

## INDEX Advanced Rule Book

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## 2. INTRODUCTION

Welcome to the Advanced Rule Book. This book covers the rest of the general rules that the Beginner Rule Book does not cover. These will become important as players progress to round three and beyond.

You only need to look at rules as you come upon them. Use the index and the indications within the beginner's guide to help you find out what you need to know.

Rules of particular interest include the Uhrst and Rebellion rules for the Civilian phase, Aggressive actions for the Intel action, Combat rules in the Movement action, and the Sole Ruler end game.

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## Introduction Book

## IV. Planets 2,3, Planet Name and Population Number-

Some terrain types modify a planet's total population capacity.

- a. **Regular, one number and No brackets-** this is the planet's population total. Eg. '6'



- b. **One number, but it is bracketed-‘(##)’**: This means that this planet cannot be colonised until the proper life support technologies have been researched, such as Weather Control. Eg. ‘(6)’



- c. **2<sup>nd</sup> number is bracketed-‘##(##)’**: If the first number is without brackets, but the second number has brackets, the first number indicates the current population total and the second is the full population total. The first number is about half the second. Eg. ‘3(6)’- ‘3’ is how much of the planet can be lived on without any life-supporting technology, while ‘6’ is the total liveable space once the proper technologies have been researched.



**Both numbers are bracketed-‘(##/##)’**: The planet cannot be colonized at all until the proper life support technologies have been



researched. However, the first number, ‘4’, indicates how much of the planet can be colonized

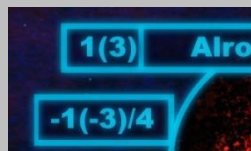
with rudimentary techs (such as weather control), and the second number, ‘8’, indicates how much more may be colonized after advanced technologies have been researched (such as terraforming). Eg. (4/8)

## 4.5 PIB

- i. **Negative FP**: See advanced rules. Some planets will display a negative FP modifier. These are equal to the planet's total population capacity. This is to emulate the fact that this planet cannot support any agriculture without the proper technologies. This also simulates that planet's need for food, and its effect on the empire as a whole. So be careful when you first begin to colonize other worlds or you might find yourself with a starving and rebellious population.

- **Minerals** may also have a negative value, representing poor mineral resource or a need for higher maintenance and upkeep for colonies on that planet.

- ii. **Bracketed Negative Values** see advanced rules. Some planets, as discussed above, have two population numbers. The first being the start population limit, the second being the potential max.



When these planets have negative FP values, the PIB will also display two negative values, each corresponding to the actual and potential population limits. For example, a planet with a 1(3) population may have a -1(-3) FP value, the first corresponding to the planet's current population limit, the second to the full population limit.

- iii. **Moral** starts off at “4” for home worlds, 3 on colonized worlds, and may be decreased to “1”, after which the planet will **rebel**.
- iv. The **Space Station** chit is placed on the number that corresponds to its current level, thus a level 1 space station (the lowest) will be placed on top of the “1”. The Space Station represents all local defence in an entire system so only one can be built per system

## 7- Moral and Space station Track

## B CIVILIAN PHASE

### 3. Provisions Check

i. **Insufficient Provisions:** If the empire does not have enough FP to feed its population, the player may opt to scrap any *troop, Intel, space station, ship, or leader* unit for CR to buy FP. He *may also scrap his Action or Political cards for 1 FP each.* **Scrapping** is discussed in further detail below in **Production**. If there is nothing to scrap or no extra CR to spend, the player loses 1 GA and must undergo an unrest check: see below.

a. **Buying Food:** When "buying" food, the cost is 1 CR for 1 FP.

ii. **Starvation:** if the civilian total exceeds the total FP, that amount must be removed from the population total and the job assignment tracks. The empire will choose which jobs will take losses. When removing civilian chits off from the planets, the empire and the player to his left will take turns, alternating back and forth, choosing which planet will suffer the population loss up to the total number of lost CP. Keep these civilians beside their planets. This will aid in determining which planet will undergo unrest.

- **Planets with One Civilian:** players cannot choose from colonies that only have one civilian unless there are no more choices left. Should this become the case, that planet reverts to neutral and the colony is lost. It will need to be re-colonized.
- **Remaining Troops:** If a military presence remains when a colony loses all its civilian chits, the colony becomes an outpost.
- **Space Stations:** Space stations remain when colonists are lost, but are not operational. If the colony reverts to neutral, and another empire colonizes it, the space station becomes theirs. They will replace the space station chit with their own, and move the station down one level to a minimum of 1.

*For example: 4 farmers feed eight civilian units themselves and seven others. But if there were 10 civilian units, and still only 4 farmers, two civilian units would perish due to starvation. Thus the player and the person to his left will take turns removing these chits from the board. Since two units have perished, the current player will remove one, and the player to his left will remove the other.*

4. **Unrest Check:** For every planet that loses at least one civilian to starvation, the player must roll a d10 for each of those planets. On a 1-8 unrest occurs and the Moral **decreases by 1**. Otherwise nothing happens.

- **NOTE** that whenever a colony loses one moral to unrest, *the unrest may spread to other Colonies*

i. **Influence of Unrest:** Whenever a colony fails its Unrest Check, all his other colonies in the same system, and in all adjacent systems, must now make an Unrest Check.

a. **Same system** On a 1-6 the Moral track will decrease by one.

b. **Adjacent Systems:** After the extra planets in the same system have been resolved, adjacent planets will **lose 1 moral on a 1-4**.

c. **Rebellion:** Should the moral drop below 1, that planet goes into rebellion. **See Rebellion Rules below**.

ii. **Multiple Unrest Checks:** It is possible that the unrest of one planet can affect other planets that have already made an unrest check. If a planet goes into rebellion, more unrest checks will follow and can cause wider discontentment throughout your empire.

Therefore, take care of your people!

iii. **Rebellions:** If the moral falls below 1, the colony will go into rebellion. As explained below.

## 7. REBELLIONS

If the unrest causes the Moral to go below 1, a rebellion occurs. If more than one rebellion happens for any reason, flip the moral chit over to the rebellion side and resolve each rebellion separately.

### Procedure:

1. **If Troops/Ships Present:** Attempt to quell rebellion
2. **If rebellion is not quelled,** reduce total civilian units on admin charts, population totals, and job tracks, these are not useable citizens. Bracket the planet information (job and population numbers)
3. **Stop Rebellion:** Use troops, ships, diplomat, and CR in the next couple rounds
4. **Fail to Stop Rebellion:** Goes to another player, becomes a minor empire (optional), or reverts to neutral.

### 1. Troops/Ships present:

**Troops Present:** If one troop is present, the empire may roll to prevent the rebellion. The empire will roll against the number of civilian units present on that planet to a minimum of 3. If more than one troop is present, the defending empire may add +1 to its die roll up to the number of civilian units present on that colony. On a roll of 1, two troop chits are lost. A natural roll of 10 quells the rebellion.

The player must keep rolling until either he repels the rebellion or all his troops perish. If he repels the rebellion, moral goes to 1.

*Thus on a planet with 3 civilians, the empire must roll 4+ to succeed. Since there are two troops present, the player gains a +1 to the troops favour, only a 3+ on a d10 is necessary. A roll of 2 will destroy one troop, and a roll of 1 will destroy two troops. Even if a player had 5 troops against 3 civilians, they could only roll 3+.*

- **Troop Death and Tech:** Some technologies give troops a chance to avoid death. These are applicable here.

**Ships Present:** If there is at least one ship point (**SP**) in that system (i.e. a scout), the empire may stop a space station from going rogue. The empire must roll up to double the space station's level, to a minimum of 3. For every 2 SP beyond the first ship point, up to the Space station's level x 2, the empire will gain +1 to his roll. A roll of 1

always fails and loses two ship points worth of ships. A natural roll of 10 is always successful.

*For example, a level 1 space station requires a roll of 5+ to overcome it. That is, the level (1) multiplied by 2 is 2. The minimum roll to succeed is 3+ 1, add +2, which gives us 5+. Thus if 2 scouts (2SP together) and a destroyer (2SP) were present, they would have a total of 4 SP, gaining a 1 advantage to their roll, changing the 5+ to a 4+.*

- **Ship Point Use:** One SP does not have to come from a scout. Should some other class be present, their first point allows them to initiate the attempt.
- **Failure:** If the ship fails the roll, unless it has armour to take some of the damage, it will be destroyed. All ships that partake will lose 1 armour point if they fail.

*For example, basic destroyers do not have any points of armour. If they are damaged they will be destroyed. But Cruisers and Peace Makers have 1 point of armour, and so take one point of damage instead of being destroyed. If a peacemaker was used to pacify a space station, but fails the roll, it will take one damage. If multiple scouts were used, each one used would take damage if they fail- but they would be destroyed since they have no armour points*

**Diplomat Present:** If there is only a diplomat in a system where a rebellion begins, on an 8+ the diplomat stops the rebellion. A roll of 1 will kill the diplomat.

**No Troops or Ships:** If there are no troops or ships present by the end of the next game round, that area goes to the highest roller in contact range of that player. If there is no one able or willing to take it, it reverts to a neutral planet, keeping all its civilians and space station. Replace the civilian chits with a generic white chit, and the space station chit with a white "0" chit.

**Optional:** There is also an option to turn these planets into a minor Empire if players decide to use these rules before starting the game. See reference book for details on how **Minor Empires** operate.

- **No Ships:** Space stations no longer defend the colonies from invaders, but rather add points in favour of the rebellion. +1 for levels 1-2, +2 for levels 3-4. This can add up beyond 9+; but empires may still quell the rebellion on a natural 10.
- 2 Rebellion- Reduce Population points:** Because the colonies are now in rebellion, the empire may not count them toward population growth, gaining GA, or voting at the senate.

Reduce the Population total by the number of civilians present on that colony. Then choose which job assignments take the loss until a combined total of points equals the amount of the new Population Total, alternating between the player on the left and the afflicted player. Do this procedure one planet at a time for each planet that rebels that round.

*Example: if a colony has 7 civilian units on it when it goes into rebellion, those 7 civilian units will be removed from that empire's population total. Starting with the player to the left, the two players will choose which job assignments will suffer loss. The other player will take an even amount of*

*each as possible. The afflicted empire may focus on any job as they see fit. They do this until a combined total of 7 civilian units have been removed from the job assignment track. For example, 4 from Industry, 2 from Agriculture, and 2 from Science.*

- **Rebellions from Intel or starvation due to blocking:** offending and target empires will alternate, starting with the offending player.
- 3. Squash an existing rebellion:** If the initial attempt at squashing a rebellion fails, either because there was no one to make the attempt, or all perished trying, so long as some troop presence is found on that colony, or ships in that system by the end of the next game round, the rebellion will not progress any further. Otherwise, the colony will split away.

In order to squash an existing rebellion the player may move in troops, spend CR, or send a diplomat.

- 4. Failed to stop Rebellion:** The empire fails to suppress the rebellion when there is no troop, ship, or diplomatic presence in the system or colony of the rebellion. All other players must roll, with the highest roller gaining that colony. If they refuse, the second highest may take it and so forth. Taking the colony does not cause any **Causa Belli**.

