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VASSAL NOTE Not everything contained in Vassal is up to date with this document. Be sure to check here for the most updated versions of cards and general info.

OVERALL NOTE Not all information is consistent between each booklet at this time. This is a work in progress. Some parts may require an update, other parts may have been overlooked. Note any issues or ambiguities as you come upon them.

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INTRODUCTION

(Consider a logo that has Gin incorporated in it)

Welcome to the Galactic Information Network, a comprehensive guide and index of all the information you will need for a full and complete Galactic Rising game experience.

This book has two purposes:

1. **Reference Book** To be a go to source for all the nitty gritty detail that you do not need to know until you need to use it. You will also find more in-depth information about particular rules or nice-to-knows, but don't really need to.
2. **Exploration Guide** essentially GIN is also an "Adventure Book". Various rules for events and other cards will require you to come here to play out their effect.

[IDEA: It also has planet background and Leader biographies for players to look up. We suggest that players don't look at any of them until they discover them (planets) or have hired them (leaders).]

STARTYPES

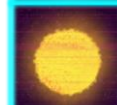
There are a variety of star types found within the Galaxy. Each star will give an empire a clue what sort of planets may be found in a system before exploring it.



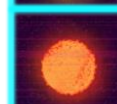
Galaxy Core: A dense super-mega sun to which all systems and suns orbit around. Treat its distance number as 5. Most ships cannot cross through here. Will get two events for free.



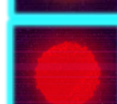
White: Young violent suns or Old withering dwarves often with planets that have high mineral but low life support



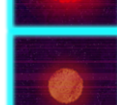
Yellow: Young-mid age suns, calm and with moderate mineral resource and abundant life support



Orange: Older and cooler than Yellow, can support life but less mineral support.



Red: Large Sun giants, mature and cooler, but because of large size it has less planets and less life and mineral supporting planets



Brown: Small and dim are burning out or weak to begin with. While they are rare and unlikely to have good planets attached to them they have a higher chance of a special event occurring. They may even have a second event follow right after. This will be explain in the Movement Phase(4.E).



None: This is an empty system. It will contain no planets, but it might contain an anomaly or an event.

PLANETYPES

Different planet types are represented by a symbol found in the **PII box** (See introduction manual). Each symbol corresponds to the different types as listed below in **Modifiers**.

Modifiers: There are various modifiers each planet type has. Some modifiers include what sort of information may be found in the PIB (Planetary Information Box, see introduction manual). Some planet types will allow for more agricultural growth and some more minerals. Some planet types have maintenance costs attached to them.

Below, you will find “+” or “-“ within each planet type description beside the resource it modifies. These indicate what general bonus or negative you can expect from them. If it is very positive or negative it will show ++ or --. To indicate that a planet type may vary in its resource modifiers, +/- is used.

Planet types also indicate whether that planet can initially be colonized or not. If it reads **Habitable**, players do not need any technological aid to build colonies or outposts there. If it reads **Not Habitable**, these cannot be colonized or used as an outpost until the requisite technologies have been built.

Some planets require more upkeep and maintenance than others due to their extreme conditions. The **Maintenance** number tells you how much CR (credit) needs to be paid for that colony. **Outposts do not pay maintenance.**



Gas Giant: Not Habitable - See note below



Asteroid Belt: Not Habitable- See note below



Radiated: Not Colonizable- Must have **Planet II- Colony Shields** or better to colonize here.

Maintenance 4, -Pop, -FP, +LP.

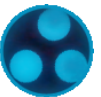
Modifiers: Neither troops nor colonists may land here unless colony shields have been researched. Mechs and troops with power armour may create outposts here.



Toxic: Not Habitable- requires **Planet IIIb, Weather Control** or better. May have valuable resources.

Maintenance 4, -Pop, -FP, +LP

Modifiers: Neither troops nor colonists may setup here without the requisite technology.



5. **Tundra:** Habitable: Maintenance 3, -Pop, -FP, -LP



Desert: Habitable: Maintenance 2, -Pop, -FP, -LP



Ocean: Habitable: ½ Pop, Maintenance 2, +fp, -LP.



Swamp: Habitable: Maintenance 1, -LP



Barren: Habitable: -FP, +Mn



Arid: Habitable: -FP, +LP



Fertile: Habitable: +FP, +/- LP



Terra: Habitable: +FP, +/-LP



Artificial Planet: Habitable; No maintenance- must be researched

Asteroids: If an empire can colonize an asteroid belt, that asteroid colony is immune to stellar converter and bomb attacks. Likewise, they gain +2 defence during an invasion and space combat.

Asteroid planets cannot build level 3 or 4 **Space Stations**. Some asteroid planets cannot be turned into an artificial planet. This happens when there are no other habitable planets in a system.

- **Asteroid System:** Some anomalies have systems that are entirely asteroid fields. In such cases, every ship must roll its MP or lower (Movement points, covered in the [Movement](#) Action) or risk taking one damage. They may also use any shield technologies to try to avoid taking damage if they fail their movement roll. Ships stationed within asteroid systems gain +2 Defence during combat.

Gas Giants: If an empire can colonize a gas giant, it is not immune to stellar converter, but it does take ½ damage from bombs. Gas giants can ignite: When using either bomb or stellar converter a die roll must be made. On a 9+ with a stellar converter, or on a 10+ with bombs, the planet ignites and turns into a sun. Treat as a supernova event: all colonies and units in this system are destroyed. This does not work on terraformed Gas giants.

Colonizing Gas Giants and Asteroid Belts: Gas Giants and Asteroids display **PM** and **Population** like habitable planets. This means that they can become habitable planets when the requisite technology has been researched or if the players have a special bonus due to home world placement.

Empires that can live on asteroids use all information on the planet found on the system tile. Normally these can be turned into planets with the right technologies only if there are habitable planets in that system, and the empire has colonized at least one of those other planets. Gas Giants or Asteroid belts cannot use terraforming or any other planet altering technologies until they are made into an artificial planet.

- **Artificial planets:** Gas Giants and Asteroid Belts cannot be made artificial planets if they are:
 - The only colony in the system
 - The only place to colonize in that system (for that empire), that is, if it only has a gas giant or asteroid belt and no other planets.

Empty Systems: These are systems that have no Star on its back side. These systems are still turned over because some of them have anomalies, such as a nebula, even if they have no planets. Events can occur in empty systems.

Black Holes and Super Novas: These systems contain nothing but death: Black holes or Supernova's. All ships entering into such systems must each roll its MP or below, taking one damage if they fail. Then return them to their previous hex and end their movement, even if they have some points left.

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A ACTION CARDS (116): [Reworking Cards- not all will match with the Vassal game cards]

Most action cards can only explain its effects briefly on their cards. This section details the rules for all cards. All cards assume that you must discard them in order to play them unless specified otherwise.

Each card has a card number. These numbers correspond to those in this book for quick reference.

Within this reference, the bracketed numbers tell you how many cards are found of that type. For example, just below we see that **Adaptable** has "(2)" at the end. This means that there are two of these cards in the deck.



1. **Adaptable:** Gain +1 free action card.
Play During **Galactic Empire** (2)
2. **Aggressive Assault:** After winning a battle against an enemy fleet you may now move that fleet again and initiate another combat with it. May only be played once per *fleet per round*. The effects are not stackable.
Play during **Movement** (2)
3. **Alpha Specion Drives:** A fleet may use its fastest ship's **MP** during the fleet's movement action.
Play during **Movement** (1)
4. **Ancient Artefact:** Gain +20 RP. The points must first be applied to an empire's *primary research*, then *secondary*, etc. If all research has been completed, and there are still RP left over, the player may begin another research.
Play at the start of **Research** (1)
5. **Appealing Possibilities:** Double a single victory condition for everyone.
Play at the start of **Galactic Events** (1)
6. **Assimilation:** The player may choose to use the **positive GA Card of another player along side of their own, even if it is the same as their negative GA card.**
Play during **Galactic Achievement** (1)
7. **Asteroid Shower:** Select a planet and roll for damage against that planet and any Space Station present in that system. Use the rules for bombardment. Only one roll.
Play at the start of **Galactic Events** (2)
8. **Astounding Discovery:** Play as soon as you have completed a research project. The next one costs half its normal **RP**. **Keep in your play area** until the research has been completed and then discard this card.
Play during **Research** (1)
9. **Augmented Armour:** Pick a ship class involved in any space combat, or troop in ground combat. They gain an extra point of armour. The effects wear off after combat. **ALL** units that have surpassed their original armour point in combat are destroyed after combat.
Play at the start of any **Combat** (1)

10. **Battle Genius:** During combat you may move and act with all your ships in the first round of combat rather than taking turns. Then begin combat as normal.
Play at the start of **Space Combat**(1)
11. **Beta Fleet Disruptor V:** The opponent cannot play any Action cards this combat. This card can be negated by the "Defence Agency" card. (1)
Play at the start of any **Combat**.
12. **Beta Jammer II:** +2 to missile defence for one class of ship or for a Space Station.
Play at the start of **Space combat**(1)
13. **Beta Repair Unit:** Immediately repair one point of damage from all ships belonging to one ship class. May be played during combat.
Play **Any Time**(1)
14. **Bribery:** Spend 3 **CR** per vote up to 5 votes.
Play at the start of the **Senate Phase**(1)
15. **Cicero:** Gain +5 votes **during the Galactic Senate phase**.
Play at the start of the **Senate Phase**(1)
16. **Cloaked Advance:** A single fleet may pass through any Non-Ally or **Non-Confrontation Act** empire fleets this turn. If you end in a system containing an enemy fleet, you must resolve combat as normal.
Play during **Movement**. (2)
17. **Death Bombs:** Cruisers and Peace Makers may either drop two bombs per ship or their bomb deals double damage. **Whichever is lowest**.
During a **Bombardment**.(1)
18. **Defence Agency:** Cancels any card's effects.
Play **Any Time**(3)
19. **Delta Aiming Unit II:** Gain +2 accuracy to all weapons of a single ship class, or to any Space Station, or to all troops involved in combat.
Play at the start of any **Combat**(1)
20. **Delta Laser III:** Choose a ship class, a Space station, or a set of troops engaged in combat. **They gain +1 damage to their weapons**.
21. **Delta Space Station I:** One of your Space Stations may take a shot at any enemy fleet or ship in an adjacent system They may use any weapon and its capabilities.
Play during **Movement** (1)
22. **Deplete Mine:** -20% of total LP, to a minimum of 1, round up. The **affected empire** does not go below 0. The effects are not stackable with other cards.
Play during any **Production** action.(2)
23. **Desperate Measures:** For each point of damage you take this round in space combat or ground invasion, the attacking units of an enemy takes one damage as well.
Play at the **start** of any **Combat**.
24. **Diplomatic Immunity:** One system cannot be invaded, moved into, or moved through for the remainder of this round. Place this card on top of that system Discard at the end of the round.
Play at the start of **Movement**.(2)
25. **Discredit:** Play this on another player during the Senate Phase, that player must abstain all his votes for the rest of this phase.
Play during the **SENATE** Phase before any agenda vote.(1)
26. **Dominating Presence:** Choose a cruiser or Peace Maker **from one of your fleets**. **That fleet** gains +1 accuracy for the rest of combat, or +2 if that ship has a leader. The fleet will suffer the same if the ship is destroyed.
Play at the **start of Space Combat**.(1)
27. **Drought:** -20% total food from any empire **before** he negates his Total FP using the civilian total. Effects are not stackable.
Play at start of **Civilian Phase**(2)
28. **Elite Spy:** gain +2 to any one Intel roll.
Play during **Intel**.(2)
29. **Emergency Shelter:** +2 defence during any Planetary Bombardment.
Play during any **Bombardment**(1)
30. **Emergency Supply:** Any chosen fleet may travel without using supply this round.

Play during **Movement**.(1)

31. **Emergency Transport:** Immediately move up to two troops from one of your colonies or outposts to another one of your colonies or outposts.

Play during **Movement**.(2)

32. **Engine Malfunction:** A ship's engine malfunctions and cannot move. Choose which fleet will be affected. Roll a d10 for each ship in that fleet. On any ship that a 9+ is rolled, it cannot move this round. Keep rolling until one has been chosen.

Play during **Movement**.(2)

33. **Faulty Equipment:** Choose either to reduce the opponent's total RP by 10, or add 10 RP to the cost of any of his current projects. If RP is added to the research cost, the affected player will keep the card until he has paid.

Play at the start of **Research** phase.(1)

34. **Fe Fe Fo!** Pick an enemy ship, all of your ships gain +2 to accuracy against that ship.

Play during **Space Combat**!(1)

35. **First Strike:** Immediately play any of your chosen Action chits, even if it is out of turn.

Play at the start of any Action Turn. (1)

36. **For Greater Glory!** Doubles an empire's GA score during the GA count.

Play at the start of **Galactic Achievement**.(1)

37. **For Something Different:** The Agenda is tossed and a new one is drawn.

Play during the random **Agenda** draw before votes are called.(1)

38. **Galactic Dark Age:** Everyone halves their GA count during the **Galactic Achievement** phase.(1)

39. **Golden Age:** All empires double their GA score.

Play during **Galactic Achievement**.(1)

40. **Guild Influence:** Break any one trade treaty agreement between any empires.

Play during **Diplomacy**!(1)

41. **Hidden Mine Field:** Play on an enemy as they enter your system. Each ship must roll to see if they take damage. Roll against their base MP, and if they fail, they are hit for 1 Damage. Example: A scout's MP is 5, so it must roll 5 or below to pass through the minefield safely.

Play during **Movement** as opponent ships

enter your system(2)

42. **Industrial Sabotage:** Half total LP gained by another empire. Play at the start of **Production**.(1)

43. **Interrupt Voting:** Cancel voting for one agenda. Play during the **Senate** phase during an **Agenda Vote**.(1)

44. **Ion Storms:** Place an Ion Storm chit on a system. Each ship must roll a d10. On a 6+ they take damage and cannot move this round. Remove at the end of the round. This is separate from the Galactic Events' "Ion Storms"

Play at the start of **Galactic Events**!(1)

45. **Just Reform:** Cancel any Law or active **Political Card**. Play during the **Senate** Phase(1)

46. **Keen Foresight:** May look at another empire's Action chits. Play **ANYTIME**!(1)

47. **Le Saboteur:** Remove one level of a Space Station, or cause one damage to a single ship.

Unresearched Space Station Level: If the space station is reduced to a level of Space Station the player has not researched, the space station will take on the stats of the next lowest level of space station, but have all the slot values of the level it has been reduced to.

Play during **Intel**.(1)

48. **Minor Plague:** Pick a colony. On a 5- that planet loses 1 civilian. Then pick an adjacent colony, or move onto another system if there are no more colonies to choose from and so on until you roll 6+. Colonies that have no more civilians revert to neutral. Outposts are not affected.

Note: You must choose all planets in a system first before moving on to an adjacent system.

Play at the start of the **Galactic Events**!(1)

49. **Not Withstanding:** Cancel one agenda action. Play during the **Senate** Phase after an agenda has been read out.(1)

50. **Objective Failure:** Choose a victory condition. No one will collect GA for it this round.

Play during **Galactic Achievement**. (1)

51. **Old Traditions:** When an empire is picking up senate or action cards during the **Galactic Empire** phase, he may choose to pick up from the discard pile as well. Pick from the top of the pile.

Play during **Galactic Empire** (2)

52. **On the Double!** Gain two free troops on any colony.
Play during **Production** phase. (2)
53. **Outstanding Oration:** Gain +5 to your vote.
Play during the **Senate** phase while voting on an agenda.(1)
54. **Patrol:** Freely move a single fleet into any adjacent uninhabited system Movement and supply requirement apply.
Play at the start of any **ACTION**phase.(2)
55. **Pirates:** Keep this card. Steal 5 CR from any empire and place two Pirate **scouts** anywhere on the board. The player may manoeuvre them during each of his action turns as if they were his own. They steal 2 CR from any empire system they occupy when not moved, and may blockade a system if there are no space stations or fleets larger than two small ships present. If this card is drawn while another player owns the Pirate state, give this card to him and draw another card. This card does not automatically incur **War** status or break treaties.
Play during **Galactic Events** (1)
56. **Political Pull:** You are speaker of the house this round. Play as if you are the first player during the **Senate** phase.
Play at the start of the **Senate** phase. (1)
57. **Power Core Overload:** Cause 1 damage to any Space Station.
Play during **Intel**.(1)
58. **Pre-Determined Agenda:** Search through the political card deck and select an agenda to be played.
Play **before** the random Agenda draw.(1)
59. **Primary Objective:** Double a single GA goal for everyone.
Play at the start of **Galactic Achievement**.(1)
60. **Public Disgrace:** As soon as a player reveals any action chit at the start of any Action, play this card. He must change that action into another action, even if there are no more to choose from. If that action has already passed by, he may not resolve that action.
Play at the start of any Action during the Action Phase.(1)
61. **Public Fall:** Choose an empire, that empire cannot vote for any agenda. This does not affect the Sole Ruler vote.
Play at the start of the round (1).
62. **Referendum:** Cancel all senate laws. Permanently discard this card from play.
Play during the **Senate** Phase.(1)
63. **Research Sabotage:** Half the total RP gained by any other empire.
Play at the start of the **Research** phase.(1)
64. **Reverse Engineering:** You may now spend up to 20 RP on a single unresearched Technology of a previous level that you have not researched.
Play during **Research**(1)
65. **Revolt:** Choose any empire with a colony that has 1 moral. It immediately goes into revolt if there is no troop presence on it.
Play during **Galactic Empire**(2)
66. **Rule By Might:** If the player has a Peace Maker or two Cruisers in a fleet during a combat, the opponent must either flee or take 1 damage for each ship. This only works if the other player does not have a Peace Maker or two Cruisers in his own fleet.
Play during **Space Combat**.(1)
67. **Secret Bomb Shelters:** Cancels all bombardments against any one colony.
Play during any **Bombardment**(2)
68. **Senate Dissolved:** Ignore the Senate phase.
Play at the start of the **Senate** Phase.(1)
69. **Senate Purge:** Empire with the highest vote loses 5 votes
Play during the **Senate** Phase.(1)
70. **Single-Minded Goals:** Only one GA goal will be counted for points.
Play at the start of **Galactic Achievement** (2)
71. **Singular Catastrophe:** Cancel a one GA goal for one empire.
Play at the start of **Galactic Achievement** (1)
72. **Singular Focus:** Double one empire's GA goal.
Play during the **Galactic Achievement**(1)
73. **Sleight of Hand:** Look at the first three Agenda cards at the top of the Agenda card deck and re-arrange them however you like.
Play at the start of the **Senate** Phase.(1)
74. **Space & Time Paradox:** Go through the Action deck or the discard pile and pick one card. Shuffle the decks together after you have chosen.
Play at **Any Time**(1)
75. **Sponsorship:** During the Research phase roll 1d10 and multiply the results by 2. That is how many RP you gain for any ongoing research. If there is no ongoing research, start one and apply the RP to it. The amount will **not** carry over onto any other research.
Play at the start of the **Research** Phase(1)

76. **Strategic Planning:** After finishing an action immediately play another action for free, even if it is out of order.
Play after the player has completed an action.(1)
77. **Strategic Disruption:** Choose any one action from the Action Phase list, this action cannot be played this round. Play this only after all players have chosen their actions.
Play **after** every player has chosen his action, **and** just **before** the event phase.(1)
78. **Strong With His Force:** Any successful hit against a Peace Maker, Cruiser, or a level 3 or 4 Space Station automatically destroys it.
Play during **Space Combat**(1)
79. **Stunning Force:** Choose a ship. Its first attack will automatically hit.
Play during a **Space Combat**. (1)
80. **Subsidized Colonies:** Your Empire may now build 1 free colony base in any system you have a colony in.
Play During **Galactic Empire** (2)
81. **Subsidized Fleet:** Your Empire may now build 3 ship points worth of ships. Use the ship's size category to determine its ship points (Scout =1, Destroyer = 2, etc). You may only build what you have researched.
Play during **Production** (2)
82. **Subsidized Housing:** Your Empire may now receive two more civilians for any colony if it has enough living space.
Play during **Production** (1)
83. **Subsidized Space Station:** Build one new level 1 Space Station for free, or upgrade one Space Station by one level for free.

