

# BATTLES FOR THE GALACTIC EMPIRE

## CONTENTS

- 1.0 INTRODUCTION
- 2.0 GAME EQUIPMENT
- 3.0 SET-UP
- 4.0 SEQUENCE OF PLAY
- 5.0 DEPLOYMENT
- 6.0 ACTIONS
- 7.0 CHAOS INDEX & POLITICS
- 8.0 BUILDING
- 9.0 VICTORY CHECK
- 10.0 SCENARIOS
- 11.0 OPTIONAL RULES

## 1.0 INTRODUCTION

*Battles for the Galactic Empire (BFGE)* is a two-player game. Players attempt to outwit and outplay their opponent to achieve victory by scoring Chaos points. Chaos points are scored through control of the six regions in the sector. Control of the regions is determined by skillful deployment of space fleets, play of action chits, and tactical choices during combat. Players build their fleets choosing among six types with varying capabilities including military, morphogenetic (ability to convert opposing forces to the friendly side), and deployment/movement options. They pick chits randomly from five categories to enhance movement, tactical and build abilities, recruit special units, and disrupt opponent's plans.

## 2.0 COMPONENTS

*BFGE* includes an 11 x 17 map sheet, two player displays with charts and tables, one player display with Chaos & Resource Indices and the game turn track, 100 counters with fleets, action chits, and markers, and this rules booklet. Players will need to provide at least one six-side die (eight is ideal, four for each player). Players may also prefer to have two bowls for the action chit markers and the space fleets.

The space fleets have Military values in the upper left and Morphogenetic values in the upper right. These are used for combat and garrison purposes. Space fleet values can be increased temporarily by the use of Tactical action chits.

The types of space fleets and their special abilities are described below:



**Star Fleet (SF).** The basic Military unit.



**Control Group (CG).** The basic Morphogenetic unit.



**Alpha Fleet (AF).** An advanced Military unit with more firepower and the ability to make a quick Move.



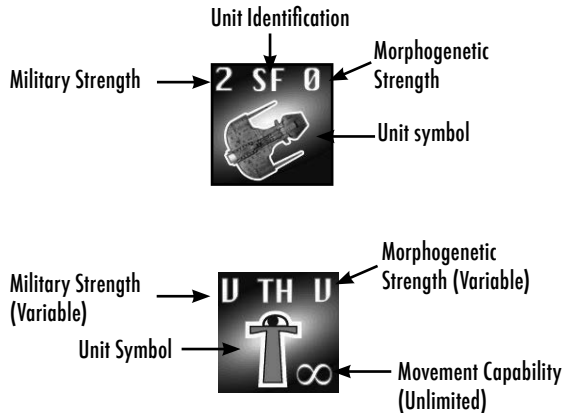
**Imperial Order (IO).** Like combining a Star Fleet and Control Group with the quick move of an Alpha Fleet. Fierce loyalty also means this unit can't be converted by Morphogenetic combat.



**World Ship (WS).** Provides the most fire power of any unit. Can choose the "single shot" option to ensure one opposing fleet is removed/converted or goes back to base. Provides two Resource points during the Build phase if part of a garrison. Tactical chits can't be added to a WS.



**Trans-human (TH).** Have variable Military and Morphogenetic values that vary based on the Chaos Level. They are all 2 at Chaos levels 31-70. Rebel TH units are 3 at Chaos levels 1-30 and 1 at Chaos levels 71-100. Imperial TH units are 1 at Chaos levels 1-30 and 3 at Chaos levels 71-100. TH units only come into the game through the play of an Illumination chit. They do not have to deploy with other fleets—they can be held back for deployment during the Action phase.



### 3.0 SET-UP

*BFGE* is set up by placing the map between the two players and giving each player one of the player displays. Players may wish to use a box top from another game to hold their display and fleets for deployment. The 18 chits with resource, political, and combat values are randomly distributed to the regional display boxes. The chits can be randomized within each group (i.e. 3 groups of six: R1-R6, P1-P6, and C1-C6) or the players can ignore the letters/categories and randomize the values across all three categories (one group of 18). The space fleets and action chits are divided between the players per the scenario instructions. One player is designated the Blue player and the other the Red player—forces should be flipped to the corresponding side.

