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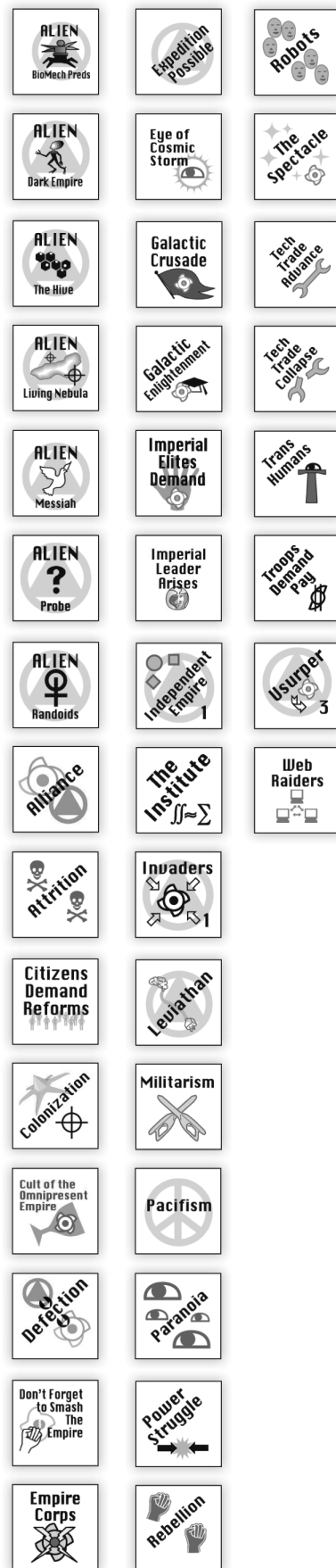
1.0 INTRODUCTION

Struggle for the Galactic Empire (SFGE) is a solitaire wargame in which the player takes the role of the leader of the Galactic Empire. That empire is faced with assorted crises, including rebellions, technological changes, alien invasion, and wars with emerging independent empires. The player will have a variety of military and social forces to counter the trend toward collapse and build an entirely new empire. The game includes different scenarios, each representing a separate major crisis period.

This second edition includes upgrades for several units, events, and procedures to make the game tougher to win. We incorporated clarifications from the questions submitted regarding the first edition and reorganized many of the charts from the game map to Player Aid cards so that players may arrange them as they see fit.

Game Equipment Inventory
A complete game of ***SFGE*** should include the following.
One game map   One 10-sided die
One rules booklet   Two identical counter sheets
One Chaos Event Marker Player Aid
One Expedition & Combat Chart Player Aid
Several Player Aid sheets with charts and tables

General Course of Play
SFGE is a solitaire game. The player represents the leader of the Galactic Empire. The opposition forces are collectively called "Chaos."

In each turn the player picks a designated number of Chaos Event markers. They create various random events that may result in Chaos forces being created and other challenges to the empire. The player moves and engages in combat with Chaos forces according to the priorities given for those units. The player then collects Imperial resources, builds and services Imperial units, and conducts movement and combat with Imperial forces. The empire may also purchase Imperial markers, which give advantages in play. The "Chaos Index" affects many game functions, and its index of 1-100 determines the current status of loyalty to the empire and the "Imperial idea" among the peoples of the Galaxy.

Though ***SFGE*** is a one-player game, there are many different types of forces, all opposing one another. The player directly controls the forces of the Galactic Empire, represented by the face-up side of the units and referred to as "Imperial units." The Imperial forces are the only units the player may move as he wants. The Chaos forces move and fight according to rigidly dictated priorities the player must execute. The game is a contest, with the player employing various types of Imperial forces to try to overcome a variety of opposition forces.

Game Equipment
1. The Game Map
The mapsheet portrays the Milky Way Galaxy. The map has divisions that regulate movement and position of the playing pieces. Those divisions are known as sectors.

a. Each sector has a name printed in large letters. Each sector also has an identification number.

b. Certain sectors have a "system symbol" (a circle with a crosshair superimposed over it). System symbols indicate sectors that have large numbers of populated planets. System units are placed only on sectors containing a system symbol.

c. The lines are sector borderlines.

2. Playing Pieces
A set of playing pieces (the cardboard counters, henceforth known as "units" and "markers") are included in the game, representing Imperial and Chaos forces and various game functions.

a. There are two basic categories of playing pieces.
i. Units represent various types of military and political forces, such as star fleets and systems. Units conduct combat and, except for systems, can move.
ii. Markers represent various types of status and information functions involved in the game. Their reverse sides indicate the type of marker represented.

3. Units
All Units are back-printed.

a. The front sides show their Imperial-controlled status (bluish background/tint).

b. The reverse side of units shows their Chaos-controlled side (reddish background/tint).

The player may freely utilize only Imperial-controlled units for movement, combat and resource collection. Chaos units move and fight only according to the dictates of the rules. All Chaos forces (Usurper, Independent Empire, Invader and Rebellion) are hostile to Imperial forces. Additionally, each particular group of Usurper, Independent Empire, Invader and Rebel forces are hostile to each other.

C. Unit Types. Numbers represent unit Military-Morphogenetic-Resource-Movement values.

 1) Alpha Fleet (3-0-0-3, abbreviated AF): represents star fleets with advanced technology and assault troops.

 2) Colonization Fleet (0-0-1-1, abbreviated CF): represents colonists, merchant starships, economic expansion, etc.