If all players refuse to take the colony it becomes a neutral empire or a minor empire. Replace all civilians with generic white chits and the space station, if one, to a generic "0" chit, placing it on its original level. Any player may choose colonize it if there is room. If not, it is full, unless its population is mysteriously reduced...

- 5. Other Ways to Remove Rebellions:** After the initial rebellion, so long as the empire can keep a certain amount of troops or ships on the colony, they can squash the rebellion by the end of the movement action.

- Troops:** If there are at least as many troops as half the civilian total present, rounded up, the rebellion is automatically squashed.
- Ships:** If a space station is present, there must be at least one ship point per space station level x 2. This is to neutralize the space station's effect on the rebellion.
- CR:** An empire may choose to spend CR to alleviate the need for man power. 10CR gains +1, 20CR for space station revolts. The usual bonus limits apply. However, CR cannot cover all the costs. He may only spend up to the amount of troop or ship points present in the area.
- Diplomat Leader:** +3 points against any citizen and space station revolt. CR costs are halved. If the diplomat is there without troop support, a roll of 1 will kill him.

- **General Moral Costs:** A diplomat may also increase the moral by one per turn on a 7+ and halve the moral CR while in the system.

[Back](#)**C. ACTION PHASE**

1. 2. **“Wild” Action:** Refer to the Advanced Rules. The wild action may be used as *any* action chit, including one already chosen. The player only needs but flip it over when one of the actions has been called out. This grants him flexibility when he is unsure what he ought to play, not having to commit to any particular action.

But it is a double edged sword. Depending on how one uses the Wild Card will determine what sort of penalty the player may undergo. There are two ways to use the Wild action chit.

- i. **Wild Action:** The Wild chit may be used to play as any action even to repeat an action. However, as a consequence the player will not be able to play both the Wild action and the chosen action next round, *and* he will *lose one action* next round.

Thus they will lose the use of two actions (the wild chit and whatever action the wild chit was played as) and may only choose 2 actions next round instead of 3.

- **Repeat action:** if it is used to play the same action, flip it over with your action. It will be resolved after all other players have finished their actions.
- ii. **The Fourth Action: Advanced-** Games with 18+ rounds may employ a desperate move, the Fourth action. This will remove 1 GA and you lose two actions next round.
    - **NDGA?** You cannot play the “Fourth Action.”
    - **NOTE** This rule only comes into effect in games where players choose **3 actions** instead of 4. Game where players have four actions use the wild card normally.

[Back](#)**I. PRODUCTION**

- b) **Upgrade Upkeep Costs for Ships, Troops, and Space stations:** the *highest level tech upgrade* found in each ship is used for calculating maintenance costs. Take its tech level and divide it by 2 **rounding down**, even to 0. That number will be added to the basic maintenance cost of a specific ship class.

**For example,** if the highest tech level upgrade from on a ship was 1, there would be no maintenance cost. But if it were 4, it would be a 2 CR cost to it.

**II. UPKEEP AND REPAIR COSTS**

- c) **Ships:** Damaged ships spend half of their upkeep cost (rounded up) to repair each point of damage.
  - d) **Space Stations:** Space stations use the same rules as ships: they pay half the upkeep (rounded up) in order to remove one damage.
- ii. **Forced Scrap:** Should the LP fall below zero, remove as much upkeep points worth of units or CR equal to, or greater than, the negative number. If you exceed that number for any reason, you regain the difference through CR. Players may always use CR.

**Example:** if an empire has 8 LP, but 9 CR worth of upkeep, the player will adjust his LP down to -1 LP. He has to make up for it in some way. If he has no CR he will have to scrap something to make up for the difference. If he decides to scrap a Destroyer ship (2 CR scrap value), he would pay for the -1 CR debt and receive 1 CR back to make up the difference.

- **Debt:** Refer to [Civilian Phase](#) above

- iii. **Voluntary Scrap:** Empires may choose to scrap any unit during this phase and receive its upkeep cost. They may also choose to “Half Scrap” Cruisers and Peacemakers, as well as Space Stations.
  - a) **Half Scrap:** Empires may choose to damage units that have armour points to “Half Scrap” them for quick CR without destroying the ship. Place a damage token on the ship and gain half of the upkeep cost (rounded up) for each point of damage to that unit. Only one damage chit per ship, and only works if it does not destroy that unit.
  - b) **Space Station Damage and Scrap:** Like ships, Space stations may take damage and gain its original level’s upkeep cost. The first damage chit will be placed one level below its current level on planet track. The next damage chit can be placed below the previous damage. The Empire can continue doing this until the level 1 space is filled.
    - **Damaged Space Station:** space station’s capabilities will be based on the lowest level with a damage chit on it. The space station will use all the attributes of that level, including the tech slot- losing some of its functions until it is completely restored.

**For example:** If a level 4 station had a damage chit on the level three section, the tech slot allowance would be lowered to four slots rather than five, since the level three Station only has four tech slots available to it.



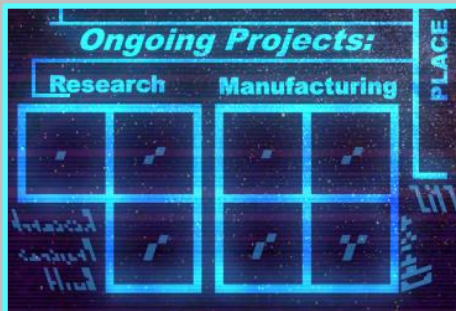
- **Half-Scrap CR Returns:** You can keep Half-Scraping down to level 1, but you may only gain half the upkeep cost for the level of Space station the damage token is on.

*For example, a level 3 station can take 2 damage during volunteer scrapping. The first damage chit will go onto the level 2 space, and the empire will receive 3 CR. The second chit will go on the level 1 space, gaining for that empire 2 more CR, a total of 5 CR. Later, the empire can repair the damage, starting from the chit on the level one space, then up to the one on the level 2 space.*

- iv. **Debt:** Refer to Civilian Phase, [Upkeep](#), for further details.

### III. BUILDING UNITS

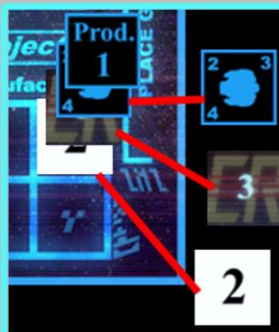
- **Ongoing builds:** An empire may choose to partially build up to 4 units, keeping them in reserve in the “Ongoing Projects” section of the Empire Card, in the Manufacturing subsection. The empire does so by spending at least one LP for each reserved unit. As discussed above, a player may choose to pay part of the cost using CR, up to half (rounded down) of the total cost, the rest must be in LP.



*Example. If a unit were to cost 5 LP, the empire may spend up to 2 CR. If he does so, that player must spend 3 LP in order to finish building that unit.*

#### Tracking Payments

- i. Place the unit on one of the “Manufacturing” squares.
- ii. Place a Prod. chit on top.
- iii. Place CR chits equal to half the total LP cost (rounded down). Reduce this number by the amount of CR that you have already used for this unit.
- iv. Place the white numbered chits for the remaining cost. These represent LP.



**Note:** An empire may always pay for everything in LP, but only half may use CR.

As payments are made, reduce the CR and LP accordingly. The initial LP spent on the unit in reserve is reduced from the total.

A player may choose to spend CR or LP the next production phase in order to complete these builds. The build *must* be completed before placing any new units into reserve.

*Example: One player chooses to reserve a Destroyer class ship. First, he pays one LP to reserve the ship. Having paid one LP on the Destroyer, which costs 5 LP, this leaves 4 more points left to pay off. Half the total of 5 LP rounded down is 2, so the player may spend up to 2 CR on the project. Thus 2 CR chits will be placed in reserve with the unit. Likewise, since 1 LP was used to reserve this unit, only 2 more LP must be paid. This will be represented by a “2” generic white chit. This will be placed below the same unit.*

## II. RESEARCH

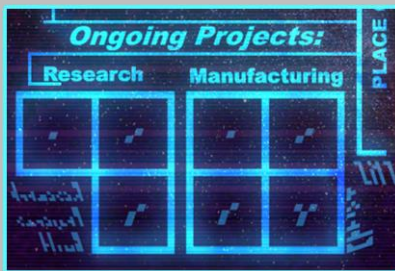
### RESEARCHING TECHNOLOGIES

**II. Other Means to Gain Research:** Players may gain tech through Trade, Theft, War, Events or Leaders. These do not count against their research limits. This will allow them to research any other tech available in that tech level of that research category.

If this technology is higher than their current level of research, once the player has reached that level of tech, they may research the other tech before moving on to the next level. They cannot come back if they choose to skip ahead.

Players should note when they gain a new Tech through any of these means. The best practice is to put an "E" (Event research- but also for war, theft, leader.) by the acquired tech.

**III.a. Ongoing Research:** Player's may choose to pay instalments for research over a series of rounds rather than paying for it all at once. They will pay at least 1 RP to begin then research. Then they will write "R" beside the tech listed on the Tech Tree, as discussed above.



Next, take an "Res" chit, and place CR chits under it equal to half the cost rounded down, and place a white chit with a number corresponding to the remaining RP total, like in the production phase. For RP totals larger than 9, add any other chit necessary to make the correct total.



*For example, Troop Pods, a level 7 Construction research project, will cost the player 46 RP. The player may pay up to half (rounded down) the RP cost using CR, thus 13 CR can be used, but 13 RP must be spent. The player will spend 1 RP to initiate the project, making the requisite RP 12. Since the generic chits only go up to 9, he will take one that will bring his RP to 12, a 3 chit. Thus he will have a 9 and a 3, to make twelve.*

- a) **Multiple Research Projects** The Player may start up to three research projects.
  - i. **The first project** always uses the base RP cost. Write "R" beside the research project on the Tech sheet. When it is an ongoing project it uses the "RES.1" chit.

- ii. **The Second project's** total cost is the RP cost + half. Write "R2" on the tech sheet, and use the "RES.2" chit to track ongoing payments.

- iii. **Finally the third** is double the RP cost of the original. Use "R3" on the Tech sheet, and "RES.3" to track its payment.

**Within the same category,** no research can be initiated within the same level as any other research project. Nor can they be one level above. This does not affect research of a different category.

*For example, a player decides to research Ground Fighter Support (R1. Construction, level 4, 18RP). He cannot start any more projects in the same level as the Ground Fighter Support tech, nor can he start another project one level ahead of it. He will have to choose to research something else in some other category.*

*So with his second research he decides to dedicate toward the Solar University (R2. Culture, level 2, 8 RP- but is actually  $8 + \frac{1}{2} = 12$  RP), and his third into Fusion Rifle (R3. Physics, level 2,  $6RP \times 2 = 12RP$ ). His first project requires at least 9 RP, 6 RP for the second, and 6 for the third. He will write R1 beside the first research on the Tech page, and then R2 and R3 for the other ones respectively.*

*The player decides to make his first research project, the Ground Fighter Support, into an ongoing research. He pays 2 RP into it, reducing the required payment of 18RP to 16. The player must spend at least half the total RP cost in RP, which is 9. Having already paid 2 RP, the player only needs to pay 7 RP more, the rest may be paid using RP or CR Under the Chit "Res.1", the player will place as many generic white chits as necessary to indicate this (one "6", two "3"s, etc.). Then he will place as many CR chits he might use if he so chooses, which is up to 9 CR*

### III. DIPLOMACY

Once contact range has been determined, he may now trade with any empire within range.