### 4.0 SEQUENCE OF PLAY

- 1. Action Chit Draw:** each player draws actions up to their current limit as indicated by the scenario.
- 2. Deployment:** Both players secretly deploy their fleets onto their respective sector displays. When both players have made their deployments, those forces are moved to the game map.
- 3. Actions:** Players alternate in declaring actions:
  - A. Resolve a region, or
  - B. Play an action chit, or
  - C. Deploy TH units.

When all regions are resolved, the Action phase is over.

#### 4. Resolve Region/Combat rounds

- A. Military segment
- B. Morphogenetic segment
- C. Disengagement and Pursuit Fire segment
- D. Garrison segment

**5. Politics:** political influence points are totaled and the Chaos Index is adjusted.

**6. Build:** resource points are totaled and additional forces are built and added to each players' forces.

**7. Victory:** If either player has achieved the victory conditions for the scenario, the game is over; otherwise players proceed to the next turn.

### 5.0 DEPLOYMENT

#### 5.1 Action Chit Draw

Before deployment, each player draws action chits up to the limit indicated in the scenario. Players may discard chits from their hand before drawing as they see fit—these are set aside before drawing and added to the chit pool after the draw is complete. Note that some scenarios will start with the action chit markers split between the players. In that case, players draw from their own chit pool first and discard their chits to a common pool. When they have drawn all of the chits from their pool, they draw the remainder from the common pool.

#### 5.2 Deployment

Each player places his forces (except for TH units) on his sector display of the six regions in secret. Players should note only AF and IO units can change regions after deployment and a garrison of units greater than the combat value for the region is necessary for control and remains on the game map and can't be redeployed. When both players have made their deployments, both players reveal their displays and the forces are moved to the game map.

### 6.0 ACTIONS

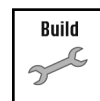
**6.1** Each player rolls a die—high die gets the first action. During each action, the player may choose to resolve one region, play one Action chit, or deploy TH units. Regions can be resolved only once per turn. Once all regions have been resolved, the Action phase is over; no further Action chits or TH units may be deployed.

#### 6.2 TH Deployment

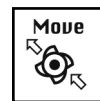
If TH deployment is chosen, the player may place any or all of their TH units in any one unresolved region. **Note:** An Illumination chit immediately brings in a new TH unit and deploys it.

#### 6.3 Action chit play

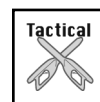
If an Action chit is played, the corresponding action is taken.



**Build** = the player obtains one Resource point for each system unit he controls **at the moment of play**. These points are added to the total accumulated during the Build phase.



**Move** = the player may move the AFs and IOs in any one region to any one other region. **Note:** They can't move if the region they are in has been resolved.



**Tactical** = place the Tactical chit on any one unit other than a WS. Until the end of the turn or until the unit is destroyed, the unit gets one additional die roll when attacking (**either Military or Morphogenetic; player's choice each round**).



**Illumination** = Recruit one TH unit or adjust the Chaos Index by 1d6 in the player's favor.



**Repression** = Cancel a chit just played. **Note:** The other player may not play a second Repression chit to cancel the first.

## 6.4 Region Resolution

If opposing forces are in the same region, combat rounds occur until only one side has forces left in the region. If no opposing forces are present, proceed to the garrison segment.

Forces in a region are moved to the Battle Mini-map and lined up as players see fit. Each eligible unit will fire at one enemy unit of the firing player's choice per segment. No enemy ships may be fired upon by a second ship unless one side has more ships than the other. If one side has more units than the other, the excess units may be allocated as the player sees fit. (See Examples on last page and back of Chaos & Resource Indices Chart.)

