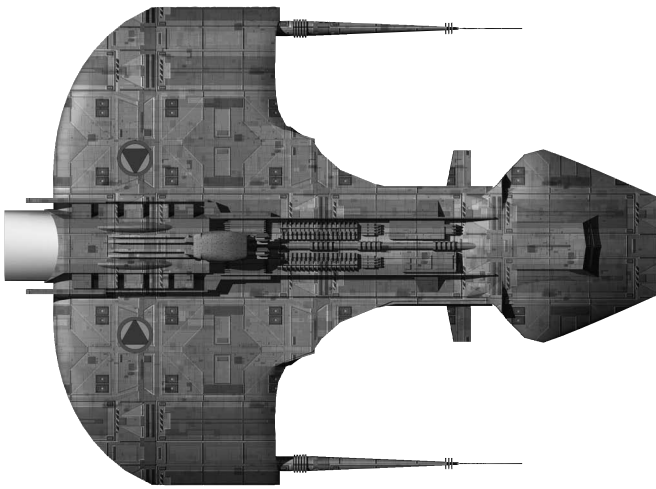


STRUGGLE FOR THE GALACTIC EMPIRE



A SOLITAIRE GAME





INTRODUCTION: STRUGGLE FOR THE GALACTIC EMPIRE

Ixian Sulla Moremax strode across the darkened command bridge of the alphacruiser *Perseid Katana*, his boots ringing as they impacted on the deck. He liked that sound, it caused the shadowy forms of the Tac-Con crew to look up, reminding them he was one of the select few Imperial High Officers privileged to carry the title of Supreme Satrap of the Periphery Sectors. Ixian, as was known from Space General Staff aeries down to the lowliest enlisted club dives, commanded all of the emperor's fleets facing the chaotic worlds on the Perseus Arm side.

He looked through the transparent nose of the *Perseid* at the fields of stars and knew the enemy was coming. It wasn't their fighters that caused the beads of perspiration to form on his brow. It was the Yogcothian worldship.

"All right people, Condition Green!" he barked.

He loved the flurry of activity that followed.

"Excuse me sir," cringed one of the deck officers.

Ixian looked at the interloper, who was wearing the black uniform of the Sensor and Psionic section.

"Yes, sub-commander?" Ixian replied.

"Some of the personnel in S&P, they're not exactly 'people'."

"Oh?"

Ixian looked over to the other end of the deck, where there milled a squad garbed in black but, unlike the S&P officer, their uniforms seemed to grow out of their skin. There was something else distinctly different about them. It wasn't so much that their bleached flesh appeared slightly transparent, revealing the dark blood vessels beneath nano-bot neural enhancers, nor was it the cyber-implants jacked into that flesh. No, the thing that was most disturbing was the blacked out goggles they wore over their eyes. He knew what lay behind those goggles and, even though he was the veteran of a hundred battles, a shudder went through him. "And if they are not 'people,' then what might they be properly termed?" he asked.

"They're genetically engineered geno-morphs, with enhanced neural transceivers."

"You mean 'Trans-Humans'?"

"Yes sir."

"Well, then, why don't you have your *beings* get into Condition Green?"

"Yes sir!"

The sub-commander saluted and then turned and scuttled back to his squad. Ixian allowed himself a silent laugh. Of course, he knew exactly what the Trans-Humans were, their origins, their psionic capabilities, their role in his greater plan. Nothing that happened on his fleet went unnoticed by him. "Long range scanning indicates enemy activity in multi-group strength, sling-shooting around the Yogcoth-Three accretion disc," one of the Tac-Con officers reported without bothering to look up.

The officer had his helmet jacked into the *Perseid's* sensor grid. It made him look like a giant insect. Ixian's own helmet dangled from his belt.

Ixian stared through the frontal transparency as the alphacruiser swung around. His unprotected eyes winced at the glare from the three orbs beyond, the first glowing dull red and filling a third of the sky, a second arcing brilliant white, a third visible only as an accretion disc whose degenerate matter moved toward the collapsar at its center. That was the triple sun of the Yogcoth system, home of the enemy. "Approximately twenty-three point five seconds to first contact," Tac-Con reported the countdown.

Ixian loved precision. Precision made the empire work like a giant machine, revolving around the Core Sector that was its political, military and scientific hub.

He considered the enemy. Each foe had its own particular strength. Each had its own particular weakness. The trick was to avoid the former and attack the latter. Sometimes it was a matter of brute force. Sometimes it was a matter of subverting them from within. Sometimes it was a matter of re-engineering entire populations.

The Yogcothian system had a reputation for being difficult. Its planets in their eccentric orbits were incapable of supporting life, despite the best attempts at terra-forming. (He often wondered where that word came from, what "terra" actually meant. It was one of the great mysteries of the empire, an entire sector named thusly, but no one quite knowing the origin. One of these days he might lead an expedition to find the answer.)