- i. **Same Action:** When initiating Trade and Diplomacy, if the other empire chose the same action, it does not use its action in that trade, instead the empire may choose one of two options
  - a. **Separate trade:** He may contact someone else in range in his own turn if he can.
    - If no one is in range proceed b.
  - b. **Forfeit his trade action** and roll a d10 twice. The first roll is for +CR, the second for +RP. In the second case, if there is no ongoing research, the empire may now start one.

There are a variety of actions that may be carried out during this phase:

1. **Sell Cards** (Action and Senate Cards)
2. **Trade** (Senate cards, techs, action cards, units, planets, CR)
3. **Diplomatic Relations: Treaties**
  - a. **Friendly:** Trade Route, Science Treaty, Shared Communication Frequencies (*optional*)
  - b. **Confident:** Non-confrontation Act
  - c. **Ally:** Alliance
    - d. Break Treaty
  - e. **Enemy:** Declare war/end war/annexation
4. **Other Diplomatic Actions**
  - a. Break Treaty
  - b. Tribute
  - c. Enemy
5. **INTEL**

1. **Sell Cards:** A player may sell his Action or Senate Cards. The first card will be sold for 4 CR, the second for 2 CR, the rest for 1 CR.
2. **Trade:** The player initiating the trade may trade *Senate cards, technology, action cards, units, CR and colonies.* They do not have to show other players what they are trading, and may even leave the table to negotiate their deals. They may also make unofficial deals, such as vote promises or conditional trades- *but these are not binding. GA or Leaders cannot be traded.*
  - **Trading Tech:** Can only trade one tech per trade action.
  - **Binding:** Official trades are binding and must be carried out immediately.
  - **Space Stations:** Cannot be traded, unless it belongs to a colony that is being traded away.
  - **Favours:** Favours are not binding. Unlike trading actual goods, colonies, ect., these are conditional. They may do so secretly away from the table. While no GA will be lost, that empire's confidence in another's could be. Much worse than losing GA.

3. **Diplomatic Relations-Treaties.** Empires may choose to establish official treaties with other empires up to 2 diplomacy levels in each Trade and Diplomacy action with any empire in range. Players may ask the initiating empire to sweeten the deal in any way he sees fit. Each treaty may be established only once with each empire, such as having only one trade treaty per empire, not two or more.

*Thus if there were three empires in range of a player's empire, he may have up to three ongoing treaties of the same sort, such as three separate trade treaties*

- **All official treaties are binding.**

**Requisites:** There are no requisites for establishing the first level of Diplomacy. Afterward, each level requires that the previous level has been established. For example, in order to have a level 2 diplomacy, you need to have the first level established.

**Penalties:** treaties broken without a formal declaration during the Trade and Diplomacy action incur GA penalties and a Yellow or Red **Causa Belli**.

- **Automatic War:** outside of certain circumstances (see Movement, Fleet rules, [blocking](#)), war happens when one empire attacks another. The defending empire may choose to enter into this war without penalty, giving the hostile empire a Red **Causa Belli**. The defending player will lose double the penalty of breaking any treaty and declaring war, while the attacker will incur a penalty for breaking a treaty (if there are any) and attacking without formal declaration of war. Other details may be found in the treaties themselves.
- **Loss of Contact:** If **both** players lose communication, they are no longer in range of each other. All treaties are "stalled". Bracket the empire and deduct all the bonuses from these treaties until communication resumes. So long as one empire can re-establish contact range, the treaties may resume.
- **Foreign Intelligence (INTEL):** Some Intel actions may cause a treaty to break. Those are listed in the Foreign Intelligence, [Aggressive](#) action, found in the **Advanced Rules** manual.
- **Causa Belli:** When an official agreement has been broken through unofficial means, the offended empire may retaliate in certain ways without penalty. When this happens, the **Causa Belli** is placed in the offending player's home system. There are two sides to each Causa Belli: chit, a yellow side and a red side. The gravity of the offense determines which side it will be flipped to.
  1. **Yellow Causa Belli:** The empire has broken a treaty without using official means, either through a failed aggressive INTEL roll or by withdrawal from a treaty without going through Galactic Relations first. Effects last for 1 round, that is, until the end of the next round.
    - i. **INTEL:** Penalties are dependent on the aggressive action taken. They only occur if the intel action failed. Go to Foreign Intelligence [Aggressive](#) actions for more detail.



- ii. **Other:** Dependant on the treaty broken. When broken, the offending empire loses GA according to the Treaty's penalty, and other players may cancel 1 diplomacy level without a diplomacy action so long as the Yellow Causa remains.

*Thus if a player were to lose any aggressive INTEL action that gives them a Yellow Causa Belli, any other player that has a trade relation with him can negate 1 diplomacy level with that player:*

2. **Red Causa Belli:** The empire has broken a treaty through some act of aggression, by attacking through force or through some serious Intel action (like poisoning a colony). The offended empire may immediately declare war, cancelling all other agreements without penalty.

Other empires may immediately cancel 2 levels of diplomacy highest agreement with that empire and another one for free each round thereafter while the Belli remains.

- **Allies:** Those allied with the offending party do not cancel their agreements with him, and they do not automatically enter the war, unless, of course, they are the ill-fated party. Those allied to the insulted party may go to war without penalty.

**DIPLOMATIC LEVELS:** All treaties begin with the first level of diplomatic relations if both parties agree to establish it. If they do, they exchange their diplomatic chits so that each receives the other's colour. Then they put this on the first level on the Diplomacy track on their empire board. They may negotiate for higher levels of treaties.

- **Chits per game:** There are 2 diplomacy chits used for 3 player games, 3 chits for four player games, and 4 chits for 5+ player games. Also see setup.
- **Intel Bonus:** Some treaties increase INTEL defence. These are **not** stackable. They replace all prior intel defence bonuses.

**GA bonus:** Like the Intel bonus, GA bonuses are not stackable. Each level that increases GA per round will replace any prior ones.

Each treaty gives a GA or Intel bonus per round as long as that treaty stands.

1. **Open Trade Route:** +2 CR/round, +1 GA/round. **Broken:** -1 GA
2. **Science Treaty:** +3 RP/round (actual). **Broken:** -1 GA
3. **Friendly:** +1 Intel Defence, +2 GA/Round. **Broken:** Yellow Causa Belli and -3 GA if broken.
4. **Confident:** +2 Intel Def, Shared Communications. **Broken:** Yellow Causa Belli and -5 GA if broken.
  - a. **Shared Communications:** Empires may now use each other's communication lines to contact other empires. Those with this treaty, so long as they remain in contact range with each other, may now share each other's

communication ranges for the sake of diplomacy.

- b. **One Way Range:** As above, treaties can still be established through one-way ranges. Only the empire that has the requisite range may initiate the diplomacy action with that other empire.

5. **Non-Confrontation Act:** Players agree not to attack each other and they can now cross each other's Zones of Control, as found in [Movement](#), without being hindered or causing a battle. No more than 4 ship points of fleet size may ([Movement](#), [Fleet supply](#)) freely move within each system without permission or being blocked. -5 GA if broken. Gain 4 GA (single amount)
6. **Ally:** +3 Intel Defence +3GA Red Causa Belli.

- a. **Alliance:** May only be formed if all other treaties have been made. Any fleet size may move through each other's systems, and they may use each other's supply lines and communication ranges.

-10 GA for any empire that breaks an alliance during Trade and Diplomacy, -20 GA to the empire that breaks it without using Trade and Diplomacy- he gains a Red Causa belli chit and cannot perform Trade and Diplomacy next round. +10 GA

- **Battle:** Allies cannot fight in the same battle, but they may occupy the same space as their ally. Once one party does battle, their ally may immediately follow up, breaking off retreating fleets.
- **War:** If an ally is attacked and they declare war, all the other allies must declare war as well or lose the alliance, as well as -10GA
- **End Game Score:** In an alliance, empires will average their Total GA scores for end game purposes. They win together or lose together. But within the alliance, the highest GA score wins as leader of the alliance.

#### iv. OTHER DIPLOMATIC ACTIONS

1. **Break Treaty:** This is a formal way of removing a treaty with any other empire. Empires may break all treaties at once, only reducing their GA score according to the highest treaty's penalty. The highest level of treaty must be broken before a lower one is broken (that is Non-Confrontation Act before a Trade treaty, a Confident treaty before the Friendly ones). These penalties are small when compared to the penalties of a sudden attack, which can cause Causa Belli.
2. **Enemy:**
  - a. **Declare War/End War:** Empires will be penalized for surprise attacks. But those who formally declare war

suffer little to no penalty for doing so. However, they may not re-establish any treaty until the war has concluded—either by complete domination or through diplomatic means, which may only happen 1 turn after the end of the war. This is also used to officially End a war.

- b. **Annexation:** an empire may demand a full surrender of another. If an empire accepts, it has a chance to save their total GA for end game purposes.  
Will they risk losing all their points to save face and gain personal glory, or save GA by allowing their culture to survive under another ruler?

3. **Tribute:** Empires may demand tribute from other empires. Empires who are allies or at confident level of relations may refuse. Allies may give them a red Causa Belli, and confident a yellow one. Tributes may be demanded when negotiating an end of war. They may include RP, CR, colonies, LP, units, action or political cards, tech. They can execute their leaders. Tribute may last for a certain amount of rounds or as a one-time deal.

If a tribute is agreed upon, should the tributing empire try to leave, the other empire may immediately declare war. No Causa Belli chits are used.

## V. INTEL

- i. **Combining Intel:** When an empire commits more than the requisite Intel point to any action, that action will gain +1 to its INTEL attack for each extra INTEL spent, **up to +2 points**. The defending empire must commit an Intel chit to defend against any attack. He may also add one more chit to gain a +1 bonus to his defence roll. Defensive Intel is described below.
- 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.

Once an action has been called and bonuses have been added, the empire will now use the **attack number**, found at the top left of the chit, and make an **Intel** check using a d10. If the resulting number is the same as or below the attack number, the action will be *successful* and the empire may **keep all** its Intel chits. Bonus points will increase the chances of success, by increasing the attack number to be rolled under.

*Thus if the player commits 2 more intel, giving a +2 bonus to his Intel action, he will have to roll 7 or below for a success*

If, however, the roll *fails*, the Intel was faulty, and all **bonus chits** will be lost.

- iii. **Defending:** If the other empire decides to use defensive Intel, **and succeeds**, *the aggressor will lose all Intel if he fails his roll, or all bonus Intel if the aggressor makes his roll.*

Thus, if the defender is successful, even if the aggressor wins his roll, the aggressor will lose all his bonus chits.

