

# ***GALACTIC RISING***

## Galactic Rising 2

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Your Excellency,

You show great wisdom in seeking the knowledge that you seek. Very few have done so, and our records are testimony to their folly. In knowing our past, we become grounded in the present, and confident in our future. You will discover in these documents of those who forged the same path that you, your Excellency, are about to embark. If we humble ourselves in their wisdom and stand on top of their shoulder, we may discover a better route where they did not. I admit, some ventures were disastrous, yet, if I may be so bold, sire, do not be too critical of their efforts. While we have the luxury of hindsight, the pioneer has nothing but his wits to steer him. Great mysteries lay among the stars awaiting for us to explore; will we fare as well as the men of old, the first to walk the skies?

Our Archives contain only scraps of the events that led up to the Long Silence over 2000 years ago. Many explain our current situation. As you will recall, much of our history and knowledge was during those dark years. The little we have retained are more often pure conjectures heavily shrouded in myth. Over the years our experts have been able to extract an account from these fragments into something of a "history", if such a word can be honestly used. From what I gather, the ancients overcame the throes of tyrannical rulers we sought to enslave their citizenry, seeking to control every aspect of their lives. But they rose up and destroyed the shackles placed upon them, deposing their overlords. Once more they could breathe freely, think freely, and believe freely. The blood they spilt for freedom invigorated their spirit, sharpening their love of truth, which in turn sprouted new seeds of Hope, a hope for a brighter future. With hope and dreams no longer fettered, men were free to raise their eyes into the very heavens and contemplate her beauty and Maker. Such a climate could not help but cultivate the great minds of those peoples, spurring them rise above themselves, and push all of Mankind into the Stars!

Like the explorers of their own histories, these new Argonauts and Odysseus' witnessed wonder after wonder after each new encounter. They first set out to conquer their own system 'Sol' I believe they called it. Once they reached its furthest planet, they dreamed as we all dream, driven as all men are drive, be it God, ambition, discovery, love, awe, fame, fortune, whatever the motive, heroic or not, all manners of men were driven into the Beyond.

These ancient heroes delved into the depths of space, unveiled new worlds, ever seeking and searching. At the bottom of every search it seemed that man could not live with his inner emptiness unless he discovered what lay in the outer emptiness. Ultimately he sought the one question that plagued all men since they turned their gaze to the skies: Was he alone? The truth was rather startling: Yes. But truth upon truth, it was all his to explore.

Hundreds of years passed, and each of those ancient nations became a space faring empire, or created coalitions to form new ones, most being ruled from their original home "Earth". As they grew in size and power, they spread over hundreds of planets using marvellous technology that we still cannot fathom. This Earth became the great political center of it all, a reminder of our humanity and origins, a unity even among such diversity. Each nation kept to their traditional boundaries, with none ever seizing control over the other. While in theory Earth was a neutral zone, and no wars were fought on its soil, it was clearly the heart of the great political war waged among all nations.

Our records report that at time certain nations sought total Galactic rule, imitating the Tyrants of old. Many of these came to naught, yet this did not stop the Galactic War, the first and last of its kind. Enemies of Earth tried to pull a coup on the residing nation leaders, who in turn valiantly fought against their new oppressors. Bloodshed was spilled in every corner of the galaxy, and sadly not even Earth was spared this terrible fate. The clashing of large steel beasts thundered between the stars, whole worlds were torn asunder. After a century of fighting the adversaries were destroyed- this being about 500 years before the long Silence to our reckoning.

While the victory was of legendary proportions, so was the loss of lives. A third of the stars fell during that war. This victory was followed by great famine and starvation, which became the breeding ground for a new adversary beyond their worst nightmare: the Ater Mal. All we know of this event is that some mysterious disease quickly rushed through the colonies. Colony after colony lost contact with others, some secluded themselves lest they too become infected. Thus began the Long Silence.

Whole empire collapsed and all nations lost contact with their own. Some say that whole planets started to disappear without a trace, without an explanation around this time. The Long Silence became an age of myth as stories of the Space Kracken emerged, a creature so large that it could tear chunks whole out of planets, yet not consuming it whole like the feared Trogean. Every so often histories report sighting of these creatures, or at least of their effects. History took on a strange twist, as oft as it does about this time the "Life Star" appeared, said to be able to reverse the destruction of the Trogean.

With the loss of communication networks, the disappearance of Earth, most colonies fell into decadence. All we can surmise from this, your Excellency, is that we may be the only humans left drifting in this universe. It is a dangerous galaxy out there, torn by innumerable upheavals. It would be wise to proceed with extreme caution. Even if there are others who have survived, are they civilized? Are they barbaric? Are they Godless cannibalistic heathens?

No long from now we will set sail into this vast unknown. I believe your last correspondence with our department put the situation aptly "we have much more to gain by fearlessly trying than to cover here any longer."

Empire of old compared our forefathers to the bear, being strong, patient, and glorious people. Our endeavour will place us within their ranks of fame.

Besides, enough time has passed to extinguish the nightmares of the past. It is time to awake into the light of a new and glorious age..'

-A letter from Professor R. Pareki, Head of the Institute of Historic Studies and Manuscript Research, New Constantinople, to the Zarr of New Byzantium

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It is now the year 5236 AD and new empires have risen up from the ashes of old, ready to reclaim their Heritage. What dangers await them? What friends or foes will they meet? What marvels of old are ready to serve their master or awake to destroy them? Where is Earth? Are the horrors of the past still lurking, hungry, in the deep unknown? How will you navigate your Galactic Empire in this brave new Galaxy?

# Galactic Rising 4

## 1. INTRODUCTION BEGINNER RULEBOOK

Welcome to the Beginner Rule book. Here you will find most of the rules you will need to quickly set up and play at least 3 rounds of Galactic Rising. As you walk your way through the various phases, you will be provided with basic descriptions and rules as they will likely come up within these first 3 rounds.

This book does not cover GA cards, Combat, the Senate phase, Most of the Foreign Intelligence action, nor the Galactic Achievements phase. This is to help get you familiar with the basic mechanics of the game before you proceed into more aspects of the game. Feel free to restart your game after 3 rounds and try again to cement what you have learned. When you are comfortable with the basic rules, then proceed to the advanced rules and try playing a full 12 round game.

This book does not simply leave out advanced rules. It will relate what rule is missing. Advanced rules are setup in the order they are found in this manual. For example, in the Action phase, during the Intel Action, you will find "Aggressive Actions". It will state: See Advanced Rules

You will also want to refer to the GIN Reference Book for any events, leaders, action cards, technologies, pretty much anything that is not a general gameplay rule. You only need to look at these as they come up.

Lastly, when you are comfortable with the game, being confident with both the Beginner and Advanced Rules content, you may want to dive into the Setup Rule Book and try setting up a quick start setup for vassal. When you get familiar with its procedures, then tryout any of the other options in the complete setup guide.

## 1. SETUP: REGULAR GAME

HALT!

Vassal has a quick start save game. Try this before making your own makes. If you would like to build your own make, please go to the Quick Setup Rules if you are new to Galactic Rising and build the map from there. You will also find Regular setup there.

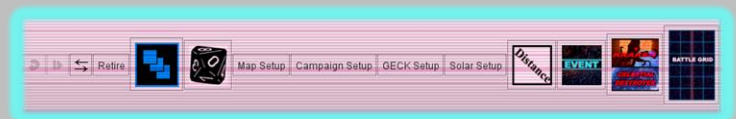
### VASSAL

If you are playing on vassal, below will give you a crash course of Galactic Risings game layout. If you are not playing on Vassal, then skip this section. Other Vassal notes will appear throughout the manual when necessary to help you play the game with ease.