The worlds of Yogcoth defied humanity, but humanity would not be deterred. Colonists had come to this system and employed starship-mounted nano-constructors to build a world-sized colony from matter harvested from the third sun's accretion disc. But then came the forces of chaos. The dilemma was not simply that the planetary orbits were eccentric, it was the colonists who followed suit. There was something about that collapsar that caused them to behave as if they were mad, to throw off the rule of the empire. He had come to end their rebellion.

There was a metallic taste in his mouth. The empire couldn't hold down an entire galaxy by armed force alone. Weapons were blunt instruments, no matter how you much you refined them. The last fleet that had violated Yogcothian space had never returned. Now it was his turn to fight, and he knew he had to win this battle. If the rebels weren't crushed here and now, the chaos would spread.

"Sir, they are coming," Tac-Con interrupted his reverie.

Ixian pulled on his helmet, gave the mental signal that activated its sensor display, and jacked into the *Perseid's* Tactical Operations Cybergrid. He felt himself swaying as the disorientation passed in a wave of blackness, then illuminated with a four-dimensional display showing the positions of friendly and enemy starships moving through both volume and time.

The icons surrounding his own expanded view was his fleet, the alphacruisers in a formation Battle-Topology had optimized

for both dispersion and concentration. The *Perseid* itself was indicated by an icon of its organic appearing lines, a quirk of imperial ship architecture that was supposed to maximize efficiency while generating terror in the minds of opponents.

Another array of icons appeared on the edge of the sphere – the enemy. Wave after wave of one-person fightercraft, armed with hyper-lasers, guided negatronic missiles, countermeasure dispensers and particle shields. A total of 557 fightercraft were detected. They came in at sub-light velocities, pilots in combat-meditation trance for the attack run, ready to exploit any weakness in the fleet’s energy shields.

There was a tremor beneath his boots. The artificial gravity deck stabilized, keeping him from being tossed about.

“Sir, we took a hit,” it was Damage Control.

The display expanded to show the *Perseid* in detail, one of its forward energy booms malformed.

“Regenerating,” Damage Control continued flatly.

The vibration was the *Perseid*’s own nano-constructors as they reverberated almost imperceptibly, rebuilding the energy concentrator back to its original specs.

“Enemy acquired,” it was Tac-Con.

Target reticules appeared on each of the intruders.

“Engaging,” it was Tac-Con again.

He removed his helmet, brushed a perspiration-soaked lock out of his eyes, passed back into the acuity of his own visual senses. Through the frontal transparency, a latticework of pinpoint flashes formed a new constellation, then faded. The flashes were the enemy fighters, turned into clouds of plasma.

Seeing the moment of victory with his own eyes gave Ixian satisfaction. If nothing else, it proved the battle really happened and hadn’t been just a disloyal Tac-Officer feeding him disinformation via the sensor display.

As the plasma dispersed, he wondered how many times it would have to be demonstrated that small craft weren’t a match for an alphacruiser? In terms of power, energy management, sensors and destructive potential, there was no contest. Sending in masses of fighters simply meant creating more targets and increasing the final victory tally.

Some never learn, he mused – unlike himself. He’d risen from an under-officer of a control group to one of the most powerful positions in the empire. A smirk appeared on his face as he remembered how Quasi-Supreme Commander Oda went down to disgrace when he’d been unable to defeat the Independents who’d declared their own Empire of Cassiopeia on the other side of the galaxy. Ixian had been a squadron commander in that affair. Fortunately, he chose the right side.

His own power wasn’t merely in understanding the weaknesses of his foes, both outside and inside the empire. It was in creating loyalty among his own people – and *beings*. The Trans-Humans were a new factor in the imperial equation.

“Sir,” it was the S&P Officer.

“Now for Phase Two,” he said, more to himself than anyone who was listening on the bridge. They were well trained; they knew what to do next.

Through the frontal transparency grew a crooked pyramid whose metallic surface glittered with energy emplacements: the Yogcothian worldship. At one hundred thousand kilometer range it filled half the transparency. Who would build a monstrosity like that? Its lack of symmetry offended his sense of order. He was even more offended by

the worldship’s powering up its weaponry with trans-giga-plex-wattage, energies devastating enough to pierce the fleet’s shields and turn him and his aspirations into an expanding cloud of ionized particles.

“Your *beings*’ turn,” he said to the Sensor and Psionics officer.

The Trans-Humans nodded in unison.

In one movement they removed their goggles, revealing eyes that stared through the hull of the *Perseid*, through hard vacuum, into the minds of the crew and colonists of that worldship. A tingling of his skin told him the wave of their psionic energy passed over his body and out toward the neural systems of the enemy.