**Home Worlds and Systems:** Homeworlds and Home Systems gain +2 Intel Def against any Intel action against it.

**Passive Actions:** When a player performs any passive intelligence actions (listed below), no treaties will be broken, no Causa Belli (see [Trade and Diplomacy](#), [Causa Belli](#)) will be placed against him, nor war enacted against him. Any who wish to declare war or break a treaty against such a one must either go through official channels, or suffer the full consequences as explained in the [Trade and Diplomacy](#) action below.

**Other Passive Actions:** These actions may be played once one empire is in range of another.

- i. **Intelligence Gathering:** Players may gather information concerning the Target empire
- **Empire Sheets-**  
**One Intel:** May ask about any one specific thing from the player's tech tree or Colony information. Such as total tech level, whether one has a certain tech, what is their total Actual points for Production, Etc.  
**Three Intel:** May ask for three things.
  - **Fleet Load out-**  
**One Intel:** The player may look at any one tech slot from any chit class. Call out the slot number that you want

revealed. If there is nothing, then the action is over.

**Three Intel:** may reveal up to two technology slots from any combination of chit class.

**Example:** If a player chooses to spend three intel (without adding bonuses to improve its chances of success), he may choose to reveal one technology slot from a *Scout Class ship (small)*, and one from a *Destroyer Class (medium)*. Conversely, he could look at two slots within a single ship class, such as slot 1 and 3 of a *Destroyer class ship*. He will make sure to call out what slot he wants revealed: for example, *Slot 1 of the Scout class, and slot 3 in the Destroyer class*

- **Research** – It is amazing what you can find in the public domain. Completely legal, but highly annoying when the pieces are put together.

**One Intel:** gain 2 RP per intel dedicated to this action- regular intel restrictions apply.

**Three Intel:** an empire may find out what the secondary ongoing research of another empire is, otherwise they may find out the primary research.

- **Player's Hand-**

**One Intel:** a player may look at any one random card from another player's hand- their action or political cards.

**Three Intel:** a player may look at up to 2 random cards.

**VASSAL NOTES** **Random Card look** this can still be done. Just private message the information, just like you would with any of the other information. If you are using the same computer, or in the same room just look at their screen and they will show you.

- ii. **Reduce Intel:**

**One Intel:** Reduce the other player's Intel by 2, and reduce 1 more for each Intel added to aid. The other player may defend against this attack. If successful, the player only loses 1 Intel.

- iii. **Defensive:** Intel may be used defensively. It is not an action per se, but it is one way an empire may employ his Intel. When an **Action Card** or **intelligence action** has been played against an empire, he may choose to spend up to two Intel points to cancel them. The first Intel spent is to initiate the defence roll, the second grants a +1 bonus to the intel's defence. The player must roll equal to or below his chit's defensive number (on the top right of the chits) to succeed.

a. If he **succeeds** he keeps his Intel.

b. If he **fails**

i. **Against an Action Card or defending against 1 Intel point:** he loses one chit

ii. **Against 2 or more Intel points:** he loses both chits

**Aggressive actions** are used as a tool of war: players may outright steal researched technology or subvert enemy RP resources toward their own empire's needs; they may sabotage ships, troops, colonies,

and subdue leaders; they may incite rebellions and unrest through propaganda; they may even go head to head with

h another empire's agencies and uproot their sources. All this is handled through **Intel Points**

- b. **Aggressive Actions:** Aggressive actions are those that directly conflict with another empire. **If the empire fails** its action, **GA** will be negated and a **Causa Belli** placed against it. **If already at war, no GA** will be lost nor treaties broken (They have none!). The normal rules for breaking treaties and starting a war apply (see below in **Diplomacy**). May spend 20 CR/GA to reduce GA loss, to a minimum of 1 GA lost. Aggressive actions cannot be used against an empire's ally.

- i. **Steal Research:** A means to keep up to date besides reading academic journals and public articles.

**One Intel:** Steal **RP** up to 1d10 result + 5. The player must write down their RP deficit. *Yellow Causa (Research Treaties) -3GA*

**Three Intel:** Steal one technology at random. Roll a d10. 1-8 corresponds to a tech category. A roll of 9 allows the empire to choose a category. A natural roll of 10 allows the empire to choose any two categories. *-5 GA -2 diplomacy levels*

- **Gaining Tech:** may only gain the lowest available tech first. If the player already has it, then the next, and so forth.
- **No Tech:** The target empire has not researched anything in a chosen tech category, player receives 10 RP.
- **Level 5 Techs and Above:** If any level 5 techs or greater are being stolen, but the empire fails its roll, *it loses 5 GA and the target empire may start a war; but only give a Yellow Causa (Other players may reduce their diplomacy with this player by 2)*
- **I already have that tech...** See **Research** Action for more details.

- ii. **Sabotage Military:** The gun misfired...

**One Intel:** +1 Dmg to any one unit or space station upon success. See below in **production** phase in regards to **repairs**. *-1 Diplomacy level -3GA*

**Three Intel:** +2 Dmg to any one unit, or 1dmg to two units. *-5 GA -2 Diplomacy level*

- iii. **Sabotage Production:** Faulty screw...

**One Intel:** Choose a **Job assignment** and the target empire has to remove two civilian chits and reduce that job from his sheet.. *-2 Diplomacy, Yellow Causa, -3GA*

**Three Intel:** Any combination of three job assignments may be chosen, losing that empire 3 civilians. Remove them from the board and the target empire will update his admin sheet accordingly. *Red Causa Belli and -5GA*

- iv. **Bribe/Assassinate:** Somehow the man died from lead poisoning... in his sleep... through the window...

**Two Intel:** **Bribe** Choose a player's leader to bribe over to your side: if successful roll d10 again: 1-3 triple cost, 4-8 double cost, 9-10 normal cost. Failure: *Cannot hire a leader this round, -3GA*

**Four Intel: Assassinate**– Choose a leader. If successful, that leader is dead. Failure: *Red Causa Belli*, failure reduces the GA by the Maintenance level of a Leader; Cannot hire another leader for two rounds -2 diplomacy level.

- v. **Break Treaty:** All you are trying to do is to create more opportunities for others to be your friend... by force if necessary.

**3 Intel:** Reduce the diplomacy level between two players by 1.

Failure: *Yellow Causa Belli* and -1 diplomacy, -3GA

**5 Intel:** Break two levels of Diplomacy of one player.

Failure: *Yellow Causa Belli* -3 Diplomacy levels. The aggressor's Galactic Relations action is canceled this turn. -5GA

- vi. **Incite Rebellion:** Sending professional agitators to “instruct” the population on what they really want...

**3 Intel:** may choose any colony and roll to incite a rebellion. If successful, that colony loses one level of moral. This action cannot be played more than once that round on the same colony.

*Yellow Causa Belli* if the action fails -3 GA -2 Diplomacy levels

**3 Intel:** may choose any colony and roll to incite a rebellion. If successful, that colony loses 2 levels of moral. This action cannot be played more than once that round on the same colony. *Red Causa Belli*, -5 GA Lose All diplomacy with the defending player.

**Urest Checks:** Colonies that go into rebellion effect the morale of surrounding colonies. Consult the Urest Check rules found in the [Civilian Phase](#) (B3).

**Rebellion:** See Civilian Phase, [7. Rebellion](#) for more details

- vii. **Piracy:** Some people have friends in high places, but in this case, those in the low places will suffice to “supplement” your coffers

**1 intel:** Steal 1d10-5 CR, to a minimum of 1 CR *Yellow Causa Belli* if the action fails -2 Diplomacy, *Yellow Causa*, -3GA

**3 Intel:** steal 1d10 +5 Cr from another empire, to a minimum of 10 CR *Yellow Causa* -3 diplomacy, -GA

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### 3. RESEARCH

- a. **Miniaturization:** Many techs have a *subcategory*, such as “Shields I” and “Shields II”. These often have a ship size requirements. When the subcategory level above it has been researched, the player may now equip the previous tech on a smaller class of ship.

Write an “M” beside the tech on the Tech Tree sheet for each level of miniaturization obtained.

*Thus If the player researched a “Shields III” tech, which is higher than Shields II, which has a medium ship requirement, write “M” beside Shields II on the Tech Tree sheet. Whether you have it or not this will indicate that it’s ship requirement has been reduced by one when you do have it. Therefore small class ships, i.e. scouts, may now equip shields II.*

- o **Reduced Upkeep, Upgrade Costs, Slot size:** Techs of a lower sub category will reduce their upkeep (if it is the highest tech slotted) and only take up ½ a tech slot. Certain techs, like shields, cannot stack their effects. Tech upgrades cost half the tech level, rounded up.

*Continuing to use “Shields III” as our example, Shields II, a level 5 Force Fields tech, would normally have an upkeep of 2 CR (5/2 = 2.5 → round down → 2). Now that it has miniaturized, it will only have an upkeep of 1 CR (5/3 = 1.6 → round down → 1). Shields II also has a Medium Ship requirement (Destroyer Class)- but since Shields III has been researched, it will now be available to small sized ships (scouts). It takes up half a slot, allowing for another miniaturized tech to be equipped.*

#### 4. MOVEMENT:

- ii. **Transfer Troop:** For a certain amount of CR An empire may choose to transfer troops to another colony in the same or adjacent system

*CR Cost: 1 CR/ 2 troops to a colony in the same system or CR equal to the Total Distance from one hex to another/ 2 troops*

*Example: If one hex side has a 1, and another a 2, it would cost 3 CR to transfer 2 troops there.*

The cost is the same even if moving only one troop. Normal Distance Chit rules apply.

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#### iii. Fleet Rules

- g. **Multiple Leaders:** Because fleets may combine into one fleet, it is possible for there to be two or more **Leaders** present. If there is a battle only one leader may be used. Any leader that is not in the battle must sit out with whatever ship he was assigned to. If the main fleet loses, he may retreat, along with any ships that escaped from the battle, into any system available to them

- **Nowhere to hide!** If you cannot retreat into another system, immediately start another combat. The leader that had to sit out, so long as no other leader is present, may now participate in the battle.

- h. **Allies:** Fleets may be in the same systems as their allies. They cannot participate in the same battles. Enemies have to choose whom he wants to fight. Allies may take turns attacking the same fleet if they both travel to the same enemy location.

- i. **Non-Aggression Pacts:** In **non-aggression pacts**, while these empires are not allies, they may choose to block another empire whom they do not have a pact with, forcing them to attack themselves, leaving them in a position to freely declare war.

- j. **War: Hostile Systems:** All Systems owned by a hostile empire automatically blocks their enemy's fleet. When passing in or through a hostile system, the empire must leave units behind before proceeding into the next system tile. **He must leave at least double the enemy's chit count.**

*Thus, if the hostile empire has 1 ship chit on the board, if the opposing empire should wish to move through it, it would have to leave behind 2 ship chits. If it had 3 ship chits, 4 would be required.*

- **MP in Hostile Zones:** fleets have a harder time moving in enemy zones of control: -1 MP when moving through each enemy system tile.

