units are to attack planet 1, place navigation card 2 directly under navigation card 1.
C) Following the unit cards for planet 1, the navigation card 2 is placed.
D) Underneath navigation 2 are the unit cards that are dispatched to attack planet 2.
Note: spaceship unit cards can either be played in their regular orientation or rotated by 180° in order to retrofit them with an alternative loadout.
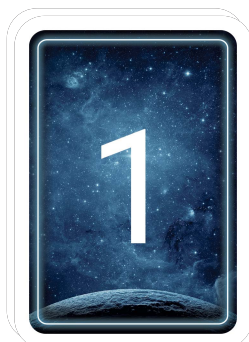Note: All of the cards must be used - no cards can be retained for subsequent rounds.



Example: A player rotates two fighters to their ground combat loadout and sends them to planet 1 for a total of 2 space combat and 2 ground combat.



Example: The player also sends two fighters and two infantry to planet 2 for a total of 4 space combat and 4 ground combat.



The combined stack of cards from the above example would look like this. Note that even if the player had sent all of the 6 unit cards to planet 2, then the stack would look exactly the same. However, in that case, the next card underneath navigation one would be the navigation two card, since no units were sent to planet one and all 6 unit cards would have been underneath the navigation two card.

5) Once step 4 is completed, the players put their card stacks, consisting of 2 navigation cards and 6 unit cards face up on top of the table. The navigation card 1 can be seen as the top card. See the four player example below.



Player one's stack  Player two's stack  Player three's stack  Player four's stack

6) Starting with the first planet, the encounters at the planets are resolved. Encounters are divided into a space combat phase and a ground combat phase.

7) Space combat:

A) Each player shows the unit cards underneath their navigation card and stops at the next navigation card without revealing the cards underneath.

B) Each player totals the number of space combat value of their cards at the planet that were revealed in step 7A).

C) Reduce each card's space combat value by 1 (to a minimum of 0) for each other player's revealed card with a mine symbol.

D) The player with the highest space combat value gets to choose first where to land in step 8) Ground combat, followed by the second highest, third highest, and so on.

E) In case of a tie, the following tie-breaker sequence is used:
- highest cumulative space combat value
- highest space combat value of one card
- lowest victory point total
- highest cumulative ground combat value
- highest ground combat value of one card

F) If a tie still persists, then the tieing players draw one of the left over planet cards (not those in the planet card deck!) and compares the albedo value. The highest albedo value wins.



vs

In the above example, the player that sent the two fighters to planet one would lose against the other player. Both players have a space combat value of 2, but the next tie breaker is the space combat value of one card: Player one's highest card has a space combat value of 1, whereas player two has a card with a space combat value of 2.

8) Ground combat:

A) The unit cards revealed in step 7A) are also used for the ground combat phase.

B) Each player totals the number of ground combat value of their cards at the planet that were revealed in step 7A).

C) In the order established by step 7) Space combat, players choose exactly one of the locations at the planet to land on (see page 8).

D) Only one player per location is allowed to land.

E) As an exception to step D) any player can land at the middle location (denoted by 2) on page 8) regardless of other players landing there.

F) Locations contain sub-locations that require a certain amount of ground combat power to conquer.

G) Each player uses their ground combat value to conquer sub-locations at their location by spending the required amount and taking the associated benefit. Each sub-location can only be conquered once per player during step 8G), but if there is more than one sub-location of the same type, then the player can conquer one of those sub-locations per symbol and gain multiple benefits, provided they have a sufficient amount of ground combat value.

H) Once every player at the planet is done with step 8G), proceed with step 6) if there are any planets left. Otherwise proceed with step 9).

Example: During space combat player two with the Fighter and two Infantry won, so that player gets to decide where to go. There are three different options:

1) The player could go to location one and use the 4 points of ground combat value to conquer both the 3 point victory flag and the 1 point victory flag for a total of 4 victory points. In that case the player would retain the planet card, showing the "4" in the circle at the top of the card.



2) Another alternative would be to land on the second location. Here, the choice would be to conquer 2 cities for 2 ground combat value each. With those cities, two units - for example a Fighter and an Infantry - could be removed from play and also score one victory point each. Another option would be to conquer a city with 2 points of ground combat value and the factory with 2 points of ground combat value. The factory grants a new card, the "Robotic Infantry," which is placed in the player's discard pile. A player does not have to spend all of the ground unit points, so it is also possible to just pick up a Robotic Infantry card without conquering a city.