Purple flashes reverberated on his optic nerves as the worldship’s capacitors radiated beyond the ends of the visible spectrum, charging up for one great blast of energy that could sunder an entire planet. He could only stand and wait and allow himself to hope the Trans-Humans would do what had been promised.

“Message from the enemy,” it was Commo.

A holo-image flickered in front of the transparency. Behind it, the worldship was blacked out, its weapons shut down. The holo resolved itself into three figures he recognized from intel briefings: the Yogcothian warlord, their chief of security and their nano-high engineer. All three had that blank look in their eyes that told the Trans-Human psionic wave had rearranged their neural architecture such that they were under mind control.

“All hail the empire!” the trio chimed.

Now it was simply a matter of sending in infantry and putting some boots on the deck.

“Well done,” Ixian announced to the bridge crew.

He turned to the S&P officer, nodded, and the officer nodded back. They were a good crew, part of a good fleet.

— **By Joseph Miranda**



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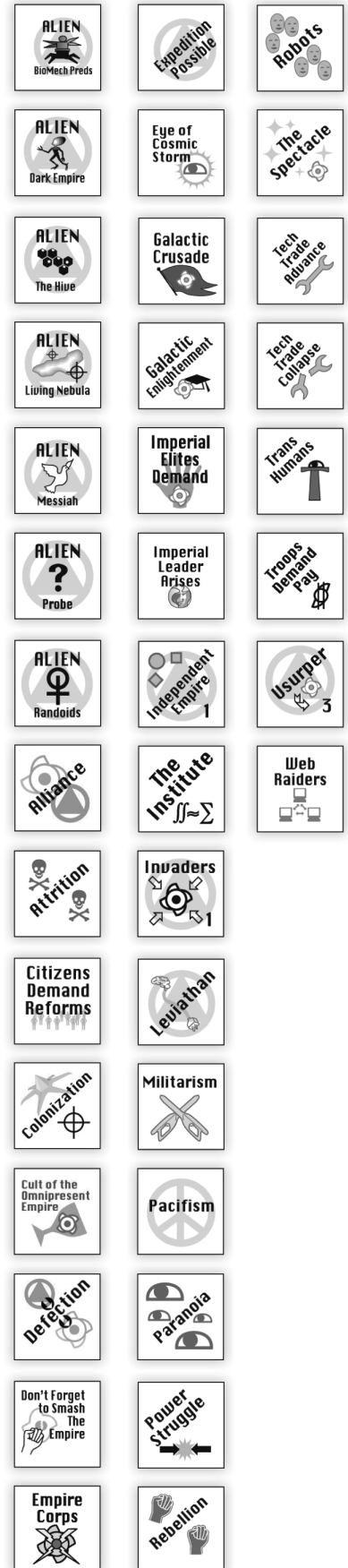
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32.0 CHAOS EVENT MARKERS

- Aliens—Biomech Predators*
- Aliens—Dark Empire*
- Aliens—The Hive*
- Aliens—Living Nebula*
- Aliens—Messiah*
- Aliens—Probe*
- Aliens—Randroids*
- Alliance*
- Attrition*
- Citizens Demand Reforms*
- Colonization*
- Cult of the Omnipresent Empire*
- Defection*
- Don't Forget to Smash the Empire*
- Empire Corps*
- Expedition Possible*
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- Pacifism*
- Paranoia*
- Power Struggle*
- Rebellion*
- Robots*
- Spectacle*
- Tech/Trade Advance*
- Tech/Trade Collapse*
- Transhumans Appear*
- Troops Demand Pay*
- Usurper*
- Web Raiders*



1.0 INTRODUCTION

Struggle for the Galactic Empire (SFG) 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 **SFG** 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

SFG 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 **SFG** 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.

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

- 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.

- There are two basic categories of playing pieces.
 - Units* represent various types of military and political forces, such as star fleets and systems. Units conduct combat and, except for systems, can move.
 - 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.

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

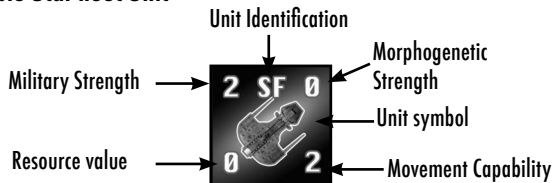
Parenthesized military/morphogenetic values mean a unit may only defend; they may never initiate an attack with that type of strength.

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.

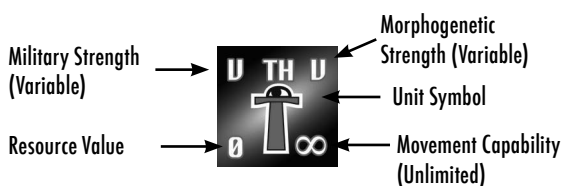
E. Unit Status. All units are back-printed. The front side is their Imperial status; the reverse indicates their Chaos status.