**Building Decks:** The cards are organized for you in vassal, but you will still need to build your decks. Within Vassal you will find a bar that has various options. Those on the right have icons and will be used during regular gameplay. Most of those found on the left will be used for setup only, with the exception of the one named "game pieces".

Left side:



Right side:



**THE LEFT SIDE** features setup and game pieces. Right beside "Retire", which is the means for you to change between players, is an icon with 3 blue squares. This is the Game piece button. Then next is the dice, then the four setup buttons, the distance chit button, the event icon (this has all the event and minor empire

## 2 ROUNDS, TURNS, PHASES, ACTIONS

chits), the **Kraken/Celestial Destroyer** Button (Has cards for the main campaign), and the **battle Board**.

**THE RIGHT SIDE** features a all in-game cards and play areas: **The first button** on the far left includes the cards for: Leaders, GEC, SR, Action, and Political. Beside this button is the **GA Chart** button. Here you will keep track of your GA points, GEC events, and Senate-Sole Ruler vote chit tracker. Next to this button are the **player hand** buttons where players will place their cards. After this is the **"Empire"** buttons, where the empire card, chit, actions, and GA cards for that empire will be found.

**Far Right:** has a log button, zoom in, custom zoom, zoom out button, camera button and a Mini "map" button.

**Game Pieces:** Extra game pieces will be found in the "Game Pieces" button. There you will find pieces for **Gameplay, Player, and Minor empire**. Each of these have a list of categories, shown on the bottom right. And within each category a list of pieces, as shown on the left.

**Hot-key:**

**Shift + left click** this will be necessary to select and use system tiles and distance chits once they have been placed on the board.



**Right-Click** opens up extra options for any given piece. Many of these will also have their own hotkeys. Refer to their menus to see their hotkeys

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The Galactic Rising's game play is divided up into Rounds, Turns, Phases, and Actions. In each **round** the players take their **turn** accomplishing some **action** within each action **phase** as listed below. After all phases have been completed the round has ended and a new one begins.

Within a single **round** there are 5 **phases**: Galactic Events, Civilian, Action, Galactic Senate, and Galactic Achievements. These phases are the engine that drives the game forward. They dictate what action will be played in what order. Of these five, the 3<sup>rd</sup> phase, the Action Phase, contains 6 distinct **actions**. This is the most active of the phases, but also the most variable. No player can play all Action Phase options in the same round. However, all other phases, when applicable, may be played out by all players. The phases and actions are completed in the order as listed below.


### -PHASE AND ACTION ORDER-

#### Round Setup

- A Galactic Events
- B Civilian Phase
- C Action Phase
  1. Production
  2. Diplomacy
  3. Research
  4. Movement
  5. Galactic Empire
- D Galactic Senate
- E Galactic Achievements

#### Round Ends

#### ROUND SETUP:

- **First Player Chit:** at the start of each round the First place Chit is passed over to the player on the left. That player is now the new First Player for that round. They are also responsible for calling out each phase and action. 
- **Choose GA Cards:** Players choose one GA card from their GA deck. This will be counted alongside their permanent GA cards at the end of the round. Whether they are permanent or temporary GA cards, keep these cards faced down and hidden from the other players. They are only revealed in the Galactic Achievements Phase. See E [Galactic Achievements](#) for more information, or setup rules. Players **cannot** choose the Same GA card as last round.

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- **Action Chits** There are 6 actions that each player may choose from, 6 of which are listed above and a 7<sup>th</sup>, the Wild Card (see [section II, part ii](#), of Action Phase: Introduction). In the regular game we use the Short Game Action Rule, which allows players to choose 4 actions. Games that go for 18 turns or more use only 3 action chits.

Keep action chits faced down and do not reveal them until they are called. If they are not flipped, the action is skipped. This will be explained further below in [Action Phase: Introduction](#).

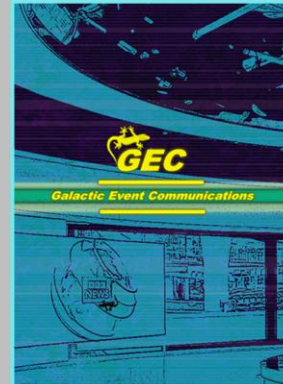


### Notes

**Action Cards** As soon as a phase or action is called out, give players enough time to play any action card they may have. **Cards are dealt in the order that they are played.**

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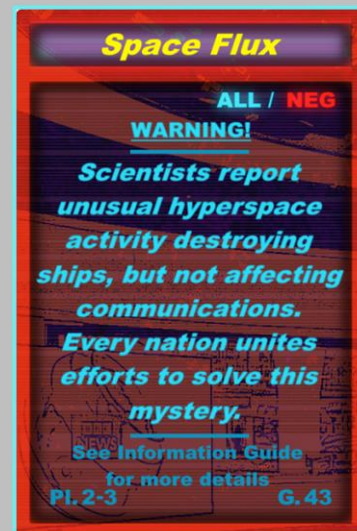
## A GALACTICEVENTS



During this phase a single card is drawn from the top of the **Galactic Events** deck by the **First Player** to determine what event will occur that round. Once drawn, that player reads the card out loud and follows the instructions.

The event card may be good, bad, or even both, directly affecting one or more players. Please see the Reference Book- **GIN** (Galactic Information Network) for more details concerning any card's affects.

1. **Multi-Round Events** Some events will have an effect that will last for more than one round. When this is the case, place the event to the left side of the **Galactic Chart** and place one "Event" chit on the card and its corresponding chit on the chart. This works the same for any card that has multi-round effects.



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## B CIVILIAN PHASE

During this phase all players collect revenue, pay off maintenance and debt, check to see if they can feed their people, and face any unrest if their people begin to starve.

There are Four stages to this phase, each stage done in order and accomplished where applicable:

1. Revenue
2. Maintenance and Debt
3. Provisions check
4. Resolve unrest/rebellion
5. Increase Population
6. Job Assignment and Reassignment

1. **Revenue:** all revenue **not** related to any job may be counted now. These are as follows

1. +2 CR for the **Home World**,
2. +3 CR for **Terra** colonies,
3. +2 CR for **Fertile** colonies,
4. +1 CR for **anything else**.
5. Outposts gain no CR

**This terrain bonus stacks on top of the home world bonus**

**Other Revenue:** Leaders, technologies, cards, senate cards, and trade agreements may also add to (or take from) this total.

2. **Maintenance:** *Planet and leader maintenance* will now be counted. Players may choose to *scrap* units, fire leaders, collect tax, or any combination in order to try to meet any maintenance costs

i. **Planet Maintenance:** Some planets have a maintenance cost, these are deducted from the CR total. You will find these costs in the GIN or in the Introduction game manual.

ii. **Outposts** require no maintenance.

iii. **Leaders:** Some may give CR instead of costing CR. Leader maintenance costs will be discussed in the [Galactic Empire's phase](#).

iv. **Debt:** All debt must be paid during this stage. They are added on top of the maintenance total.

- **Unpaid debt:** If the player is in debt for any reason, and if they cannot recoup the cost through firing a leader, scrapping units, or taxing their civilians, they must make an unrest check for every 2 CR that they are in debt. See Unrest Check below

v. **Overtax:** Empires may tax their citizens in order to meet some or all of their maintenance costs. They must choose a

planet that the civilian belongs to. Then Gain 2 CR for each civilian unit taxed, but the player must roll an unrest check for each taxed civilian unit.