3) Finally, the player could also go to the third location and spend the 4 points of ground combat value to pick up the Minelayer from the Shipyard deck.

Let's assume that player two chooses the third option and gets the Minelayer. Player one is next in line and can either land at location one. Here, the player would only be able to score one victory point, since the player has a total of 2 ground combat value and therefore cannot capture the 3 point victory flag.

Instead, player one lands at location two and decides to acquire a new Robotic Infantry.

# Sub-locations

Production facility (industry, space port, factory, airfield, shipyard): after paying the ground combat value cost, the player takes the top card of the corresponding card type and puts it in their discard pile.

City: the player removes one card of their units at the planet, which were revealed in step 7A) and places them aside. This unit stays on the conquered planet as a garrison. Units removed this way are not part of the deck any longer and are worth 1 victory point at the end of the game.

Capitol, monument, temple, financial district: these targets score victory points for the player corresponding directly to the amount of ground combat value required to conquer the sub-location. The player retains the planet card as a reminder and rotates it to indicate the amount of victory points.

| Planet scored for 4 victory points | Planet scored for 3 victory points | Planet scored for 1 victory point |
|---|---|---|



9) Place units in the players' discard piles. Keep the navigation cards in a separate place.

10) Remove any planets that are left over (e.g. not conquered or not attacked).

11) If the planet card deck is not empty, proceed with step 1) Reveal new planets.

12) Otherwise the game is finished and a winner is determined:

A) Each player totals the number of victory points of conquered planets.

B) Each player adds one victory point per card that was removed from their deck at a city.

C) The highest total wins the game.

D) In case of a tie the tieing player with the highest individual albedo value card (i.e. not cumulative) wins the game.
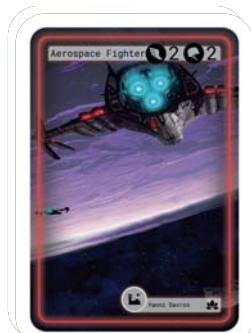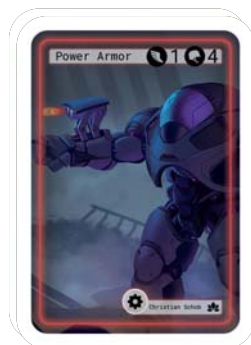
# Setup Diagram


Factory deck


Spaceport deck


Airfield deck


Industry deck


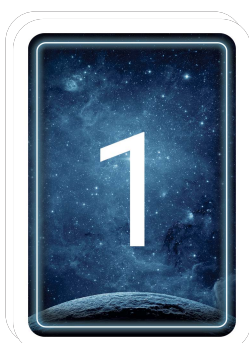Shipyard deck


Planet deck


Planet 1


Planet 2

Deck of player 1



Selection of player 3



Selection of player 1



Deck of player 3



Deck of player 2



Selection of player 2



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# Symbols

Airfield: conquering grants the corresponding card (into the discard)

Capital / Monument / Temple / Financial District: conquering grants x victory points with x being the required ground combat value

City: Unit cards can be removed from the deck here and are worth 1 victory point in the end

Factory: conquering grants the corresponding card (into the discard)

Industry: conquering grants the corresponding card (into the discard)

Lotus: symbol of the Albedo core box

Mine: reduces other players' space combat value by 1 per card, not below 0

Wings: denotes the card's space combat value

Shipyard: conquering grants the corresponding card (into the discard)

Spaceport: conquering grants the corresponding card (into the discard)

Player cards: symbol of the players' starting cards - 5 fighters, 3 infantry, 1 ace pilot

Helmet: denotes the card's ground combat value or the ground combat value needed to conquer a sub-location

# Special Rules

Minelayer: Each minelayer symbol reduces ⬛the space combat value of every other player's cards at that planet by 1. Space combat values cannot be reduced below 0.

This reduced value and not the printed value is relevant when using the space combat value of a single card while resolving ties.

# Example



Planets



Starting hand player 1



Starting hand player 3



Starting hand player 2

Player 1 has drawn 4 Fighters and 2 Infantry. Player 2 has drawn 2 Fighters, 3 Infantry, and 1 Ace Pilot. Player 3 has drawn 5 Fighters and 1 Infantry. The cards are shown in the example, but during play these cards are hidden and players may not reveal which cards they have drawn.