F. Sample Units

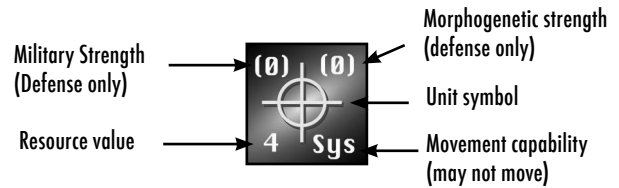
Sample Star fleet Unit



Sample Trans-human Unit



Sample System Unit



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.

- v. All **Chaos** forces are mutually hostile to the Empire and to each other. For example, the forces of Independent Empire #1 are hostile to the forces of Independent Empire #2, as well as to the Galactic Empire and all Usurpers, Invaders and Rebels.
- vi. **Aliens** are non-human beings who occasionally appear. Aliens are not represented by units; rather, they are brought into play by Chaos Event markers. They are treated differently than Usurper, Independent Empire, Invader and Rebel forces (see the Aliens rule section 19.0).

6. Definitions of Game Terms

- Adjacency:** a sector is adjacent to another sector if it is connected by a solid line or a vertex. For example, Sector 05 is adjacent to Sectors 01, 02, 04, 06, 08 and 09.
- Chaos Index:** the current overall level of instability within the Empire. The higher the Chaos Index, the greater the chance for anti-Imperial activities as expressed by a greater number of Chaos Event markers being drawn each turn. The lower the Chaos Index, the greater the loyalty to the Empire as expressed by fewer Chaos Event markers being drawn each turn.
- Control:** a state where a side (Imperial or Chaos) has sufficient resources to maintain political, economic and military domination of a sector in game terms. Whichever side has a system unit in a sector controls that sector, regardless of other forces in it.
- Conversion:** the process of changing a unit from its Imperial side to its Chaos side or vice versa. This is indicated by flipping the unit from one side to the other. Conversion represents changes in loyalties owing to a variety of political and technological effects.
- Destruction (or elimination):** the process of destroying a unit, which is registered by removing the unit from the map. A unit may be destroyed by combat or by certain game actions.
- The Empire:** defined as all sectors that are Imperial-controlled.
- A Force:** refers to all friendly units in the same stack or side.
- Friendly:** refers to all units of the same force. All Imperial units are friendly to all other Imperial units; however, each type of Chaos force is friendly only to units of its own force.
- Hostile (or enemy):** units that are inimical to another force. Imperial forces are hostile to all Chaos forces. Each category of Chaos forces is hostile to all Imperial forces and to all other categories of Chaos forces.
- Military Strength:** a quantification of the ability of a unit to engage in combat operations.
- Mobile Units:** units that have the capability to move, which is all units with a number of "1" or more, or an infinity symbol, in their lower-right corners.
- Morphogenetic Strength:** the ability of a unit to convert enemy units
- Movement Allowance:** the number of sectors a unit may move. An infinity sign means a unit may move an unlimited number of sectors.
- Phase:** a segment within a game turn. Certain phases are further divided into *sub-phases*.
- Resource Points:** an indicator of the Empire's ability to mobilize economic and scientific resources of the galaxy; abbreviated "RP."
- Resource Value:** a unit's ability to mobilize economic and other resources.
- Sector:** a political subdivision of the galaxy. Sectors are used to determine the location of units and for movement.
- Stack:** a group of units of same force that are physically piled on top of each other.
- Suppression (Optional Rules):** an attempt by the player to prevent the implementation of certain Chaos markers.

Variable Strength (indicated by "V" on the counters): military/morphogenetic strengths that vary depending on the current Chaos Index.

7. Game Charts & Tables

- Various visual aids are provided for the player.
- Alien/Expedition Resolution Table:** used to resolve certain Chaos Alien Events and optional Expedition Actions.
- Chaos Forces Operations Table:** used to determine how Chaos forces move and attack in a turn.
- Chaos Index/Resource Point Index:** used to indicate the current Chaos Index and the current number of RP the Player has available, each indicated by its own marker.
- Chaos Markers Chart:** used to designate the number of Chaos events the player must draw during the Chaos Events Phase
- Combat Results Table (CRT):** used to resolve military and morphogenetic combat.
- Extropy Table:** used to allow the player to attempt the reduction of the current Chaos Index.
- Imperial Expenditure Chart:** used to cost recruitment and maintenance of Imperial units and markers.
- Imperial Markers Available Box:** used as a convenient place to put Imperial Repression and Illumination markers that have been purchased but that have not yet been put into play.
- Increased Resources Table:** used by the player to attempt to increase the RP the Empire receives.
- Independent Empire Recruiting Table:** used to randomly determine reinforcements for Independent Empires.
- Phase Track:** used to record the current phase of the game turn.
- Sector Randomization Table:** used to randomly determine map sectors for placement of certain units.
- Suppression Table:** used by the Player to prevent the implementation of certain Chaos Events.
- Trans-human Variable Value Table:** used to determine the military and morphogenetic values for Trans-human units.
- Turn Record Track:** used to indicate the current game turn.
- Usurpation Table:** used when a Chaos Usurper force reaches the Core Sector, to determine whether it seizes control of the Imperial government.