#### k. Blocking and Barricading:

- i. **Blocking:** An empire fleet may block other empires from sending their fleets into the area they occupy without attacking. The fleet being blocked may attack. If the blocking fleet is not in a zone of control, the blocked fleet may attack **without** penalty **or** war. Nor can they declare war without formally doing so in Trade and Diplomacy. The player choosing to block another calls out "blocked"

- **Block Supply Lines:** A fleet may block supply lines. As above, it will not cause a war so long as it is not in another empire's zone of control. The other empire may choose to attack without consequence and without starting a war.

- ii. **Barricading:** Any colony surrounded by hostile ships (i.e. ships belonging to an empire the player is at war with), with no opposing ships or space stations, are **barricaded**.

**Consequences:** Empires cannot use their stats or population, nor can they use these colonies to vote or count for GA. Each round they must count all the citizens of that colony, and using the colony's FP modifier, to determine if they can feed themselves with their numbers alone. Each civilian produces 1 FP.

If the food requirement cannot be met, they make an unrest check roll at a -1, and a -1 more for every 2 FP below -1 FP. If they can meet the needs, they gain a +1, and +1 more for every 2FP they are over their FP requirement.

*Example, if a colony has 4 citizens with no planetary negatives to FP, it will be able to feed its colonists, but will only gain +1 to its unrest roll. If the colony had at least +2 FP potential, that would give it another +1 to their unrest roll, for a total of +2. Again if the colony had a -2 FP modifier, it would only be able to feed 2 of its 4 citizens*

- **Leaders:** Colony Leaders are still effective unless captured or killed in ground combat.
- **Building:** With, or without Space stations, any leftover FP converts directly to LP. They can build as normal, without CR, to try to create an opposing force of scouts or troops. If they do have a space station, they might be able to build other ships if they meet the requirements.

- ii. *For example, if the colony had +2 FP over the required amount to feed their barricaded citizenry, the FP will turn into LP. It can then be turned into troops or ships- in this case only one troop unit.*

- **LP Modifier:** half colony's positive LP modifier may also be used.
- **CR LP can turn into CR and CR into LP on a 1-1 bases.** 2 CR can be turned into 1 FP, but the colony must roll a dice to see if it can sneak freighters through on a roll of 6+. If it fails, the CR is lost. Thus a player could save up CR to build up a defensive force to weaken the blockade.



CR is lost after the barricade has been lifted. The enemy does not gain the CR for themselves if they capture the colony.

#### v. Fleet Supply:

- e. **Combat Penalties:** If a fleet does not have enough supply before it enters combat, all ships half their MP and lose 1 acc/def to a minimum of one.

## II. Exploring Systems and Engaging Battles

### 3. Colonize/Create Outpost:

- iv. **SOL:** When the Sol System has been discovered, it is treated like a special event (other events may occur on top). Roll events normally first. If none affect the hex directly (like a super nova...), continue on in this section.

Take out from the SOL empire stack- 4 scouts, 4 destroyers, 2 cruisers, 1 Peacemaker, and place 3 troops on each planet in SOL system. Treat the Peacemaker like a level 4 Space station, but use the Peacemaker's stats instead. Reduce armour before reducing space station levels. The track is reset if the player retreats or loses the battle, except if the station was completely destroyed before retreat or failure.

When the fleet and the station have been destroyed Gain 3GA. Gain 1 GA for each planet liberated AND colonized. The gains are listed in the GA goals section found in the introductory book, the GIN and this one.

Why is Sol occupied? And by whom? Scientists have but scant and vague records. These are the most popular theories. It seems that during the Long Silence earth was overrun by barbarous hordes by some tyrant, enslaving the citizens, and splitting the old country demarcations into territories, and then cutting it off from the rest of the galaxy. Another theory suggests that the Long Silence was caused for some leader to take over the entire system. Others claim that a barbarous hoard took the Long Silence as an opportunity to plunder the world and crown themselves king...but will we ever know?

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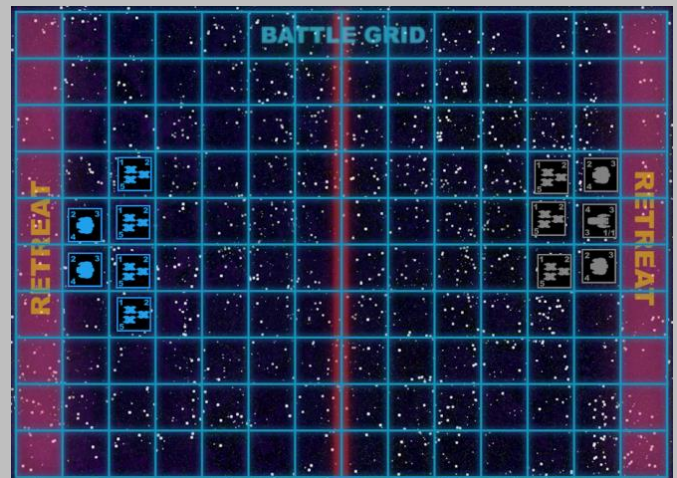
## III. COMBAT:

### Space Combat: Types of Combat and Setup

Space combat takes place between two opposing empires. One side will be the defender, and the other will be the attacker. There are two types of space combats: **Tactical Combat** and **Simple Combat**. Most combats use the first, Tactical combat. The second is a modified troop combat system meant to quicken smaller battles, or used against non-player empires and units.

#### a. TACTICAL COMBAT:

Tactical combat takes several rounds to complete. Each empire takes turns doing some action or combination of actions with each of their units, one at a time, until all their units have been used, or the player decides to pass.



That is, when one empire has finished acting with one unit, the other player will do the same with his own, returning back to the first player when he is done. This will continue on until all units have been used.

- i. **Setting up:** Players will move all units participating in the combat off the map board and place them beside their end of the Battle Grid Board. From here each player will take turns placing their ships on opposite ends of the battle grid. If a space station is present, it will be placed in the middle back row of that empire's grid space.

- a. **Start Placement:** *the Defender chooses who starts first.* This carries over to the actual combat.

Each empire will place one chit in the middle of the back row of their side, just in front of the retreat zone. From there the empires will alternate, building up their fleet formation. Once all fleets have been placed, the players may now begin battle.

- **Fleet Formation:** The player may choose any formation, so long as there are no gaps between the ships in that formation... unless you only have one ship. There must be at least one ship adjacent, not

diagonal, to it. If there is a Space Station, place the first ship anywhere adjacent to it.

- b. **Space Stations:** Only the Defender may use a space station. Space stations are placed at the middle back row. They are present in all battles taking place in the system they belong to. They must be destroyed before a ground combat may ensue.

- **One System, Multiple Space Stations:** In some cases more than one space station will be present in a system. This will happen when multiple empires have a colony in that system, and each of those colonies have built a space station. However, only the target colony will use its space station, even if the other colony is an ally.

- c. **No transport ships** are placed on the grid. They remain on the board until the end of combat. If the main fleet has been destroyed, the transports are automatically destroyed.

- d. **Techs:** All ship chits are **revealed**, but empires do not need to reveal their techs or bonuses except when it will modify the other player's rolls, defence, attack, or otherwise. For example, a ship may be able to shoot twice, which may indicate that the empire has lasers. Or one might be more accurate. Regardless of the tech, the player is only obliged to tell the total result of his rolls (such as the total accuracy or defence when rolling) or the effects that he wishes to use (such as armour piercing, rolling to absorb damage, or shooting twice)

- e. **Scan:** If the player has any scanning technology attached to his ships, he may spend an entire round with that ship to scan an enemy ship. In this way they can discover what techs an opposing ship class may have on it. Consult the **GIN Reference book, Technology section** for more details on specific technologies.

### Vassal Notes

There are two ways that you can move your fleet stack from off the main map board or empire play area to the Battle Grid.

*The first is by dragging them into the Battle Grid window.*

*The second is by right clicking the stack, and then choosing to Battle Grid. Then choose which zone your stack will start in, the Attacker Zone or the Defender Zone.*

**Combat:** This section details how tactical combat plays out.

- i. **Actions:** Each unit's MPs are used as action points in tactical combat. MP may be used to move or attack with that ship.

- a. **Space Stations** do not have MP. Their Space Station level dictates what sort of load out is available to them. Also note that all directions are considered "forward to them". Direction limits some ship weaponry to one direction- forward. Others allow more versatility, but with less effectiveness. Space

stations have no front, so all sides may be treated as forward.

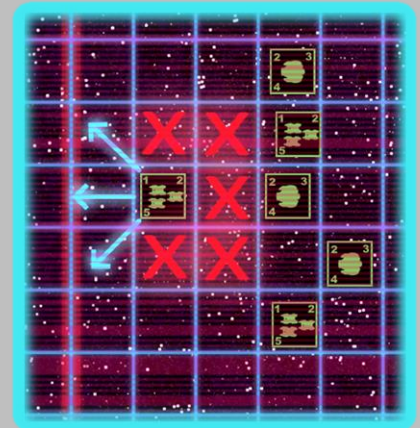
- b. **Unused Action:** Unused action points become defence points. Track this by placing a generic chit number up to the value of unused action points. This does not count at the start of combat, where no MP has been used. The defence points are removed when that unit takes a new action.

- **Space Stations:** Since they do not have MP, Convert all unused Ship slot spaces or equipment into defensive points. They may have up to 3 points of defence.

*Thus, if a Space station only has 3 slots, 2 of which are dedicated to weapons, and the third to armour. If they only used one weapon, the unused weapon turns to one point of defence.*

- c. **Movement:** One square on the Battle Grid in any direction costs 1 MP. If the ship's movement is 5, then the player may move up to 5 MP's worth in any direction, including diagonal. The ship may spend one action point to rotate to any one side, but 2 MP to rotate in the opposite direction.

- **Rotating:** Because weapons are directional, any enemy can move out of any ship's direction of fire, that is, it is out of range. If that ship only has forward shooting weapons, they become ineffective against ships that move to the side or behind them. Thus you will need to rotate your ship to face the in order to bring them back into range.



- **Retreating:** Ships that enter the retreating zone will only do so if they roll a 9+. Their roll will be modified based upon their ships base MP.

MOVEMENT	MODIFIER
1-2	-1
3	0
4-5	+1

- **Movement Direction:** Ships can only move forward or diagonal. They must first **Rotate** if they would like to move in a different direction.
- **Asteroids:** See asteroid restrictions in [Planet Types, Asteroids](#)
- **Debris:** Ships that have been destroyed leave debris. They will effect movement and attacks. More below.

- **Minor Empire:** Some minor empires display their MP on their unit chits. This is for in battle purposes. These numbers are on the bottom left side of the chit.

a. **Attacks:** Most attacks cost 1 MP. Some weapons allow for multiple attacks within a single action at no extra cost. Once a weapon is used, it may not be used again until next round.

- **Stacked Weapons:** Empires may equip the same weapon more than once on their ships so long as they have the tech slot space for them. Each one uses 1 MP.
- **Accuracy and Defence:** These numbers are on the player's Unit sheet. Some hostile empires will display these on their chit as well. The top left number is defence, the top right number is attack.

When attacking, ships have to roll against their own accuracy number, which may be modified by its upgrades. This means that they have to roll their accuracy or below.

#### b. When defending,

I. The defending ship's MP may reduce the attacker's accuracy by a certain amount. Also, any unspent MP will modify this number. Consult the chart below.