Combat rounds are first a Military segment and then a Morphogenetic segment. Each segment is considered simultaneous so the removal or conversion of forces does not occur until both players have rolled for that segment. For the Military segment, roll one die per combat point: 6's result in removal and 5's return the opposing fleet to base. For the Morphogenetic segment, 6's result in conversion and 5's return the opposing fleet to base (a 6 conversion result against an IO results in a return to base).

**Note:** Units removed by Military combat go into a common pool and may be built by either player after they have built their entire force pool. The Battle Mini-map includes spaces to move units to as they are hit. After both sides have fired, units are returned to base, removed from play, or flipped to their opposing side and moved to the opposing Firing space as appropriate.

**Disengagement.** After each round, either side can choose to disengage and return to base voluntarily. The choice to disengage can be done secretly if the players choose. If both sides disengage, return all fleets to the players' displays. If one side disengages and the other side does not, the remaining fleet may elect not to pursue or may opt for one round of Military fire by Alpha fleets only (both sides fire if both sides have Alpha fleets otherwise only one side fires).

**Pursuit Fire.** Specific targets are not chosen. Simply determine the number of dice to roll (Alpha fleets times three plus any modifiers). Only 6's hit and the owning player elects the ships to be removed.

**Garrison Segment.** When no opposing forces are present (or have been removed through combat and disengagement), the player with forces determines the garrison fleets. These fleets must have a total of Military and Morphogenetic values greater than the Combat value of the region (that is, an IO could garrison a region with Combat values up to 3 because it has a total value of 4). If so, these forces are placed on the Region label and the remaining forces are removed to the players' display. If the player does not have sufficient forces or elects not to place a garrison, these forces are removed and the region Combat value chit can be placed in the Region label to signify the region is resolved and neither side has control of it.

## 7.0 POLITICS

After all regions have been resolved, the players total the Political value of the regions they control and adjust the Chaos Index by the total; higher for Blue player, lower for Red player

## 8.0 BUILDING

Each player totals the Resource value of the regions they control plus any Build chits they played during the turn plus any WS units in a garrison.

Each player then builds forces from their force pool. If the player has built all units in their sides force pool, they may build units from the common pool of units previously eliminated by Military combat. If both players are eligible to build from the common pool (or will become eligible in the current Build phase by virtue of exhausting their sides force pool) then both players build from the own force pool first. Then they alternate building units from the common pool starting with the player having the most Resource points remaining. Once one of the players runs out of Resource points (or chooses not to build further), the other player builds any further units they wish from the remaining units. If no units are available to build or a player has elected to retain RPs, the remaining Resource points may be carried over to the next turn (maximum of 10 RPs).

## 9.0 VICTORY

If, at the end of the first turn, the Chaos Index is less than 1, the Chaos player wins. If the total is more than 100, the Imperial player wins. If neither player has won, play proceeds to the next turn. Each turn, the total need for victory is adjusted by five points. Thus on turn 2, the victory levels are 5 and 96, on turn 3, 10 and 91, and so forth until on turn 10, the victory levels are 50 and 51.

## 10.0 SCENARIOS

### 10.1 Civil War

Each side starts with exactly equal forces in their force pool and the same set of chits to begin. After dividing these equally, players each receive 30 Resource points to build fleets from their force pool. After building their starting force, each player draws five action chits and the game begins (action chit hand limit of five).

Forces that are eliminated go into a common pool. Once a player has built all of their own forces, they may build from the common pool. If both players are eligible to build from the common pool they alternate builds starting with the Red player if the Chaos level is 50 or below, or the Blue player if the Chaos level is 51 or above.

Action chits that are played also go into a common chit pool. Once a player has used all of their own chits, they draw from the common pool. If both players are eligible to select chits from the common pool they alternate draws starting with the Red player if the Chaos level is 50 or below, or the Blue player if the Chaos level is 51 or above.