3. **Provisions Check:** See if there is sufficient food for the total population. The FP score must equal or exceed the Total population number. All Farmers produce 2 FP each.

i. **Insufficient Provisions:** See Advanced Rules for details

ii. **Starvation and Effects:** see Advanced Rules for details

iii. **Excess FP:** If the FP should **exceed** the total population, each FP converts to 1 CR

*Example:* 10 farmers can feed themselves and 10 others for a total of 20 FP. If there were only 5 other civilians to feed, that is, if only 15 civilian units in total needed to be fed, the empire would gain 5 extra CR due to the 5 extra FP.

4. **Unrest Check and Rebellions:** See Advanced Rules for Details

5. **Population Growth:** Add each planet's rate of growth to determine how many new civilians the empire will gain. Make sure to round down the total Civilian points to a minimum of 1.

i. **Homeworld/Capital:** 1.0

ii. **Others:** 0.5

*Example:* if an empire has 3 colonies plus its Home World, that empire would gain 1 civilian unit for the Home World and 1.5 for the other three colonies, for a total of 2.5 civilian units. The fraction ".5" is rounded down, making the new total 2 civilian units. Should he gain a fourth colony (+5) his total would become 3 civilian units instead.

Once the total has been determined, the empires will now gain that many civilian chits from their civilian unit pool and evenly distribute them among all their colonies. That is to say, add to each colony one civilian unit before adding another to the same planet.

**Do not forget** to change your **Population Total** on your empire card and Colony Sheet, as this total tracks how many civilians are available for **Job Assignments**. Use Generic chits to keep track of these changes.

- **Excess Civilians:** See Advanced Rules

6. **Job Assignment and Reassignment:** Assign new civilians to a job.

i. **Agriculture** produces FP, which governs how well fed the population is. Each farmer produces 2 FP.

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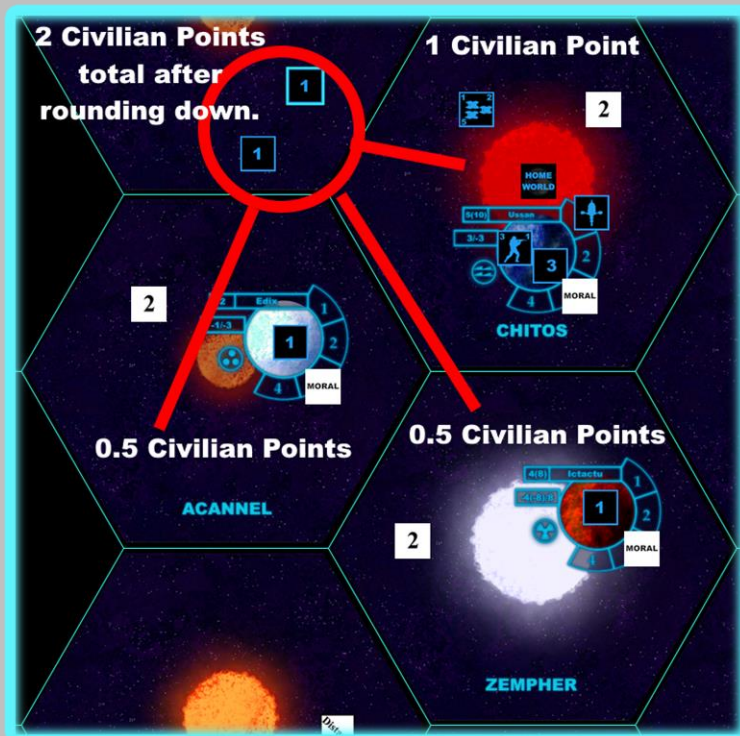
- ii. **Industry** produces LP, which determines how much an empire can build and maintain during each round. Each Worker produces 1 LP.
- iii. **Science** produces RP, which is used to increase the empire's technological capability and superiority in some area of research. Each scientist produces 1 RP.
- i. **Reassignment:** empires may *only* reassign up to 3 civilians/round
  - a. **Reassigning more:** 5 CR/civilian moved
  - b. **Forced move:** 1 unrest check per civilian unit moved without payment.

*Example if a player has a population total of 9 this round, and 5 of these are assigned to Agriculture (producing 10 FP, which will be enough to feed all civilians and generate extra CR), 2 into Science, and 2 into Industry. He may take up to three of his civilian units from any of job and then place them any other job: one counter from each job assignment, two from one assignment and one from another, or three from one assignment. These points may then be moved to any combination of job assignments, so long as the worker is not placed in his original assignment.*

## 7. REBELLIONS

See **Advanced Rules** for details.

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## C. ACTION-PHASE INTRODUCTION

The *Action Phase* determines the bulk of each empire's actions. While there are 6 actions, not all 6 may be chosen. In any 12 round game or less, empires will choose **4 actions per round** and will **not** be using the **Wild Chit**. This is reserved for games 18 rounds or higher or as an optional rule for shorter games. During longer games, players may only choose 3 actions, but are allowed to use wild action chit for a "desperate" fourth action.

Each empire has 6 chits to choose from with each bearing the name of its corresponding action, except for the wild action, which will be discussed in the advanced book.

**I. Choosing Actions:** All actions must be chosen at the end of each round prior to the **Galactic Events** phase. Those that are chosen will be placed *faced down* in front of the player and *hidden* until the particular action has been called out by the First player.

**VASSAL NOTES:** Place the chits down near your empire's homeworld, face down.

- **Calling Out Actions:** When calling out an action the player will follow the action list's order, starting from the first action, Foreign Intelligence, until the last, Galactic Empire. This will continue until all action chits have been flipped over, or the last action has been resolved.

**II. Resolving an Action:** At the start of each action, after it has been called out, all players that chose that action may reveal their corresponding action chit. Allow for a brief pause before beginning the action just in case any player has a card they may want to play. After this, players will take turns completing that action in order, one at a time, starting from the First Player and continuing on *clockwise*. Once everyone has finished that action, move on to the next and repeat the same process until all players have resolved their actions. No player may begin his action until the last player has finished completing his own.

1. **"Pass" Action:** While actions are being called out, a player may choose not to flip his action chit over. This is called a "Pass" action.

*Example: A player chose to do Production, Movement, and Diplomacy, but soon realizes that it would be foolish to move any of his ships this round. When "Movement" has been called out he will keep his "Move" chit face down. Only when all other actions have been exhausted will other players know that he had passed over an action.*

2. **Wild Action:** please refer to the advanced rules.



## 1. PRODUCTION

In this action empires build and upkeep units, build up their fleet and foreign intelligence, and may even gain some CR from excess LP.

### Procedure:

1. Count LP.
2. Negate Upkeep and Repair costs
  - i. Scrap and resolve debts.
  - ii. Remaining LP is the new LP total
3. Build and Reserve Units
4. Husing
5. Convert LP to CR

## I. LPOUNT:

**LP Total**= Worker # + Potential (colonies + tech) + Actual (tech + leaders) + Cards (Political + Action).

To calculate your Total LP number: +1 LP for each worker and all active LP from tech and leaders. Count how much potential LP you have from planet bonuses and negatives, and from techs. Receive as many potential LP as you do workers, up to the potential LP max. Add the effects of any cards

*Example- if the potential LP shows 10 LP, but there are only 5 workers, only 5 potential LP may be used*

Be sure to keep your Colony Sheet updated. Most of the information will be available at a glance if you have done the work at the start of the round.