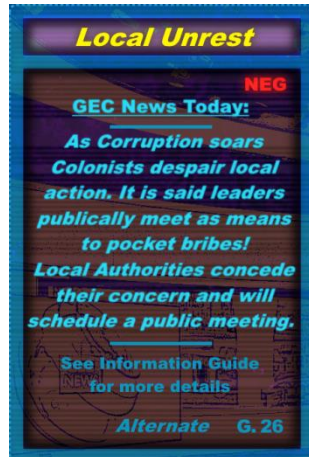
Treat like the *Production's* damage and scrapping rule. If the space station is upgraded (rather than reduced down to by scrapping or damaging) to a level of Space Station the player has not researched, the space station will only gain extra slots while retaining the lower level stats. If this is the case, **place this card on the top of the system with that space station** until the level has been researched, or until the Space Station has been upgraded or downgraded to a level researched.
Play during **Production**(2)
84. **Sudden Decisions:** Play another **political** card, even after all regular agenda's have been played.
Play during the **Senate** phase after any agenda has been played.(1)
85. **Surprise Assault:** One of your blockaded systems may immediately build 4 ship points worth of ships. Or, you may gain +2 on any rebellion rolls against any enemy that has blockaded your system, or force a rebellion role on any of your **colonies** that has been captured.
Play during **Intel** phase. (1)
86. **Tariffs:** Immediately gain 5 CR for each trade agreement you have.
Play during **Diplomacy**(1)
87. **Time Warp-Disturbance:** Automatically reroll one of your die rolls or one of your enemy's dice rolls.
Play at **Any Time**(1)
88. **Unappealing Rant:** Cancel 5 votes from any other player during the Senate phase.
Play during an **agenda vote** in the **Senate** phase.(1)
89. **Universal Poverty:** Everyone loses 5 FP. Apply starvation and rebellion as found in the Civilian Phase rules.
Play at the start of **Civilize** (1)
90. **Unrest:** Pick a System All colonies within it immediately suffer -1 moral. Each adjacent system owned by that player must make a moral check as well.
Play during **Galactic Empire**(1)
91. **Unstable Engine Core:** Choose a single class of ship: If one of your ships from that class is destroyed during combat, **all** adjacent **ships** will automatically take one damage. It is possible to set off a chain reaction.

Play at the start of **Space Combat**.(1)
92. **Uphaval:** Halves another empires GA count.
Play during the **Galactic Achievement**.(1)
93. **Voluntary Annexation:** Choose a neutral planet in a system you own or in an adjacent neutral system containing a planet. This planet automatically becomes yours. Place 2 troops and three civilian counters on it. This only applies to systems you have explored.
Play during the **Movement** phase.(1)
94. **Warp Negator:** Enemy ships cannot flee from this battle.
Play at the start of **Space Combat**. (1)
95. **Zeta Zolidion Shields:** Choose which ship class this will affect: Scout or Destroyer. **That ship class cancels the first successful hit done against them from each attacking ship.** **Does not** apply if the enemy missed.
Play during **Space Combat**.(1)

B GEC- GALACTIC EVENT COMMUNICATIONS (89)

Cards: 75 Non-Scenario, 8 No Event, 5 Scenario, 1 End game. Every round will have an event. See the deck building section for more information.

Galactic Event Communications (GEC) is your Galactic news network. Major events are reported every round to keep you up to date to the latest breaking news. Come to this page to read the full news of each news headline. Here you will find out what the Galactic Event does, who it affects, and how to apply those effects.



Who is affected? Unless stated otherwise or has "ALL" in the card, every player must roll to see if the event will affect them or not. **Negative (NEG)** events affect the lowest rolling player, while **Positive (POS)** events affect the highest rolling player. It can also be **Both (BOTH)**. If the Event has "ALL" printed on it, every player will be affected. Thus **ALL/NEG** means that everyone will suffer from all negative effects noted on the card.

Exemption: Some players may be exempt from the negative effects of an event, thus may forgo the die roll. This happens when it specifies some unit or situation that one of the players do not have.

Alternate: Cards will indicate whether or not the players need to alternate, taking turns, usually for rolling purposes, by using the key word "**Alternate**", which will be found at the bottom of the card.

Alternating rolls: If an event affects one or more of any of an empire's colonies, ships, space stations, etc. the affected empire will take turns with the player to his left choosing and rolling on what colony, unit, etc. will be suffer the consequences. A roll will be required in most cases, such as 9+ or 5+, according to the conditions of the event. No colony, unit, etc. can be chosen a second time until **all** have been selected and rolled on at least **once**. If a colony or unit does **not** meet the conditions, the players will continue to take turns rolling until the requisite conditions of the card are met.

*For example, should a player draw the card **Local Unrest**, he and the player to his right must take turns choosing and rolling on which of his colonies will be affected. According to the card, any colony on which a 9+ was rolled when picked will cause that colony will lose 1 moral, with the potential of placing that colony into unrest. If he rolls 8- (8 or below), that colony will not suffer the effects and the player to his left will now choose the next colony. If they do not roll a 9+ for any of the colonies, they will continue choosing again and rolling until one colony suffers the card's effects*

Cards that Upgrade or downgrade planets Cards that change the quality of a planet, giving some bonus or negative, are kept with the player for the rest of the game and noted on the Empire's **Colony Sheet**. Should

another player take control of that planet, or should that planet become neutral, the card remains with that planet. In the case of turning neutral, place the card on top of the planet. Should the planet be destroyed, the card will be permanently removed from the game.

Scenario and Placement: Some cards will be placed in different parts of the GEC deck. There are three "ages" within the deck, which will dictate what scenario or regular cards will be where within each age. Where they should be placed will be indicated at the bottom left of the card. If the card has "Sc.", this indicates that this card is a scenario card. If "Pl.", it is suggested *placement* for a regular card. In both cases they will have a number beside them, from 1 up to 3, dividing the deck up into three parts, so indicating where in the deck (beginning, middle, or end) to shuffle that card while creating the deck.

- 1- Age 1- beginning
- 2- Age 2- middle
- 3- Age 3- end

Some cards read "2-3". This tells the player that the card may be shuffled in the second or third part of the deck.

Card placement is necessary for all scenario cards. It emulates increasing difficulty and tension within the Galaxy while the rounds progress. To place them out of order could prove disastrous not to only one empire but all empires.

Regular cards ought to be placed where their card indicates. In some cases its effects would be too debilitating for beginning empires. In other cases, they will have no effect because the requisite conditions are simply are not there yet.

*For example, if the first a player draws is **ASTEROID** (card 2), there is only one planet for it to hit: their home world. If they fail to stop the asteroid their empire would be destroyed even before being able to use it.*

Cards effecting diplomacy or trading are dependent on empire contact. Empires in large galaxies with few players will not have contact with others for the first few rounds. Small Galaxies with max players are likely already in range.

GALACTIC EVENTS (G): (89)-GEC

36 POS, 47 NEG, 6 BOTH?

1. (SC3)Amikuz Zodaliz (NEG/ALL)(1):

The notorious barbarian hoard, the Amikuz Zodaliz, suddenly jumps out of hyperspace in a full out attack! Panic spreads throughout the Galaxy!

All player owned systems on the map board must roll 1d10; Each player rolls for one tile in his empire, starting with the first player, and the next player choses one system and so onn clockwise, continuing until all barbarian chits (large included) have been placed. On 8+ that space has 1 **random** barbarian ship. Each empire will lose 4 RP,LP, FP and 6 CR/

turn until the barbarian threat has been completely eliminated from their Empire.

Do not remove any ships from the **Barbarian Nation** or **Ambush**. If the **Barbarian Nation** is on the board **before this card was played**, add any remaining barbarian ship to that system. If the nation is destroyed **after** this card is drawn, the barbarian invasion ceases.

If the **Barbarian Nation** appears after this card and there are no ships left to defend it - fill it out with 10 ship points worth of ships from the empire that has the most barbarian ships.

Its affects replace those of scenario 1-2 Barbarian cards.

Alternate

Card Placement: Ages 3

2. **Ancient Technology (POS)(2):** *BREAKING NEWS! Archaeologist scanners have pick up traces of ancient facilities on a colony's surface! Scientific community is ecstatic.*

Roll to see which one of your systems will receive the event: 9+ will cause the event. Then do the same to see which planet is affected if there are more than one planets in the system. The planet that is chosen **permanently receives +5 RP**, and the player rolls 1d10 to gain a new technology. The technology gained will automatically complete one **research in progress** if it corresponds to it, or any level of tech above your current level of research or any below it.

1. Construction
2. Power
3. Chemistry
4. Sociology
5. Computers
6. Biology
7. Physics
8. Force fields
9. Pick any one field
10. Roll any two (treat any further 10's as "pick any one field")

Note card on planet sheet and Place card with that planet or in your hand.

3. **Asteroid (NEG)(1):** A deadly asteroid is hurtling towards a colony!

The first colony to roll a 9+ is affected. The player must bring in 4 ship points AND spend 5 RP, or 10 RP AND 10 CR by the end of this round. If not, and it is a colony, the entire population will be wiped out. Furthermore, the planet will be destroyed, turned into an asteroid belt (**take out asteroid belt chit**). If the player has not chosen the research or movement actions, he may do so now at the cost of -1 GA for each change. Place this

card on the research deck; it takes precedence over all other research. *Alternate*

Card Placement: Ages 2-3

4. **Assassination (NEG)(2):** *Tensions between empires arise due to a mysterious assassination attempt. Governments are blaming each other!*

Only those players that have trade agreements are affected. All agreements between the lowest rolling empire and one of his trade partner empires are broken. There are no GA reductions nor does war occur. If the empire only has one trade partner, then the card will automatically break it. If he has more than one, each of his trade partners will roll a dice. These empires may not re-establish their trade agreements until the end of the next round. Keep this card until then.

Card Placement: Ages 2-3

5. **Baby Boom (POS)(1):** *A year of plenty has brought about a flourish of future civilians*

Gain another civilian.

6. **(Sc:2) Barbarian Invasion (NEG)(2):** *Wide spread panic as a large force of barbarians, led by the Anrikuz Zodaliz, rampage throughout the Empire! Citizens and governments alike plead for immediate action.*

Lose 4 RP, LP, FP and 6 CR/turn that they stand unopposed. Roll on each system, and whichever rolls a 8+ will have 3 barbarian scout counters placed in it. Do this three times until 9 scouts have been placed in that empire. Do not roll on a system that already contains a barbarian scout. If there are no more systems to roll on, the card is done.

Until the empire defeats all the barbarian fleets in his empire, the player will continue to pay the tribute.

[barbarian leader effects results?]

Alternate

7. **(Sc:1) Barbarian Raid (NEG)(2):** *An increase of notable, but isolated barbaric attacks develop in a single sector. Local Diplomat suggests dialoguing with them*

Barbarians afflict one system. The lowest rolling player places 3 barbarian scouts in a system that rolls a 9+. If the empire has a fleet in that system, they must undergo simple combat with the barbarian. If the fleet loses or there are no fleets in that system, The Empire immediately loses 1 FP, RP, LP, and 2 CR this turn and each turn after. They will continue to raid that system until defeated.

The Barbarian fleet must be completely destroyed or it will replenish all its scouts next round.

Note: Does not affect home systems.

[barbarian leader effects results?]

Alternate

8. **Benefactor(POS)(2):** *A wealthy noble openly supports your empire, donating a munificent sum of credits to it.*

The player with the highest die roll receives **2d10 CR**

9. **(Sc2-3)Celestial Destroyer (BOTH)(2):** *A mythical creature, said to be like a planet in appearance, but eats entire systems whole, materializes out of nowhere and begins to devour nearby planets!*

This will only affect empires with three or more colonized systems. If only one empire has 3+ systems, than that player alone is affected. If more than one is available, roll as usual. On the first roll of 9+, that system is affected. Home systems are never affected. **Alternate**

The afflicted system disappears: An "Empty System" chit is placed in that system and all chits within may not be removed- it is no longer there. The Player keeps the event card. From now on he will roll a die once a round whenever he moves a fleet into another system. On a 10, that fleet will discover the Celestial Destroyer in the system it moved into. This roll is included in any exploratory rolls (that is the roll when exploring a new system), a roll of 7-9 will be resolved as usual.

Celestial Cards: When an empire's fleet rolls a 10 when it has moved into a system, shuffle the **Celestial Destroyer cards** and pick from the top. After the card has been resolved, the Celestial destroyer disappears. **Take out** card VI the first time players encounter the Celestial Destroyer.

CARDS: (Each one is numbered)

- i. **Attacked by defences (3):** Your fleet located the location of a strange signal- some moon sized planet, wandering of its own accord, within this system "Strange, this moon is not anywhere on our graphs" noted one of the officers. "That's no moon!" cried out another as three beams of light erupt from its surface destroying many ships.

The Celestial destroyer shoots three shots, all shots hit for 1 damage. Ships cannot defend against them. 6+ on a 1d10 will determine what ships are hit (Alternate). If the player only has three ships with

no extra armour points, battle is lost, but the celestial destroyer will remain.

- ii. **The Vanishing Planet (2):** At last, the source of the strange signal looms ahead. "It must be on that moon!" cries out one of the navigators. As soon as they approached it lights up and suddenly vanishes.

The Celestial destroyer retreats and disappears.

- iii. **Strange Discovery (1):** We managed to get a survey crew inside. It is simply unbelievable. This planet appears to be some Large data center- it would take a millennia to go through all it's data!

+3 GA You discover that the Planet is actually a large Data base of some kind: +20 RP. +1 RP actual/round. Can only choose once. Keep this card.

- iv. **Surprising Facts (1):** Day 36: Sargent Grimlee stumbled down into the lower levels much by accident. His antics actually aided our science team for once. We surveyed the data and the tech- if we are correct, this planet appears to a "World of Worlds"- something out of legends, a conduit to other planets.

+3 GA The Planet seems to be a conduit to other planets. Completes any one current research: if no current research, choose one and it is finished.

- v. **What does this button do?(2)** Day 254: Sargent Grimlee was at it again, I do not know why we need supervision, management always get in the way of real work... Yet again, he accidentally pressed THE button. This is not a conduit leading to other planets.. this is where they are stored..

+5 GA +10 RP. Seems to contain a pocket Galaxy full of missing planets! Release one system or planet.

- vi. **Celestial Control (1):** Day 421: I am surprised this did not take many years, but from the little we know this was The Library: an emergency measures against the plagues that caused the Long Silence- containment center- either to save us from them or them from us? And now we can release them..

+6 GA Look at all the other cards without gaining their effects. Its purpose was to save planets from a mysterious event that sent the Galaxy into its Dark Age- Becoming both life giver and Eater of planets!

You may now choose to release one planet or system or contain one planet a round, or you may

choose to attack a fleet, shooting 3 shots, each causing one damage that cannot be defended against. Once one of these actions have been complete, the Celestial destroyer disappears.

Note: Other players can still find it, and they may destroy it if they are strong enough. This will destroy all planets and systems inside.

Card Placement: Ages 2-3, but Age two for earlier results and more chances to find the Destroyer.

10. **Computer Virus (NEG)(1):** *Yesterday, a technological research facility was hacked into from an unknown source.*

Add 5 RP to the cost on all current research and 10 RP for new projects. Keep this card until you use a research action, then discard.

11. **Comms Malfunction (NEG)(1):** *A local space anomaly has interfered with your communications.*

Roll to see which fleet is affected; on a roll of 9+ that fleet is affected. *Alternate*

12. **Crop Failure (NEG)(1):** *Intolerable weather patterns ruin crops in a major drought!*

Negate all FP equal to your highest farming bonus found on a single colony this round. Choose one if there is more than one.

Ignore if you only own 2 planets in your entire empire.

13. **Dies Irae (NEG)(1):** *Today we mourn the loss of a prominent figure in our great Empire, whose efforts have helped shape it into what it is today... Dona Et Requiem*

The lowest rolling player must secretly shuffle his leaders and let the player to his left randomly select one. That leader is permanently removed from the game. If the player only has one leader, that one is automatically removed.

If there are no leaders in play, shuffle the leader deck and pick the top one out of the deck. Discard it from play.

14. **Diplomat "Disappears" (NEG)(1):** *A diplomat disappears while negotiating with another empire.*

Cancel any alliance and non-confrontation treaties. The lowest rolling player that has an alliance takes the hit. If there is only one alliance, this affects that player, if there are no alliances, treat this card as a "No Event".

Placement: Ages 2-3

15. **Diplomatic Marriage (BOTH)(2):** *Everyone is rejoicing at the announcement of the diplomatic marriage between two Empires! May peace reign forever!*

The highest and lowest rolling characters have a diplomatic marriage. If they are at war, they cease war. Otherwise they gain one more treaty in addition to any current ones, following the proper treaty progression as described in the rule book. If the players already have an alliance, they each receive +5 GS. Ignore this card if players are not in communication range of each other.

Placement: Ages 2-3

16. **Ecological Shift (POS)(2):** *Your colony experiences strangely favourable and permanent ecological changes. Scientists struggle explaining its cause.*

+3 LP and +2 FP (Potential) to a single colony- roll on each colony until a 9+ is rolled for that planet.

If the planet is not fertile, nor Terra, change the planet terrain chit to fertile- use the fertile terrain stats and maintenance. If it already is fertile, change it to Terra and use its stats. If already Terra, nothing further is added save what was stated above (LP and FP).

The player keeps this card and makes note of it on his Admin Sheet. *Alternate*

17. **ENDGAME**

The game immediately ends when this is drawn.

18. **Environmental Disaster (NEG)(1):** *Your colony's entire ecological structure unexpectedly decays! Scientists debate the issue.*

-3 LP and -1 FP to a colony-roll on each colony until a 9+ is rolled for that colony.

Change the terrain chits to the following: Terra to fertile, Fertile to barren, Barren to desert, Ocean to Tundra, Desert and Tundra to radioactive, radioactive to Toxic. Toxic stays the same but still receives the above negative. Use the new CR and maintenance numbers for the new terrain, and any other modifying factor: such as requisite techs to inhabit or colonize. If you cannot meet these (like not having radiating shields for colonizing radioactive planets), that planet is lost.

The player keeps this card and makes note of it on his Admin Sheet.

19. **Galactic Peace (POS/ALL)(1):** *All nations have agreed to a cease fire for a time and are calling for Galactic wide peace.*

All wars are cancelled and no fighting may be initiated this round. This adds +3 accuracy and -3 to enemy rolls for all

non-player enemies on the board, such as the barbarians. Players who control Scavs, Pirates, and Barbarians will not receive any tribute this round.

Placement: Ages 2-3

20. **Galactic Prosperity (POS/ALL) (1):** Trade Guilds are working peaceably with each other across the galaxy, bringing in more wealth than usual.

+10 CR for all empires.

21. **Galactic Trade War (NEG/ALL) (1):** The Trade Guilds have begun to dispute among each other. Experts project an economic decline!

All Trade agreements are broken this round. This does not affect allied empires. -10 CR, but no debt will occur.

Placement: Ages 2-3

22. **Galactic Virus (NEG/ALL) (1):** A Mysterious Virus has entered into major research facilities across the galaxy. Experts are assiduously searching for the cause.

All research is halted this round.

23. **Good Year (POS) (2):** All is well and the people are happy.

Highest rolling player receives +2 CR per colony this round and 1 moral to his home system and adjacent systems.

24. **Ion Storms (NEG) (1):** Galactic sensors are picking up an unusually large Ion Storm in a nearby sector. Please evacuate the area.

Determine which part of the map is affected by: choose a system owned by the lowest rolling player. On a 9+ that system is affected. If not, then proceed to choose any adjacent system to it, then any adjacent system not previously chosen, until a 9+ has been rolled. On a 9+, place the **Ion marker** on that system; no ships in that system may move nor enter into it that round. *Alternate*

25. **Leader Quits (NEG) (1):** Leader quits office after major defeat in a controversial affair!

Lowest rolling player must shuffle his leaders together and let the player to the left randomly choose one. The one chosen is sent back into the leader deck.

Note: This card only effects players with leaders. If only one player has leaders, then he will automatically incur the card's effect. Treat this card as a no event if there are no leaders.

Placement: Ages 2-3

26. **Local Unrest (NEG) (1):** As Corruption soars Colonists despair local action. It is said leaders publically meet as means to pocket bribes! Local Authorities concede to these concerns and will schedule a public meeting.

One colony threatens to go into unrest. On a roll of 7+ that planet reduces its moral by 1. *Alternate*

27. **Lost Contact (NEG) (1):** We are currently experiencing technical difficulties. Galactic communications are down... Please stand by.

The empire loses all contact with all other empires and cannot use diplomacy this round, nor can any other empire contact that player. All treaties are suspended for the remainder of the round. The other players may not benefit from those treaties. The player may only move his ships into or around systems he owns. He may not move them out of another player's system.

