

## PHASE AND ACTION ORDER:

### Setup Round

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

### Round Ends

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## B. CIVILIZATION PHASE ORDER: (CHECKLIST)

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

### Tax:

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

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

### Wild Chit:

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

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

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

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

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

**Total Maintenance=** Space stations + ships + troops + upgrades

### **Upgrade maintenance for all combat units:**

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

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## 2. DIPLOMATIC RELATIONS:

**Diplomacy-** See player Diplomacy Card.

- Up to 2 treaties per Diplomacy Action.

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

### Actions

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

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

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

#### iv. Other Diplomatic Actions

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

INTEL

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INTEL

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

#### Procedure:

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

#### Passive Actions:

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

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

#### a. **Steal Research:**

1 Intel: Steal RP = 1d10 +5 RP. -3GA, -1 D, YC  
 3 Intel: 1 random tech- 1d10: 1-8 corresponds to a tech category. 9 is choose one. 0 is choose 2. -5 GA. -2 D levels, YC

#### b. **Sabotage Military:**

1 Intel: 1 Dmg to one unit or space station. -3GA, -1 D

3 Intel: 3 Dmg to any one unit, or spread up to three -5 GA, -2 D, YC

#### c. **Bribe/Assassinate:**

**Bribe,** 2 Intel: Success: roll d10- 1-3 3x hire cost, 4-8 2x cost, and 9-10 is normal cost. -1 GA, cannot hire a leader this round.

**Subdue,** Leader is dead. -2 GA, Cannot Hire a leader for 2 rounds, RC.

#### d. **Break Treaty:**

3 Intel: -1 D. -3GA, -2D, YC

5 Intel: -2D. -5GA, -3D, RC

#### e. **Incite Rebellion:**

3 Intel: -1 morale. Play only once per round on the same colony. *Unrest checks and rebellion may occur*-3GA, -2 D, YC;

5 Intel: -2 moral. Play only once per round on the same colony. *Unrest checks and rebellion may occur* -5 GA, break all treaties, RC

### 3. **RESEARCH:**

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

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

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

C= Complete Reserach.

E= Event Research Complete

M=Miniturization

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

#### 4. **MOVEMENT:**

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

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

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

**MP= Movement Points**

**Troop Transfer:**

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

#### 3. **Combat:**

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

2. **Combat:**

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

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

#### 3. **Resolution:**

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

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#### 5. **GALACTIC EMPIRE:**

**Start:** Flip over two Leader cards

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

**Upgrade Costs:** Tech level.

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

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

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#### D. **SENATE PHASE**

Procedure:

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

Voting: number of colonies owned.

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## **E. GALACTIC ACHEIVEMENT:**

### **Procedure:**

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

Prepare for next round.

### **Winning:**

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

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## **CR GAINS:**

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

**Scrap:** Receive unit maintenance cost

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

**Resource:** convert 1 FP/LP= 1 CR

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

**Others:** Trades, events, and Planet captures.

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