**NOTE** Negative potential LP subtracts how much potential LP you can actually use. If you have negative left over, you must reduce from your actual LP total to a minimum of 1.

- **Free LP.** 1 free LP if the empire would otherwise have none, or even a deficit.

**II. UPKEEP AND REPAIR COSTS:** fleets and space stations require maintenance in order to stay on the board. Damaged ships need repairing in order to be fully operational. These numbers deduct from the total LP, but you can use CR to supplement the costs.

**Upkeep Total**= maint. number of Space station + ships + troops + upgrades

**Upkeep:** units and space stations have their upkeep number on the unit's sheet.

- a. **Upgrade Upkeep Costs for Ships, Troops, and Space stations**  
See Advanced Rules for details.

b. **Troop Upkeep:** 1 CR/2 troops.

c. **Using CR** You can pay up to half of your maintenance costs with CR

ii. **REPAIR** See advanced Rules

**FINAL LPTOTAL:** The final number is the total amount of LP the empire may use to spend on any units (troops, spies, space stations, ships).

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## III. Building Units

- i. **Unit Costs:** Each unit has a cost. An empire may meet these costs using both LP and CR. Up to half of the cost, rounded down, may be paid using CR. The rest must use LP. Refer to the unit sheet to find the base cost for any unit..
- ii. **Partial Payment:** The player may choose to pay part of the unit cost and reserve term in the ongoing builds section. They can choose to pay up to half of the cost in CR, but will be required to pay the rest in LP. **See the advanced rules for more details.**
- iii. **Unit Build Max:** Empires may only build in two systems at a time. In each of these systems they will calculate their max build number.

**Max Build** for a system= ( $\frac{1}{2}$  **current** pop # or all of the planet's LP bonus (whichever is greater)) + Space Station Level.

Take  $\frac{1}{2}$  the chosen colony's population in that system (rounded up) or the total LP planet bonus, whichever is greater, and then add the Space Station level found in that system

*Example* A system with two colonies, one colony with a current population of 4 and the other 3, will use the one with the greater population divided by two, i.e halved- which would allow for 2 max build. But if the planet with a 3 population had a total 4 LP bonus on that planet, that would give the empire a build number of 4. If that system also had a level 1 station, its max build number would increase by one - 1 build point because its level is 1. The total build number of that system would then be 5. 4 for the planet that has 4 potential LP, and 1 for the Space station.

- The Space Station does **not** have to be assigned to the same planet that is being counted.

iv. **Placement:** Units are only placed in the two chosen systems. Ships can only be built where they meet the requirements. If the max build number has been reached in both systems, no more units can be built.

*Example* Empires building medium ships must build them in a system that contains a level 2 Space Station or higher.

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a. **New Space Stations** Empires can only build **one** space station per system. The station is not specific to any colony. The only way to build a new space station is to start a building action in the desired system. However, you cannot build other units in that system until the next production phase. That means that whenever you choose to build a new space station, it will use up one of your build locations for that round.

A player can build any level of Space station so long as they have the requisite technology to do so. Once built, if they want to upgrade it to a higher level they must do so during the [Galactic Empire](#) action.

- **Multiple Stations** There can be colonies from more than one empire in a single system. When this is the case, each may build their own Space Station. Each Space Station may count toward sGA.

b. **Troops** The max troops allowed on any colony is half its total *available* population (rounded up). If there are any transports in the system, the empire may place the troops there instead.

c. **INTEL**: There are no partial payments for Intel. It needs no maintenance, **nor** can it be scrapped.

IV. **Housing**: LP can be converted into civilian chits. For 4 LP a player may receive 1 civilian counter to place on the map **once** per production action. Take the new civilian chit and place it in a reserve box until the next population phase. It **does not** count against FP that round.

**Convert LP To CR**: All remaining LP are converted over to CR on a 1 to 1 basis. [Back](#)

## 3. RESEARCH

Research enhances empires, developing their military might, culture, economy, workforce and more in some way. All of this is handled using RP. There are 8 categories to choose from, each with their own unique contributions to your empire.

### Procedure:

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

### I. Research Points (RP):

RP is akin to LP. gain +1 actual RP for each scientist, and gain the amount of potential RP equal to the scientist total, up to the potential RP total. Then add all planetary, tech, and other modifiers together. This will be the Total RP you may spend for this round.

The player's Technology Tree sheet will also keep track what the player has researched. The **Technology Tree** is found on the back of the Unit Chart. Be sure to mark off any research as you complete it. More on this below.

**RP total** = 1RP/scientist + potential RP/scientist + other modifiers (planetary, technology, etc.)

**\*Minimum RP**: A player will always have a minimum of 1 RP to use.

**\*\*Left Over RP is Lost.**

I. **Tech Tree**: Each tech enhances an empire in a variety of ways. There are 8 different categories that an empire may research. Each category has a certain amount of levels that you can research up to. Each category focuses on some aspect of the empire, and each level contains one, two, and sometimes three different choices of enhancements which provide some particular bonus.

The 8 Categories are: Construction, Power, Chemistry, Culture, Computers, Biology, Physics, and Force Fields.

i. **Completion (C)**: When any technology has been completed, write a "C" beside the researched Tech to indicate that it has been completed. You will also replace any "R" techs with C once they are complete.

- ii. **Researching (R):** A player can start a research during this action, but they do not have to pay it off right away. This is considered an ongoing research. There may be up to three of them

He will write down an "R" plus a number to indicate whether the research is his first, second, or third project.

Thus a player would write R1 beside their primary research and R2 beside their secondary, and R3 to their tertiary.

- iii. **Multiple Projects:** All current research must be completed before new research can be started. **New research** may be started the next round after.
- iv. **Research Stats:** there are places on the various empire sheets to write down the effects of any upgrade, be it planetary, for resources, or for units.

## II. Researching Technologies

At the start, only level 1 techs are available. Once one a level one tech has been researched, that category's level 2 techs are unlocked. Then level 3 of that category.

*As an example, if a player researches a level 1 BIOLOGY tech, the level 2 BIOLOGY techs would become available*

- I. **One Level, Many Choices:** there are usually more than one technology to choose from in each tech level, but player can **only choose one**. Once they have chosen it, they **cannot** go back and choose the other. So choose carefully!

### II. Other Means to Gain Research:

 See advanced rules.

- a. **One Choice?** Some levels of research may only have one choice of tech. Obviously there is nothing else to research, so "Move along. Nothing to see here."
- b. **I already have that one.:** The player may end up obtaining a tech he already has. Should that happen, the player may choose to gain **RP** or **CR** equal to half (rounded up) of the Tech's total RP cost. The RP will be applied immediately to any ongoing research, or if there are none, the player will immediately begin a new research project and apply the RP there.

- III. **Paying for Research:** Each research level has an **RP cost**. This cost may be paid off immediately or over a series of rounds. Empires may use both RP and CR to complete the research.

Similar to [production](#), empires can only spend CR equal to half the RP cost, rounded down (to a minimum of one).

- a. **Ongoing Research:** See Advanced Rules.

## Other Notes

- i. **Completed and Pending Techs:** If a player can complete his first research project in that Research action, the second and third projects will still maintain their higher cost.
- ii. **Size Requirements:** Certain technologies require a specific size of ship before it can be used. Ships larger than the required size may use it.

