

PHASE AND ACTION ORDER:

Setup Round

- A. Galactic Events (Draw a Card and Resolve)
- B. Civilian Phase
- C. Action Phase
 1. Production
 2. Diplomatic Relations
 3. Research
 4. Movement
 5. Galactic Empire
- D. Galactic Senate
- E. Galactic Achievements

Round Ends

B. CIVILIZATION PHASE ORDER: (CHECKLIST)

1. **Count Planet revenue and other revenues**
 - +2 CR for the **Home World**,
 - +3 CR for **Gaia** Planets,
 - +2 CR for **Fertile** planets,
 - +1 CR for **anything else**.
2. Outposts give no CR
3. **Count Maintenance costs (Planet and Leaders)-** Homeworld's do not count, nor any colony that has the same terrain as the Homeworld.
4. **Negate Total maintenance cost from the total revenue**
 - a. **Debt:** If there is a dep: scrap, tax, fire leaders or roll for unrest.
 - b. Scrap, Tax, Fire Leaders
 - c. Unrest rolls if Debt is not resolved
 - d. Keep the remaining CR if any
5. **Provisions Check**
 - a. Compare Pop. total to current FP total (**2FP/farmer**)
 - b. If **deficit:** scrap for FP, or convert CR to FP (1CR=1FP)
 - i. If cannot, remove as many civilians off the board as there are food missing:
 - ii. Decrease Pop. total
 - iii. Reduce Job numbers equal to the amount of Pop. lost.
 1. Unrest check for starvation.
 - c. If **excess** FP: 1FP=1CR- any remaining FP is lost.

Tax:

1. Choose a civilian unit on board.
 2. Gain 2CR for each civilian unit taxed
 3. Do an unrest check.
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C. ACTION PHASE:

1. All actions are chosen during Setup Round.
2. Only 3 may be chosen at once. These are placed faced down.
3. Start by calling out each Action in order, starting Production and ending with Galactic Empire- unless all action have been flipped over.

Wild Chit:

1. May use in place of any action, it can choose any action, and may even repeat an action already chosen.
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1. PRODUCTION:

1. Count Labour Points(LP):
2. Negate Maintenance and Repair costs
 - a. Scrap and resolve depts.
 - b. Remaining LP is the new LP total
3. Build and Reserve Units
4. Convert to CR

Building Max: Planet LP potential or ½ Planet Population, plus Space Station level.

LP = Worker # + Potential (planet + tech) + Actual (tech + leaders) + Any cards.

- **Min LP:** always get one.

Total Maintenance= Space stations + ships + troops + upgrades

Upgrade maintenance for all combat units:

Highest tech level divided by 2, rounded down, even to zero.

2. DIPLOMATIC RELATIONS:

Diplomacy- See player Diplomacy Card.

- Up to 2 treaties per Diplomacy Action.

Calculate Contact Range: same as supply range- Colonies/outposts + Space station (1/2 lvl rounded up) + technology modifiers.

Actions

- i. Sell Cards (Action and Senate Cards)- 1st card 4CR, 2nd is 2CR rest is 1CR.
- ii. Trade (Senate cards, techs, action cards, units, colonies, CR)- No GA or Space stations. All trades are binding.
 - Favours: Conditional and not binding.
- iii. Diplomatic Levels:

1. **Friendly:** Shared Communication Frequencies
2. Trade Route,
3. Science Treaty
4. **Confident:**
5. Non-confrontation
6. **Ally:** Alliance

iv. Other Diplomatic Actions

1. **Break Treaty**
2. **Enemy:** Declare war/end war/annexation
3. **Tribute-** Worked out between the players

INTEL

INTEL

- **Homeworlds:** Home Systems and Worlds have +2 Intel defence against INTEL actions targeting them.