Placement: Ages 2-3

28. **Manpower Shortage (NEG) (1):** The Council warns lack of base infrastructure will hinder the empire's growth. Economists blame bloated beaurocracy.

Lowest rolling player must pay double for all units. Keep this card until he has finished a production move.

29. **Mineral Deposits (POS) (3):** Upstart mining company, Hanz Co, discovers many new mineral deposits with innovative technologies.

Keep this card. Gain +2 CR per round.

30. **Mysterious Plague (NEG/ALL) (1):** After opening up an ancient facility, scientists release a strange and violent plague that rapidly spreads across the Galaxy...

Roll 1d10:

A On a 4 or below: all empires catch the plague. Each player must roll for each colony in their empire starting at each player's home system. Roll a d10 and consult the chart below. On a roll of:

- 1-4: 1 civilian counters are removed,
- 5-7: 2 are removed,
- 8-9: the colony is skipped,
- 10: the plague stops.

If all citizens are removed from a colony it becomes neutral.

B If 4 or above: each player rolls 1d10. The plague will afflict the player with the lowest roll. Apply above rules until the plague either stops or afflicts all colony.

Does not effect players with Advanced Medicine and will immediately stop with players that have "Catar".

Placement: Ages 2-3

31. No Event:

There is no event this round. Continue on with the round. (8)

32. Ominous Benefactor... (POS/ALL)(1): *A mysterious benefactor calling himself "the Shadow", has sent secret research information to every empire*

All players gain 10 RP this round.

33. Open Negotiations (BOTH/ALL)(1): *Emperors publically disclose future agendas in effort to promote galactic peace*

All actions are revealed this round.

Placement: Ages 2-3

34. (Sc1)Pirates (NEG)(2): *Marauding pirates plague local sector. Unarmed merchants advised to avoid the area*

Each player rolls a dice, the lowest rolling player is plagued with pirates in one of his systems. -5 to the die roll for the richest player, -3 for second richest (unless there are only two or three players). The first colony to roll a 9+ is affected. Place 3 pirate scouts chits in that system and will lose 5 CR per round until 4 ship points arrive. Make note of the affected planet on your Planet sheet.

If none are rolled, the player may instead bribe the pirates to go to another player for 3 CR, and gain 1 CR per turn. Place the chit on any opponent's colony, and keep the card. Otherwise shuffle it back into the deck.

This will not affect home systems.

The pirate fleet must be completely destroyed or it will replenish all its scouts next round. *Alternate*

[pirate leaders effect results?]

35. Rare Concurrence (NEG/ALL)(1): *The crossing of two stars join together and unite into one in another Galaxy. Everyone is amazed, idly speculating and getting nothing done*

Nb GA this round.

36. Rare Metals (POS)(1): *Megacore Enterprises has stumbled across a large deposit of rare minerals during their excavations. Financial Minister expects it to be a major trading hub in the near future.*

Highest rolling player selects between his colonies, rolling until a 9+ is rolled. That colony adds +3 LP and +3 CR to its planetary bonuses. The player keeps this card, places the Rare Metal chit on the planet, and makes note of it on his Admin Sheet.

If there is no Space Station in this system, or only a level one Space Station, place in or upgrade to a level 2 "Trade Hub" Station, even if it has not been researched. Gain its usual benefits.

Alternate

37. (Sc1)Restless Scavs(NEG)(2): *A star faring people that scavenge ship parts from space battle grounds begin openly raiding civilized space for ship parts. Prominent Psychoanalyst, Dr. Simon Froyed, blames emotional repression.*

Scavengers are afflicting one of the empire's systems: place a 3 scavenger scouts chit in that system and lose 3 LP this turn and each turn thereafter. The ships will continue to remove LP in that system until they have been destroyed.

The scav fleet must be completely destroyed or it will replenish all its scouts next round.

This does not effect the home system

[scav leader effects outcome?]

Alternate

38. Revolution (NEG)(1): *Tired of widespread corruption and endless inaction from political leaders, civilians are protesting in the streets. Concerned politicians will meet to discuss the issue.*

The lowest rolling player will be affected. The player will roll for each colony until all colonies have been chosen or the player rolls a 9+ one. If 9+ is rolled, that colony revolts. If its moral is at 3 or 4, it does not go into revolt, but it is reduced to level 1 moral. This does not affect the home system, any colony that has the Catar card or is a Paradise world.

Alternate

Placement: Ages 2-3

39. Robot Crisis (NEG/ALL)(1): *A virus infects all computers across the Galaxy causing all AI's to riot. Military Strategist, Johann Connors, suggests to terminate them quickly, or else "They'll*

be back”.

Nb Production this round

40. **Sabotage (NEG)(1):** *Space Station engines mysteriously malfunction during famous Avian exhibit: Engineers suspect foul play.*

Lowest rolling player selects between his space stations until a 9+ is rolled. When one is selected that Space Station is reduced by one level, or destroyed if at level one. If there is only one, that one automatically takes damage.

Alternate

41. **(Sc3) Scav King (NEG/ALL)(1):** *United by the unprecedented “Scav King”, Scavs scour entire Galaxy. Officials scrounge about to explain this bizarre coordination.*

The scavengers have gone unchecked and now seek to ravage the entire galaxy! All player owned spaces on the map board must roll a d10; Each player rolls for one tile in his empire, starting with the first player then clockwise. Then they all roll for a second tile, and so on, until they have rolled for all owned systems.

On 8+ that system has 2 random scavenger ships in it. Empires that have at least one scavenger chit in in one of their systems will lose 6LP/round until the threat is completely destroyed.

Do not remove any ships from the scavenger nation or ambushed. If the nation is on the board and destroyed after this card is drawn, the fleets dissipate. The scavenger nations ships will all increase by 2 when this card is drawn before or after it is in play.

All players (except scavengers/asian/Persian) lose 3 Lp this round. Scavengers (asian/Persian) gain +3 LP and +3 credit per empire. **Alternate**

42. **(Sc2)Scavs Raids (NEG)(1):** *Scavenger aggression strangely increases to point of war with Empire. When questioned, Navy Admiral stated, “I am not into politics, I am into survival.”*

The lowest rolling empire will begin to roll to see which systems will be affected. On an 8+, that system will have 3 scav scout chits placed in it. Do this until three systems have been chosen. That player will lose 4 LP this round and each round after until all scav ships have been removed. Each group of three must be completely destroyed, or at the start of next round they will replenish back up to 3 scav scouts or each scav fleet.

Alternate

43. **Ship Malfunction (NEG)(1):** *The renowned ship, Chernobyl 2, suddenly exploded into a ball of flames. Authorities blame nuclear reactor failure due to poor design.*

One of the ships in an empire’s fleet is destroyed. Roll to see what fleet is affected. On the roll of 8+ that ship is destroyed.

Alternate

44. **(Sc1-2) Space Kraken(BOTH)(3):** *A strange space creature, a “Space Kraken”, akin to the ancient mythical “sea Kraken”, emerges out from hyperspace and attacks a colony!*

The planet that rolls a 9+ removes 1 pop from it and then 2 actual LP/round until it is defeated. It will stay for 3 turns and then leave. It won’t attack unless provoked.

Alternate

If destroyed, the player receives strange information and technology. Shuffle and draw from the Kracken Deck

- a. **Mechanical Wonder (4):** The smoldering remains of the Kraken’s haul reveal that it was a mechanical creation of the ancients. It reveals nothing about it, but even the little that is still intact will push our empire ahead by centuries.

+1 GA +5 RP(1), +1 Actual RP. Keep this card

- b. **Colossal Transport(2):** “We searched the hulking ruins of this grand beast, and its structure leads us to believe that it is a large mineral transport of some sort. But to what purpose?”

-Dr. Kimble
Chief Engineer

+1 GA +10 RP, +1 Actual LP. Keep this card

- c. **Learned Nothing (2):** Outstanding work, you saved the fleet and obliterated the threat. But sir, did you have to be so zealous? A leg, an eye, heck, a chunk of hull would have told us something of this creature!

+1 GA Discard this card from the deck

- d. **Hungry Giant(2):** All our data has shown that this craft was built to devour Black Diamond it explains its movement patterns, the planets it attacks. Yet it does not use much of this precious fuel- we theorize that is but a transport for something else... something bigger.

-Dr. McKodd
Geologist and Inorganic Matter specialist

+1 GA +10 LP and RP- Keep card. Treat it like a black diamond chit event: +2CR and MP/round.

- e. **Mysterious signal-**“ Your Excellency, it was unbelievable. The wonders that we beheld within the belly of that steel beast. But depths of its bowels hid the greatest discovery- THE SIGNAL. Whither it lead we know not...”

- Dr. Todd C. Turvee
Chief Computer and Mechanical Technician, Ph.D.
MLA, NAC

+3 GA +20 RP, **Keep card.** Whenever you enter another system, discovered or not, on a roll of 10 you discover its origins and may now draw from the Celestial Destroyer's deck (2)

If you got a card you already had, put it back into the deck and treat it is a non-event.

45. **Space Flux (NEG/ALL)(1):** *Scientists report unusual hyperspace activity destroying ships, but not affecting communications. Every Nation unites efforts to solve this mystery.*

No space travel this turn. Keep this card off to the side. Each round thereafter up to 2 more rounds roll 1d10. On a 7+ the event is cancelled. Otherwise the space flux ends after three rounds are over.

Placement: Ages 2-3

46. **Space & Time Anomaly (POS/ALL)(1):** *Scientists report temporal and spatial anomalous activities after opening an ancient ruin of unknown origins.*

During the action phase one action is doubled. The highest rolling player chooses **which** action.

47. **Space & Time Distortion (NEG/ALL)(1):** *Scientists report strange activities emanating out from the Galactic core, resulting in local time anomalies, and space distortions. Quantum Physicists leap for joy.*

A specific action during the action phase is skipped this turn. The lowest rolling player rolls on each action. The one with the lowest roll is skipped.

48. **Space & Time Ripple (POS/ALL)(1):** *Cosmic waves, of an unusual cosmic wave sort, recently rippled their way into our Galaxy from without. Scientists utilize it for the benefit of all.*

All GA is doubled this round.

49. **Space & Time Drift (NEG/ALL)(1):** *After an explosion from a top secret facility, space distortions and time anomalies begin to*

appear throughout the Galaxy. Since the facility is secret, Politicians don't know who to blame. A meeting will be scheduled to discuss this further at an undisclosed location next week.

Everyone's GA halved this round. Round up.

50. **StarFarer's Strike! (NEG/ALL)(1):** *The Leaders of the Galaxy incorporate themselves under the title "The StarFarer's League", demanding better treatment, insurance coverage, and danger pay!*

Everyone must immediately pay 100CR for each of their leaders at once. Any unpaid for leader is shuffled back into the leader deck for rebidding.

51. **Strange Conjunction (BOTH/ALL)(1):** *Astronomers are excited at the rare millennial event where certain systems line up with each other pointing to the Galactic core.*

All GA is added together at the end and evenly divided among all the players. This includes all GA gained that round. Remaining GA is lost.

52. **Strange Disease (BOTH)(1):** *After opening a sealed ancient vault, a peculiar plague vaults throughout the entire Galaxy.*

All Permanent GA cards change to their opposite, that is, the "strong" GA card becomes weak, and the "weak" card becomes positive.

For example, if a player had chosen Troops as their first GA card at the start of the game, this card would be considered their Strong card- they gain more GA from it. The second card, which is usually chosen at random is usually the empire's "weak" card. This card now becomes its strong card.

Each round thereafter, each empire may remove the effects by doing the following

- Rolls a 9+ at the start of each following round,
- Makes it his primary Research and spends 20RP. No other research may be started or finished that round.
- Researches advanced medicine. If an empire already has advanced medicine, it is unaffected.

Keep track by placing any unused empire chit on the card. Take the chit off when the card no longer affects your empire.

53. **Strategic Leak (NEG)(1):** *Today, the Empire has been blindsided by malicious information leaks. Intelligence Minister Ersteen seeks to dig out male.*

Reveal all your actions for this round.

54. **Syndicate Plus (POS)(1):** *A secret organization contacts you and offers their services... for a price...*

Roll 1d10:

- 1: look at action cards (2 CR)
- 2: look at research cards (2 CR)
- 3: look at action chits (2 CR)
- 4-5: gain +10 LP (5 CR)
- 6-7: +10 RP (5 CR)
- 8: look at one system event card for any undiscovered system on the board. Place that card on top of that system (5 CR)
- 9: look at the next 2 Galactic events and switch them around as you wish (10 CR)
- 10: look at the next 4 Galactic Events and switch them as you wish. (15 CR)

The player may roll a second time or keep the card as an action card for later.

Anyone who owns the **Syndicate Headquarters** and/or the leader, **The Shadow**, benefits from this card along with the player who is affected by it and then may take the card as an action card. That player cannot play the card this round. Once used as an action card, it must be discarded.

55. **Tech Breakthrough (POS)(2):** *Scientists break new heights with striking research. They apologize and promise to replace all displaced mountains once research concludes.*

The primary research technology is automatically completed, and the secondary research will have half of their remaining RP paid for. If there is no ongoing research, your next research will be automatically completed. Keep this card until then.

56. **The Shadow Knows (POS)(2):** *A strange file filled full of top secret information was uploaded to your intelligence agency's server. It was signed "The Shadow".*

All Intel rolls gain +2 this round.

57. **Trade War (NEG)(1):** *Major Trade Rivals battle over desert planet's blue "salt". They foresee "He who rules the salt rules the Galaxy".*

Lowest rolling player breaks one trade treaty. If he has one, it only affects that one. If more, the lowest rolling treaty will be affected. Both empires lose 5 CR and must break their trade agreement with each other. Alliances will be regained if they choose a diplomatic action.

Placement: Ages 2-3

58. **Underhanded Dealings (BOTH)(1):** *A "Smuggler", calling himself Robert Wood, steals from the poor and gives to the rich. Classicists suggest a misreading of a popular ancient story.*

Highest and lowest rolling players are affected. Pirates steal 5 CR (or whatever the player has) from the lowest rolling player and give it to the highest rolling player.

If the player has Robert Wood as their leader, then the lowest rolling player gives you 5 CR.

59. **Unexpected Allies (POS)(2):** *A ready to use fleet mysteriously appears in a nearby Space Station. Left on the flagship's captain's chair was a note with "The Shadow" written on it.*

Receive 4 ship points worth of ships. Building requirements still apply.

60. **Unrest (NEG)(1):** *Poor management, starvation, and rising crime erodes faith in the empire and emperor. Many surnames were appended to the emperor's name, none appropriate for public printing.*

All colonies of one empire negate 1 from their moral. May cause rebellion.

Placement: Ages 2-3

61. **Unusual Interference (NEG/ALL)(1):** *Peculiar cosmic waves pass through the Galaxy, producing massive transmission blackout!*

All empires lose contact with each other due to a mysterious Galactic interference for a number of rounds. Roll a d10: 1-5=1 round and 5-10=2 rounds. No diplomacy or senate action may be played during these rounds. Ship ranges are halved. All treaties are suspended until the requisite number of rounds have been completed. No empire may enter another empire's system.

62. **We Love Our Emperor! (POS)(2):** *Wise leadership has gained the Emperor the love of all the people, meriting the surname "The Great!".*

All colonies' moral go up by 1, home system goes up by two. All rebellions are squashed.

Keep this card for bragging rights and may now be referred to as [Name] "The Great." All moral rolls increase +1 for you, including system rolls. You are truly great!

You may also append this card to any of your **leaders**, sharing your greatness, because that is what great people do. That

leader gains +1 on all their skills. They cannot be bribed.

63. **Wide Spread Rebellion (NEG/ALL)(0):** *Massive rebellions surge across the Galaxy- Officials fear a group of secret "Galacticists" are trying to destabilize the Galaxy for their own gain!*

All colonies at two or lower moral will go into rebellion at the end of this round. Any system with at least 6 ship points will not go into rebellion.

Placement: Ages 2-3

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C SOLAR REPORT: System Events (85 (102)) (Solar Report)

63 POS, 53 (67 with "Missing" events) NEG, 10 Both. [NEED MORE NEG]- need at least 60 good and bad...without campaign (126 (140))

All Text in:

- **RED-** Missing certain pieces or rules, so cannot be tested yet. Take out of the deck
- **Blue:** Recently updated

The Solar Report informs empires when an event occurs in a newly discovered system. Upon entering, if an event occurs, cards will be drawn from this deck. The card will include the name of the event, a picture below it, then underneath the rules as well as other information. Some rules will require the player to refer to this section for more detail. In this case it will have a "See Information Guide for more details" toward the bottom of the card.

SR This is where you will find the card number for the Solar Report (SR) deck.

More Than One Planet: A Solar Report card only affects one planet in its system. When there is more than one habitable planet, roll a die until one of them rolls a 9+.

Modifies Planet: There are many cards that can modify a planet. These cards are kept with that planet on the board and noted on the player's Planet administration sheet unless the planet is destroyed.

- **Locals and Colonists:** In the case of the "Locals" event, if the planet is bombarded and the locals were wiped out in the process, the card is discarded. Likewise, if colonists are wiped out, but locals remain, then the planet reverts to neutral.

Most cards will not take effect until the planet it is attached to is colonized.

- **Did Not Colonize:** If a player does not colonize the modified planet, the card stays face down on top of the system it belongs to. The player will then write down which planet will be affected by it on his Administration sheet in the notes section. When another player looks at that system, the player will then tell him which planet the event belongs to.

Minor Empires: There are a few types:

1. **Major Scenario Empires:** These are hostile empires: Barbarians, Pirates, and Scavs.
2. **Minor Hostile Empires/ Scenario:** These include SOL and Automan empires.
 - a. Paradise planets, which have hostile units, will use extra SOL chits. These are splinter groups or rogue tech of the ancient empire.
3. **Regular:** These may or may not be hostile, it depends on the card. These use any player chit set that is not being used by the players. You can have as many of these minor empires as there are player chit sets available to use. For example: if there are 4 players playing, there are 4 more chit sets available.

GA Cards: Some Cards give GA when owned. Should the player cease to own that card, the GA will be lost. If the card should switch player hands, the GA will be added to the new owner's GA score.

Some cards will be discarded from play once used, others may reappear in already explored systems as **Side Events** (see **optional rules** at the end of GIN). The card will tell the player if it should be discarded. If it does not mention as such, it can be reshuffled later into a **Side Events deck**.

Actual and Potential Points: Some cards increase the actual or potential points for any of the job assignments. As noted in the **Introduction Manual**, there are two types of points that an empire may receive- actual and potential. Actual points are points that you will automatically receive each round when the right phase has passed by or action undergone. Potential are points in reserve that may be unlocked when enough citizens have are assigned to the right job assignment.

Keeping Cards: In some events you are told to keep your card, it is advised to write the effects of that card on your planet sheet if there are any negatives or bonuses that permanently affect the planet or give the empire GA: ex- +2 RP (Actual), or +3 GA.

Some cards have corresponding chits. These chits are placed on the board and its card is placed in the empire's hand. If it does not clutter the system up, you may even place it on top of the planet. Otherwise you may keep it in your play area. If you lose the area, you will lose any bonuses or negatives attached to that card and its planet, including GA. These will transfer to the new owner.



Other Cards: For the purposes of building the SR deck during setup, some cards have [or will have when the cards are updated] different markings to help separate them from the others. "F" at the bottom right of the card will indicate that these cards are "Facility" cards. "M" indicated "Minor Empire", while "MH" indicates a minor hostile empire (typically these are scenario related- barbarian, pirate, etc). "R" indicates resource.

1. **Ancient Agricultural Center (POS) (2):** *Vast fields and gigantic pods housing animals, all maintained by automated systems; stretch as far as the eye can see. All is in working order, untouched by countless ages passed.*

+3 RP (Actual). Keep the card, place the chit on the planet, and make note on the colony sheet. **F**

2. **Abandoned Industrial Planet (POS) (3):** *"Most of the infrastructure is intact, with any luck, those factories will be working in no time."*

-Tech Sergeant Scott E

+3 LP (Potential), +2 LP Actual. Place Industrial Planet chit on the planet, keep the card. +2 GA **F**

3. **Abandoned Mine Field (NEG) (2):** *The fleet ran into a minefield left over from the Great Galactic War- they are still active.*

Roll against ship defence for all ships entering into that system. Any ship that fails their roll incurs 1 damage.

Place a **Mine Field Chit** in this system.

4. **Abandoned Ships (POS) (2):** *"Sir, our engineers have confirmed the reports- they were all abandoned, left in pristine shape. Their logs say nothing as to why."*

- Scout Captain

You may build up to 4 points of ships up to the class level researched.