*Example Shields II tells us that it requires at least a medium sized ship before it can be equipped. Large and Huge ships may also use it.*

- iii. **Miniaturization:** see main rules for details
- iv. **Completed Categories:** Once a category has been completed, GA will be rewarded. See [GA Phase](#) below.
- v. **Achievements:** Some Technologies are labelled "Achievement". This grants some GA. See [GA Phase](#) below.

## IV. Implementing Technologies

Once a specific technology has been researched, some technologies may be used immediately while others must be equipped to a specific unit class before they become effective. See the [Upgrade](#) section within Galactic Empire action phase.

- i. **Unit Upgrades:** Most research cards that deal with unit upgrades will not take effect until it has been equipped during the Galactic Empire action.
- ii. **Immediate Upgrade:** Many empire related technologies immediately take effect. Be sure to update your empire sheets.

*For example, one card might say that you gain 1 LP (potential)/colony. The empire has to change this number every time they lose or gain a colony.*

**Actual and Potential:** Be sure to look if the technology affects the actual or potential value of FP, LP, or RP. Refer to the Introduction booklet for more information on Actual and Potential values.

- iii. **Engines:** Transports are always assumed to have the latest engines equipped. Modify their movement accordingly.

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### 4 MOVEMENT:

In this action, empires move their ships, troops, fleet leaders, and civilians from planet to planet, system to system. Here empires will explore the galaxy, colonize new worlds, and conquer foes.

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

1. **Move ships, units, leaders**
  - a. **Supply check** before moving or dividing fleets.
  - b. **Divide fleets** before moving them.
  - c. **Check Ship Range** to see how far a fleet may move.
  - d. **Compare distance chits** to see how much MP must be spent, and if the fleet has enough.
2. **Explore a New System and/or initiate combat/barricade**
  - a. **Explore new System** Secretly flip over tile and look at the other side and resolve its event (if any or if possible).
  - b. **Battle** Begin ground or space combat.
  - c. **Resolve** combat aftermath.
3. **Colonize/place outpost.**

#### I. Movement and Ship Range:

- i. **Movement in General:** All fleets are moved before any tile may be flipped, system event rolled, combat initiated, or colony established. When *all* fleet movement is done, then resolved the rest.
- ii. **Movement Points (MP):** Each ship has a base movement point number. This is found on the unit page. MP is also used to show how far that unit can travel at any given time or how many actions it can conduct during combat.

**Distance Chit:** As explained in the **Introduction booklet**, Distance chits are used to determine the distance between two systems. They cannot be revealed until the empire begins to move into that unexplored system. Once committed,



flip over the chit. It remains flipped for the rest of the game. If the player decides against moving once they look at the chit, that fleet forfeits its turn.

**VASSAL:** Place the distance chits in your player hand before you look at them. This allows you to look at them in secret before you commit to moving your fleet. Then place it back either face up or face down based on what you decided to do.

**Total Distance:** add the number of the Distance chit found within your fleet's current system with the one found in the system they are moving into. This number is negated from the fleet's max MP.

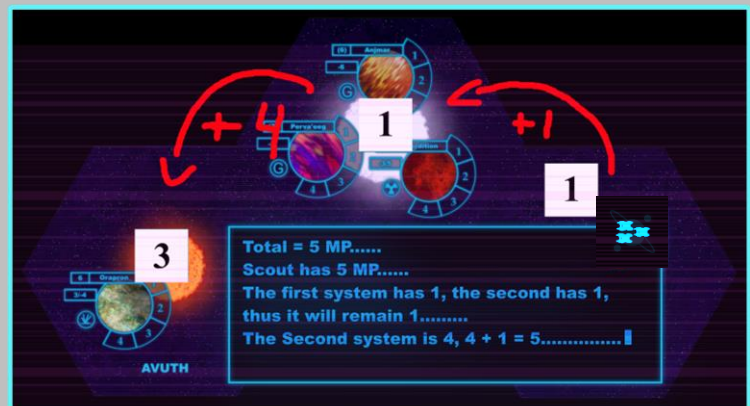
**Example:** If the first system had a distance chit reading "1", and the second system the one the player is intending to move to, is a distance of 3, together they make a total Distance of 4. Thus a ship or a fleet would have to spend 4 MP to move into it.

**Movement Limits:** A ship may move through as many tiles as its total MP will allow, as long as it is not prevented by some anomaly or event. If it cannot meet the required amount of points it cannot pass into that tile.

- a. **Not enough MP:** If it cannot make the passage, and the chit has just been flipped, that fleet's move is over.

**Example:** Scouts have 5 MP, which will allow them to pass through as many tiles up to 5 units of distance. If the first tile only costs 2 MP, that leaves the scout with 3 more MP to travel into another tile. This may continue until all MP are expended, or the unit does not have enough MP to continue on.

- b. **Same Numbers:** If both *Distance Chits* have the same number on them, do not add them. *Only count one of them.* Thus if there were two 1's, it will only cost 1 MP to pass through.



- c. **Anomalies:** Players cannot move through some anomalies without their units taking damage. These dangerous areas are the Asteroid, Mnefield, Super Nova, and the Black Hole tiles. Nebulas do nothing extra. Refer to the



Introduction section, [Planet Types](#), or the GN reference book for more details.

i. **Transfer Troops** see **Advanced Rules** for details

ii. **Fleet Rules**

a. **Movement:** A fleet consists of 1 or more ship units. Its movement is equal to the lowest MP score.

*Example: If a player has a Scout, Destroyer, and a Cruiser in a fleet, although the Scout has a base movement of 5 and the Destroyer of 4, they may only use the Cruiser's movement of 3MP.*

b. **Fleet Chits** Fleet chits are used to represent on board fleets. These are best used to replace large and unwieldy fleets.

**Fleet**  
**1**

There are two of each fleet chit, numbering from 1-4. The first chit is placed on the board, and the second chit is placed near or on top of the actual fleet found in the player's play area. The chit on the board moves and acts as any fleet normally would. When in combat, move the actual units to the battle grid.

- **Leaders** When the fleet chit has been attached to a leader, the reserved ships will be placed near or on the leader's card instead.

c. **Stacking:** If multiple fleets from the same empire ends their movement in the same system they become one fleet. Once stacked, the rules of supply affect it as one fleet. If there is not enough supply, see the rules below in *Chain of supply*.

- Fleets may move through other fleets without stacking.

d. **Dividing a Fleet:** Before an empire moves a fleet, it must decide whether that fleet will move as one or as separate fleets. This division must happen before any of them are moved. Once the fleets have been split up they may now take their separate actions.

- **Chain of Supply:** The fleet must do a supply check before the fleet divides. If the supplies are deficient, some ships will not be able to move until next round.

e. **Different Empires** Fleets from different empires may end on the same system. They may have to begin combat if they enter another empire's Zone of Control.

- **Zone of Control:** Zone of control is established only when there is a *colony AND a space station* of a particular empire in that system. That empire may choose to block any other empire's fleets from entering, and may attack *without* penalty. If there are no space stations present,

or if there is only an outpost, other empires may create outposts or colonies on different planets in that system without issue.

f. **Moving Through:** A fleet may move through an enemy stack so long as they leave behind as many chits equal to double the enemy chits.

g. **Multiple Leaders** See **Advanced Rules** for details.

h. **Allies** See **Advanced Rules** for details.

i. **Non-Aggression Pacts** See **Advanced Rules** for details.

j. **War-Hostile Systems** See **Advanced Rules** for details.

k. **Locking and Barricading:** See **Advanced Rules** for details.

iii. **Communication Range:** determines how many system tiles a fleet may travel away from their controlled space into uncontrolled space. It also determines whether an empire is in communication range with another empire. Each system has its own communication number and cannot stack with other systems comm range. It does not matter which system's range is used, so long as it extends far enough out for the fleet to use. These ranges are radial.

l. **Base Range:** Outposts=1, Colonies=1, Space Stations =1/2 level rounded up+tech

m. **Stacking:** The values of all the colonies and the space station of one system may stack. Outposts do not stack with any other value. If an outpost is in the same system as a colony, use the colony's range instead.