MPTOTAL	MODIFIER
1-2	0
3	+1
4-5	+2
6+	+3

II. Then, if the attacker's shot makes it through, the defender will now roll his base defence total, plus any techs that may effect this, to see if he can absorb the shot. The defender rolls below this defence number.

*Thus if an attacker had an accuracy of 4, he would have to roll 4 or under to hit the defending ship. If the defending ship has an MP of 3 (-1 modifier), and also had 1 unspent MP, the defending ship would negate 2 from the attacker's accuracy. The attacker must now roll 2 or below.*

- **Base Weapons:** All combat units have a base weapon load out. These are replaced by techs. Use the stats of the base weapon until you upgrade it to something else (see Galactic Empire action, Upgrading). Like any weapon, the base weapon only counts as one weapon. If they are missiles, you only have one shot per battle, otherwise you can use them once per round.

Base stats are shown on the unit's chit and on the unit sheets. Base damage is 1 unless stated otherwise.

ii. **Range:** Any opposing ship may attack any defending ship on the Battle Grid so long as it is in the right direction and range.

- **Direction** is included with range- if a ship is not in the right direction of its weapons, it is considered out of range.

- **Diagonal shots:** These are considered forward, but with a -1 Acc penalty.

- **Dissipation Rates:** Some weapons lose effectiveness at long ranges. This reduces the accuracy per square away from the ship. If the number is reduced to 0, the player cannot shoot in that box. Some weapons automatically hit, such as missiles, unless counteracted by some technology, like missile jammers.

#### iii. Order Of Play:

**Attacker:** chooses his target, announces what weapon or weapons he will be using before using it. He may use general terms like: Missile, beam, mass driver, so as not to reveal his tech- letting the effects tell the rest of the tale. The attacker must roll his accuracy or below (d10) for each weapon used.

The Accuracy number is reduced by the target's MP modifier and unspent MP to a minimum of 1. 1 is always a success, 10 is always a failure. If successful, He then waits to see if the defender can defend against the attack with tech. If he has none, or fails his defence, the attack has come through and damage is applied.

**Multiple Targets:** If the ship has more than one weapon, it can shoot more than one target without penalty. If the weapon has repeated fire, both shots must be at a single target. If the weapons allows for two shots, but is not repeated fire, each shot must use an action, the player may chose two separate targets.

- Reducing Accuracy:** Accuracy is reduced by The MP modifier and unspent MP.
- Obstacle:** Ships cannot shoot through other ships, and battle debris will affect accuracy of shots.
- Missile Volleys:** Missiles automatically hit and have no range limits, but they may only be used once. A ship has as many missiles as there are slot dedicated to them [how to keep track of missiles?]. They are counteracted by Missile Jammers.
- Mass Driver Attacks:** Mass Drivers have no distance restrictions, but can miss, and are less effective against armour.
- Laser Attacks:** They may dissipate over distance, but can pierce through armour, but they are not as effective against shields.
- Extra Damage:** Apply any extra damage that your unit can do. Cruisers and Peace Makers can do +damage per shot.

- **Minor Empires** display this number at the bottom right of their chit, along with the their armour, shown like this 1/1. The first number is their extra damage, the second is the armour points.

**Defender** may announce any equipped defensive technologies as each enemy weapon is used against his own ships. Like the attacker, the defender only needs to announce the general category of the tech used: armour, shield, missile jammer. If he successfully defends against an attack, no damage is applied.

a. **Defending with Tech:** Defensive techs are used to either defend against a shot or to absorb damage taken. Some of these require a roll, which, if fails, will allow the attack and damage to take place. Some automatically absorb the first damage taken.

- **Different Defences:** Some technologies are better suited against a certain types of weapon: missile jammers v.s missiles, armour v.s mass drivers, shields for beam weapons. Armour and Shields can reduce damage from other weapons at the higher levels, but not as effectively. Missile Jammers only affect missiles. It is best to try to find out your enemies load out before engaging in a major space battle.

b. **Base Defence:** Base defence dictates if the defending ship manages to escape critical damage to its hull. It rolls under its defence number for every attack made against it. All successes avoid damage, while all failures incur the weapon's stated damage.

c. **Damage:** Once a ship is hit it is damaged. Unless it has **armour**, it will be destroyed. Only large ships, huge ships, and space stations from level 2+ can take more than one hit. When hit, they are given a damage chit.

- **Minor Empires:** Armour and extra damage is found at the bottom right of some minor empire chits. It is shown like this 1/1. The first number is any extra damage it will do per shot, the second is its armour- how much damage it can absorb per shot.

**Example Move:** A player chooses to attack with his **Destroyer**. It has a base accuracy of 3, a defense of 3 and 4 MP, which means it can make up to 4 actions during its turn. First, the Destroyer uses its missile II, repulse missile, against a **scout** (2 accuracy, 2 defence, 5MP). The Destroyer does not have to roll to see if the missile hits. Instead, the defending scout must:

1. Reduce accuracy via MP modifiers and unspent MP from a previous round, but it is a missile, so it will automatically hit.
2. Roll his defence number (2) or below
2. If the missile still gets through, then a missile jammer is used if one is equipped
3. If the missile sneaks past the jammer, the see if the scout has armour to absorb 1 damage. But the scout has no base armour, so it would take damage if hit.

The scout only has his base defence for protection, 2 or below (2-). The defender rolls a 1, an automatic success- the missile volley fails

The attacking empire has mass drivers II, Shrapnel shot, equipped to his Destroyer, so the player decides to use it against the scout. Mass drivers have no range restrictions, it can snipe at a distance. Shrapnel Shot does have a directional range restriction, it can only shoot forward- but the scout is within range.

Shrapnel Shot grants a +1 to accuracy, making the Destroyer's 3 accuracy to 4. Yet, the scout's MP is 5, a +2 modifier against attacks. It will negate the Destroyer's 4 accuracy to 2 accuracy. The destroyer rolls a 2 on a D10, good enough, it hits!

Since the scout has no armour or other tech to negate this shot, it must roll it's base defence again, a 2 or below. It rolls a 5, not good enough, it is hit for one damage. But since scouts have no base armour points, nor does this one have other defensive techs attached to it, it is destroyed

d. **Debris:** Any ship destroyed in combat will become debris. Leave the ship and place a debris chit on top. Whenever a ship tries to shoot through debris that is between it and its opponent, negate the ship size cost from the accuracy of the attacking ship. If multiple ships are found within a debris zone, use the ship size of the largest ship present.



e. **Moving Through Debris:** When trying to move through debris, the ship must spend MP equal to the ship size.

If the destroyer would like to move through the scout's debris, it will cost 1 MP more to move through it because the class size of a scout is 1. Thus it will cost 2 MP to move through. Likewise, if the destroyer would like to shoot through the debris at another target, it will incur a -1 to its accuracy. Depending on the circumstance it might be worth shooting through it, or going around.

**Completed Turn:** Once a ship has completed its turn, the player will flip that unit over. It cannot be moved again until next round. Once all ships have been flipped, the round is over.

It is entirely possible for one player to complete his round and the other to have some ships remaining. That player may continue to use his ships, one at a time, until he has completed his round or until he passes.

- **Pass:** At any point a player may choose to call a "pass" to skip a ship's turn. It is then flipped over as if it had been used. Since it has unused MP, place a generic chit with a number that corresponds to the unused MP amount.

- **Leader Ship Destroyed:** If a leader was in a ship that was destroyed, he will not be killed immediately: on a d10-

1-5: the leader dies,

6-8: captured- he may be executed, or ransomed during diplomacy.

9-10: escapes back to the empire

This roll only happens at the end of battle. +1 to the die roll if the leader was defending his Empire's system

- f. **Boarding (OPTIONAL):** Any ship that has been damaged but not destroyed may be boarded. Scout or destroyers, on the other hand, cannot sustain damage at the start, they must have at least 2 ships surrounding them and have some MP used. +1 to boarding for every 2 used MP, up to a bonus of 2 for any ship. Likewise, for every 2 unspent MP, that ship or station may gain +1 against boarding rolls, up to +2. Roll a d10, on a 10 boarding was successful. If successful, roll again to see the results:

- iv. 1-6: A free build of a ship of the same class, if one has the tech, otherwise, choose the highest class you do have.



- v. **7-9:** A chance of gaining an unresearched tech: look at the ship class's tech, and for each new tech on that ship, roll a d10, a 9+ means new tech was scavenged from it. Choose a slot number and the player will tell you the tech. If the attacker already has that technology, he gains 5+ /tech level to his current research or towards his next.

vi. **10:** i and ii

- o **Space Station:** Space stations are similar- Stations at level 2+ maybe be boarded if damaged, level 1 stations may only be boarded if the player can move two ships adjacent to it and it has used at least one weapon. MP bonuses apply for any level of space stations as described above.
- o **Exception:** on a roll of 1-6, players automatically capture the Space Station.
- o **Captured Stations:** If it is captured, place the initiating ship on top of the space station. The station loses half (rounded up) its levels, but will have the captured station's load out for it's level for the remainder of the battle- write it down. It adds +1 for the purposes of quelling rebellions that may occur when capturing a colony. The space station may be kept if the empire does not have one in that system. Otherwise, gain CR as if it were full scrapped. Also, take RP equal to the tech value of each station, to a minimum of one, for each tech available for it's current level.

*Thus a level 2 space station would yield 2 CR and up to 3 tech slot's worth of RP.*

- o **Recapturing Space Station:** There are two ways
  1. push back the enemy without destroying the space station, and the space station automatically reverts back to that empire's ownership.
  2. Or destroy any adjacent ships and board the space station. Follow the regular boarding rules. Don't reduce the station's level by half again, keep the level the enemy had for it.

- g. **Fleeing:** The Retreat Zones are found at the back of each side of the Battle Grid. All ships that enter this space and survive until the end of the round must roll to see if they safely flee from battle. Their MP + modifier, found above, will determine what they must roll to escape. All ships must be able to flee to a friendly or neutral system in order to retreat successfully. If no chain of supply has been established in the neutral space, the ships become immobile. Space stations cannot flee. Transports will follow the retreating ships if combat is lost.

c. **SIMPLECOMBAT:**

Simple combat is used for both troops and ships. Troops always use the simple combat rules, while space combat may use either the

tactical combat or the simple combat rules.

Simple combat is particularly useful for small fleet battles, one on one battles, or odds that are so grievously against one party that it would be too much hassle to "game it out":

**IV.Procedure:** Players do not take turns placing their ships on a battle grid. In fact, the grid is not used. Instead, players will line up their ships in front of themselves. During combat, the attacker and defender alternate between their ships, deciding which of their ships will attack one of the opposing empire's ships. They must still take into account modifiers of defensive technologies. Speed will also modify defence and escape rolls.

- **Unused MP and Retreating:** This works the same as in the Tactical Combat system above.

**V.Dissipation Weapons for space combat:** Because there is no battle grid, dissipating weapons will work a little differently.