8. Pools

The player will need to establish two "pools." These should be large-mouth opaque containers—one should contain the Chaos Event markers and the other the System Units—from which the counters can be easily drawn at random. **Note:** because there are two identical counter sheets there are two of each counter. Both sets of Chaos markers go to the Chaos Events pool, both sets of System Units go to the System Units pool, etc. *Important:* some Chaos Events can only be played once per game, so when the second marker is drawn, it is discarded.

9. Die

A 10-sided die is used to generate various random actions in the game in conjunction with various game charts and tables.

- a. A die roll of "0" equals zero, not 10.
- b. **Die Roll Modifiers** are numbers added to, or subtracted from, a given die roll. If more than one die roll modifier applies, the

cumulative total is applied. For example, die roll modifiers of +2 and -1 would give a final cumulative modifier of +1.

10. Sector Randomization

Certain game functions will require the player to determine sectors at random. To do so, use the Sector Randomization Table. Roll one die twice and cross-index the first die roll with the second. That will give the number of a sector. For example, die rolls of "0" and "5" would indicate Sector 04 (Cygnus-Carina Alpha). If you're instructed to place a system unit in a sector chosen at random, and the system indicated by the dice rolls does not contain a system symbol, roll again. If an event does not specify that the sector must include a system, then it can occur anywhere. (Note that sectors that have a system symbol have two chances of being rolled, whereas non-system symbol sectors only have one chance.)

11. Other Randomization

Certain game functions require the player to make a choice at random. The player does that by assigning each choice a number or numbers between 0 and 9 and then rolling one die. The corresponding choice is then implemented. That can be done in different ways. For example, if you have a choice between three different units to be removed from the map, you might assign the first 0-2, the second 3-5, and the third 6-8, and treat 9 as "roll again." You must also realize that, while the rules are extensive, there may be situations not covered by them. Discrepancies should be resolved within the spirit of the rules and a die roll.

12. Game Scale

Each turn represents a period of time from one year to one generation, depending on the intensity of operations. Each unit, other than systems, represents a fleet of starships plus auxiliaries, troops and support personnel. Each system unit represents any number of planetary systems. The galaxy itself is 100,000 light years across and, on average, some 10,000 light years thick.

2.0 SEQUENCE OF PLAY

SFGE is played in "game turns." Each game turn is composed of a fixed number of "phases," which occur in a rigid sequence. Certain phases may be further subdivided into sub-phases. Use the Turn and Phase markers provided to indicate the current turn and phase on the Sequence of Play track.

GAME TURN SEQUENCE OUTLINE

A. Chaos Event Phase

- 1) The player picks a number of Chaos Event markers indicated by the current Chaos Index then plays them one at a time.
- 2) For each Chaos Event marker, the player carries out the corresponding instructions given on the Chaos Event Marker Explanations Card.

B. Chaos Operations Phase. The player moves and conducts combat with all Chaos forces in accordance with the dictates of their movement and combat strictures. Chaos forces move and attack one at a time, in this order:

- 1) Usurper forces;
- 2) Independent Empire forces;
- 3) Invader forces;
- 4) Rebel forces.

The player begins conducting operations with each Chaos force within each category (Usurper, Independent Empire, Invader, Rebel), starting with the force located in the lowest-numbered sector, and working up to the highest-numbered sector.

C. Usurpation Phase. The Player checks Usurping forces in the Core Sector to see if any of them successfully seize the Imperial government.

D. Chaos Colonization Phase. Chaos Colonization may occur if a Chaos colonization fleet or world ship, or an Independent Empire's mobile force is in a sector that contains no system unit.

E. Independent Empire Recruiting Phase. The Player checks each Independent Empire in play and rolls on the Independent Empire Recruiting Table. Place newly recruited units according to the rule for Independent Empire Recruiting.

F. Imperial Resource Collection Phase. The Player collects resource points for the Empire and adds them to the Resource Track.

G. Imperial Expenditure Phase. The Player recruits and maintains Imperial units and markers.

H. Imperial Colonization Phase. The player may expend colonization fleets or world ships and replace them with an Imperial system unit in the same sector.