*Example: if there is one colony and a level 2 space station in the Ethibi system ships will have a range radius of 2 around that system. That is, they can move out 2 tiles from that system in any direction.*

n. **Out of range:** the fleet cannot move beyond this range. They can lose communication range if an outpost or colony reverts to neutral, is taken by an enemy, or goes into rebellion. If an **Ally** is within range, their range may be used. A fleet may also use the range of other empires if they allow it (which might come at a price..).

o. **Defence:** Even if out of range, ships may still defend themselves.

iv. **Fleet Supply:** Each ship has its own supply cost. This number is based on the **Ship Size:** Scout 1, Destroyer 2, etc., See the GN reference book in the Unit section and refer to the Unit/Size Column for detail.

If the supply cost cannot be met, the ship cannot move. This is



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important when creating fleets. Any ship within a fleet that does not have its supply met must be left behind and it cannot move that round. But other fleets may move into and through that tile.

*For example, a fleet of 2 scouts (1 supply each), 1 destroyer (2 supplies), and a Cruiser (3 supplies), require 7 supply. But if there were only 5 units of supply, either the scouts (2 supply total) or the destroyer (2 supplies) cannot move. The empire may even choose to leave the Cruiser behind (3 supply).*

### p. Supply Number:

Each system's supply number is determined by its quality of planet and the level of its Space Station.

Outposts 1, Terra: 3, Fertile: 2, Other: 1, Space Stations 1/2 level rounded up, Transport: 1 or 2- see below.

### q. Chain of Supply.

All ships or fleets must be in range of supply in order to move, except, of course, if they have enough transports in their fleet to supply some or all of their supply. Players create a chain of supply by connecting as direct a route of systems to that fleet. Each system must be in range of each other in order to create the chain of supply.

- **Restrictions** Chains of supply cannot go through certain anomalies: **Super Novas, Mine fields (anomaly), black holes, or asteroid fields.** Nor can they go through **hostile territory or events such as Ion storms.**

Unlike *Communication Range*, **Supplies** are **stackable** so long as the systems are in range of each other. To

determine the chain of supply, a player *must* draw the most direct route possible from any system toward any fleet. Add each system's total supply number along the way to obtain the total supply number for any particular fleet. Depending on the fleet's location, each fleet may have a different chain of supply than the others. There are no limits to how many supply chains an empire may have, thus there are no limits as to how many fleets an empire may have. They just need to be in direct range of a supply chain.

- r. **Within Empire:** When the fleet begins their movement in a system with a colony from their own empire or an ally's empire, the supply from the supply chain **doubles**.



- s. **Outposts** may be used to help connect or extend the chain of supply.
- t. **Broken chain:** If the chain has been broken, either it will reduce the amount of available supply, or that fleet will be completely cut off from its supply. When it is completely broken, the ships cannot move until the lines of supply have been re-established. An ally transport may be used to give that fleet supply points, as well as their colonies if any are nearby, or any other empire not at war with that player may negotiate with them.
- u. **Transports** do not cost any supply. Instead they may provide up to 2 supply points when empty, and 1 if carrying one troop. These points are only available to the fleet it is accompanying.
- v. **Combat Penalties** See Advanced Rules.

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## II. Exploring Systems and Engaging Battles

### A Discovering New Systems

There are two ways that an empire may explore a system. Either scan it or move in to it.

1. **Scanning:** Scanning is the safest way to explore unknown systems, but it can be very time consuming. The chosen fleet must spend all its movement points to scan. When it does, the player may secretly look at the distance chit and system tile, rolling to see if there are any events. The event is **not** played until a fleet enters that system.

- **Scanning with Intel:** A player may scan using intel during his diplomacy action. This can resolve any resolvable events in that system.
- **Intel and Fleet Scan:** players may choose to use their fleets and intel action to scan nearby systems.

2. **Blind exploration:** While it may be a gamble, empires may move their fleet into an undiscovered system. When they end their turn in that system the system is now considered "explored".

3. **Exploration Sequence:** Whether scanned or explored, players will follow the sequence below. Note that when scanning a system, you cannot complete Resolve Events or Colonize/Create Outpost. Fleet presence is required to do so.

1. Look at the Tile
2. Roll for System Event
3. Resolve the Events where applicable.
4. Colonize/ Create Outpost

1. **Look at the Tile:** When exploring a tile, the player will first flip that tile over and secretly look at the other side. Here he will find planet information and the system's name. Consult the **GIN reference book** or the **Introduction booklet** for more information on the PTI, PIB, Planet Types and so forth.

2. **Roll For System Event:** After the player has looked at the other side of the tile, he will roll a d10 to see if any events occur. On a 6+ (or 5+ in brown star systems) the player will pick up a **Solar Report** card from the System Event Deck, and he will secretly read the card.



3. **Resolve Event:** If the card affects the player right away, (such as finding CR, rescuing a leader, finding a splinter colony, etc.) he will read out the card. Then he will discard the card. If it does not affect him right away, the effects are not revealed and the card is placed on the top of that tile face down.

Anyone who ends their turn in that system may look at that card and tile. The card remains unrevealed until any empire meets the requirements of that card, such as colonizing the planet that contains it. The card will indicate whether it is discarded right away or not.

i. **Scanning:** If the player is only scanning the system, no planets will be chosen for any card that affects them.

ii. **Brown Suns:** These systems, although have little to no habitable planets, will have one guaranteed event with a chance of having a second at 5+. Both events may be kept where applicable.

iii. **Unplayable Events:** In some cases an event will be impossible to play or use. An example of this is when a player draws a planet based event for an empty system. This also extends to systems that only have gas giants or asteroid belts. Put the card aside and draw another. If the second one does not work either, then gain 5 CR instead, and 10RP to any current research, or used to start one research. Unused RP is lost.

- **Science Fantasy:** If players agree, you can keep any event in any system that it is drawn, so long as a reason is given and the other players agree to it. Be sure to keep note of the reason. For example, a War Torn world applied to an asteroid belt or gas giant might explain its current condition.

- **Uncharted World:** One might choose to treat the card as a planet instead, giving it barren status and the card's negative or positive modifications. Congrats, you found a lost planet, and thus can name it. The name must be retained for the rest of the game.

iv. **More than one Planet:** Many systems have more than one habitable planet. Some cards will ask for a die roll to determine which of these planets will be affected. In the event that it doesn't, choose a planet, roll a d10, and the first planet that rolls a 9+ will gain that card's effects. If a player chooses to colonize a planet in a system that the card does not affect, place the card on the planet it is attached to. If there is only one colonisable planet, the card automatically affects that planet.

v. **Planet with Card not Colonized:** While an empire may choose to colonize any habitable planet found within any

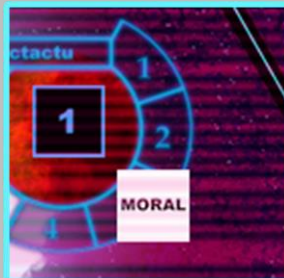
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system, the event will not be revealed to other players until its planet has been colonized.