### 10.2 Invasion

The invading side starts with 30 points to build an invading force and five Action chits. The defending side starts with forces in each region equal to (or less than) the Combat plus Resource values (and no Action chits). After the defender determines their initial forces, the invader places their invaders as they see fit and choose the first region to resolve (essentially a first turn surprise attack). After the first turn, play continues per the regular sequence of play (Action chit hand limit of five).

## 11.0 OPTIONAL RULES

### 11.1 Fire Main Weapon!

A World Ship (WS) has the option of rolling one die with a +4 instead of 3 dice normally (this means the target of the WS is removed or converted on a 2-6 and returns to base on a 1).

### **11.2 That's No Moon...**

World Ships are only hit with 6's and it takes three hits to destroy one. Use a small die or other marker to record hits. Or on the first 6 (either Military or Morphogenetic), move the WS to the corner between Firing and Return to Base; on the second 6, move the WS to the corner between Return to Base and Eliminated. On the third 6, the WS is eliminated (regardless of whether the hits were Military or Morphogenetic).

### **11.3 Switcheroo**

At the beginning of the second turn and each turn thereafter, two of the value chits switch places. Roll one die to determine the region (starting with 1= Tau, 2= Alpha, and on up to 6= Omega), then roll a second die to determine which value (1-2= Combat, 3-4= Politics, 5-6= Resource). Then repeat to determine which other chit to switch places. For those that want more Chaos, first roll one die to determine how many switches will occur.

### **11.4 Things Just Get Better and Better**

At the beginning of the second turn and each turn thereafter, randomly determine one value chit to upgrade one point. Place a bingo chip or other marker under the value chit to denote the upgrade.

## **12.0 REGION RESOLUTION EXAMPLES**

**Example 1.** Blue player has 1 SF (Star Force). Red player has nothing. The combat strength of the region is 1. No combat occurs and the Blue player may garrison the region by placing their SF on the regions label.

**Example 2.** Blue player has 3 SF. Red player has 2 SF. The combat strength of the region is 4. Both sides fire in the Military segment, each side eliminating one opposing SF. The Red player disengages their remaining SF back to their base (off-map display). The Blue forces, having a strength of four, can't garrison the region so they return to Blue's display. The regions Combat chit is moved to the regions label to signify no further action may take place in the region this turn.

**Example 3.** Blue player has 4 SF and 2 CG (Control Groups). Red player has 3 SF and 3 CG. In the Military segment, Blue fires one SF at each of Red's CGs and one SF at one of Red's SFs (CG can't fire in Military segment). Blue scores a 6 on one SF eliminating it and a 5 on a CG sending it back to base. Red fires one SF at each Blue CG eliminating one with a 6. In the Morphogenetic segment, Blue has one CG versus Red's 2 CGs. Blue misses. Red targets one CG and one SF. Red misses the CG, but converts a SF. Blue now has 2 SF and 1 CG. Red has 3 SF and 2 CG. Blue chooses to disengage. Red places the 3 SF on garrison as the region has a Combat value of 5. He returns the remaining 2 CG to base.

**Example 4.** Blue has a WS, IO, AF, CG, and SF. Red has 5 x SF and 3 x CG. Region Combat value is 3. In the first round, Blue targets Red's three CGs with their best fleets and targets one SF with their SF. Blue's WS eliminates one CG and their SF sends one SF back to base. Red targets each Blue fleet with one SF and manages to eliminate Blue's AF and CG. In the Morphogenetic round, Blue targets both of Red's remaining CGs and converts one CG while Red sends Blue's IO back to base.

In the second round, Blue targets their WS against the remaining CG and fires their SF against one of Red's SF. The CG is eliminated and the SF returns to base. Red with four SF doubles up on the WS and fires one SF at each at Blue's SF and CG (converted in the first round). In the Morphogenetic segment, Blue converts one of the Red SF. In the third round, Red manages to eliminate Blue's CG but Blue scores two 5's and the rest of Red's fleets are sent home. This leaves Blue's 2 SF with just enough strength to form a garrison.

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