 3) Control Group (0-2-0-2, abbreviated CG): represents humans trained to use psionic, cybernetic, bioengineering, and other techniques of mind control.

 4) Imperial Order (2-2-0-3, abbreviated IO): represents elite units completely dedicated to the cause of the empire.

5) Star fleet (2-0-0-2, abbreviated SF): represents a fleet of combat starships with accompanying troops, logistics, escorts, etc.
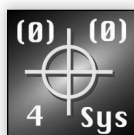
6) System (#-#-#-0, abbreviated Sys): represents a network of star systems in a sector.

7) Trans-humans (V-V-0-infinity, abbreviated TH): represents humans who have evolved to the point they can utilize special abilities. Trans-human units are used only if using the optional Trans-human rule.

8) World Ships (3-3-1-1, abbreviated WS): represents one or more planetary-sized, self-sufficient starships.

D. Unit Strengths

1) *Military Strength:* represents the ability to use force and inflict death and destruction.
2) *Morphogenetic Strength*: represents the ability to control peoples' minds.
3) *Resource Value:* represents the ability to mobilize economic and other resources.
4) *Movement Value*: the number of sectors a unit may move in a phase. Units with a zero movement value may never move, nor may they be transported by other units. A unit with an infinity sign (∞) in its lower-right corner may move an unlimited number of sectors in a turn.
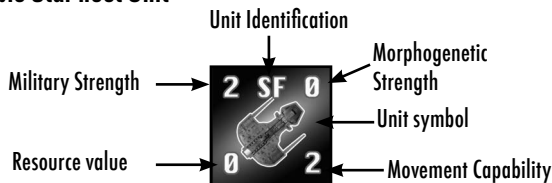
Parenthesized military/morphogenetic values mean a unit may only defend; they may never initiate an attack with that type of strength.

V = Variable Strength. Trans-humans have variable military and morphogenetic strengths based on the current Chaos Index. See the optional Trans-humans rule for a full explanation.
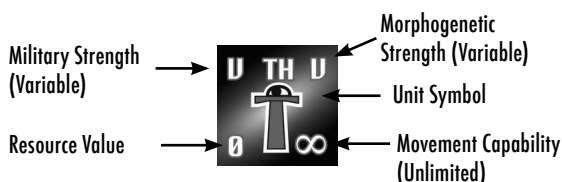
E. Unit Status. All units are back-printed. The front side is their Imperial status; the reverse indicates their Chaos status.
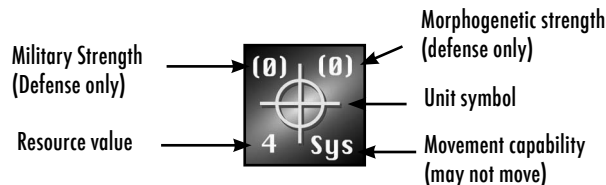
F. Sample Units

Sample Star fleet Unit

Unit Identification

Military Strength

Morphogenetic Strength

Unit symbol

Resource value

Movement Capability

Sample Trans-human Unit

Military Strength (Variable)

Morphogenetic Strength (Variable)

Unit Symbol

Resource Value

Movement Capability (Unlimited)

Sample System Unit

Morphogenetic strength (defense only)

Military Strength (Defense only)

Unit symbol

Resource value

Movement capability (may not move)

4. Markers

Chaos Index. This is used to indicate the current level of instability within the Galactic Empire.
Chaos Events. These are used to generate various random events that will usually further the dissolution of the empire
Imperial. These may be purchased by the Player to create conditions that will generally enhance the unity of the empire. There are four types of Imperial markers: Leaders, Nexuses, Repression and Illumination.
Independent Empire Identification. These are used to indicate Chaos-controlled units and systems that belong to the same independent empire. This is done by placing the appropriate marker on top of the units. All units of the same independent empire use the same numbered identification markers.
Resource Points. These are used to indicate the current number of Resource Points (RP) on the Resource Index. The reverse of the counter has "+100" on it, and is used when the number of RP goes above 100. In this case, add 100 to the number on the Index.
Phase & Turn. These are used to track the current turn and phase.

5. Definition of Forces

Though **SFGE** is a single-player game, there are many different forces opposing the Empire including: Imperials, Usurpers, Independent Empires, Rebels and Invaders. Additionally, there are some alien forces accounted for by various Chaos Event markers.

1) *Imperial Forces* are represented by the front side of system and force units.
2) *Chaos Forces* are represented by the reverse side of system and force units

A. There are several types of Chaos Forces: Usurpers, Independent Empire, Invaders and Rebels.

   i. Usurpers are Imperial mobile units that have decided to seize the Imperial government. Each Usurper force is indicated by placing a Usurper marker on it (when drawn from the Chaos pool).

   ii. **Independent Empires** are Chaos forces that have organized themselves sufficiently to form their own empires rivaling the Galactic Empire itself, but on a smaller scale. Independent Empires are composed of a home (capital) sector, conquered systems and a mobile force. Independent Empire forces are indicated using the same Independent Empire identification marker on all systems and mobile forces controlled by that Independent Empire.

   iii. Invaders are forces that arise spontaneously and run rampant throughout the Galaxy.

   iv. Rebels (Rebellions) are forces and systems that have collapsed into a state of disorganization. There are no Rebel identification markers; all units on their Chaos side and that aren't part of either a Usurper, Independent Empire or Invader force are considered Rebels.