- vi. **Black holes and Supernovas:** Black hole and supernova tiles do not have events. Empty spaces and anomalies may.
  - vii. **Corresponding Chits:** Some events have corresponding chits. When the card becomes active, such as colonizing a planet, place the card off to the side of the board, and place its corresponding chit in the system it was found in.
4. **Colonize/ Create Outpost:** If the player has a transport ship carrying a civilian or at least one troop, he may now choose to create a colony or an outpost. After establishing a colony or outpost, play out any remaining events attached to that colony where applicable.

- i. **Colonize:** this action requires one empty transport ship. Once the colony has been established, the transport will be “used up” and returns to the players gameplay area. You will have to build a new one.

- **Moral:** Each new Colony starts with 3 moral. The moral chit is placed on the Moral and Space Station track



- ii. **Create Outpost:** requires at least one troop. If the empire has two troops, the transport may drop each onto separate planets. The transport is not discarded when doing so.

- **Moral:** Outposts do not use moral.

- iii. **Zone of Control:** outposts and colonies may be created even in areas that are in another empire's zone of control. The other empire may block or attack the fleet without repercussion. If the transport does not have any other ships to guard it, it is automatically destroyed, with any civilian or troop unit in it.

- iv. **SOL:** See Advanced Rules

### III. Combat: See Advanced Rules

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## 5. DIPLOMACY

This action phase is dedicated towards the galactic relations between each empire. So long as any empire is within communication range, empires may choose to trade, create treaties, declare war, or spy on each other.

### Procedure:

#### 1 Calculate Contact Range

#### 2 Actions

- i. Sell Cards (Action and Senate Cards)
- ii. Trade (Senate cards, techs, action cards, units, colonies, CR)

#### iii. Diplomatic Levels

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

#### iv. Other Diplomatic Actions

1. **Break Treaty**
2. **Enemy:** Declare war/end war/annexation
3. **Tribute**

#### v. INTEL

### I. CONTACT RANGE

A player may only trade with another empire within contact range. This is determined by using the same method for determining ship supply range, as found in [Movement](#), Fleet Rules: *Colonies/outposts + Space station (1/2 lvl rounded up) + technology modifiers*

If another empire is within contact range, those empires may now communicate with each other.

*Example:* An empire that has a system with a colony (+2), and a level 3 space station (+2), and the technology “subspace communications” (+3) would allow that empire 7 tiles worth of range in any direction. Any empire within that 7 tile range would be within communication range.

- i. **One Way Contact:** It is possible for one empire to be in range of another, yet the other empire not be in range of the first. In cases such as this, only the empire that has the range can enact trade and diplomacy with that other empire.

### II. ACTIONS: See Advanced Rules

## V. INTEL: Foreign Intelligence

The **Foreign Intelligence** action, or **INTEL**, allows empires to gather information about other empires, scan unexplored system tiles without sending ships, or attack other empires directly or indirectly. These actions may be either passive or aggressive.

Passive actions will **never** incur a GA penalty, nor will they break any treaty or cause war.

Aggressive actions may incur all sorts of penalties. See the [Advanced Rules](#) for details.

### Procedure:

1. **Choose Action** (passive or aggressive)
  - a. *Passive*: No repercussions
    - i. Intelligence Gathering, Reduce Intel, Reveal Tile
  - b. *Aggressive*: see [Advanced Rules](#) for details.
2. **Call Out Action** and chosen target
  - a. Roll to see if the action succeeds
  - b. Defender may defend with his own Intel.
3. **Resolve outcome.**

**Intel Points:** Intel Points are chits that represent the entire spy and information network found within and outside of each empire. It is both the manpower and resource behind each action in this phase. It can be spent like a resource, and it can act like a unit. As with any troop or ship chit, it has its own stats: the top left represents its attack power, and the top right represents its defence.



All attacking actions roll against the first number. All defending actions roll against the second.

**Buying Intel:** These points are bought during the **Production** action phase (see below). Each Intel chit is counted against the unit purchase limit as described in the Production action phase. Once Intel has been purchased, players may place them anywhere off the map in their play area.

- I. **Performing Actions:** In order to use INTEL empires must first call out the action to be performed and then spend the requisite Intel to initiate that action. They may then spend extra Intel to gain a bonus to their action. This phase ends when the player has spent all his Intel, or when he no longer wishes to perform any more actions.

Any action may be played more than once, with a few exceptions, so long as the requisite INTEL have been spent. These actions may only be played on empires within communication range (see [Movement: Communication Range](#) for details).

- i. **Combining Intel:** see advanced rules.

- ii. **Resolving Actions:** For the sake of this tutorial, you will only use INTEL to scan new systems. Since this will be done automatically, you will only need to spend your intel to enact the action.

See advanced rules for more information.

**Passive Actions:** These actions do not directly conflict with another empire. They are considered “harmless”, because the means of gaining this information are not strictly “illegal”. This does not stop other empire’s, however, from frustrating their action by defending against it.

See advanced rules for more information.

- i. **Scan System Tile:**

**Two Intel:** a player may peer into any unexplored tiles. These hexes must be within **fleet supply range** (Discussed in the [Movement: Right Supply](#) section below). He will also resolve a system event roll as if it were being explored by a fleet (also discussed below). Only one system scan per Intel phase.

- o **Wild Action:** You may do this again if you repeat the Intel phase with a wild card action.

**Other Intel Actions: Passive and Aggressive**—These only apply once one empire is in contact with another. [see advanced rules](#).

- II. **Aggressive Actions:** Aggressive actions are those that directly conflict with another empire. See [Advanced Rules](#) for details.

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## 6. GALACTIC EMPIRE

The *Galactic Empire* Action focuses on the general maintenance and development of an empire. During this action empires may choose to pick up a free Action or Senate card, pay for more; bid on a leader; upgrade ships, troops, space stations; raise moral, build a colony base and more. Each player may complete any or all of these actions in order as they appear in the list below.

### Start: draw two leaders

1. Card: gain one free action or Political Card. Then choose to buy either.
2. Remove A leader (May dismiss a leader without any GA or Leader Penalty)
3. Bid
4. Assign or move a leader
5. Upgrade
6. Raise Moral/Remove Damage
7. Change Capital
8. Colony Base

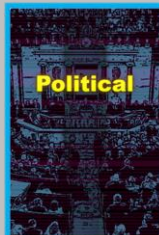
**Start:** At the start of every Galactic Empire action, the first person to enact it must first draw two leader cards and place them side by side beside the Leader Deck. Leaders are only drawn once a round unless there are no more leaders to choose from

New leaders are placed on top of the two separate leader decks.



### 1. Action and Political Cards

- Action cards** allow empires to perform special actions. They are played during certain phases and actions, producing immediate positive or negative effects. As seen just below, the cards display the card's name (Revolt), effect, and phase it can be played in (Galactic Empire).
- Political cards** are agendas that may be voted on during the Senate phase. They will be good or bad and will affect one or more players. Some are temporary, while others, such as those



labelled "Law", are permanent.