- i. **Determine The Range:** Roll d10. The total number, rounded up, plus the enemy's unspent MP is the range total. Divide this number by the beam weapon's dissipation rate. Then like in regular combat, see how far you have to shoot, and if your weapon can make it, determine what its total accuracy will be. If the total number goes below 0, the ship will not lose any accuracy. You may roll on each enemy ship once per round for each of your own ships to see if any are in range.

*For example, a destroyer has beams 1, which has a dissipation rate of -1 accuracy every 1 square beyond the first square. The first number determines how much accuracy is lost, the second determines the range the beam has before it dissipates. For the simple combat system each number above a roll of 1 counts as a square for the purposes of determining range. Thus if a player rolled 3, it is counted as two squares beyond the first. Since the ship will lose -1 accuracy per square, the attack will have a -2 accuracy. He may use 1 or more MP to reduce this number- moving closer to the target, making its shot more accurate.*

*If the defender has any unused MP, this will be added to the range number. Thus if the ship has 2 unused MP, the range of 3 becomes 5- out of the range of any base destroyer stats. The destroyer will either have to spend more MP or roll against another ship.*

- ii. **Closing the Distance:** The attacking ship may use MP to close the distance between itself and the defender. The attacker may use 1 MP to remove 1 square of distance, up to as many MP is available. Be sure to leave enough MP for to attack.
- iii. **Rotating:** Besides determining ship range, they must determine the ships direction, on a d10: 1-2 sides, 3-4 back, 5-8 front, 9-10 the sides. If the attack is in the front, you do not have to rotate. If they are on any of the sides, you have to use 1 MP to rotate that direction. 2 MP for in the back. You can use tech modifiers that allow ships to shoot on the sides or at the back.



- iv. **Combat Round:** Each round of combat removes 1 from the range die roll. This Emulates that the ships are closing on each other.

*Example, continuing with the above example, the destroyer has up to 4 MP, but needs to spend at least one in order to initiate an attack. Thus the destroyer has 3 MP that it may use to reduce the distance between itself and the defender. Having rolled range of 3 (-2 accuracy), but the enemy having used 2 MP to increase this distance (now a -4 accuracy) he must bring the range down if he want to attack. He has 3MP that can be used for movement, so he spends it. He gains 3 accuracy, meaning now he has a range of 2 (5-3=2), a -1 accuracy to his shot before counting any other technologies. The Destroyer's chances of success have greatly improved*

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**C. Combat Resolutions:** For any combat type.

Once the attacker has defeated all his opponent's units, or they have retreated, ship combat has ended and the empire may now commence bombarding a planet and/or initiate ground combat.

#### i. Bombarding:

Bombs reduce infrastructure and troop presence on a planet. This is a basic roll, **one bomb roll per ship**. Basic bombs require a player to roll 9+ for a success. 10 is always a success. Once all bombs have been rolled, a damage chit is placed on the colony. There can be as many damage chits as the planet's population total.

After determining how many bombs successfully hit the planet, each success will remove either a troop or a civilian chit. The players (defender and attacker) take turns deciding what has been hit: troops or civilians. In the case of civilians, the choosing player also decides what job is reduced.

- **Damage Chits:** These reduce the population limit of a planet. If it equals the planet's population limit, all citizens are lost, and it can only function as an outpost.
  - **Removing Damage:** To remove the chit, empires must pay 5 CR per damage chit during the [Galactic Empire](#) action. Leaders with Stewardship skills can remove one chit for free each round and cut the cost to 2. They may be placed on outposts for such purposes, but they cannot add any other benefit until that outpost turns into a colony. They may affect all of their damaged colonies of the same system

This process may be summed as such:

- a. Add all of the successful bombings together
  - b. Players alternate choosing whether a troop(if any) or civilian (if any) is removed
  - c. If a civilian is removed, the player who removed it will decide which industry is reduced. Reduce Total population and that chosen industry.
- **Bombarding Oneself:** An empire cannot bomb its own citizens without taking -10 GA and make an unrest roll, +1 to the

unrest check against that empire. An empire can bomb its own citizens if they rebel against the empire, but this will still result in a -5GA. It may also trigger unrest in the rest of the empire, but a -2 in that player's favour on rebellious planets: see Unrest Check- civilian phase.

- ii. **Ground Invasion:** Ground invasion may happen as its own action, or take place after space combat or planet bombardment. Ground combat commences whenever an attacking troop force meets with a defending planet's troops. This combat uses the simple combat rules as explained above.

- a. **Range and Retreats:** Ground combat uses **neither** of these rules
- b. **Defenders** cannot use troops in transports if there are any found in that system
  - **Armoured Tanks:** If both sides have armoured tanks, the defender gets his free shot first.

- b. **Capturing a planet:** All conquered civilians are replaced by the winning player's civilians, except one. Flip the colony's moral to "rebellion".

The planet cannot be counted for CR in the maintenance phase, for voting, for increase of population, nor will it add any career potential.

**Moral:** The Planet information will not be added to the player's sheet until the planet has gained a moral of 2. At this point, it will act as a normal planet. If the planet was rebelling against its original empire, the moral increases by two upon capture.

**Rebellion:** So long as one of the other player's chits remains on that planet, it reduces moral rolls by 2, and the opposing player gains +2 toward aggressive Intel rolls against the enemy on such planets, except for break treaty and subdue on citizens, only on local enemy forces- ships or troops. Defending empires may initiate any aggressive Intel attacks on such planets that do not cause war or give them any Causa Belli.

- **Homeworld Taken Or Reverts to Neutral:** defender immediately loses 10 GA and half their CR, and immediately undergo an Unrest Check, see Civilian Phase, Unrest for details: 4+ for all surrounding system colonies, and 6+ for all others. Afterwards they will lose -2 GA/Round, and may only keep half their total CR at the end of the Round.
- **Separate Capital:** If the player has a separate Capital, only 5 GA is lost, only -1GA/round will be negated, and no other negatives will occur. **See the Galactic Empire Action, Change Capital, for more details**
- **One Population:** If the Planet only has one civilian on it, it is automatically taken over and there is no rebellion, but the moral will start at 1.
- **Bracketing:** for administrative purposes, it is suggested that those who had the planet and those that captured it bracket the planet off on their

Colony sheet. Once the planet is controlled (moral 2), then the previous owner may erase the planet and its stats, and the new owner gain from them

- **Left-over space stations:** if a space station is left over after a colony has reverted to neutral, it remains in the system as if it were a ship. It cannot be used during production until the empire re-establishes its.
- a. **Job Reduction:** Similar to civilian and job reduction during a bombardment, as seen above, when a colony has been conquered the losing empire will remove his remaining chits and reduce them from his Total Population track. Then alternating between the attacker and the defender, they will choose which job will be reduced. Alternatively this will also decide which jobs will be added to the conqueror. **Make note:** these points will not come right away, so make sure that this written on the Planetary Sheet somewhere.
  - b. **Retaining a Captured Planet:** the planet will start off at the lowest moral except where there was previously a rebellion.

**Troop Presence:** The captor must have a **troop presence equal to half the civilians captured** (that is, civilians replaced by the new empire's counters) rounded up. To show that the planet has been captured, the conquering player places a conquered chit on top of that planet. He does not add any planetary information until the planet has reached a moral of 2.

- a. **Captured Space Stations:** If the conqueror managed to capture a space station during combat, they keep it at the level it has been reduced to. For purposes of capturing a planet, it acts as a troop unit equal to the space station's level. The Space station cannot be upgraded until there is a moral of 2. See unrest checks and rebellion in the Civilian Phase.

*A level 2 Space Station would act like 2 troop units in favour of the conqueror.*

- c. **Cards:** Action cards may be used in or out of combat according to its playability. They will state when an action can be played such as before battle, before doing some action with a ship, etc.

### iii. Combat Gains

- a. **Space Combat:** Refer to the [GA Phase](#), Other GA, for more details.
- b. **Captured Planet**
  1. +2 CR/ Farmer
  2. +2CR or LP/ Labourer
  3. +2RP/ Researcher

4. **Technology:** may be gained on a 9+ per colony "liberated". The Victor rolls a d10. The tech will be taken from the corresponding category number (a roll of 1 corresponds to Construction). On a 9 or 10 the victor may ask for specific tech categories and levels until he gets one. Starting from the lowest tech in that category, the losing player will call out the tech, and the Victor will tell him if he has the tech or not. If the victor has the tech, they move on to the next. If not, the victor gets it.

If the Defeated Empire does not have a tech in that category, the victor rolls a d10 and gains that number +10 RP.

5. See the [GA Phase](#) for more details.

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## 6. GALACTIC EMPIRE

### 5. Upgrade:

UNTS Empires may now integrate or remove technologies from their troops, fleets, and space stations. Each upgrade will require a basic cost:

the tech level. Swapping one technology out for another will incur two separate costs: removing a tech costs half the tech level (rounded up), while upgrading costs the tech level.

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

- ii. **Mechs:** Mechs, although separate from troops, share the same load out as troops like space stations do between their different levels. Thus the Mech will have everything a trooper has, plus something of its own.
  - **Troop Upgrade/down grade:** Once the empire has the requisite technology, he can upgrade any of his troops into Mech units at any time for half cost (rounded up). So too, he may down grade and gain CR upkeep value: 2 CR
  - **Mixed Army:** Both troops and mechs can be present in each army group.
  - **Power Armour:** Mechs do not use power armour. Mechs may write down a tech beside the power armour tech. Bracket this technology to indicate it belongs to the Mech.
- iii. **Base Ship Load outs:** These may be replaced without paying CR to remove them. Also, so long as the base ship loadout slots are left open, they may continue to be used. The slot may be re-opened by removing the tech from its slot. You can use the special again without having to install it.

**Tip:** An empire may wish to fill the other slots first before filling in the base loadout slots, so to keep their ship fully loaded. The base equipment is the lowest tech, so there are no bonuses to any ship attributes. It simply allows that ship to shoot something down or blow something up.

*For example, the scout has 3 tech slots. The first slot is filled with its base weapon: missiles. The empire may add a different weapon, say Mass Driver II, Shrapnel in slot 2- allowing his scouts to have 2 weapons: the first for free, missiles, and the second to make the scouts more useful in combat.*

**COLONIES:** When an empire has researched Terraforming or Terra technologies, they will be able to upgrade each colony according to their specific terrain type. Terraforming costs 5 GP/colony upgrade, while TERRA costs 10GP/Colony. Those who have a leader with the Stewardship skill will half the cost rounded down if they are stationed in a system that is being upgraded.

Once the cost has been paid, find the corresponding chit terrain chit counter and place it on top of the PII of the planet.

## 6. Raise Moral and Remove Damage:

**Raise Moral:** Each roll is initially free- empires may roll a d10 whereby on a 10 they may increase that colony's moral by 1. Empires may pay 3 CR

more to add +1 to their roll, up to a +3 bonus. Thus an empire with a +3 bonus to their roll may raise any colony's moral by one on a 7+.

- **Diplomats:** Diplomats reduce the cost by 1CR, and give an automatic +1 to the roll. Thus a diplomat may allow up to +4 to the roll. Thus on a 6+, the empire may increase the colony's moral.