5. **Derelict Space Station (POS) (3):** *"It needs a lot of repair, but we can get this ol' scrap pile of a station running again."*

- Chief Engineer Doohan

Gain one free space station on the first planet colonized in this system.

6. **Ancient Artefacts (POS) (2):** *"The whole planet is just overflowing with untouched archives, many lives worth of information. Even their garbage piles will improve our Empire!"*

-Department of Archaeology

Ancient ruins and cities are strewn across this planet. Roll 1d10. If the number corresponds to the tech number, choose

the lowest undiscovered level of that category type. If there are two techs in that tier, roll a die. The highest rolling one is automatically yours. If you roll a 9 when rolling for a tech category, you can choose any category. If you roll a 10, you roll for two categories. If you roll 10 after this, treat as a 9 roll.

Current research counts as "discovered". The planet that has this card gains +3 RP (potential). Keep the card and place the chit on the planet.

7. **Ancient Battle Field (BOTH) (2):** *"The size of the old ship debris is unbelievable, salvageable but dangerous- we'll prepare our team"*

- Scout Captain

Each ship entering this system must make a defence roll else take one damage. When this system is colonized, gain a construction tech and +2 RP and LP per round (actual).

All enemy ships must roll their defence or take damage whenever they enter.

Keep the card and place the **Battle Field chit** to the system.

8. **Ancient Cathedral (POS) (1):** *"I thought it was only a myth, but the Cathedral of the Mater Dolorosa is more beautiful than I could have imagined!"*

- Fr. G Lagrange P-D, Ecclesial Architecture

You find an exquisite and beautiful ancient Cathedral in perfect condition. It is a balanced mixture of Gothic architecture, Classically Painted and decorated interior, and ancient technological marvels.

+1 on all moral checks, Planets in the same system gain +2 to all moral checks. Gain +2 CR/turn and +2 RP (potential). +5 GA

Place Ancient Cathedral chit on the planet. **F**

9. **Ancient Hostilities (NEG) (1):** *"I've got a bad feeling about this"*
-Hanz Zolzo, Scout Pilot

You find an exiled faction inhabiting this planet, they still seem to harbour old "antipathies" against your empire...

Immediately flip over and reveal the hex and give the hostile faction 2 small ships and 3 troops from one of the minor empire piles. The player may flee or do battle. If there is more than one habitable planet in the system, the highest rolling planet receives the hostile faction.

This empire is a minor empire. It will align itself to, any empire at war with you. If there is more than one empire at war with you, they may roll, the highest gains this nation.

Each round increase the hostile nations strength by randomly drawing one chit from its pile until there are no more to draw from

The player that drew this card keeps it. Due to small skirmishes again your empire, negate 2 actual LP from your total LP during production phase. This will continue until another empire colonizes the area, or the player conquers them. This minor empire will take -1 LP more for each unit it counts above 5 units **MH**

10. **Ancient Military Facility (POS)(1):** *Scouts send in reports of an ancient military production center with some working equipment.*

Reduce the cost of all your units by 2, to a minimum of 1 cost. +2 GA **F**

11. **Paradise Lost (BOTH)(2):** *A wonder of old loomed before his eyes- it could not be, the myths of such worlds were true! Yet, equally true were the arrival of the "sea of angry beasts" pouring forth...READY BATTLE STATIONS!*
-Quote from *The Ode to Issee's travels*

Take out from one of the minor empire stacks-2 scouts, 2 Destroyers, 3 troops on a planet. Do simple combat with the ships.

When the planet is colonized, there are no negative stats. Also roll for two techs and the world get +3 RP, LP, and FP(Potential). +1 GA. Plagues of any sort do not effect this planet.

Place the **Eden Chit** on the planet. Keep the card.

12. **Ancient Research Facility (POS)(1):** *Your Third research costs as much as your second.* +3 GA

Place the **Research Facility** chit on the planet. **F**

13. **Old Automan Empire (POS)(1):** *This system is inhabited by ancient androids left over from the old Galactic Union, but it seems that years of no maintenance have corrupted their programming..*

You must fight or run: if you fight- take out from the Automan Empire chit stack-1 Cruiser, 2 Destroyers, and 3 scouts. If they are defeated, the player may take this card and gain +3 LP, RP (potential) per turn. On a roll of 9-10, all current research is completed.

If flee, roll 1d10. On a 1-2 your weakest ship is assimilated and crew destroyed- replace that ship with one of theirs. **MH**

14. **Antique Auto-Workers (POS)(1):** *You find an entire planet of worker droids actively maintaining the now abandoned cities without deviation of protocol.*

Keep the card with this planet: Gain **locals**, but they are robots and immediately join your empire. They are not affected by moral, poisoning, rebellion. They give +1 actual to each career (actual). **Affected by Wide Spread Robot Crisis-** Negate bonuses, and treat planet as in rebellion.

15. **Faticahn Senate Hall (POS)(1):** *"...Faticahn Senate, many Feasts ye doth tell; Sweet Unity and Peace, yet from festering heart, in these ye fell..."*

- Fragment of *Pierre Shauntz*

The owner of the hall automatically acts as speaker. The empire receives +3 votes. The player may draw two agendas during the general agenda phase and select one, discarding the other. +5 GS

Place the **Faticahn** chit on the planet, keep the card. **F**

16. **Ramshackle Trade Hub (POS)(1):** *You find an antiquated space station, a mess of welded ships expand outward beyond the original station hall. While it is best described as a junk heap, it was repurposed into a trading hub, a thriving one at that. They are willing to trade with anyone who colonizes the area.*

While your Maintenance advisors see piles of expenditures, your Economics advisor sees piles of opportunity.

+2 CR/colony. +2 GA. This does not count against your space station limit in that system.

Keep the card and place the **Trade Hub** chit in the System. **F**

17. **New Carthage (NEG)(1):** *"Lush green paradise now salted graves and craters pocked, like old, the new ever weeps forever dark, forever flummoxed..."*

-*Virgil's Dirge: New Carthage Lost.*

-3 FP and LP, +1 Maintenance. Add up to 3 damage to the planet. If it is completely damaged, it can only function as an outpost until the damage is removed. When removed, you may ignore this card's effects.

Add **New Carthage** Chit to the planet.

18. **Eye of No Return (POS)(1):** *"I saw her with me own eye! A beauty at first, and then swallowed me fleet whole, never to return!"*

- *Qpt. Fahr-Gauhn*

Place **The Eye** chit in this system Whenever you choose to use **The Eye** you may move to one fleet to any tile, but you cannot

move that fleet any more. Treat all adjacent systems as 1 MP away, and all other systems as 3 MP away when moving from here. Cannot trace supply through this. +5 GS F

19. **Port Écillé (POS)(1):** *After translating the exotic language on this artefact, I found all past attempts in error. The word Ponte Tail- Cloth of Tail, was Pont Etoile- Star Bridge! Our fairy tales of rainbowbridges to other worlds proved true!*
- Dr. D Jackson

From here any one troop may move to any in planet range. All adjacent systems are automatically in range. After this a rate of failure is applied. Two systems out is -2 on a d10 (3+ is a success), then -4 for three systems out (6+), then -8 (9+), after which only a 10+ will be a success. If fail, the troops are lost.

The empire can explore unexplored systems through this method, but if the troops cannot enter any planet in that system, either because there are no planets, or they cannot inhabit them, then those troops are lost.

They may establish Outposts, but cannot establish colonies.

+5 GS Get **Warp Station (TROOP)** Chit F

20. **Asteroid Field(NEG)(2):** *"We've run into an uncharted asteroid field, but the charts state that the planet should be here..."*
-Lieut. Ken OBay

One of the planets have long been destroyed. The chosen planet changes its terrain to Asteroid, even if there is only one planet. If there is only one planet, the system is now considered an asteroid field system. Use half the planets stats rounded up (and no FP) for any empire that can colonize asteroid belts.

Place the **Asteroid Terrain** chit in the system.

21. **Barbarians(NEG)(2):** *A wandering barbaric people ambush your fleet and open fire...*

4 barbarian scouts attack. If they win they steal 1FP, LP, and 2CR. If undefeated, the ships remain, stealing the above amount from adjacent colonies or outposts, and attack bordering Minor Empires. Use simple combat for any case.

If more than one empire (player or minor) is present, the lowest rolling player is hit. Roll for the minor empire.

Minor empires attacking minor empires. All the barbarian ships will take part. Use the simple combat rules.

Card Placement: : pick another card if picked in the first 2 rounds. Reshuffle the deck. MH

22. **(Sc 2-3) Barbarian Nation(NEG)(1):** *You had always believed that the barbarian peoples were scattered warring tribes, but rumours whisper tales of one who has united them, of one who looks to apply them..*

The nation immediately attacks you with 6 scouts, 2 Destroyers, and one Cruiser. If left undefeated it takes 5CR, 2FP and LP that round. Each round thereafter it will raid nearby colonies, outposts or fleets with 3 scouts during the Galactic Events phase until the nation is defeated- they always go first.

Who is attacked will be determined by rolling a d10. The lowest rolling system bordering it will lose 5 CR, 2 FP and LP. Barbarian ships blockade any system they take over if they are undefeated. They replenish their ship amount if they are not defeated in combat. They will only expand and blockade systems adjacent to their nation.

Card Placement: pick another card if picked in the first 3 rounds. Reshuffle the deck. MH

23. **Black Hole (NEG)(2):** *One of your fleets blip off of your Holographic Console..*

This system was enveloped by a black hole: each ship that enters here takes one damage. Surviving ships must move back to the last hex they crossed and cannot move for the remainder of this round.

Keep this Card on top of the System

24. **Catar (POS)(1):** *The Cavernous gape, a fissure in stone, inner meadows to most unknown;
While encased, enlaced with dew, where the Catar had sown..
- Fragment from Pseudo-HC Anderson's Mythic Histories*

Ancient legends speak of a lush planet with strange caves and caverns that house waters that provide serenity and healing. Any empire that colonizes this planet will be immune to plagues. Likewise, any leader in this system or next to it will be immune to assassination attempts. Due to the calming properties of the water, rebellions lose 2 points against their favour, and intel attacks also lose 2 on this planet and in any other planet in the system, and 1 to any adjacent system.

Place the **CATAR** chit on the planet

25. **Celestial Destroyer(POS)(2):** *Out of the darkest gloom a colossal shadow emerges- at first you think it is a stray moon, but no.. it is something much more. Your advisor reports "That is no moon; I don't think we should be here".*

Draw from the celestial destroyer deck, but treat card iv as card iii. Do not keep the card. If the Celestial destroyer is being

controlled by another player, shuffle this card back into the system events deck, and draw another card. Regardless, gain 2 GA for finding it.

Bring out the **Celestial Destroyer** chit, and place it in the system. Remove the chit after the event has been played out unless stated otherwise.

26. **Derelict Ship (BOT)(1)**: *One of your ships dispatches it's scouting team into a lone drifting derelict. It is dark inside, the power cut- it has been stranded for decades, if not longer. Suddenly the troops hear a noise, a scuttling, and then another. Strange arthropod-like creatures swarm the troops..*

Do a troop combat against 3 enemies. They have the same stats as base troops. Each troop you have present in your fleet counts as one troop, and each ship you have in your fleet counts as: small ½ (you need two to get 1 troop), medium- 1, large-2, Peacemaker - 4.

If you lose, leave the card with the system until you either:
A Choose to destroy the ship (automatic), or
B Defeat the creatures.

If you defeat the creatures without destroying the ship, you gain a new tech: roll 1d10: on a

- 1: gain a tech one level higher than your highest researched tech (random if more than one choice of tech or research),
- 2-3: gain a tech in a level you have already researched (random if more than one choice of tech or research),
- 4-5: gain one tech higher in lowest researched tech (random if more than one choice of tech or research),
- 6-7: gain one tech in a level already researched,
- 8-9: reroll,
- 10: choose any tech level from any technology branch, you can research up to one tech level higher than your highest tech level in any branch.

27. **Distress Beacon (POS)(3)**: *"They came out of nowhere, thank God that you arrived just in time, otherwise..."*

-Sir Fifer, Captain

You find survivors on a ship heavily damaged by a pirate raid. They thank you and join your fleet.

Roll 1d10:

1-2 Cruiser

3-4 Destroyer

5-6: 2 scouts

7-8: colony ship (and 1 civilian chit with a transport ship)

9-10: troop ship (2 troop chits with a transport ship).

28. **Ion Storms (NEG)(2)**: *After losing scout ships to this system your scientists untangle its mystery. Artificially generated Ion Storms ravage it, traceable by your radar systems. This ancient artefact has baffled the entire research community.*

Place an **Ion Storm** chit in this system and keep this card off to the side. All ships entering *into* this system roll 1d10, on a 9+ they take 1 damage and cannot leave that round. After, all MP must be used to leave. Ships or Space Stations **cannot** be built here. Colonies can.

29. **Kraken (Both)(3)**: *"Emperor, reports are telling us that a massive...eh... "Kraken" is feasting on the planet... I don't believe it myself, but they are convinced..."*

-Con Ivan Admiral

A Space Kraken has gone adrift, and must be defeated before any empire can colonize this system. If it is not defeated, leave a **Kraken** chit in this system until it is.

+1 GA for finding it. Gain +10 RP once it is destroyed, and on a roll of 7+, automatically complete any research (or if no current research, pick one and it is finished)

Draw from the **Kraken** Deck once it is defeated.

30. **Living Planet (POS)(1)**: *"Sir, We are being hailed...but there must be a mistake, our systems are telling us that it is the planet..."*

-Captain Smollet

The planet turns out to be a large automated research facility- but your scientists cannot tell if it is an advanced AI. that is running it or something else..

Regardless, it is a rather cordial and hospitable creature and soon aligns itself to your empire, **it will not ally with anyone else**. In exchange for access to its deep wisdom it only asks for protection.

+5 actual RP/round. You may not colonize this planet, but keep the card and place the living planet token on it. You may build a space station here, ½ cost since the planet will provide most of the materials, and no maintenance. +5 GA- The GA are lost if the planet is destroyed.

Keep the card, place the **Living Planet** chit on the planet.

31. **Derelict Vessel (POS)(2)**: Your scouts report that they had found a vessel adrift in this system. Taking the proper precautionary actions, they found something..

Roll Dice:

1. **Creatures** look at the GIN information for the card 26 "Derelict Ship" encounter.

- 2. **Tech**: +5 RP- may immediately use
- 3. **Ancients**: Shuffle the leader deck and draw a leader from the top. If you have no room, you may keep the card in your hand until you do, or you may discard it. Keep the Derelict card with the leader- this shows that he cannot be bribed. Apparently he is thankful for being rescued.
- 4. **Troop Transport**: 2 free troops and a transport
- 5. **Old Vegetables**: Yay... +1 FP next Civilian phase.
- 6. **Mechanical Supplies**: +5 LP
- 7. **Colonists**: 1 civilian chit and a free transport.
- 8. **Rare Goods**: +10 CR
- 9-10 **roll twice** (ignore 9-10)

32. **Localized Space Flux (NEG)(1)**: *"The formless changing space here is not consistent with itself, seemingly imbued with strange fire, partially not, partially so, and so slowing down any progress"*
- Admiral Heraditus

You are not sure what the Admiral is actually talking about, but what you do know is that ships entering this system slow down. It takes the fleets their entire MP enter or leave this system. Keep this card off to the side and place the **Space flux** chit on the system hex.

33. **Pre-Space Civilization (POS)(3)**: *You find a thriving pre-space human civilization. Are they a long forgotten colony or survivors of the Long Silence? Your archaeologists are eager to solve their mysterious origin.*

Place as many **Locals** chit markers on the planet equal to half of the planet's total population rounded down to a minimum of 1. These take up population space. Each chit gives +3 FP (Actual). You cannot move them away. Locals can farm even if the planet has negative FP. If there is only 1 population total for this planet, it is automatically yours, but you cannot place colonists here. Exception: if you have the requisite technology to increase max population size of a planet you may then place a colonist here.

You may station troops here.

Keep this card and note the planet.

34. **Meteor Showers(NEG)(2)**: *Your fleet converges upon an unexpected meteor shower*

Roll against each ship's defence and apply shields or armour (if they have any). If they fail they take 1 damage.

35. **Mineral Deposits (POS)(6)**: We found some rare mineral deposits in nearby asteroids- The rights to these will be worth billions.

Place all the **Mineral Deposit** chits within a cup and randomly

draw one out. Place the counter on the planet that receives the bonus. The LP shown is Potential, the CR is received every Round.

36. **Minor Empire(Both)(3)**: The fleet stumbles across a system already inhabited by a minor space faring nation. "The question being", asks one of your diplomats, "what sort of people are they? The last bunch I dealt with required a squad to rush me out..."

Roll a d10:

- 1-5 they are hostile toward you and immediately attack.
- 6-10 they are friendly and seek an alliance; You may either attack it as you would with another empire, or accept the alliance: see rules on minor empires in the **Advanced Rule book**.

Your empire cannot attack without declaring war if aligned. These empires play on the defensive unless you are at war, in which case you may take 2/3rds worth of units rounded down. Choose One Benefit: +5 actual FP, LP, or RP/ round if they are not destroyed.

They build 1 random unit per turn from their minor empire deck.

+2 GS. Keep card with a planet card. **M**

37. **Missing Planet(NEG)(6)**: While most of the system is intact, this system has a missing planet. In its place is a manufactured neutron star seemingly the same weight as the suspected planet would have been.

Place the "missing" token on a planet. If there is no other planet, then place it on that one. If there is more than one planet, pick a planet and roll. On a 9+ it takes the event. Place a "**missing planet**" chit on top of the chosen planet.

After resolving the event, roll again to see if there is another event. If it affects a planet, like "Locals", it can still be placed on the missing planet. If it is found on the missing planet, place it under the missing planet chit.

These may be restored.

Celestial Destroyer Campaign

38. **Missing System(NEG)(7)**: The old charts conflict with the hard facts, no system exists here. Yet your scientists have discovered "Neutron Stars" arranged in the exact way the sun and its planets should have been.

Place the "**Missing System**" chit on this system. The system

may be restored. Roll again to see if there are any other events in that system. Any planet related event will stay with the system and play out when the system is "released". If the area has any dangerous event cards, none will affect the players until the system has been released. Refer to map setup when playing with the "Mystery of the Celestial Destroyer" Campaign.

Celestial Destroyer Campaign

39. **Mysterious Plague (NEG)(1):** During an archaeological dig, an entire team suddenly dies soon after opening a tightly sealed vault- releasing an ancient pathogen. It bears a great resemblance to the legendary disease, Ater of Mbl, which was said to be the leading cause of the Long Silence.

Alternating between the player and the one to his left, select systems adjacent to this system and roll to see if they are effected whether they are colonized or not. 9+ the plague stops. Keep choosing until it exhausts itself: if not, the whole map could be affected. All affected civilized worlds will lose 2 population. Home worlds are not reduced below 1.

40. **Pirate Ambush (NEG)(2):** *Your fleet is ambushed by pirates lead by one calling himself "the Notorious Gold Goatee."* The same pirate who ties lit wicks to his long blond hair to strike terror into his foes.

3 pirate ships attack. Place 2 scouts and a destroyer in the system. Their fleet remains in the system until it is destroyed. The fleet will fully replenish itself at the start of next round if it is not completely destroyed. If this system is adjacent to any empire, will now remove -2 CR/round.

Leader: The ships will muster under your control if you have **Cient Hill** the Pirate King, place them in your fleet. They will leave if you have **Sinbad** The Pirate if you pay them 2 CR per ship.

41. **Port Royal (NEG)(1):** *You find the Port Royal of Space, and it is armed to the teeth. Their leader, Captain Black Sam hails your fleet, saying "Fancy ye found our little stay," grins their leader "Pty, your stay fancies non will find ye"*

Place the **Port Royal** chit on the board. Asteroid belts and gas giants may be rolled as an option. Take out 1 Cruiser, 2 Destroyers, 3 scouts out from **pirate** chit stack. All six must be destroyed else they will replenish one chit each round until their fleet reaches 6 ships again. The Port Royal will take 4 CR from any empire adjacent to it. Any player that destroys it will gain 10 CR and +2 GA.

Place the **Port Royal** chit on the planet.

If spare: -3GA, pirates do not attack empires who keeps this card, and the empire gains all benefits of pirate event cards. Will remove -4 CR/round for each empire adjacent to it and give 2 CR to the owning empire. Keep the pirate fleet with Port Royal.

All planets in system are owned by the pirates. If "own", a player may occupy the space as if it were friendly. Each turn the pirate state will replenish it's ships until full.