It is the first round and two planets are turned face up.

The first planet's first location in the upper left contains a sub-location worth 4 victory points. Since there is also a sub-location, which is worth 2 victory points, anyone who attacks the upper left location can score 0, 2, 4, or 6 victory points depending on their ground combat value. Location two in the middle contains 2 cities and a space port. The third location in the lower left of the first planet contains an industry.

The other planet's first location contains two flags worth 3 victory points each. This planet is potentially worth as much as the first planet. Anyone who attacks the upper left location can score 0, 3, or 6 victory points depending on their ground combat value. The lower left location of the second planet contains a shipyard and the middle location contains 2 cities and a factory.

Player 1 faces the dilemma of whether to use Fighters to protect the Infantry and go to one planet with space combat value 8 (4 Fighters with 2 each) and 4 ground combat value (2 Infantry with 2 points each). Alternatively player 1 could divide their forces. By rotating the Fighters, their stats would change to provide 1 space combat value and 1 ground combat value. That way, player 1 could send 2 Fighters and 1 Infantry to each planet with 2 space combat value and 4 ground combat value. Player 1 decides to do that and splits up their forces on two planets.

Player 2 cannot rotate the infantry to different stats and adjusting the Ace Pilot from 3 space combat value to 1 space combat value and 1 ground combat value seems wasteful due to losing a point in the process. Player 2 decides to send everything to the second planet for 7 space combat value (2 Fighters with 2 each plus 1 Ace Pilot with 3) and 6 ground combat value (3 Infantry with 2 each).

Player 3 falsely assumes that nobody else is going to the second planet and decides to retrofit all but one of the Fighters to a bomb loadout in order to maximize the ground power to capture all victory points. Player 3 sends everything to the second planet with 6 space combat (4 Fighters with 1 each and 1 Fighter with 2) and 6 ground combat (4 Fighters with 1 each and 1 Infantry with 2).

Combat begins at the first planet. Only player 1 sent units to the first planet, so there is no space combat and player 1 decides to attack location 1: even though player 1 was alone at the first planet player 1 may only select one location on the planet to attack. With the 4 points of ground combat value player 1 conquers the 4 point victory flag and takes the planet card into their victory point display<sub>17</sub>

Because the flag was worth 4 victory points player 1 rotates the planet card so that the 4 on the side is legible and visible to everyone at the table.

Combat continues at the second planet. Player 1 has 2 space combat, player 2 has 7 space combat, and player 3 has 6 space combat. Player 2 gets to attack a location and picks the upper location. Player 3 has the next highest space combat value and decides to attack the lower location. That leaves the middle location for player 1.

In the ground combat phase player 2 conquers both victory flags. Player 2 takes the card and orients it so that everybody can see the 6 victory points.
PLayer 3 has 6 ground combat value, but the shipyard only requires 4 ground combat. Player 3 takes a card from the shipyard stack and puts it into their discard pile. The remaining 2 points of ground combat value are lost. If player 3 had gone to the middle location, player 3 could have conquered 2 cities and 1 factory, thus using all 6 points of their ground combat value.

Player 1 has 4 ground combat value. Player 1 could either capture 2 cities in order to remove 2 cards (for example 2 Fighters) from their deck. Those cards would be worth 1 victory point each at the end of the game. Player 1 decides to conquer only 1 city and the factory. For the factory player 1 gets a Robotic Infantry that is placed into player 1's discard pile. Player 1 decides to leave a Fighter as a garrison for the city and removes it from the game. In order to remember the 1 victory point that the garrison is worth, player 1 puts the card face down underneath the forest planet next to their planet victory pile, which already contains the first planet that was captured.

# Combining Two Game Boxes

The Albedo game box is suitable for 2-4 players, but if two game boxes are combined, the player count can be increased to 2-8 players. In a 5-8 player game, there are 3 new planets every round. Therefore 20 planet cards instead of 13 need to be added on top of the final planet in Setup 5). In the Sequence of Play the players take all three navigation cards into their hand in step 3).

# Acknowledgements

# Credits

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Font / Schrift Roboto Mono: Christian Robertson (see https://fonts.google.com/specimen/Roboto+Mono)