Procedure:

1. **Choose Action** (passive or aggressive)
 - a. *Passive:* No repercussions
 - i. Intelligence Gathering, Reduce Intel, Reveal Tile
 - b. *Aggressive:* Chance of repercussion
 - i. Steal information, Sabotage, Subdue/Bribe, Incite Rebellion
2. **Call Out Action** and who it will affect
 - a. Roll to see if the action succeeds
 - b. Defender may defend with his own intel.
3. **Resolve outcome.**

Passive Actions:

- a. **Intelligence Gathering:**
 - i. **Scan System Tile:**
2 Intel: Scan one unexplored system within range.
 - ii. **Administration Card-**
1 Intel: Ask one thing about Colony or Tech Tree Sheets
3 Intel: Ask three things.
 - iii. **Fleet Load out-**
1 Intel: 1 tech slot
3 Intel: 2 tech slots.
 - iv. **Research -**
1 Intel: gain 2 RP per Intel dedicated to this action.
3 Intel: See what secondary research an empire is doing, if there is none, than look at the first.
 - v. **Player's Hand-**
1 Intel: One random card
3 Intel: Two random cards
 - vi. **Reduce Intel:**
1 Intel: Reduce target INTEL by 2.
- b. **Defensive:** Defend against Action cards or Attacks

Success: Keeps intel
Fail vs Card or 1 Intel: loses one chit
Fail vs 2+ Intel: loses both Intel chits.

Aggressive Actions: C= Causa Belli, Y= Yellow, R = Red, D=Diplomatic Levels

- a. **Steal Research:**
1 Intel: Steal RP = 1d10 +5 RP. -3GA, -1 D, YC
3 Intel: 1 random tech- 1d10: 1-8 corresponds to a tech category. 9 is choose one. 0 is choose 2. -5 GA. -2 D levels, YC
- b. **Sabotage Military:**
1 Intel: 1 Dmg to one unit or space station. -3GA, -1 D
3 Intel: 3 Dmg to any one unit, or spread up to three -5 GA, -2 D, YC
- c. **Bribe/Assassinate:**
Bribe, 2 Intel: Success: roll d10- 1-3 3x hire cost, 4-8 2x cost, and 9-10 is normal cost. -1 GA, cannot hire a leader this round.
Subdue, Leader is dead. -2 GA, Cannot Hire a leader for 2 rounds, RC.
- d. **Break Treaty:**
3 Intel: -1 D. -3GA, -2D, YC
5 Intel: -2D. -5GA, -3D, RC
- e. **Incite Rebellion:**
3 Intel: -1 morale. Play only once per round on the same colony. *Unrest checks and rebellion may occur*-3GA, -2 D, YC;
5 Intel: -2 moral. Play only once per round on the same colony. *Unrest checks and rebellion may occur* -5 GA, break all treaties, RC

3. RESEARCH:

1. Count up RP
2. Spend RP Total on Research Card or Ongoing Research
 - a. May research up to two cards, or have up to two Ongoing Research Projects
3. Make note of any modifier that have an immediate effect on the empire
 - a. Some will change LP, RP, FP, or other stats in a permanent and ongoing way.

RP total = 1 (per scientist + any modifier to this count) + other modifiers (planetary, technology, etc.).

R# = Ongoing Research (R1, R2, R3)

C= Complete Reserach.

E= Event Research Complete

M=Miniturization

Miniturization: All with multiple subcategory levels will allow for reduced upkeep (divided by 3), ship requirement size, and tech slot size (1/2), upgrade costs 1/2 tech level.

4. MOVEMENT:

Movement Phase Procedure: Move one fleet or ship at a time following this sequence:

1. Move ships, units, leaders
 - a. Supply check before moving or dividing fleets.
 - i. **SUPPLY NUMBER:**
Outposts: 1, Gia Colonies: 3, Fertile Colonies: 2, Other Colonies: 1, Space Stations: 1/2 level rounded up, Transport: 1 or 2
 - ii. **Ship Supply cost:** Scout:1, Destroyer:2, Cruiser:3, Peace-Maker:4.
 - iii. **Not enough Supply:** 1/2 MP (round up), and -1 Acc/Def.
 - b. **Divide fleets** before moving them, they cannot go into the same tile as the other.
 - c. **Check range** to see how far a fleet may move
 - i. Base Range: Outposts=1, Colonies=1, Space Stations =1/2 level rounded up+ tech
 - d. **Compare distance** chits to see how much MP must be spent, and if the fleet has enough.
2. **Explore a New System** and/or initiate combat/ barricade
 - a. Explore new System: Secretly flip over tile and look at the other side and resolve its event (if any or if possible)
 - b. Battle: Begin ground or space combat
 - c. Resolve combat aftermath.
 - Colonize/place outpost.

Supply cost: Scout:1, Destroyer:2, Cruiser:3, Peace-Maker:4. (Also in Reference Book as Class Numbers)

MP= Movement Points

Troop Transfer:

1. Same System: 1CR/ 2 troops
2. Adjacent System: Total Distance= CR/2 troops

3. Combat:

1. **Setup:** defender chooses who starts setup, then they alternate placing their ships on their respective sides.

2. **Combat:**

- The first to set up also starts combat.
- **Action: MP** is action points in Combat, ships may move and attack up to MP amount.
- **Unused MP:** Turns to base Def.

- **Attacking:** Reduce accuracy by the defender's base defence amount, this is what you have to roll to hit.
- **Defender:** Call out any techs that may also reduce base accuracy. Use any techs that may soak up damage, rolling for these as necessary.
- **Damage:** Take damage if hit. The ship is destroyed if it does not have any Armour points.

3. Resolution:

- **Bombard:** Bomb planet
 - i. Add all of the successful bombings together
 - ii. Players alternate choosing whether a troop(if any) or civilian is removed
 - iii. If a civilian is removed, the player who removed it will decide which industry is reduced. Reduce Total population and that chosen industry.
- **Ground invasion:** Simple Combat rules.

5. GALACTIC EMPIRE:

Start: Flip over two Leader cards

1. Action card
2. Activate leader (inactive leaders may now flip over)
3. Remove A leader (May dismiss a leader without any GA or Leader Penalty)
4. Bid
5. Move a leader
6. Upgrade
7. Raise Moral
8. Change Capital
9. Colony Base

Upgrade Costs: Tech level.

Remove Upgrade: 1/2 Tech level, rounded up.

Base tech- No cost, and automatically fills the empty slot in order that it appears on the unit sheet.

D. SENATE PHASE

Procedure:

1. **Resolve First meeting if applicable**
2. **Regular Meetings:**
 - a. Vote and resolve
 - b. Bid On second Card
 - i. Vote and resolve if applicable
 - c. Bid on Third Card
 - i. Vote and Resolve if Applicable
3. **Galactic Ruler:** Every three round, and on the last round, a Galactic ruler may be voted for.

Voting: number of colonies owned.

E. GALACTIC ACHEIVEMENT:

Procedure:

1. **Scoring:** First Player Flips over his GA cards and counts Total GA
 - a. All players that have the same GA cards will flip over their cards too.
 - b. Compare total scores for each category
 - c. Gain GA according to ones ranking in that Category.
 - d. Record new GA score on GA chart
 - e. Next player flips his remaining GA cards. And so forth

Prepare for next round.

Winning:

- i. **Sole Ruler:** This happens in the Senate Phase instead
- ii. **End Game Card:** Most GA at end wins.
- iii. **GA Game or most GA at he end of the Game.**

CR GAINS:

Planet Revenue: Homeworld: 2, Gia:3, Fertile: 2, other: 1.

Scrap: Receive unit maintenance cost

Half Scrap: remove point of armor or level of Space station, get half maintenance cost worth of CR for ships, and maintenance cost of the level of the lower Space station (see # for unresearched level).

Resource: convert 1 FP/LP= 1 CR

Agenda or Political Cards: During Trade and Diplomacy may sell the first card for 4 CR, then 2CR, and the rest for 1CR.

Others: Trades, events, and Planet captures.