I. Imperial Movement Phase. The player may move Imperial units.

J. Imperial Combat Phase. The player may attack with Imperial units.

K. Imperial Extropy Phase. The player may attempt to change the Chaos Index by expending resource points and rolling on the Extropy Table.

L. Alien Conflict Phase. Any action specified as happening in the Alien Conflict Phase occurs now.

M. Imperial Expedition Phase (Optional Rules). The player may conduct expeditions. See the Optional Rules.

N. Game Turn Record Phase. The player performs game actions mandated to occur at the end of the turn. He then moves the Game Turn marker forward one box on the Game Turn Chart.

3.0 SYSTEMS & CONTROL

System units represent the presence of friendly planetary systems throughout a sector, along with their forces. A sector is "controlled" by whatever force has a system unit in it.



1. Control

- a. A sector with an Imperial system unit is Imperial controlled.
- b. A sector with a Chaos system unit is Chaos controlled.
- c. A sector with no system unit is uncontrolled.

2. Systems

- a. There may never be more than one system unit in a sector.
 - b. System units may only defend and conduct counterattacks. They may never initiate combat by themselves. (This is indicated by their parenthesized combat strengths.) System units are affected differently by combat results than other units. See the Combat Results Table.
3. An eliminated system may be replaced by expending a colonization fleet or world ship, and then picking a system unit at random from the pool and placing it in the sector. See the Recruiting and Colonization rules
4. **Core Sector.** The player must control the Core Sector in order to initiate Extropy operations. See the Extropy rule.
- a. The Core Sector is the center of the Galactic government and is vital to several game functions.

4.0 CHAOS INDEX

The Chaos Index shows the general level of stability in the galaxy, recorded as the "Chaos Index." Generally, the higher the Chaos Index the more disruption within the galaxy and the greater the chances of anti-Imperial forces mobilizing. The lower the Chaos Index, the more loyalty there is to the Empire and the more stable the situation.

1. Procedure

The player uses the Chaos Index marker to indicate the current Chaos Index. The initial Chaos Index is given in the scenario instructions. Certain game actions cause the Chaos Index to rise and fall throughout a scenario. The current Chaos Index determines the number of Chaos Event markers that will be picked during the Chaos Events Phase. **Optional Rules:** the Chaos Index also affects the strength of Trans-human units.

2. Picking Chaos Event Markers

The player picks Chaos Event markers during the Chaos Events Phase. They are blindly picked at random from the Chaos Event marker pool. The number of markers picked is based on the current Chaos Index. See the Chaos Chart for number of Chaos markers to be picked.

3. Changing the Chaos Index

Certain actions change the Chaos Index. See the Chaos Changes Chart and the Extropy rule for details. Note: units eliminated or converted by "A" results do not change the Chaos Index; only "D" results affect the Chaos Index.

4. Chaos Minimum & Maximum

- a. The Chaos Index may never go lower than one. If some action calls for it to go lower than one, the Chaos Index reduces to or stays at one.
- b. If some action calls for the Chaos Index to go higher than 100, the game ends and the player suffers an immediate Catastrophic Defeat (see the Victory rules). Note that Chaos Index is limited to a high of 95 on the first turn of all scenarios.

5.0 CHAOS EVENT MARKERS

The myriad of forces hostile (sometimes friendly) to the Empire are represented in the game by Chaos Event markers. Chaos Event markers are kept in an opaque container called the Chaos Event Pool. The player draws Chaos Event markers at random during the Chaos Events Phase.

1. Playing Chaos Event Markers

Chaos Event markers must be played during the Chaos Events Phase in the order they were drawn. The player draws the designated number of Chaos Event markers then plays them one at a time in the order picked. Instructions for each Chaos Event marker are given in the Chaos Event Marker Chart. Each Chaos Event is additive unless the explanation specifically states it cancels a previously drawn/played Chaos Event (e.g. Galactic Enlightenment and Paranoia are additive when both in play—no Repression or Illumination markers can be purchased). Even when a second Chaos Event of the same type is drawn, it plays with a few exceptions (see 5.2.d); for example, it is not unusual for multiple Rebellions to occur in one turn.