**Remove Damage:** Damaged Colonies may repair any damage done to them. Each damage chit may be removed for 10 CR.

- **Stewardship:** Leaders with the Stewardship attribute may remove one damage chit for free each round, and the rest for 5 CR instead of 10. They must be assigned to the same system as the damaged colony in order to receive these benefits.
- **Agriculture and Farming:** Not stackable with Stewardship. Each reduces the CR by the skill level amount. They are stackable with each other.

**Change Capital:** Homeworlds are automatically considered capitals, but this may be changed during this action. Establishing a separate Capital has its uses:

1. **AFTER Homeworld is Captured:** This reduces empire wide damage done when a Homeworld has been captured. The empire gains back half the GA lost at the Homeworld's capture. (See Movement, Resolution, Captured Planet, for more details)
2. **BEFORE Homeworld Captured:** This mitigates most of the effects of losing one's Homeworld and carries on through until the Homeworld is retaken. (See Movement, Resolution, Captured Planet, for more details)

*Example: When a homeworld is taken without a separate capital, 10 GA will be lost immediately, -2 GA/round occurs, and Income and moral take major hits. But if a Capital is established **after** a homeworld is taken, 5 GA is restored, and only loses -1GA/round, and the other negatives are removed.*

*If the new capital is created **before** the capture of a homeworld, only 5GA is lost, only -1GA/round, and no other penalties occur.*

- **Capital Lost:** If the capital is lost before a homeworld is taken, the Home automatically becomes Capital again, and only -5 GA will be lost for the fall of a Capital. But if it falls after a Homeworld has been taken, all the negatives are reapplied, and -5 GA incurs. [Back](#)

## D. GALACTIC SENATE

**Senate Leader:** The Empire with the First Player chit is senate leader. He determines voting and bidding order. See Advanced Rules for more details.

**Procedure:**

1. **Resolve First meeting if applicable**
2. **Regular Meetings**

- a. **Random Draw-** vote and resolve a random agenda
- b. **Vote and resolve-** One agenda may be played by the players.

3. **Galactic Ruler:** Every three rounds after the first meeting, and on the last round, a Galactic ruler may be voted in.

**Close Senate**

1. **First Meeting:** Each empire will draw one card from the senate deck, and then proceed to "Regular Meetings"

2. **Regular Meetings:** Political cards may now be voted on.

a. The *first* agenda will be drawn at random from the Senate deck, voted on, and then resolved.

b. The *second* agenda will come from one of the player's hands. Each empire, starting from the First Player, may bid CR for the right to resolve their agenda. The winner of the bid may choose one of his agendas or pass. All CR used in the bid are lost.

- **Voting:** Based on number of Colonies. See Advanced Rules for detail.
- **Cancel Agenda:** The empire who wins the bid may choose to cancel that agenda round. If this happens, the senate closes.
- **Bidding:** Empires may bid even if they don't have any Political Cards. Likewise, empires may "pass" when it is their turn to bid. If all empires "pass" senate closes.
- **Combined bids:** Empires may bolster other empire's votes with their own votes during the bidding process.

3. **Galactic Ruler:** Every three rounds after the first Senate Phase players will check to see if they can vote for a Galactic Ruler. They take out the senate chit and place it on the "2" upon the GA chart. At the end of each round it will be reduced by one until it reaches "0". The vote will only occur if 3/4ths of the colonisable systems have at least one colony on them. When voting is possible, sole ruler vote takes precedence over all agendas, thus postponing the regular meetings until next round.

- i. **Candidates:** Candidates are chosen from the two players with the highest colony count.
- ii. **Voting:** the empire with 2/3rds majority of votes will become the sole ruler. Empires may choose to abdicate their vote during the voting process, even if they are a candidate. Other empires may still vote for him.
- iii. **Last Round:** Can always bid on Sole Ruler.

- **End of Game Event:** Immediately vote for Sole Ruler. If none are chosen, the game is over.

**Sole Ruler- Game over and Rewards:** The game automatically ends- empires that become the Sole Ruler gain +20 GA and the colonies of all who have not opposed him. All who voted with the sole ruler gain +10 GA.

- iv. **Extended Play Option- The Rebellion:** These are those who explicitly oppose the Sole Rule. They may only choose to do so if they voted for another candidate or abstained their vote.

Those who oppose this rule are permanently at war with the Sole Ruler. Either side cannot make treaties with each other. The Rebellion may make treaties with each other, but they can also go to war with each other.

**Winner:** Even if all empires chose a sole ruler, it is still possible for other empires to have more GA than the sole ruler empire. Technically, that empire wins. He could win if he had abstained his vote or chose another candidate. But if he voted and his candidate won, the Sole ruler wins, all else count GA for GA ranking sake. See

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**E GALACTIC ACHIEVEMENT:**

Galactic Achievement, or GA, keeps track of the overall success of each empire. It also tracks how they succeed in relation to other empires. In the regular game, Galactic Achievement ultimately determines who has the greatest empire at the end.

There are many paths toward obtaining GA, offering opportunities for many play styles. Some might find themselves more able in science, yet less so at industry, others with numbers rather than might, or play more diplomatically rather than with outright aggression. Even if they cannot fulfill their main goals, there are always ways to supplement their GA.

In the last round of the game, the game ends at the end of the GA Phase. The final GA score will determine the winner.

- i. **Sole Ruler:** This happens in the Senate Phase instead
- ii. **End Game Card:** when this is present, the game immediately ends when drawn out from the Galactic Events deck. No GA count ensues. The winner is determined at that point.
- iii. **GA Game:** If the players choose a set amount of GA to reach, the first one to reach that number wins. See the Setup rules for more information.

**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
2. Prepare for next round.

1. **Scoring GA:** The main means to gain GA is to have the most of certain Category. The empire with the most of a category will gain either 3 for his strong category, 1 GA for his weak category, or 2 for regular GA cards. Placing second reduces their GA gain by one, etc.
  - i. **Unchosen Categories:** Comparisons are made against all other empires, even with those who did not choose the same categories. Such empires can reduce the GA gained by those who did choose it. If they scored first in that category, such as most Troops, while they will not get the GA, the other empires that did choose it will get less or even none at all!

*For example, one empire chose population as their strong GA category. They count 20 pop. and add 2, becoming 22 total. Another empire who did not choose the GA troop card scored 23. The second empire has the highest population score, but the first empire has it as his Strong GA card. Being in second place, the first empire will gain 2GA instead of 3. Had he scored 3<sup>rd</sup>, he would have gained 1GA instead of nothing.*

- ii. **GA Chart:** All GA, whether gained or lost, are recorded on the GA chart. Players place their GA chit on the track during setup. They will move this up or down accordingly.
- iii. **GA Cards:** The players do not gain from all categories at once, but only from a few at a time. Each player chooses from their GA cards what GA goal they would like to pursue for that round. Two permanent GA cards are chosen at the start of the game during setup before the game begins, see [Setup: GA cards](#) above for more details. The rest are chosen before the start of each round during the setup for that round.
  - a. **Beginning GA:** Empires will only have 3 GA cards to start with. Two are chosen as permanent cards at the start of the game as explained in the setup section.
  - b. **Gaining more GA Cards:** More may be gained through the Culture branch of the Technology tree.
  - c. **GA card modifiers:** The permanent cards may give a bonus or negative. Regular GA cards gain +1 towards that category's GA count. The other modifiers are discussed in setup. Regular GA cards also break ties, unless the other empire chose it as their Strong GA card or as their regular GA card.

The negative permanent card will do the opposite, and give them a -2 toward counting their category total, and -1 GA from the total GA gained. They always lose ties, as explained in the setup section.

*For example, a Strong Troop GA Card will give that player a +2 to his troop count, and a +1 to his GA, while a regular Troop GA Card will give +1 to his troop count and 0 to his GA*

- iv. **Other GA:** GA may also be gained or lost through other means besides GA cards. These supplement the main GA. There is a list at the end of this section and in the Reference guide that will tell you all the other means of gaining GA.
  - a. **Action cards** played at the start of this phase may also modify the GA gained.
  - b. **Political and Event cards** may modify the GA
- v. **Losing GA:** GA may be lost. There are some actions, like breaking treaties, certain failed Intel actions, or losing artifacts or colonies that may incur a GA penalty. Also, using the Wild Action chit may also incur a GA reduction.
  - a. **Artefacts:** All of these gain an immediate GA increase when they are claimed, but that same amount will be lost if that empire loses the artefact. This does not affect any other GA that may have accumulated by having that artefact.
  - b. **Colonies:** Colonies taken or destroyed. Any colony that an empire loses always negates GA. Any taken will gain GA.



- c. **Home worlds and Capitals:** The home world is considered the Capital of that empire. If the home world is lost, an amount of GA will be immediately lost, and there will be a reduction of GA each round until it is retaken. If, beforehand, a capital is established on a planet not on the home world, this will negate some of the losses. If a capital is established after its loss, it will reduce some of the ongoing losses of GA. Capitals lost will also incur loss of GA.

#### GA Card Overview

1. Techs
2. Troops
3. Ships- Most built ships in total.
4. **Fleets** – Each separate group of ships
5. Civilians
6. Systems- Full zone of control
7. Colonies
8. Space Stations
9. Outposts
10. Leaders
11. Artefacts (change?)
12. Intel
13. Treaties
14. FP
15. LP
16. RP
17. CR

**CHOOSING GA:** You cannot choose the same GA card as you chose for last round. This applies to any closable GA.

#### E GALACTIC ACHIEVEMENT- OTHER GA GOALS

- **+7/round** all of Sol (does not stack with Earth, Mars, or Moon GA, +8GA if have a steward leadership or scientist/researcher)
- **+3/round** for Earth
- **+2/round** for Mars
- **+1/round** for Moon
- **+1/ Space Battle won** (navigator/pilot give +1GA per round that a space battle is won in.)
- **+1/ Ground Combat won** (+1Ga/ round if win at least one combat and have a commando leader)
- **+GA/ Captured ship or station** (Ship size)
- **+1/ Colony captured**
- **+2/ Capital captured**
- **+3GA/round** for each Home world Captured-keep previous empire's "home world chit" on that world. (+1GA/turn with a commando)
- **+GA/successful Intel action**-(GA amount is action dependant)
- **+1/round** colonized Special planet(Event dependant, +1 GA per system with a scientist/researcher)
- **+1/ event** found in a system (+1GA/turn if have a navigator leader.)
- **+1/new system explored** (not scanned)
- **+GA/round for certain treaties** (full set of treaties) (diplomats add more+1 GA/ each full treaty)
- **+Tech Achievements** (+1 Ga with scientist)
- **+Tech tree completion**- each have their own point count (double Total tech tree level, +1 GA/ scientist or researcher per leader who has these skills)
- **+1 For each Gia Planet** (steward adds +1 if in the same system)
- **+1/Artefact** (Card dependent, Scientists and researchers break ties and add +1 GA if in the same system) it applies to all artefacts found in the system Gain +1 GA/ scientist or researcher)

#### GALLOSSES

- Wild 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 Capital status
- -2/ Colony lost
- -1 Losing a space battle
- -1 Losing a ground battle
- Losing Artifact (the value written on the card)