If destroy: additional 10 CR and 5 GA. And -1 to leadership bid and cost- keep the Port Royal card. **MH**

Leaders: Cient Hill Pirate King will allow you to have them as allies, not directly controlled.

Sinbad the Pirate will allow convince them not to attack your nation if you don't bother them. This holds true at any point that these leaders are gained.

42. **Rare Commodity (POS)(6):** A very precious commodity, key to ancient technology construction has been found on this planet.

Randomly Draw from the Resource chit cup. Remove all mineral deposit chits, and the "Salt" chit. This leaves Adamantine, Bio-Fungi, Black Diamond, Scrapyard, Vineyard, and Rare metal. **R**

43. **Stranded Leader (POS)(3):** *"I crashed landed here too long ago to count, surviving by repurposing my ship and rations into a self-sustaining environment- don't ask about the details.."*

Shuffle the leader deck and pick a card and play it. If your leader roster is full, you may choose to keep it until you have room or discard it. You don't receive any benefits from it until it is played.

44. **Scavengers(NEG)(2):** A rogue fleet is prowling in this system scavenging from ancient ruins and ambushing any ship that enters their territory.

Immediately Begin "simple battle": Scavengers have 2 Destroyers and 4 scouts.

If the player's fleet either flees or is destroyed, the Scavenger card stays in the system until removed. It will remove 1 LP from each nation adjacent to it, even if it is only a fleet or outpost. The Scavengers' fleet is not diminished if it survives. No colony may be built in this system until destroyed.

Yunc P'el: The scav ignore you. **MH**

45. **Scavenger Nation(NEG)(1):** This nation has 1 Cruiser, 2 Destroyers, and 4 Scouts that will immediately attack anyone entering into their system. They have a **Scav Nation** chit and 3

scav troop chits. **If they are not defeated** (ships and chit): it will steal 3 LP/Round from any empire that touches its border with a fleet, colony, or outpost. Its ships replenish until both fleet and nation chits are defeated; no other colony may be built in this system until destroyed.

If They are defeated:

1. **Annihilation:** gain +10 LP, +5 CR, and +5 GS - TTo leader maintenance and initial cost.

2. **Spare:** -3 GA, +2 LP and CR/ nation that touches its border with fleets, colonies, or outposts.

Place the **Scav Nation** chit on a planet.

Card Placement: Reshuffle this card back into the deck if you pick it up in the first 2 rounds. Pick another card.

Yunc Ffel: Cancels the effects of this card. **MH**

46. **Secret Cache(POS)(3):** +10 CR

47. **Space Hamricots(POS)(1):** An exotic and rare space animal resides in this system near one of the planets.

If that planet is colonized, it starts with maximum moral, gains +2 to all moral rolls, and due to the rarity and attractive nature of these creatures, +3 CR/Round from tourism.

Place **Hamricot** chit on the planet, keep the card. +5 GA R

48. **Salt(POS)(1):** *He who rules the Salt rules the galaxy.*

Gain "**Foresight**": Look at the top of any one non-player deck (Galactic Event, System Event, Action Deck, Political Deck, Leader card), usable once a round. +5 GA, +3CR/Turn. Place the **Rare Salt** chit on the planet and keep the card in your play area. R

49. **Splinter Colony(POS)(3):** The descendants of pioneers that went missing about a century ago were alive on this planet. While their original mission failed, they managed to create a thriving habitat here. They gladly reunite with your empire.

Place one of your civilian chits here. Discard this card permanently from the game.

50. **Stasis Pods(POS)(2):** A tattered ancient ship wearily wanders this system. Your crew found within its dark halls multitudes of storage spaces crammed with cryogenic pods, perhaps some of them are still functioning.

Roll 1d10:

1-2 No pods are functioning

3-4: gain a free leader

5-6 you discover a group of scientists and immediately gain +10 RP for current research, or you may immediately start a

new one with +10 RP added to it

7-8: A group of Engineers have plans stored on board that only they can access. Gain a tech (roll to determine which branch (1-8), with 9-10 to choose any tech in areas already researched or on tech level higher),

9-10. High Admiral of some ancient fleet. Keep this card: they tell you the secrets of the Kraken and Celestial Destroyer. In every system you enter from now on, roll a d10: 0 means you find the kracken or the Destroyer: roll again 1-8 a kracken is found, 9-10 the celestial destroyer is found.

If the Celestial Destroyer is already in control, keep this card and gain +2 actual RP/round- it does not attach to any planet.

If the Celestial Destroyer is not in play, gain +2 actual RP/Round and roll again- if you get this again, it is now +4 actual RP/round.

51. **Super Nova(NEG)(2):** This system has exploded into a fiery inferno, consuming the entire system and anything daring to enter in.

All ships incur one damage and all surviving ships move back toward their previous destination and that fleet's turn is finished. Keep Super Nova Card on system and do not remove.

52. **The Syndicate(POS)(1):** You are hailed from one of the planets, a place thought to have long been abandoned. You see a shadow of a figure on your holo-display, "Greetings, I have been expecting you.."

Find the **Syndicate** chit, place it on one of the planets +2 to all Intel rolls for a cost of 5CR/Roll. Find the Syndicate leader, **The Shadow**, in the leader deck, or take him from the player who has him. The leader goes to whomever owns the Syndicate. +5 GA The Planet is yours- place a troop on it and ignore any technology restrictions for that troop (it can be placed on radiation and toxic planets). Pay no maintenance- The Syndicate belongs to whomever controls the planet.

Place the **Syndicate** chit on the planet. F

53. **Quantum Conduit(NEG)(1):** A massive green glowing wormhole pulsates from within this system. It is surrounded by a damaged archaic halo-like structure, filled with living quarters and work stations, as if it was built to be lived on at one point. But due to the damage it spews out all manners of erratic energy that have some unexpected effects.

It only costs one to enter this space, but once entered, the activated fleet may not move again this round. Likewise, all fleets moving out jump 2 hexes out from this system in any direction they choose without factoring in movement points. Then that fleet may not move any further this round.

+4 actual RP/Round for the controlling Player- A colony does not need to be established; only a fleet presence will suffice.

Keep card with system

54. **Flight of the Navigator (POS)(2):** A fleet of yours that disappeared ages ago suddenly materializes out of nowhere, unchanged despite the length of time.

Gain up to 5 points worth of ships.

55. **War-torn Planet (2):** Ancient wars have decimated the surface of this planet with heavy ship bombardment, plasma, and radioactive after fall.

This planet is **Radioactive**. Place the **Radioactive Terrain** chit on the planet terrain box and keep the card off to the side of the game board. Then write down the new planets stats: - FP equal to population number. +2 RP and 2 LP. Add 2 damage chits to world (cannot exceed pop. Number)

Add **War-Torn Planet** chit to this planet.

56. **Galactic Garbage Dump:** I know, I know, sir, it is a planet sized garbage dump full of only God knows what, but think of the possibilities? Where you smell toxic poisonousness fumes, I smell opportunity! Let us not refuse this once in a lifetime chance.

- G. Ross Vle
Chief Executive Colonial Advisor

This planet is **Toxic**. Place a **Toxic Terrain** chit on the planet terrain box. Keep this card off to the side for reference. This planet cannot exceed 3 moral on the moral track, -3fp, but +2 pot/ RP/round. 1 dmg to the world (which cannot exceed the pop. Number).

Add the **Garbage Dump** chit to the planet. F

57. **Strip-mine Planet(3):** All the resources have been stripped centuries ago.

Reduce all positive bonuses to 0. Place a **Desert Terrain** chit on the planet terrain circle.

Place the **Strip-Mine** chit on the planet and keep the card off to the side as reference.

58. **Cracked Planet:** While ancient wars have torn this world apart, amazingly it is stable enough to support life.

Place 3 damage chits on the planet, or up to population max. - 1 LP/FP per point of damage. Can "fix" each point if have artificial planet technology.

Add the **Cracked Planet** Chit to this planet.

59. **Solar Flare(2):** As your fleets enter into this system an abnormally large solar flare erupts out of its sun, frying all of your electrical equipment.

This fleet cannot move until another of your fleets enters this system. Keep this in in the system and place your fleet on top until the other fleet arrives.

60. **Nebulous Interference(2):** This system is encompassed within a thick nebula.

+1 to movement cost when moving to this system and out of. -1 MP in combat when moving to a min. of 1.

Add the **Nebula** chit to this system

61. **Ancient War Machine:** A colossal hulking planetary defence machine wanders about the planet. It is still active and, unfortunate for you, malfunctioning, shooting at everything that enters the system.

Each ship entering this system must roll or take damage. The machine may only be destroyed with a successful bombardment. Keep this card, +3 RP to the planet.

Add the **War Machine** chit to the planet.

62. **Hades:** A horrific sight to behold, a mad man's nightmare, filled with toxic fumes, radioactive waste and colossal husks of buildings that once covered a thriving city that spanned the entire planet.

You need both rad and toxic techs to colonise. Only half pop. (rounded up), farming negative equals the new population number. Cannot exceed 3 moral. +5 potential RP.

Place the **Hades** chit on the planet.

63. **Radiation Field (3):** A radiation field surrounds this planet, causing all who pass through sterile.

-1 FP and no population growth is allowed on this planet unless you have radiation shields, atmospheric renewer, or Advanced Medicine. However, you may move civilians to this location.

Add the **Radiation Field** Chit to the planet.

64. **Terror(2):** Inexplicable atrocities have occurred here by an ancient civilization. The bit of what you can gather from the histories is unsettling. Even more so are the mysterious disappearances.

Automatically roll MP to escape or take 1 dmg. If survive and stay, -1 on all rolls. If colonize, no planet in the system can go above 2 moral. Remove this card when the **Dominican**, **Benedictine**, or **Jesuit** are present.

Keep **Card** on system until removed.

65. **Into Thin Air (2):** Sir... They just vanished out of thin air!
- General Cray Z Mannings

Roll MP. Ships that fail are removed from the board.

66. **Faulty Conduit:** Your Excellency, we discovered an operational conduit! Well... sort of, some of the kinks have to be worked out...

Every time a ship or fleet leaves this system Roll MP. Nothing happens on a success. A failure shoots a ship off in a random direction up to 3 system tiles away. Roll a d10: 1- the ship goes up, 2- upper right, 3 lower right, etc. up to 6. 7-8 do nothing. 9-10 are reroll.

Add the **Faulty Conduit** chit to this system **F**

67. **Unstable Gases (2):** This system is shrouded in a highly unstable highly flammable gas. Our scientists are baffled as to why it is not affected by the sun's own flames
- Chief Scientist Ignatius Loy.

May not use weapons in space combat without the chance of incurring 1 dmg to both attacker and defender, and all those around them. Each ship destroyed after the initial blast also may incur damage to nearby ships with their own blast.

Add the **Unstable Gases** chit to the system

68. **Ice Fields(2):** Gigantic Ice crystals drift closely about the system, crashing into each other, a veritable danger to any fleet. Yet something keeps them from crashing into the planets.

Ships roll MP, if fail, take one damage, unless the empire can colonise asteroid fields. One planet is Tundra, ½ pop. (rounded up), -2 fp. +2 RP because of ancient ruins. +1 defense in this system

Add the **Ice Fields** chit to this system

69. **Second Sun (2) :** This system has two suns instead of one, greatly raising nearby planets' temperatures.

-2 FP from all planets. +1 CR maintenance. Add 1 MP costs due to the combined pull of the suns. One planet is now a desert. Only affects non-desert planets.

Add the **Sun** chit to this system. Change all stats of the planets in this system as you colonize them.

70. **Strange Signal (2):** A strange signal sounds on your fleet's comms as they enter this system, then all communication is lost. Much time passes and, despite your growing anxiety, the fleet comms return. No one was injured and the fleets are fine. They reported that the comms stopped for the entire time the signal sounded, and returned when the signal stopped. They could not locate its origins.

Do not move any fleet for the rest of this round.

71. **Tectonic Plate Instability:** The surface of this planet is very volatile, constantly shifting about, turning any colonial effort into a titanic trial.

-3 (min.1) pop., -2 Fp, +1 maintenance.

Add the **Unstable Planet** chit to the planet.

72. **Crystalline Catastrophe(2):** An ancient scientific experiment has turned catastrophic and has escaped into galaxy!

Planet has damage chits equal to half planet pop rounded up. Roll a d10 at the start of each new round. 1-3 nothing happens, 4-9 add 1 dmg chit, 10 add 2. Each chit negates 1 FP and LP and liveable space, but adds 1 Potential RP each. If the damage exceeds the planet's total pop. number, the planet is destroyed, and all adjacent systems may become infected. Roll which planet of all adjacent systems with planets. Then roll again: 1-3 nothing happens, 4-9 1 damage chit, 10 is 2. This happens until there is nowhere for the crystals to go, or all systems have had one planet infected.

Add the **Crystal Plague** chit to this planet. Keep adding chits to other planets until there are no more chits. Remove chits from any planets that are destroyed. These chits may be used on new planets.

73. **Carnivorous Wild-Life (2):** From the smallest insect to the colossal beasts, it is as if all things here want to eat you and each other. From the smallest critter, to colossal beasts. Even the plants are driven to eat flesh.

You must send troops up to half pop. Total (rounded up) before this planet may be colonized. This must be maintained when colonized, else pay 1 CR per missing troop. Mechoids count as 2. +3 RP and RP. +1 defence during a troop invasion.

Add the **Wild-Life** chit to this planet.

D POLITICAL CARDS (72):

Political Cards are senate agendas resolved during each agenda round during the Galactic Senate Phase. This phase is not active for the first 3 rounds of the game, even if all the players are within communication range of each other. The first Political card is drawn by the player with the First Player turn marker, and he reads it aloud to everyone. Then all the players either vote for it or against it. Some cards will have a consequence if it is voted down. These cards will say "Aye" or "Nay", that is- for or against the card.

Some cards do not have any option. You simply vote on the card, and if it is a "Aye" then play out its effects. If "Nay", then discard the card.

Some cards have immediate results and are discarded right after, others affect an entire round before being removed, and finally, some are permanent. All cards that continue beyond the Senate Phase are kept out in play until their duration is finished.

Interpreting meaning: Whenever there is a dispute on a card's interpretation, players can:

1. Decide among their selves its proper interpretation and implementation. It is best to have a "rules Lawyer" for this very thing.
2. Put it to vote if you desire to be more official. It is a senate after all.

Political Cards

1. **Budget Deficit:**
All empires must now collectively spend 20 CR or each lose 5 points worth of units each.
2. **Colony License Law**
Aye: Spend CR equal to half your total amount of colonies (rounded up) when creating any new colony. (Ex. If an empire has 6 colonies, it will pay 3 CR for the next colony. The next colony will be 4 CR (total colonies rounded up: 7 divided by 2 = 3.5, rounded to 4)
Nay: No colonization next round.
3. **Disarmament:**
All players lose 3 troops, but are compensated. Empires are compensated with CR for the loss, receiving the troop's building cost.

Note: this includes any techs that increase the unit's cost, so the amount of CR returned may vary from empire to empire.
4. **Diversified Incorporation:**
Pick an Empire: the next round it cannot produce more CR than its total Labour Jobs Assignments.

5. **Equality Bill: Law**
Aye: Cancels all allies and current wars. Allies are reduced to non-confrontation acts. Any wishing to start a war must spend +5 CR/ battle.
Nay: Every player spends 10 CR or lose 2 GA.
6. **Forbidden Action:**
One action cannot be played next round. Roll 1d10: 1-6 corresponds to each action number found in the action phase (1: Intel, 2: Production, etc.), on a 7-8 the players will vote on any one, 9+ is vote on any two. This only affects the next round.
7. **Galactic Stabilization Act:**
Aye: The player with the lowest maximum ship point count in their largest fleet gain 5 ship points to purchase on any small or medium ships.
Nay: All players must reduce each of their fleets down to 8 ship points worth of ships rounded up.
8. **Galactic Free Trade:**
Aye: All receive +10 CR
Nay: Must collectively pay 20 CR. If not, all lose 2 GA.
9. **Galactic Mobilization:**
Every player immediately receives 4 troops.
10. **Galactic Peace Expenditures Law**
Aye: All large and huge ships, or level 3-4 Space stations, cost double CR.
Nay: Double costs for all production purchases next round.
11. **Galactic Sanction:**
Elect a player, that player may **not** move next round.
12. **Galactic Security:**
Aye: All players gain 4 troops to place on any of their colonies.
Nay: lose up to 4 troops, or each empire pays its current build cost for each unselected troop (up to four troops). Players may combine troop and CR expenditures.
13. **Galactic Shipyard Subsidy:**
All players may now purchase either 4 scouts, or 2 destroyers or 1 Cruiser.

*All normal ship size requirements for building apply. You may only build what you have researched.
14. **Galactic Traffic Tariff:**
Aye: All ships passing through another player's empire may only send a fleet worth 5 ships points, or else give that player 3 CR/ ship point above the limit.
Nay: Any player with a fleet larger than 6 ship points must immediately pay 5 CR for each point above the limit or lose 1

GA for each unpaid point.

15. **Harmonized Research Act: Law**

Aye: All research agreements are cancelled. They are replaced by a single general research agreement that applies to all empires. Each empire gains +5 RP/round for the agreement, nothing more. No other research agreement may be made. May not be broken by diplomacy save by declaring war (but only for that player). The law resumes for that player when the war ceases.

Nay: Break all research agreements, unless an ally. Non-Confrontation acts may be lost if not an ally.

16. **Harmonized Trade Act: Law**

Aye: All trade agreements are cancelled and replaced by a single general trade agreement that applies to all empires. No other trade agreement may be made. Each player may now receive 5 CR/round. May only be broken by declaring of war (but only with that nation).

Nay: Break all trade agreements, unless an ally. Non-Confrontation pacts are lost if not in an alliance.

Note: Research that increases the CR will add its CR to the total CR of the Harmonized Trade Act. If it cannot be evenly distributed, Start with the empire with the First Player Chit and hand out the CR to the left until there is no more CR to distribute.

17. **Humanitarian:**

Aye: The poorest player gains half the difference of CR between him and the highest player, rounded up.

Nay: The highest player loses half the difference between him and the lowest, rounded down.

18. **Local Inhabitants Act: Law**

All planets with "locals" on them revert to neutral. The player's Population is placed elsewhere. Lose population counters if there is no room left for them

19. **Locals Haven Act: Law**

Aye: All locals in the Galaxy will relocate to a neutral planet. That planet may not be colonized. If there are no neutral planets, empires must elect a non-home system planet to become the local's home. All Locals chits, present and future, are placed on that planet. If the planet runs out of space, another planet **must** be chosen.

-If law is cancelled, the planets may be colonized.

Nay: Each colony with a local on it must immediately relocate one of its citizens to another planet. If not, they must pay 10 CR per civilian. If this is not possible, then they will lose 1 GA per civilian.

20. **Industrial Compensation:**

All players may now build a space station or upgrade one for

free. Upgrade rules still apply.

21. **Ion Dissipation: Law**

Removes effects of all Ion storms, Nebulas, Fluxes

22. **New Constitution**

All laws are disregarded and are reshuffled back into the political deck

23. **New Trade Routes**

Aye: +10 CR to all players.

Nay: Each lose 10 CR

24. **Neutrality Law**

All empty systems or systems with no habitable planets become "neutral" zones. Any player wishing to move through must pay 2 CR per hex. All neutral habitable planets cost 2 CR to colonize.

The CR will be Given to the First Player at the start of Each round.

25. **Objective Priorities**

Aye: During next round all GA goals are doubled. This may stack with any action cards.

Nay: Half GA goals next round.

26. **Order and Peace Act:**

Pick any two empires that are at war. Choose a colony from each of these empires, ones that are not Home Worlds. Vote on these colonies to see if they will revert to Neutral - keep voting until one colony from each of the two empires are chosen. The last one is automatic (except for home world).

All civilians on these colonies must be moved, but all troops and space stations are destroyed. The war has ended. Locals stay.

If there are no systems but the home system, the agenda has no effect.

27. **Passive Rule: Law**

Aye: Each fleet may only be 5 ship points large.

Nay: Each player must remove 5 ship points worth of ships from his fleet total.

28. **Period of Peace**

Next round empires may not attack each other, nor move into another empire's system unless they are allies.

29. **Planetary Peace-Keeping: Law**

Aye: May not bombard any colony without taking a 5 GA penalty with each bomb dropped.

Nay: All Empires with Peace Keepers must immediately lose 10 CR/peace keeper or lose 5GA/peace keeper. You can choose

which penalty to apply for each Peace Keeper.