2. Disposition of the markers is as follows:

- a. Certain Chaos Event markers are placed on the map and remain there until removed according to the instructions given for the event. The markers remains on the map until the conditions call for them to be removed.
- b. Certain Chaos Event markers are placed atop Chaos units, and they remain there until that force is destroyed, converted or otherwise removed from play. These markers also have a triangle on them; for example, Usurper, Independent Empire and Invader.
- c. Certain Chaos markers remain in effect until the end of the game turn in which they were played.
- d. Certain Chaos Event markers are played only once per game. This is stated within their explanations. Once played, they are discarded—when the duplicate marker is drawn it is set aside and another marker is drawn in its place. Those Events are: the Institute, Leviathan, and the Mutant. Note: it is possible to have two identical Alien events such as two Messiahs in play at the same time.
- e. Once removed from play, Chaos markers are set aside (you may want to have a discard container or pile). Note: in Scenario #7, at the end of every 20 turns or whenever there are insufficient markers to draw for the current Chaos Events Phase (i.e. the entire set of Chaos markers has been drawn) all Chaos Event markers are mixed and returned to the Chaos Events pool.

6.0 MOVEMENT

During the Chaos Operations Phase, the player moves Chaos forces as directed by the Chaos Operations Table. During the Imperial Movement Phase, the player may move as many or as few Imperial units as he wants. Units or stacks of units are moved sector by sector.

1. Procedure

Move each unit or stack from sector to adjacent sector until movement is completed. You may move Imperial units any number of sectors up to the limits indicated by the Imperial Movement rule. You must move Chaos units according to the guidelines set by the Chaos Operations rule.

2. How to Move Units

Movement is calculated in terms of sectors. For purposes of movement, all sectors are the same, i.e. one movement point is expended per sector. A force may move through both the sides and vertices of sectors—any *adjacent* sector. Each unit or stack of units beginning in a given sector must complete its movement before starting the movement of another unit or stack. **Note:** some Chaos forces only move across line boundaries and not through vertices.

3. Stacking

There is generally no limit to the number of units that may be in a given sector at any time in the game turn. *Exception:* there may be only one system unit per sector at any one time. You may place Imperial and Chaos units in the same sector at the same time.

- a. Hostile forces may never stack together in the same stack.
Should some units in a stack be converted to the other side, they must be formed into a separate stack, or sometimes added to the stack that converted them; see the Combat rules.
- b. Markers have no effect on stacking.
- c. You may always examine all stacks on the map.

4. Movement Inhibitions & Prohibitions

A force may never exceed its movement capability. A unit may only enter a sector if it has sufficient movement capability to do so. For example, a unit with a movement factor of “2” could enter a maximum of two sectors per turn; it could not enter a third. Unused movement capability is not accumulated from game turn to game turn.

5. A moving force does not have to stop when it enters a sector containing a hostile force; it may continue moving. A force may move directly from a sector containing a hostile force into another sector containing a hostile force.
6. Units that have an infinity symbol (∞) may move to any sector on the map.

7. Imperial Forces Movement

Movement is always voluntary for Imperial units. Imperial units may be moved in any order the Player wants. Imperial units may be moved individually or in stacks in any direction or combination of directions. An Imperial unit or stack may be moved as many or as few sectors as the Player wants, as long as the force’s movement allowance is not exceeded.

8. Chaos Forces Movement

Chaos Movement is done as part of Chaos Operations. See the Chaos Operations rule (7.0). Generally, Chaos mobile units moving as a single force move with the slowest movement factor of the stack. They may not leave behind any units as they move.

9. Markers

Imperial and Chaos markers that have been placed on the map do not have separate movement capability. A Usurper, Independent Empire or Invader marker moves with its force.

10. The Void

Imperial units may move through void areas, but they may never end their movement in one. If, for some reason, an Imperial unit ends its move in a Void sector, it is eliminated. Chaos units may never enter or be placed in Void sectors.

7.0 CHAOS OPERATIONS

During the Chaos Operations Phase, the player must check all Chaos mobile forces on the map to determine if they will move and/or attack. All Chaos forces conduct operations sequentially according to the type of force and sector they occupy.

1. Procedure

Consult the Chaos Operations Chart. Roll a die for each force, and apply any die roll modifiers. Then, cross-index the type of force and the final die roll result. Apply this result immediately.

- a. **Die Roll Modifiers.** Rebellion markers have no leaders and thus a leadership rating of zero. Usurper and Invaders have leadership ratings of 1 through 4 (the Mutant has a leadership rating of 5). Independent Empires have leadership ratings of 1 through 3. These ratings are added to the die roll for all operations conducted by that force.

2. The player checks forces in the following sequence: Usurpers, Independent Empires, Invaders, and finally Rebels. All Usurper forces are checked, then all Independent Empire forces, then all Invader forces, then all Rebel forces.

3. Chaos forces within each of those four categories conduct operations starting with those in the lowest numbered Sector. For example, you would start by determining the operations for a Usurper force in Sector 01, then 02, etc.; then, once all Usurper forces were done, you would start over with Independent Empire forces.