- Purchasing Cards:** Before purchasing any card, empires must declare whether they want to buy an Action or a Political card. Then they must pay the requisite cost for that card. They can be an admixture of any of the two cards.
  - Cost:** The first card is always free. Afterwards, the player must pay CR, with each card costing more than the last. The second card costs 2 CR, 4 CR for a third, 6 CR for the fourth, and 8 CR for the fifth. The player must choose the type of card, that is, Action or Political, before they pay for it.
- For example, After choosing a free card, an action card in this case, the player desires to purchase another action card (2CR), then a Political card (4 CR), then decides for another Action Card (6CR)- all for a total of 12 CR*
- Card Limit:** Players may only hold up to 6 cards total of any combination of Political or Action cards.

**2-4- Leaders:** Famous personages and organizations may be employed for their talents to the benefit of the empire. They may modify colony bonuses, fleets, troops, tech, jobs, Intel, and more.

On the leader card you will find:

- Bid/upkeep**
- Name**
- Portrait**
- Rank**
- Resume**



- i. **Bid/upkeep:** Shows two numbers: ##/. The first is the **bid** number. It indicates the hiring rate for that leader. The second number is the **upkeep** number. It is his salary per round. The **upkeep** number is added to the maintenance total during the *Civilian phase*. Hence General Wheelock's initial bid cost is 10 CR, and 5 CR upkeep per round thereafter.
- ii. **Name:** Each card will tell you the leader's name, and sometimes what their occupation, rank, or designation.
- iii. **Portrait:** This is what the leader looks like... on a good day.
- iv. **Description:** To the right, below the leader's name, you will find a brief Description of the leader. General Wheelock is from New Rome, and was a navy officer.
- v. **Resume:** Below the portrait you will find the leader's skill set. Skills grant bonuses to either fleets or colonies. For example: **Famous** reduces the costs of future leader purchases, and **Fighter Pilot** reduces enemy ship accuracy. Refer to the **GIN Reference Book** for the list of leaders and the leader skill rules.

**a Using Leader Skills:** There are two sets of Skills: **General Skills** and **Specialized Skills**. The first set are always active, whether the leader remains in the leader pool, or assigned somewhere on the map board.

There are two categories of **Specialized Skills**: **Colony** and **Fleet**. Each skill category is activated only when it corresponds to the assignment category— either a colony or fleet assignment. So even if a leader has skills in both categories, only those skills that match the assignment will become active.

*Thus Farming would not activate in a fleet assignment, nor Fighter Pilot in a colony assignment. But General skills, like Famous, will be active no matter what the assignment.*

**b. Colony Skills:** Colony skills are active only when a leader has been assigned to a specific colony. Some of his skills benefit the colony alone, but other skills may affect the system that he occupies. There may only be **one** leader assigned to each system.

**c. Fleet Skills:** these skills are activated once a leader has been assigned to a specific ship. Some of these skills only affect the leader's ship, while other skills benefit the entire fleet he is assigned to.

- **Leader Stacking:** Leaders may stack together in a single fleet, but both cannot participate in battle. See Advanced Rules, Movement.

## 2. Remove Leader:

The player may choose to dismiss any leader in his leader pool. Leaders must be moved into the leader pool before being dismissed.

## 3. Bid

The Empire selects one leader from one of the two leader decks, and then places his bid. The bid must be equal to or greater than the leader's **bid number**. Other empires may participate either by aiding the player by paying some of the CR, or by hindering, increasing the CR cost by placing their CR on top of the leader card. If the empire wins the bid he places the Leader in his play area. All CR spent by anyone during the bid are lost.

- i. **Uncovering leaders:** Once a leader has been hired, if there is another leader underneath, that leader may now be bid on by any other player during that Galactic Empire action.
- ii. **Empty Leader Deck:** If there no more leaders left in the main deck, shuffle all the leaders back together and start again.
- iii. **Leader Limit:** Each player may only have up to 4 leaders at once. They cannot gain anymore leaders until they dismiss one of their leaders.
- iv. **Leader Chits:** There are 4 pairs of leader chits. After gaining a new leader, choose one set of leader chits for that leader and place them on his card. When the leader has been assigned anywhere, place that chit on its respective assignment. When removed from their assignment, place that chit back onto the leader card, or on the new assignment.

*For example, if a leader has been assigned to a colony, move one of its leader chits to that colony. This will help you know what leader is where. If the leader was assigned to a fleet, move that chit under the ship you wish to assign that leader to. The leader will be carried and moved by that ship.*

## 4. Assign Leaders

Active leaders may now be assigned. A leader remains active when moved to his assignment.

- i. **Re-Assignment:** When *re-assigned* on the game board or back to the leader pool, send that leader's chit to the new assignment and flip over the leader card until the Galactic Action of next round.
  - a. **Ship Assignment:** fleet leaders must be assigned to one ship. If the empire would like to assign them into another ship or fleet, they can re-assign them or drop them off at a colony and pick them up with another fleet. The drop off and the pickup must be the last thing that fleet does during its movement.

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- ii. **Moving On Board:** Leaders may be picked up by fleets that enter their system and then transported to another system remaining active the entire time. A leader does not take up a spot in a transport. A leader may be picked up by a ship counter. **This bypasses inactivity.**

### 5. Upgrade:

**SHPS:** Empires may now integrate or remove technologies from their troops, fleets, and space stations. Each upgrade will require a base cost: the tech level of the upgrade. Swapping one technology out for another will incur two separate costs: removing costs half the tech level (rounded up), adding a new tech costs the full tech level.

*For example, if the player had a level 1 tech and wanted to replace it with a level 2, he would pay 1 CR to remove the first, and 2 CR to place in the second. This would come up to a total of 3 CR. Likewise, he could switch one level 1 tech for another, totalling 2 CR.*

- i. **Space Stations:** All levels of Space stations share the same load out. The space station's level dictates which load out will be used. The first 2 slots are available to any level, the 3<sup>rd</sup> slot is available to level 2 and up, the 4<sup>th</sup> for level 3 and up, and so on.
- ii. **Mechs:** see Advanced Rules.
- iii. **Base Ship Load Outs:** see Advanced Rules.
- iv. **Weapon Duplicates:** An empire may equip the same weapon more than once in the same ship class or on space stations. For example, they could equip 2 Plasma Canon's on a Cruiser. This does **not** apply to any other technology, such as armour or shields.

**COLONIES:** See Advanced Rules.

**7. Raise Moral and Remove Damage:** See Advanced Rules

**8. Change Capital:** See Advanced Rules.

**9. Colony Base:** Empires may build a colony base in one of their systems provided that it is not inhabited by another empire and he has the requisite technology to colonize it, such as those techs required for radiated or toxic planets.

Pay 5 CR and move one civilian chit from one of that empire's colonies in the same system to the new location.

**Civilian Requisites:** *The player must own at least one planet with 2 civilian chits* in that system in order to create a colony base. The player may colonize a planet with local natives on it if there is enough population space left.

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**D GALACTIC SENATE:** SEE ADVANCED RULES

The Senate phase is where all empires meet to vote on agenda's, that is, Political cards, and the sole ruler.

**When it starts:** When all empires are within communication range of at least one other empire. At the earliest it will begin at the end of round 3. It will be held every round thereafter.

**E GALACTIC ACHIEVEMENT:**

For the sake of playing a simple three round game, Galactic Achievements have been omitted. Please see Advanced rules for more details.

**OTHER GA GOALS:** See Reference Book and Main Rules

**GALLOSSES:** See Reference Book and Main Rules

—————PREPARE FOR THE NEXT ROUND—————

Congratulations, you have made it all the way through!

In games where GA is counted, only when all GA has been counted and recorded, will you prepare for the next round.

Otherwise, such as this tutorial, just decide which actions you will take.

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