30. **Planet Security: Law**

Aye: All colonies must have at least one troop present or be fined 1 CR/colony each round, during the start of the production phase. Empires may immediately purchase the requisite troops.

Nay: -1 CR/ planet that does not have any troops on them

31. **Power Reduction Act: Law**

Aye: For every new law played after enacting this law, remove any two Political cards currently in effect, including any law cards. Discard this card once there is at most one Political card in play.

Nay: There are now two random Political card draws before empires begin their own two agenda phases.

32. **Production Expedite:**

Aye: next round each colony receives +1 LP.

Nay: ½ total LP for all empires next round.

33. **Redistribution Act:**

Highest GA ranking empire must now give the lowest GA ranking empire a colony if they have any to give.

34. **Repeal Law:**

Remove any single law in play and shuffle it into the deck.

35. **Revoke Law:**

Permanently remove a law from play, then permanently remove this card as well.

36. **Research Collaboration:**

Roll 1d10: the number rolled corresponds to a tech number as found on the tech tree (8 categories, thus a roll from 1-8). This allows all players to automatically complete a research from that category. On a 9 or 10 each empire will choose a tech branch. The Branch with the most votes will be chosen.

When chosen, find out which empire has the lowest tech level in that category- research one above it. Empires may choose another tech from that level if they already have one researched in it. If they have all techs from that level, they may apply its research cost to a nongoing research. If they do not have any ongoing research, the RP is lost.

37. **Research Funding:**

Aye: Next round players may choose to forfeit their Production action and convert ½ their total LP into RP during the research action.

Nay: total RP is halved next round.

38. **Research Transparency: Law:**

No research card may be hidden and may be looked at any

time.

39. **Short-Term Testudd' Act:**

Aye: No one can move through a non-allied system next round.

Nay: Next round, spend 2 CR for each non-allied system moved through.

40. **Supply Merger: Law**

Empires may now use other empire colonies for the purposes of supply range unless at war with those empires.

41. **Suppression: Law**

Aye: Vote out the Senate Leader position. Anyone who is First Player during any Senate Phase cannot vote. They can still draw the random Political card at the start of the Senate Phase.

Nay: Next round, only the First player votes..

42. **Technology Ban: Law**

A certain technology is now forbidden to research and use. If used or researched anyway, all other empires may declare war on that empire. Roll 1d10 to determine the tech type:

1: Troop (V+), 2: missile (III+), 3: bomb (Any), 4: Beam (V+), 5: Intel, 6 (any): Mass Driver (III+), 7: ship (IV+)

Leaders: Boris the Arms Dealer and The Shadow Can bypass this for 5 CR, any pirate, smuggler or spy may do so for 5 CR plus subcategory level. (A troop V would cost 10 CR, a troop VII would cost 12CR). Players may hire these leaders out to "acquire" the tech for them if they pay them the afore said price to that empire.

43. **Technology Exchange:**

Aye: Each player may now gain one free technology from any player he has a research trade agreement with. It may only be in those levels he has already researched in.

Nay: May not use research bonuses from treaties or alliances next round.

44. **T.I.C- Technology Investigation Committee: Law**

Aye: Pay 2 CR/new technology research

Nay: No research action next round, and each empire pays 5 CR for each of its current research.

CR is split among all leader who have the science skill. Start with First player and deal out CR until both have been given out.

45. **Technology Tariffs:**

Aye: Roll 1d10: Next round, any research started in the corresponding technology category costs twice its RP when researching it. On a roll of 9+, empires each choose one category. The category with the highest votes is selected.

Nay: all current research costs +5 RP and new research costs

+5 RP next round.

46. **Trade Embargo**

Aye: Each empire rolls a dice. The lowest rolling empire will have all his agreements temporarily cancelled and may not trade for **one round +1 for each game length level above Casual (See Advanced Setup)**. Those who have an agreement with them do not receive trade benefits gained from that empire.

Nay: No trade actions next round.

47. **Trade War:**

A trade war has erupted between **the merchants** of different empires. Either each empire must spend 7 CR now, or those who cannot **will** now must spend 5 CR/round for each trade and diplomacy action they play for the next three turns. Players may scrap units to come up with the CR.

48. **Transparency Act: Law**

All ship slot technologies are revealed and no "fog of war" rules are applied to **fleets**. Scanning is no longer necessary.

49. **Troop Shortage**

There is a shortage of troop manpower **and action is required**.

Aye: Pay 3 CR/troop now, scrapping what you cannot pay for.

Nay: Pay +2 CR on all builds next 2 rounds.

50. **True Peace Making: Law**

No more than one Peace Maker ship may be built per empire. No planet destroying weapons may be equipped on any ship (this does not count for space stations since they are not ships). Empires that do so will take a Red Causa Belli.

51. **Unified Non-Aggression: Law**

Aye: All empires now act as if they have a non-confrontation act with each other. Normal Penalties for breaking this act applies.

Nay: Break all Non-Confrontation Acts; this will dissolve alliances.

52. **Universal Reform**

Aye: Change one planet type for each empire for the better. Each empire will select one of its own colonies and remove all its negatives and maintenance **costs from off their Colony administration sheets and make a note on the side. This will carry over to anyone who owns that planet.**

Nay: exhaust your best labour **and agricultural colony**; their bonuses may not be used the next 2 rounds. They may be the same or different **colonies**.

53. **War Crimes**

Each empire rolls a dice. The lowest rolling empire will have all his trade agreements cancelled. Treaties with allies will not be affected. This will cancel Non-Confrontation acts that

are not paired with an alliance.

54. **War Funding**

Aye: Next round all empire may choose to forfeit their research action and convert their RP to LP instead. Total RP halved for that round.

Nay: Total LP is halved next round.

55. **Hrace Race**

Aye: Next round, empires may use their fastest ship MP instead of their lowest for the sake of moving a single fleet.

Nay: Half supply range next round.

56. **War Supplies**

Aye: When calculating fleet size, each ship costs 1 supply point next round.

Nay: Double ship supply costs next round.

57. **Disband Galactic Senate**

Aye: Cancel all laws and ongoing agendas. Senate is closed.. permanently. Toss all political cards away. Lose 5 CR per card lost.

Nay: **-LAW**-after each empire immediately loses 10 GA and 10CR, add one random agenda pick on top of what is already there to every Senate Phase. Sole Ruler is voted on every 2 rounds instead of 3.

58. **Senate Overreach: Law**

Aye: The senate now has a personal army. At the start of each Movement action, the Senate takes 1 CR from each empire and spends it on a basic units, ship or troops, until there are no more left to buy- take from the minor empire troop piles. Place these units off to the side near the Political Deck.

The **First Player** may spend 2 CR on each unit in order to either place them on a colony he owns, or to add them to a ground combat- either as defender or attacker. Each unit may only be assigned once a round.

At the end of each game round, **return** all surviving troops to their place near the Political Deck.

Nay: The empire that plays this loses 5 GA, and evenly distribute half of his earned CR (that is, what he normally gains each round through revenues, research, and leader) to all other empires during the next Civilian Phase. They may only vote with half their votes next Senate Phase.

59. **Elder For Life: Law**

Aye: Instead of voting for **Supreme Ruler** of the galaxy, empires now vote for a permanent **Senate Elder**. The sole leader is **not the player**, but rather a **leader** within the player's hand. Each player that has at least one leader must propose one for Senate Elder, but he does not have to vote for him. The empire that owns that leader may now look at the first 3 cards on the top of the Political Deck and the discard pile and pick any three to be placed back onto the top of the Political Deck. The remaining three go into the discard pile. May dictate

voting order.

The power may shift if the leader is bribed to another side, or a new one must be voted if the leader is killed.
May: All Senate Elder candidates are reshuffled into the leader deck

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E TECHNOLOGY: 8 categories- 108 techs/empire

You will find a detailed description of all research projects in this section, which includes their Category, Level, Subcategory, Cost, and effect.

*For example, the research project **Ground Fighter Support** is a Level 4 Construction technology. Its subcategory is **Troop VI**, and it costs 18 FP in order to complete it.*

All percentages found in the tech descriptions are based upon the d10. If you have a 50% chance of something happening, it means that on a roll of 5 or less (5-) the effect will occur.

Some Categories have **Achievements** These give bonus **GA** to whoever researches it first.

Some ship specific techs have size requirements. Ships of that size or above may be able to equip that technology. **Miniaturization** can reduce this, see **Advanced Rules**. The sizes correspond to these ships- **Small:** Scout, **Medium:** Destroyer, **Large:** Cruiser, **Huge:** Peace Maker

Some **technologies** give actual or potential **bonuses** **job assignments**. Actual gives you an immediate bonus to the specified career, while potential bonuses are only unlocked when civilians are placed in the corresponding career. Potential bonuses may also negate potential negatives. See more in the **Introductory Book**.

Defences: Some technologies offer a separate defence bonuses to units. Unless it states otherwise, it is not stackable with the unit's general defences. These are rolled separately.

Research Categories

1. **Construction** 19
 - a. **9 Levels:** Troops, Missile Defence, Planet, Bomb Shelter, Space Station, Ship
2. **Power** 14
 - a. **6 Levels:** Farm, Engine, Bomb, **Production**, Special
3. **Chemistry** 12
 - a. **6 Levels:** Armour, Missile, Fuel Cells
4. **Culture** 15 (1 achievement)
 - a. **7 Levels:** Social, Economics, Culture, **Science**, **Farm Production**, **Troop**, **Ship**, **Special**
5. **Computers** 13

- a. **5 Levels:** Computer, Science, Social, **Intel**, **Missile Defence**, **Special**
6. **Biology** 10 (2 achievements)
 - a. **6 Levels:** Farm, Planet, Special
7. **Physics** 18
 - a. **8 Levels:** Beam, Communication, Scanner, Troop, Special
8. **Force Fields** 17
 - a. **7 Levels:** Shields, Missile Defence, Planet, Mass Driver, **Intel**

1. Construction: 19

1.3

1. **Troop II, Armoured Tanks:** +1 acc, 10% avoid death, 20% that another enemy unit is hit during one of your attacks. 1 free shot at the start of a combat.
2. **Missile Defence I, Anti-Missile:** 30% enemy missile fails to hit.

2.8

3. **Space Station II, Trade hub:** Can build the 2nd Level Space Station. Grants production of Destroyers. +1 supply and total production capacity. +1 CR Revenue

3.12

4. **Missile Defence II, Auto targeting:** 50% enemy missiles fail.
5. **Troop V, Power Armour:** +2 defence, 20% troop not killed. May create outposts on asteroid, radiation, and toxic planets **Stackable**

4.18

6. **Bomb Shelters I, Planetary Bomb Shelters:** +1 vs bombs, +1 def for troops defending their colony. 30% targeted troops or civilians will survive successful hits.
7. **Troop VI, Ground Fighter support:** 20% for destroying transports dropping off troops; roll vs. each enemy transport as you have units defending your **colony**. +1 def. to troops defending a colony. **Stackable**

5.25

8. **Space Station III, Star Fortress:** Can build the 3rd Level Space Station. +2 supply range and production capacity. May **take a free shot at any enemy fleet entering** this system Build up to Large and Huge ships. May store 2 scouts or 1 destroyer without paying maintenance; place these under the space station chit. **Stackable**

6.35

9. **Special I, Mines:** Players may now use their mine chits and set up mines to defend their system Fleets attacking that system have a 30% chance of taking 1 dmg.
10. **Ship I, Improved Design:** Allows for 1 more tech slot/ship when equipped +2 cost to any ship class it is equipped to, Transports may automatically carry one more troop or supply. **does not take up a tech slot.**
11. **Bomb Shelters II, Deep Core Vaults:** +3 vs bombing. 50% targeted troop or civilians will survive if hit. +3 Def for defending troops in ground combat. 20% avoid death in ground combat.

7.46

12. **Ship IIa, Troop pods:** may now carry one troop unit. Cost +1 Medium

- 13 **Ship III, Fighter Bays** May now carry 1 scout. This does not count toward maintenance or supply. The scout does not count towards supply or movement. **Cost +1.Large (no miniaturization)**
- 14 **Ship IIc, Supply Bays** carry one point of supply. Large. **Cost +1**
- 8.58**
- 15 **Troop IX, Mech Bots** May now build level 2 Troops: Mechs. Refer to unit sheet for the stats. Can build outposts on radiation, asteroid, and toxic planets. **Does not stack** with power armour, but it does not count against its slot usage. It is stackable with other Troop techs.
- 16 **Ship IV, Cruiser**: May now build Cruiser (large) Class Ships at any Level Three Space Stations.
- 17 **Planet IV, Artificial Planet Construction**: May convert Gas Giants and Asteroid Belts into Barren Planets. Refer to the Gas Giant's or Asteroid Belt's PIB for stats. Each artificial planet costs CR equal to the Gas Giant's or Asteroid Belt's highest population number times 2 (pop.#x2/planet= CR Cost). Place the **Artificial Planet** terrain chit on the planet's terrain box.
- 9.80**
- 18 **Space Station IV, Galactic Citadel**: May store 1 population, **one free shot** at any enemy fleet entering its system and into any adjacent systems. +3 supply range, +3 unit capacity, +4 LP for sake of building units in that system. May store up to 4 ship points of ships, scout or destroyer only.
- 19 **Ship V, Peace Maker**: The Huge Size ship class may now be built. **Treat it like a transport ship that can carry up to 4 points worth of any combination of units or supply; troops and supply take up one space, civilians and scouts take up 2**

2.Power: 13

Engines Transports assume the highest engine tech bonus available

1.6

- 1 **Farm I, Food Replicators**: +2 FP (Actual)
- 2 **Production I, Advanced Mechanics**: +2 LP (Actual)

210

- 3 **Bomb I, Nuclear Bomb**: +2 to bombing. Medium
- 4 **Engine I: Nuclear drive**: +1 MP

3.25

- 5 **Production II a, Advanced planning**: +2 unit building capacity in any system
- 6 **Production II b, Advanced Components**: +5 LP (Actual).
- 7 **Production level IIc, Auto Factory**: 1 LP/ Colony (Potential)

4.40

- 8 **Engine II, Plasma Drive**: +2 MP. -1 supply cost each ship to a minimum of 1. +1 Cost (does not stack)
- 9 **Bomb II, Plasma bomb**: +2 to bombing, initial 1 dmg, with 50% chance splatter dmg for 1 dmg. Large.

5.55

- 10 **Bomb III, Anti-Matter Bomb**: +3 to bombing 2 dmg. Large.
- 11 **Engine III, Anti Matter Drive**: +3 MP. - 1 supply cost for each ship, to a minimum of one. +2 cost (does not stack)

6.70

- 12 **Engine IV, Time-phase Drive (803)**: +5 MP, reduces MP costs by 1 to a minimum of 1. - 2 supply cost for each ship, to a minimum of one. +3 cost (does not stack)
- 13 **Special II, Dark Space Teleporter**: reduces all distance numbers to 1 for each system tile.
- 14 **Production V, Deep Core Mining**: +1 LP for each Labourer.

3.Chemistry: 12

1.6

- 1 **Armour I, Tritanium Armour**: +20% soak for 1 dmg.
- 2 **Fuel Cells I, Uranium Fuel Cells**: +1 System Range.

210

- 3 **Missile II, Repulse Missile**: Base dmg, and 20% vs jamming. Medium
- 4 **Armour II, Nano-Mesh Construction**: 40% soak 1 dmg, 20% chance missile hits armour for no dmg

3.25

- 5 **Fuel Cell II, Nuclear Fission Cells**: +2 System range, +1 MP
- 6 **Armour III, Zortium Armour**: 60% soak 1 dmg, 40% 2nd dmg, 30% missile fails to penetrate armour.

4.40

- 7 **Missile III, antimatter**: +1 dmg, 30% to jamming defenses, Medium
- 8 **Bomb IV, Planet Buster**: +4 to bombing, 4 dmg. Large

5.55

- 9 **Missile IV, Plasma**: +2 dmg, 40% to jamming def, 50% splatter to adjacent ships for 1 dmg. Large.
- 10 **Fuel Cells III, Fusion Power Cells**: +3 system range, +1 MP.

6.70

- 11 **Fuel Cells IV, Dark Matter Cells**: +4 system range, +2 MP.
- 12 **Armour IV, Adamantine Armor**: 80% soak 1st dmg, 60% for second dmg, 50% vs missile hits for no dmg. +1 base AP.

4.Culture: 15

1.4

- 1 **Social Ia, Military Academy**: +1 to all troop acc and def.
- 2 **Social Ib, Space academy**: +1 to all ship acc and def.

2.8

- 3 **Social II, Solar University**: All jobs gain a +1 potential bonus/system
- 4 **Economics I, Solar Market Place**: +3 CR/ trade agreement, other party gets 2 CR. +1 CR/system, minimum 1 CR

3.15

- 5 **Troop IV, Troop Reserves**- Each colony acts as if they have one level I base troop (no attachments) when no troops are present. When there are troops present, apply +1 acc, def, and Armour points on one troop. If that unit is destroyed, the bonus is lost for that combat
- 6 **Ship III: Space Reserves**- Each system acts as if it has one base scout/ colony if no fleet is present (no attachments). Thus they cannot be barricaded unless attacked. Apply +1 acc, def, and armour point to any one ship but Huge. Once that unit is destroyed, the bonus is lost for that combat.

4.25

- 7 **Economics II, Black Diamond Standard**: +1 CR/colony

- 8 **Social III- Moral Code** +2 to all morale die rolls, +2 intel def. - 2 moral costs
- 5.38
- 9 **Culture I, Classical Philosophical Studies** You may now pick up a second GA card at the start of each round instead of one.
- 6.52
- 10 **Production IV, Advanced Thermo Dynamics** +1 actual LP per colony. (stackable)
- 11 **Science IV, Classical Historic Studies** +1 actual RP per colony. (stackable)
- 12 **Farm IV, Advanced Micro Biology.** +1 actual FP per colony (Stackable).
- 7.68
- 13 **Economic III, Galactic Report:** +3 CR per colony.
- 14 **Culture II, Classical Metaphysics Achievement:** +1 GA Card per round. It is stackable with Culture, 1, allowing a player a third GA card choice.
- 15 **Social IV. Religious Enlightenment Achievement:** +3 moral, 80% chance not go into rebellion when need to roll, if any enemy intel roll fails(except with an empire with a Spy Master), he is automatically executed. +4 intel def. Moral costs reduced to 1. Leaders with Spiritual gain +1 on all attributes.

5.Computers 13

Computer Tech: These do not stack, you may only have one computer tech per ship class.

Attack Range: for computer technologies are specifically for Beam weapons. They add to their weapon's initial range of dissipation.

- 1.6
- 1 **Computer I, Advanced Ranged Computers** +1 acc, attack range +1 on all sides.
- 2 **Science I, Advanced Archeology.** +1 RP/colony (Potential)
- 2.12
- 3 **Intel I, Advanced security scanners** +1 to Intel die rolls, attack and def. +2 rebellion and rebellion def rolls.
- 4 **Computer II, Optronic Computers** +2 acc, attack range: +1 frwr, +1sides Medium
- 5 **Science II, Advanced Data Compression:** +2 actual RP/ treaty, +7 RP pot.
- 3.21
- 6 **Social IV, Hbographic Training:** +1 to morale rolls, +1 to troop and ship acc, +1 to all jobs. -2 CR from morale costs in Galactic Empire action.
- 7 **Computer III: Neural Interfacing** +4 acc, Attack range: +3 forward, +2 sides, +1 back. Medium
- 4.35
- 8 **Science III, Hbographic Libraries** + .5/Colony research (actual-Stackable)
- 9 **Special III, Structural Analyzer:** 50% ignore Armour Points.
- 10 **Intel II, Cyber-Security:** +2 to intel rolls and rebellions. Stacks with advanced security scanners.
- 5.50
- 11 **Missile Defence IV.** 60% enemy missile fails to hit.

- 12 **Computer IV, Advanced AI Network** +6 acc, Attack Range: +4 frward, +3 sides, +2 back. Large.
- 13 **Science V, Galactic Cybernet.** +1 RP for each Scientist.

6.Biology: 10

- 1.4
- 1 **Farm II, advanced Farming techniques** +1FP/ colony (potential)
- 2 **Planet I, Adv. Mineral Extraction:** +1 LP/ colony. (potential)
- 2.10
- 3 **Planet IIIb, Weather control:** Toxic planets are now habitable. Stacks with other planet and maintenance modifying technologies.
- 4 **Farm III, Subsurface Farming:** +3 FP (Actual)
- 3.18
- 5 **Planet V, Atmospheric Dwellings:** colonies that can only use some of their limit may now use +1 more or their **population** capacity. May inhabit Gas giants and sustain half its population and gain half of its minerals. Maintenance is 5. If turned into an artificial planet, colonists are not affected and may stay. Terraform or any other planet techs will not work on Gas giants until turned into an artificial planet.
- 6 **Farm V, CarboMeth Dilaton:** +5 FP (actual)
- 4.32
- 7 **Planet VI, Terraforming:** +3FP, +0.5 pop growth (stackable), ½ all colony negatives, round up (stackable: two halves = complete reduction) and maintenance. Turn Radioactive/Toxic planets to barren, Desert to Arid, Tundra to Ocean, Ocean to Swamp, Barren to Fertile. Fertile nor Terra may upgrade. Pay 5CR/ colony.
- 5.48
- 8 **Special V, Advanced Medicine *Achievement*:** +3 to pop. growth, ½ planetary farm negatives. All sicknesses have no effect. 30% avoid death for Leaders and troops in combat ; it is a separate roll from all other avoid death rolls. Stacks with other planet altering techs. Does not stack with Gia. **Sickness immunity** carries over to Gia however.
- 9 **Farm V, Celestial Gardening Techniques *Achievement*:** Removes all farming negatives. +2 FP/colony (potential). +1 to morale rolls during Galactic Empire action. +3 population growth. ½ planetary negatives and maintenance.
- 6.60
- 10 **Planet VII, Terra Transformation*Achievement*:** +10 FP (actual), All colonies double pop. limit (does not affect unit building limit) , removes all planetary negatives and maintenance, x2 pop growth. Replaces all technologies that decrease planetary negatives or chances population limits. +2 to Galactic Empire moral rolls. - Must pay 10GP per TERRA terrain chit to receive these bonuses. Planet must first be Fertile to become a TERRA world.

7.Physics 18: Accuracy dissipation happens **after** the first square in front of the ship.

- 1 **Beam I, Advanced Laser Cannon:** base damage, +1 acc, -2acc/1 squares. **Small-** fires once, **Medium level II Space Station, or higher levels-** fires twice per beam equipped, each still cost 1 action, no rapid fire. 10% bypass armour. Small/Medium
- 2 **Troop I: Laser Rifle:** Base dmg, +1 acc.
- 3 **Scanner I: Base Scanner-**+1 acc. Reveal 1 slot of any one ship class of an enemy per battle. May do once per game round outside of combat to any fleet in range.
- 26
- 4 **Beam II, Fusion Beam** Base Damage, -2acc/2 squares, 30% bypass armour. +1 acc.
- 5 **Troop IIIa, Fusion Rifle:** 1dmg, +2 acc, -1 from enemy defense.
- 312
- 6 **Communication I, Particle Communication System** +1 ship range, +1 communication range (in addition to base range).
- 7 **Scanner II, Particle Scanners:** +2 acc. Reveal 2 slots of any one enemy ship class during battle, or once per game round for any fleet range. Avoid Super nova and Black Hble damage. May redirect fleets to another tile if they stumble upon a super nova. Fleets may move through a mine field. Medium **Does not stack**
- 8 **Beam III, Partical Beam** Base dmg, -1acc/1square, 40% chance of armour bypass, and 30% chance of killing onboard troops.
- 420
- 9 **Beam IV, Phasor Beam** Base dmg, 2 shots/action -1acc/2 squares +1 acc.
- 10 **Troop VIa, Phasor Rifle:** +3 acc, +1 acc to tanks and power armour.
- 5.32
- 11 **Communication II, Hyperspace Communication:** +1 ship range, +2 ship supply, +2 communication range. Stackable with Particle Communication System 1. Medium Space station (3)
- 12 **Scanner III, Battle Scanner:** Reveals 3 slots of any one enemy ship class during battle, or once per game round for any fleet range, +1 dmg, +2 acc. Fleets may now go into asteroid fields without damage, receiving a +1 defense in any system that has an asteroid field in it, but -3 acc in asteroid fields. May avoid Super Nvas and Black Hbles and their damage.
- 6.43
- 13 **Beam V, Plasma Cannon:** +1 dmg and +40% of inflicting 1 dmg on any adjacent ships. 20% bypass armour. -1dmg and acc/2 squares, Large
- 14 **Troop VIIa, Plasma Rifle:** +1 dmg, +2 acc, 40% hit another troop. Requires power armour or mech suit.
- 7.55
- 15 **Beam VI, Dissipater Beam** +1 dmg, +4 acc, 80% chance bypass armour, **does not dissipate.**
- 16 **Troop X, Troop Gate:** The player may now move his troops to any outpost or colony during the movement phase, costing 1 CR/troop. May move 1 to any **colony**, barricaded or not.
- 870
- 17 **Special IV, Mass Warp Conduit:** All owned systems are treated as adjacent and only 1 movement point away, allies as 2 (one way only unless they have a Warp Conduit)
- 18 **Beam VII, Astral Projector:** +2 dmg, bypasses armour, three shots. Bypasses all shields except Shield III-80% bypass. Destroys planets. Space stations may shoot at enemy fleets in adjacent systems. Huge.
- 8&Force Fields 17
- 1.4
- 1 **Shields I, Alpha Class:**+1 Beam Def, 40% soak 1beam dmg. Add this on top of base defense when attacked with beam weapons.
- 2 **Missile Defense II, Electro Field:** 40% missile evasion, and 30% soak 1 missile dmg / combat round.
- 3 **Planet II, Colony shields:** Allows colonies or outposts to be formed on any Radiated planet. May only have half the amount of pop.
- 2.8
- 4 **Mass Driver II, Shrapnel shot:**+1 acc. Base dmg, frwd, +1 square area attack 40% hits all ships in range.. No range dissipation. Medium
- 5 **Planet IIIa, radiation shield:** Radioactive planets become habitable and their negatives are reduced by ½, maintenance by 1. Stackable with other planetary modifying techs.
- 315
- 6 **Planet IV, Planetary Shields:** +3 bomb def., and 30% chance troops cannot land on a colony (a roll for each ship unloading a troop). Allows one to colonize asteroids- only half the pop. rounded up, and pay 3 maintenance. Other planet techs will not affect asteroids until they are turned into an artificial planet.
- 7 **Troop IIIb Personal Shield:** +2 troop def., 10% not die from attack (stackable with other "avoid death" bonuses)
- 4.25
- 8 **Mass Driver III. Gausse Cannon:** +1acc, base dmg, 2 shots. Does not dissipate. Medium
- 9 **Troop VIIb, Gausse rifle:** +3 acc, 2 shots
- 5.38
- 10 **Shields II, Delta Class:** +2 def against Beam and 1 Mass Driver; 50% soak 1 beam dmg, 30% soak a second beam dmg, 30% Mass driver dmg. Medium
- 11 **Intel III, Stealth Suit:** +2 to intel rolls. May now attempt to recover failed intel on a roll of 2-.
- 12 **Planet VI, Atmospheric Renewer:** removes radiation negations and maintenance, and reduces toxic ones by ½. Not stackable with other toxic or radiation planet modifying techs.
- 6.52
- 13 **Missile Defense IV, Multi-Wave Jammer Field:** 70% missile evasion, 50% soak 2 dmg of missile. Large.
- 14 **Mass driver IV, Uranium Rounds:** +1 dmg, +1acc, 50% bypass Armour Points. Medium

- 15 **Troop VIII, Condensed Uranium Ammunition:** +2 dmg +4 acc, 40% bypass Armour Points: ignore avoid death results, **except** with advanced medicine.
- 7.65
- 16 **Shields III, Omega Class:** +5 beam def, +3 Mass driver defence; 100% soak first beam dmg, 60% to soak 2nd beam hit and first hit of Mass Drivers, 30% soak 3rd beam hit and second hit of Mass drivers. Removes 1 Dmg of astral projector, but a second at 50%. Large
- 17 **Mass Driver V, Mason Cannon:** +1 acc, +2 dmg, 80% bypass armor and shield if they successful block. Space stations may shoot at any ship coming into the system

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F. LEADERS (66)

Skills

Leaders have a variety of backgrounds: rich civilian supporters, ex-military personnel, heroes, rogues, and more. Some are well established, while others are minor. Leaders are divided up into two categories: Colony and Fleet leaders. There are three types of skills: General, Colonial and Fleet skills. General skills are more passive and give some basic bonus to the Empire's output. Colonial skills only effect the local area be it the planet or its system. Fleet skills deal with fleet maintenance and effectiveness and personal bonuses to whatever ship he may be commanding. Some notable leaders have skills in more than one category.

In most cases leaders will not stack- There may be only one colonial leader per system, and one fleet leader per fleet. However, unassigned leaders will always use their general skills. If more than one leader is left unassigned, and if they have the same skills, these skills **are** stackable.

Most leaders have a hiring and a maintenance cost. The first cost is the minimal amount they will accept before being hired. But this may increase since other players can bid up on each other. The second cost, the maintenance cost, stays the same. If this cannot be paid, the leader leaves and that empire loses GA according to the unpaid amount- word spreads quickly in the Galaxy.

No colonial skill or fleet skill may be used in the round they are assigned to a fleet or planet.

General Skills

Most General Skills are considered passive- they do not need to be played, they just happen. Players may usually be able to use these skills regardless of whether the leader has been assigned anywhere or not. Make note that some of these skills will grant greater bonuses to the empire if you leave them in the leader pool.

- **Agriculture:** +5 FP/round in the leader pool, +3FP/round when assigned elsewhere.
- **Assassin:** During each Intel phase, the leader can attempt to destroy 1 foreign Intel for free, 20% of success. +1 GA each success.
- **Commander:** The leader gives a +2 bonus to all troop rolls in any system and fleet he is in. +1 GA/round for every successful invasion. (Not accumulative. That is, if the player has multiple successful invasions with this leader, only one will turn into GA)
- **Construction:** +5 LP/round in the leader pool, +3LP/round when assigned elsewhere.
- **Diplomat:** gain +2 CR for each agreement. Any player attacking a fleet or system containing a diplomat loses 5 GS. Diplomats may stop rebellions and may raise the moral of any planet below 4. Follow assignment rules when moving the Diplomat from one system to another. See Foreign Intelligence V.iv.e.3
- **Famous:** It is easier to gain leaders. During leader bidding in the Galactic Empire Phase, each point of fame removes 2 points of CR required to hire any given leader, and 1 for maintenance. This does not go below 1 CR. This only affects the initial hiring costs, not other player's bids.
- **Intuition:** +1 to all Intel operating in *your* empire: defence, not espionage or sabotage. +2 spy defence to any system this leader is assigned to.
- **Aristocrat:** Does not have a maintenance cost, rather, he contributes 5 CR/round for each point into it.
- **Research:** +5 FP/round in the leader pool, +3FP/round when assigned elsewhere.
- **Spy master:** +1 to all *your* Intel rolls while operating in *other* empires. There is a 20% chance that Intel will not be destroyed if its action fails. Spymaster is active whether he is placed on the map or kept in the player's leader pool.
- **Tech:** Gives 1-3 free techs when the leader is hired. The card will either have pre-determined techs, or will require the player to roll. The roll will determine which branch of knowledge he will gain tech from 1-8 corresponding to the tech tree numbers, 9-10 is a simple re-roll. This is a onetime benefit for that player.
- **Trader:** +2 CR/trade treaty, +1 CR for the empires that are trading with you.
- **Political:** Gains +1 vote for each rank

Colony Leader Abilities

Colony skills are only activated once a leader has been assigned to and has reached his planet.

- **Farming:** +1 RP per planet in the assigned system for each point the leader has into Farming.
- **Finance:** +1 CR per level into finances for each planet in a system
- **Labour:** +1 LP per planet in a system for each point the leader has into Labour.
- **Medicine:** +1 population in the system the leader is assigned to. This is taken into account at the end of the population phase. The system is immune to any plagues.
- **Science:** +1 RP per planet in a system for each point the leader has into Science.
- **Contemplative (Spiritual):** +1 to the Moral track when first assigned to the system, and +1 on all moral die rolls in the system this leader is assigned to.

- **Stewardship:** Reduces maintenance costs of all planets in the system by 1 CR, even to 0.
- **Tactics:** +1 to all troop rolls in this system
- **Local Security:** +1 Intel defence against any planets in this system

Fleet Leader Abilities

Some abilities only affect the leader's ship, while other effect the entire fleet. These abilities are active once the leader has arrived at his ship.

- **Engineer:** Leader's ship. Repairs the ship 1 point each round in combat and fully after combat. Gives that ship one extra armour (even if it has none).
- **Fighter Pilot:** -2 to enemy accuracy to leader's ship, -1 for the rest of the fleet.
- **Galactic Lore:** Fleet. Can look into any adjacent unexplored hex without going into it. You will not be able to trigger special system events ahead of time. Gain +1 attack and defence to your fleet against any event triggered enemies, Galactic or System events (Scavs, barbarians, kraken, etc). A roll of a 10 in any system travelled to will reveal the celestial destroyer (in the Celestial Destroy Campaign).
- **Helmman:** All ships within 3 squares of the leader -1 beam and missile defence, even if not have the technologies for them. Stackable with technologies.
- **Navigator:** Fleet. +2 fleet speed and cancels effects of asteroids and nebula/ion storms and black holes. Ships are not destroyed by Super Novas. They must return to the previous hex and cancel the rest of their turn.
- **Operations:** fleet. +2 ship supply to the fleet, and -1 maintenance for each ship.
- **Ordinance:** Ships within 3 squares of the leader +1 damage to all ship weapons
- **Security:** Ship's leader. The ship cannot be raided and +1 armour point. +1 to each ship's troop value for the purposes of raiding another ship.¹
- **Weaponry:** All ships within 3 squares of the leader +1 accuracy.

4. COLONY LEADERS 35

Name	Statistics	Eid/upkeep
1. Abbot Alleck the Benedictine Abbot	Contemplative Labour: 1 Stewardship Farming: 2 Agriculture	12/6
2. Barron Dannold	Diplomat Famous: 1 Aristocrat: 1 Political: 3	12/-
3. Buford Smith the Labour Advisor	Labour: 1 Construction	4/2
4. Cardin Dekout the Gambler	Diplomat Intuition Tech: Intel I	8/4
5. Robert Wood Galactic Smuggler	Aristocrat: 1 Trader Finance: 1 Local Security Intuition	10/-
6. Col. Werblu The Earl	Commando Labour: 2 Tactics	8/4
7. Mr. Otto Bond the Spy	Assassin Spy Master Local Security	4/3
8. Diplomat Henry Theaith	Diplomat Famous: 1 Stewardship Medicine Contemplative	10/5
9. Mr. Q. Henrah President of Hrrhay Co.	Aristocrat: 1 Finance: 1 Labour: 2	8/-
10. The Dominican, General Superior	Contemplative Stewardship Finance: 2	20/10

¹ To show that another ship has been raided, place that ship under one of the raiding ships. It is not useable for the rest of combat? Or place one of your unused ship counters on top to show you can use it?

	Science:2 Political: 2 Tech: Social II	
11. Dr. Botha 'Nan, the Warrior	Research Science: 1 Medicine	6/3
12. Sir Eckhart, Knight	Tactics Stewardship Political: 1	6/3
13. Fr. Xavier The Jesuit	Farming:1 Labor:1 Science:1 Contemplative Tech: Culture I	12/6
14. Giorgio Giovanni the Hammer	Labour: 1	2/1
15. Cato the Elder	Famous:3 Political: 3	12/6
16. Dr. Logen Okos the Ecologist	Construction Stewardship Farming:1 Agriculture Tech: Terraforming	12/4
17. William S. Porter the Naturalist	Science: 1 Farming:1 Finance: 1	6/3
18. Dr. Ira Mahla the Environmentalist	Farm 1	2/1
19. Juggard the Wrathful, Mercenary	Commando Tactics Farming:1 Labor:1	8/4
20. Dr. G. Nosis the Political Scientist	Science:1	2/1
21. Lady Catherine of New Alexandria	Diplomat Famous:1 Aristocrat: 2	10/-

22. Luckarc the Bioengineer	Farming:1 Agriculture	4/2
23. Munnez the Researcher	Research Science:1	4/2
24. Lord Cole 'Nan, The Warrior, King	Commando Tactics Spiritual Construction Labor: 1 Political: 1	10/5
25. Perj the System Analyst	Local Security Intuition Tech: Intel I	6/3
26. Si Mustafa, the Automan	Farming:1 Labor:1 Science:1 Agriculture Construction Research	12/6
27. Marrel Carx the Social Engineer	Finance:1 Science:1 Tactics Tech: Social IV	10/5
28. The Shadow, The Syndicate Leader	Assassin Medicine Spy Master Intuition Finance:1 Local Security	10/5
29. Sir Owen the Black, Baronet	Intuition Finance: 1 Labor: 2 Contemplative	10/5
30. Suarez the Thomist Philosopher	Famous Research Science: 2 Techs: Science I, Science II	12/6
31. Tactician Tong Sing	Commando Security	8/4

	Tactics Local Security	
32. Dr. Mad the Grin, Surgeon	Diplomat Famous Contemplative Medicine	8/4
33. Wilhelm the Overlord of Coreyus	Local Security Commando Farming Finance Labor	10/5
34. Zeek the Accountant	Finance:1	2/1

5. SHIP LEADERS 31

Name	Statistics	Eld/upkeep
1. Boris Ardelov the Arms Dealer	Weaponry	2/1
2. Captain Leif Erickson the Renowned	Fighter Pilot Helmsman Ordnance Weaponry Famous	10/5
3. Fried the Tyrant	Helmsman Ordnance Security Weaponry	8/4
4. General Weelok, New Roman Naval Officer	Fighter Pilot Weaponry Famous	8/4
5. Intrepid the Spy Master	Ordnance Security Assassin Spy Master	8/4
6. Clint Hill, the Pirate King	Fighter Pilot Galactic Lore Ordnance Weaponry	10/5

7. Isaac Gnu the Inventor	Engineer Research	4/2
8. Igor the War Advisor	Security Ordnance Operations	8/4
9. Jack Bay the Nimble	Security Engineer	4/2
10. Justin Falstag the Unknown	Trader Fighter Pilot	4/2
11. Don Scatus the Hildago Scout	Helmsman Navigator	4/2
12. Vincent Churchill the Fleet Advisor	Navigator Weaponry Aristocrat: 1 Political: 1 Ordnance	8/-
13. Kaspian Downtred the Crusader	Galactic Lore Helmsman Navigator Ordnance	12/6
14. Navigator Jonathan Belloc	Ordnance Navigator Operations	6/3
15. Sinbad Muhad the Pirate	Helmsman Navigator Weaponry Trader Assassin	10/5
16. Simeon Grey the Ancient	Galactic Lore Helmsman Navigator Tech: Star Gate	14/5
17. Gunter Orberg, President of Hans Co.	Diplomat Engineer Aristocrat: 2 Trader	12/-
18. Pax Maximus the Barbaric Peacemaker	Fighter Pilot Helmsman	12/6

	Ordnance Security Weaponry Political:1	
19. Pontius Phillips the Fighter Pilot	Fighter Pilot Ordnance Operations	6/3
20. Engor the Pilot	Fighter Pilot	2/1
21. Judas Izkarr the Galactic Trader	Famous Trader Operations	8/4
22. Rebel Tryion	Security Weaponry Operations	6/3
23. Opt. Sir Prize the Shock Trooper.	Weaponry Commando	8/4
24. Admiral Rundstet	Helmsman Commando Ordnance Diplomat	8/4
25. Virtus Good Duham the Adventurer	Helmsman Navigator Operations Ordnance Security Fighter Pilot	12/6
26. Lord Noble	Engineer Ordnance Famous Operations Political	10/5
27. Urbean the Commando	Security Commando Ordnance	6/3
28. Middle Itis the Weapon Engineer	Weaponry Engineer	4/2
29. Yezeer the Obedient	Helmsman Ordnance	6/3

	Engineer	
30. Ergon Ergotais the Task Master	Operations Agriculture Construction	6/3

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G COMBAT UNITS

There are a variety of units that **empires** may buy throughout the course of the game. Most of these are ships. Each chit, ship, troop, Intel, and otherwise, only display their base attributes: defence, accuracy, movement and damage/armor. These have been covered in the **Introduction Book**. The **Ship Chart** below covers these attributes and other important information: Cost and maintenance, technology slots, level of unit, and more:





1. Unit
2. Level
3. Base Defence
4. Base Accuracy
5. Base Damage
6. Base Armour
7. Movement
8. Slots
9. Special (if any)
10. Cost and Upkeep





Techs: Weapon Technologies and Defence technologies add a certain level of strategy. Some weapons fire and don't miss, others dissipate over time. But each one can be countered by certain defence technologies. **Missiles** by *jammers* (Missile defence), **Mass Drivers** by *armor*, and **Lasers** by *shields*. Be aware of these defence and be flexible: your opponent may try to exploit your defence weaknesses. As a rule of thumb, Powerful weapons will overcome weak defences any day: a *Beam VI*, *Astral Projector* will decimate a *Shields I*, *Alpha Shields* any day.

TERMS

Unit: One unit is represented on the board by a chit. Units may be troops, ships, space stations, even Intel. Thus different units have different names, different functions, costs, and so on. Some units are considered larger than others: ships are larger than troops, some ships are larger than other ships.

Level: Shows what class of ship it is: level 1 ship is small or a scout class, level 4 ship is huge, a Peace Maker class, level 2 space station is medium, ect.

SCOUT.....	
DESTROYER.....	
CRUISER.....	
PEACEMAKER.....	

SPACE STATION..	
TROOP.....	
TRANSPORT.....	
INTEL.....	

Base defence: defence directly reduces the accuracy of another unit's attack. This shows how much it is reduced by: 2, 3, 4, ect.

Thus a unit with an accuracy of 5 shooting at another unit with a base defence of 2 must roll 3- in order to hit that other unit (that is, 5 minus 2 is 3, the player must roll three or below). It will never reduce the accuracy below 0. 1 always hits

Base Accuracy: this is used for all weapons except for missiles. The attacker must roll this number or below in order to hit his target. If he has a 3 base accuracy, with no modifying techs, he must roll 3 or below on a d10.

Base Damage: This determines the actual damage of the attack. Scouts and Destroyers, level 1 and 2 Space stations, and level 1 troops do 1 damage. Cruisers and Peace makers, level 3 and 4 Space stations, and level 2 troops do 2 damage.

Base Armour: This determines how much damage a unit may take before being destroyed. Small and medium ships start off with zero, meaning if they are hit, they are destroyed. Large ships may take one damage. This is shown by taking a generic damage counter and placing it on the ship. These counters have 1 DMG on one side, and 2 DMG on the other.

Movement: This determines how many movement points (MP) the unit has in total for the purpose of moving across the game board. It also determines the amount of movement and actions during combat.

Slots: this stat determines how many technology slots a unit may have. For space stations and troops, all levels of each unit type are represented on the chart in one area rather than as separate ones. A certain amount of slots are available to each level of these units. Each higher level unit may use all the techs from the previous levels.

For example, if a level 1 space station has lasers, those lasers are counted for all levels of space stations above it, but any equipment for level 2 are not available for any levels below it, that is, for level 1.

Base Loadout: Most units have a Base Loadout for their class. Scout class ships have missiles only. Destroyers have a base mass driver. They only use the base stats of the unit chit.

These base weapons take up a tech slot, and empires may choose to replace them for free, or leave them until they have filled out all the other tech slots. When a tech is removed from these slots, the base weapon is automatically equipped if that slot is left empty.

Cost: This is the base cost for any unit. Upgradable units take on the cost of its new level. Some technologies may change this cost as well.

Upkeep: This is determined by the level of the unit. If it is level 1, it's maintenance is 1, if level 4, its maintenance is 4

NUMBER OF UNITS PER EMPIRE

Troops: 40

Intel: 10
 Scout: 20
 Destroyer: 15
 Cruiser: 10
 PeaceMaker: 5
 Transports: 10
 Civilians:
 1/3: 40
 6/8: 30
 Common Civ Chits: (To be placed under existing civilian chits)
 1/3: 40
 6/8: 40
 Space Stations: 75 (Shared among all Empires)
 Moral: 100 (Shared among all Empires)

COMBAT UNIT CHART

Unit/Size	Class	Def	Acc	Dmg	Armr	Mvne	Slots	Base loadout	Cost + Upkeep
1- Small Ship	Scout	2	2	1	0	5	3	Missile	2/1
2- Medium Ship	Destroyer	3	2	1	0	4	4	Mass Driver	5/2
3- Large Ship	Cruiser	4	3	2	1	3	5	Base Bomb, Mass Dr., Missile	10/3
4- Huge Ship	Peace Maker	5	4	2	1	2	6	Base Bomb, Mass Dr., Missile	15/4
Space Station:								1 Base Missile and Mass Driver.	
Level 1	Basic	1	3	1	0	2	2	Mass Dr., Missile	3/1
Level 2	Trade Hub	2	4	1	0	3	+1	As above	5/2
Level 3	Star Fortress	3	4	2	1	4	+1	As above	8/3
Level 4	Galactic Citadel	4	5	2	1	5	+1	As above	12/4
Troops								Standard Rifle	2/1(per 2 troops)
								Standard Rifle	4/2
Intel	N/A	3	5	0	0	0		No Upkeep	3
Transport								Current Engine	3/1
Mines								Enemies that enter your system may take damage	3/0

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H GALACTIC SCORELIST:

GA GOAL CATEGORIES

1. Techs
2. Troops
3. Fleets
4. Civilians
5. Systems (Full control with Colony)
6. Colonies
7. Space Stations
8. Outposts

9. Leaders
10. ~~Artefacts~~ (remove, and just have leaders who give more?)
11. Intel
12. Treaties/Diplomacy
13. FP
14. LP
15. RP
16. CR

OTHER GA GOALS

- +4/round all of Sol (does not stack with Earth, Mars, or Moon GA)
- +1/round for Earth
- +1/round for Mars
- +1/Round for Moon
- +1/ Space Battle won
- +1/ Ground Combat won
- +GA/ Captured ship or station (Ship size divided by 2, rounded up: scout =1GA, Cruiser and Peacemaker are 2GA)
- +1/ Colony captured
- +2/ Capital captured
- +2 GA/round for each Home world Captured-keep previous empire's "home world chit" on that world.
- +GA/successful Intel action-(GAaction dependant)
- +1/round colonized Special planet(Event dependant)
- +1/ event found in a system
- +1/new system explored (not scanned, not empty)
- +GA/round for certain treaties (full set of treaties) (diplomats add more+1 GA each full treaty)
- +Tech Achievements
- +Tech tree completion- each have their own point count (double Total tech tree level)
- +1 For each Gia Planet (steward adds +1 if in the same system)
- +1/Artefact (Card dependent, Scientists break ties and add +1 GA if in the same system) it applies to all artefacts found in the system)

GALOSSES

- Wld Action (at times)
- Starting war (see treaties- Diplomats reduce cost by half)
- Breaking treaty (dependant on if official, not official. Diplomats reduce cost by half)
- failing certain Intel actions (see intel action)
- "Scrapping" leader (see scrapping section)
- Leader lost in battle (half of Hre amount)
- -10/ HomeWorld lost and -2GA/Round, or -1 GA/Round if there is a capital.
- -5/ Capital lost, HomeWorld reverts to Captial status
- -2/ Colony lost
- -1 Losing a space battle
- -1 Losing a ground battle
- Losing Artifact (the value written on the card)

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EMPIRE NOTES

EMPIRE NOTES					
Population Total					
Job Assignment	Civilians	Sum	Potential	Actual	Total
Agriculture					
Notes:					
Technical					
Notes:					
Research					
Notes:					

UNITS	UNIT STATS								
TYPE	SLOTS	DEF.	ACC.	DAMAGE	ARMOR	MOVE	COST	MAINT.	CLASS
Scout	3	2	2	0	0	5	3	1	1
Special: Basic Missile ss									
Destroyer	4	3	3	0	0	4	5	2	2
Special: Basic Mass Driver									
Cruiser	5	4	3	+1	1	3	10	3	3
Special: Base bomb, Mass Driver, Missile									
Peace-Maker	6	5	4	+1	1	2	15	4	4
Special: Base bomb, Mass Driver, Missile									
Troops	2/3	2/6	5/7	+1	1	-	2/3	1/2	
Special: Base Rifle									
Station	2/3/4/5/	1/2/3/4	3/4/4/5	0/0/1/1	0/0/1/1	-	1. 3	1	1
Special: Mass driver, Missile							2. 5	2	2
							3. 8	3	3
							4. 12	4	4
							Note: Place techs in order for Space stations. Lowest ones will be available to all levels of Space Stations. Specials: Space stations are assumed to have One missile and one Mass driver in the first two slots. Transports: Cost 3, <u>Maint.</u> 1- Movement is 5, and will always have the most up to date drive. They Cost no ship supply.		

COLONY NOTES						
Name	Type	Max Pop.	Resource	Special	Maint.	CR
1.						
2.						
3.						
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36.						
37.						
38.						
Total			Resource		Main	CR

COLONY NOTES

Name	Type	Max Pop.	Resource	Special	Maint.	CR
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71.						
72.						
73.						
74.						
75.						
76.						
Total			Resource		Main	CR

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1. CONSTRUCTION: 19

- 1.3
 - Troop IIIa, Armoured Tanks: +1 acc, 10% vsDeath, 20% vs a second target, 1 free shot.
 - Missile Defence I, Anti Missile: 30% vs enemy missile
- 2.8
 - Space Station II, Trade Hub: Destroyers, +1 supply and unit capacity. +1 CR/station
- 3.12
 - Missile Defence II, Auto targeting: 50% vs enemy missile
 - Troop VI, Power Armour. Stacks: +2 def, 20% avoid death, Outposts on various planets. GIN
- 4.18
 - Bomb Shelters I, Planetary Bomb Shelters: 1st bomb fails, +1 troop def, 30% vs bombs.
 - Troop VI, Ground Fighter support. Stackable: 20% destroys incoming transports, +1 troop def.
- 5.25
 - Space Station III: Star Fortress: +2 supply range and unit capacity. Build Large and Huge ships. 1 Free shot. Store ships (see GIN)
- 6.35
 - Special I, Mines: 30% enemy takes 1 dmg.
 - Ship I, Improved Design: +1 tech slot, +2 ship cost. +2 transport capacity.
 - Bomb Shelters II, Deep Core Vaults: +3vs bombing, 50% survive hit. +3 troop def. 20% vs death.
- 7.46
 - Ship IIa, Troop pods.Medium: Carry 1 troop/ ship.
 - Ship IIb, Fighter Bays.Large: Carry 1 scout/ship. Cost +1. GIN
 - Ship IIc, Supply Bays. Large.: Carry 1 Supply point. Cost +1.
- 8.58
 - Troop IX, Mech Bots: Level 1 troop. GIN.
 - Ship IV, Cruiser: Build Large ships.
 - Planet IV: Artificial Planet: Construct planets. See GIN.
- 9.80
 - Space Station IV Galactic Citadel: Adds pop., supply, and more. See GIN.
 - Ship V, Peace Maker: Build Huge Size Ship. Also treat as Transport. See GIN.

2.POWER: 12

- 1.6
 - Farm I, Food Replicators: Act. +2FP
 - Production I, Advanced Mechanics:+2 LP Act.
- 2.10
 - Engine I, Nuclear drive: +1 MP.
 - Bomb I, Nuclear Bomb: medium- +2 bombing.
- 3.25
 - Production IIa, Advanced planning: +2 unit capacity in any system.
 - Production IIb, Adv Components: Act. +5LP
 - Production level II, Auto Factory: Pot. +1LP/Colony.
- 4.40
 - Bomb II, Plasma bomb. Large.: +2 bombing, +50% splatter dmg. GIN
 - Engine II, Plasma Drive:+2 MP, -1 supply cost.
- 5.55
 - Engine III, Anti Matter Drive- +3MP. -1 supply cost, +2 cost. GIN
 - Bomb III, Anti-Matter Bomb. Medium.: +3 bombing, 2 dmg.
- 6.70
 - Engine IV, Time-phase Drive: +5 MP., -2 supply cost. +3 cost.
 - Special II, Dark Space Teleporter- all tiles cost 1 MP.
 - Production V, Deep Core Mining +1LP/ labourer.

3.CHEMISTRY: 12

- 1.6
 - Armor I, Tritanium Armor: 20% soak 1 dmg
 - Fuel Cells I, Uranium Fuel Cells: +1 system range
- 2.10
 - Missile I, Repulse Missile. Medium: 20% vs jamming.
 - Armour II, Nano-Mesh Construction: 40% soak 1 dmg, 20% missile hit armour for no dmg.
- 3.25
 - Fuel Cell II, Nuclear Fission Cells: +2 system range, +1 MP
 - Armour III, Zortium Armor: 60% soak 1 dmg, 40% 2nd, 30% vs missile.
- 4.40
 - Missile II, antimatter.Medium: +1 dmg, 30% vs jamming.
 - Bomb III, Planet Buster. Large: +4 boming, 4 dmg.
- 5.55

- Missile III, Plasma. Large.: +2dmg, 40% vs jamming, 50% splatter adjacent ships for 1 dmg.
 - Fuel Cells III, Fusion Power Cells: +3 system range. +1 MP.
- 6.70
- Fuel Cells IV: Dark Matter Cells: +4 system range, +2 MP.
 - Armor IV, Adamantine Armor: 80% soak 1st dmg, 60% 2nd, 50% vs missile. +1 base AP.

4.CULTURE: 13

- 1.4
 - Social Ia, Military Academy: +1 troop acc + def.
 - Social Ib, Space Academy: +1 ship acc and def.
- 2.8
 - Social II, Solar University: All jobs +1 pot./system.
 - Economics I, Solar Market Place: +3 CR/Trade agreement, other party gets +2CR. +1 CR/system with colony.
- 3.15
 - Special: Troop Reserves: Acts as a troop on each colony- see GIN.
 - Special: Space Reserves: acts as a scout/ colony- see GIN.
- 4.25
 - Economics II, Black Diamond Standard: +1 CR/ Colony.
 - Social III-Moral Code: +2 on morale die rolls, +2 intel def. -2 morale costs.
- 5.38
 - Culture I, Classical Philosophy: +1 GA card at start of each round.
- 6.52
 - Prod. IV, Adv. Thermo Dynamics: +1 Act LP/Colony. Stacks.
 - Science IV, Classic Historic studies: +1 Act. RP/Colony. Stacks.
 - Farm IV, Adv. Micro Biology: +1 Act. FP/ Colony. Stacks.
- 7.68
 - Economic III, Galactic Report: +3 CR/ Colony.
 - Social IV, Classical Mystaphysics Achievement: +1 GA Card. Stacks. GIN.
 - Culture II, Religious Enlightenment- Achievement: Greatly aids colonies. GIN.

5.COMPUTERS: 13

- 1.6
 - Computer I, Adv. Ranged Computers: +1 Acc, +1 range on all sides.
 - Science I, Adv. Arch. Techniques: Pot. +1 RP/ Colony.
- 2.12
 - Intel I, Adv. security scanners: +1 Intel. +2 rebellion rolls, attack and def.
 - Comp.II, Optronic Computers.Medium. +2 acc, +2 range on all sides.
 - Science II, Adv. Data Compression: +2 Act. RP/ Treaty, +7 RP pot.
- 3.21
 - Social IV, Holograph Training: +1 morale rolls, +1 troop and ship acc, +1 all jobs (pot). See GIN.
 - Computer III: Neural Interfacing: +4 acc, attack range: +3 frwr, +2 sides, +1 back. Med.
- 4.35
 - Science III, Holographic Libraries: +1RP/System Act. Stacks:
 - Special III, Structural Analyzer: 50% ignore Armour Points.
 - Intel II, Cyber-Security: +2 intel rolls and rebellions. Stacks. GIN.
- 5.50
 - Missile Defence IV : 60% vs missile.
 - Computer IV, Adv. AI Network.Large.: +6 acc, rng: +4 frwr, +3 sides, +2 back.
 - Science V, Galactic Cybernet: +1RP Act/ scientist.

6.BIOLOGY: 10

- 1.4
 - Farm II, Adv. Farming techniques. +1 FP/Colony Pot.
 - Planet Ia, Mineral Extraction. +1 LP/ Colony Pot.
- 2.10
 - Planet IIIb, Weather Control: Colonize Toxic planets.
 - Farm III, Subsurface Farming. Act.: +3 FP
- 3.18
 - Planet V, Atmospheric Dwellings: colonize Gas planets. GIN.
 - Farm V, CarboMeth Diliation. Act +5FP.
- 4.32
 - Planet VII, Terraforming: Greatly improves Colonies.
- 5.48
 - Special V, Adv. Medicine Achievement: +Greatly aids empire, and stops illness. GIN.
 - Farm V, Celestial Gardening –Achv: Greatly enhances a colony. GIN

- 6.60
 - Planet VIII, Gaia Transform, Achv : changes all colonies into Terra type planets. GIN.
- ## 7.PHYSICS: 18

- 1.3
 - Beam I, Adv. Laser Cannon. Small/ Med +1 acc, -2acc/1 square- See GIN.
 - Troop I: Laser Rifle: +1 acc.
 - Scanner I: Base Scanner: +1 acc. See one tech slot. See GIN.
 - 2.6
 - Beam II, Fusion Beam: +1 acc, 30% bypass armour, -2acc/ 1 square.
 - Troop IIIa, Fusion Rifle : +1 dmg, +2 acc, -1 enemy def.
 - 3.12
 - Comms I, Particle Comm's: +1 ship and comm range.
 - Scanner II, Particle Scanners. Medium: +2 acc, see 2 tech slots. Avoids dangers. See GIN.
 - Beam III, Partical Beam: 40% bypass armour, 30% kill onboard troops, -1acc/1 square.
 - 4.20
 - Beam IV, Phasor Beam: +1 acc, 2 shots/action, -1acc/2squares.
 - Troop VIIa, Phasor Rifle: +3 acc, +1 acc vs tanks and power armour.
 - 5.32
 - Comms II, Hyper. Comms.: +1 ship range, +2 ship supply and comm range. Stacks. GIN
 - Scanner III, Battle Scanner: See 3 slots. Asteroid fields. See GIN.
 - 6.43
 - Beam V, Plasma Cannon.Large: +1 dmg, 40% splatter dmg (1dmg). 20% bypass armour. -1 dmg + acc/2squares.
 - Troop VIIIa, Plasma Rifle: +1 dmg, +2 acc, 40% splatter to another troop. See GIN.
 - 7.55
 - Beam VI, Dissipater Beam: +1 dmg, +4acc, 80% bypass armour. No dissipation.
 - Troop X, Troop Gate: Move troops to other colonies. See GIN.
 - 8.70
 - Special IV, Mass Warp Conduit: Faster movement between colonies. See GIN.
 - Beam VII, Astral Projector.: +2 dmg, bypass armour, 3 shots. Destroys planets... See GIN.
- ## 8.FORCE FIELDS: 17
- 1.4
 - Shields I, Alpha Class: +1 beam def, 40% vs 1 beam dmg. See GIN
 - Missile Defence II, Electro Field: 40% vs missile, 30% vs missile dmg. GIN.
 - Planet II, Colony shields: Outposts and colonies on Radiation planets. GIN.
 - 2.8
 - Mass Driver II, Shrapnel shot. Medium: +1 acc, frwr only, shot spreads to other ships. GIN.
 - Planet IIIa, radiation shield : Colonize Radiation planets and reduce negs. Stacks. GIN.
 - 3.15
 - Planet IV, Planetary Shields: +2 bomb def, chance troops cannot land on planet. Colonize asteroids... GIN.
 - Troop IIIb Personal Shield: +2 troop def, chance to avoid death. GIN.
 - 4.25
 - Mass Driver III. Gausse Cannon. Medium:+1 acc, 2 shots.
 - Troop VII b, Gausse rifle: +3 acc, 2 shots.
 - 5.38
 - Shields II, Delta Class. Medium: +2 def vs beama dn +1vs mass driver. Soaks damage. GIN.
 - Intel III, Stealth Suit:+2 intel rolls. Recover intel. GIN.
 - Planet VI, Atmosphere Renewer: Removes radiation and toxic negs. GIN.
 - 6.52
 - Missile Defence IV, Multi-Wave Jammer Field. Large. : 70% vs missile, soaks damage. GIN.
 - Mass driver IV, Uranium Rounds. Medium.: +1 dmg, +1 acc, 50% bypass armour.
 - Troop VIIIb, Condensed Uranium Ammunition: +2 dmg, +4 acc, 40% bypass armour. Ignore avoid death.
 - 7.65
 - Shields III, Omega Class Large: Greatly defends vs beam and mass driver attacks. Soaks damage of Astral projector. GIN.
 - Mass Driver V, Mason Cannon: +12 acc, +2 dmg, 80 bypass armor and ship. GIN.