4. Chaos Operations Table Results include the following:

- a. **Movement.** The force moves according to the dictates of its particular category.
- b. **Attack.** At the end of any movement (if any) the force must attack. A force does not have to move in order to attack.
- c. **No Operations.** The force neither moves nor attacks.
- d. **Attrition.** The force loses one unit chosen randomly and then neither moves nor attacks.

5. Target Sector

A force’s “target sector” is the sector toward which it is directed to move. If it starts its movement in the target sector, it moves no further. It still attacks if directed by the Chaos Operation Chart. For example, a Usurper force is in the Core Sector. If it were to receive a Move Toward Core & Attack directive, it would not actually move as the core is its target sector, but it would still attack.

6. Chaos Movement

Chaos units must be moved as directed and may not exceed their movement capability. If there are Chaos units of different movement capabilities in the same stack, the stack is moved according to the movement factor of the slowest mobile unit in it. No force of Chaos units may split up, or drop off units, during movement. *Exception:* when moving an Independent Empire mobile attack force through a home sector—see 11.3.

Note: See the Usurper, Independent Empire, Raider and Rebel rules sections for more details on how each of those forces conduct operations.

8.0 COMBAT PRECONDITIONS

There are two types of combat: military and morphogenetic. Combat occurs between hostile units in the same sector. Combat may occur in the Chaos Operations Phase and in the Imperial Combat Phase. In general, Chaos forces are the attackers during the Chaos Operations Phase; Imperial forces are the attackers in the Imperial Combat Phase. Remember, though, each type of Chaos force is hostile to every other type and will attack each other.

1. Hostility

A force may attack only forces hostile to it. Friendly units are those which are not hostile to the force.

a. Imperial Forces. All Chaos forces are hostile to all Imperial forces.

All Imperial forces are friendly to all other Imperial forces.

b. Usurpers. All Imperial forces and the forces of the various Usurper forces are hostile to each Usurper force. Only units of the same Usurper force are friendly to that particular Usurper force. For example, all forces belonging to Usurper #1 are friendly to all forces of Usurper #1, but they are hostile to all other Usurper forces (#2, #3, etc.)

c. Independent Empire: all Imperial, Usurper, Invader and Rebel forces, along with the forces of all other Independent Empires, are hostile to each Independent Empire. All units of the same Independent Empire are friendly to all the forces of that particular Independent Empire. For example, all forces belonging to Independent Empire #2 are friendly to Independent Empire #2 but are hostile to all other Independent Empire forces.

d. Invaders: all Imperial, Usurper, Independent Empire and Rebel forces, along with the forces of all other Invaders are hostile to Invader forces (in the same manner as described above in b and c).

e. Rebels: All Imperial, Usurper, Independent Empire and Invader forces are hostile to Rebel forces. All Rebel units are friendly to all other Rebel units. (renumbered to a-e to keep consistency with other sublisting numbering methods)

2. Order of Attacks

Each force type (#a-e above) resolves combat in the order given above in the "Hostility" section. Each attacking force type conducts all its combat before the next force type begins (for example, all Usurpers conduct attacks before Independent Empires). The Player may not skip over one type and return to it later. Each individual attack is always resolved in the following order: military then morphogenetic.

a. Chaos Combat. Chaos units must conduct both types of combat when attacking, if capable (first military, then morphogenetic)

b. Imperial Combat. The player may conduct combat with each Imperial force using each of the attacks optionally. Therefore, the player chooses first whether he will conduct a military attack, and after completing or passing on the military attack, then chooses whether he will use the morphogenetic attack.

3. Attacking

All units in the attacking force must be in the same sector as the defending force. Units may not attack across Sector boundaries.

a. Attack Qualification. A unit must have a non-parenthesized strength of "1" or more on order to conduct an attack.

1. Units with "0" combat strengths may not participate in an attack and are therefore not affected by the outcome of an attack conducted by other units in their force; thus, they are not affected by "A" results on the CRT. Units with a "0" combat strength defend normally (see #2 below).
2. Units with parenthesized combat strengths may only defend; they never attack. For example, system units never attack, only defend. Their defense strength is added to the appropriate defending force when attacked.

3. Each type of combat (military, morphogenetic) is separate and distinct. A unit's military and morphogenetic strength may not be combined for single combat. For example, a star fleet and a control group are in the same force. The star fleet unit would attack first, using its military strength ("2"). The control group would not be affected by the outcome of that military combat. Following the star fleet's military attack, the control group would attack, using its morphogenetic strength, and the star fleet would not be affected by the outcome of the morphogenetic attack.

4. Defending

Units must defend when attacked. They may not be withdrawn or shielded from combat. Thus control groups and colonization fleets are vulnerable to military attacks and alpha Fleets, star fleets, and colonization fleets are vulnerable to morphogenetic attacks.

5. Systems and mobile units are affected differently by combat results; see the combat results explanations.

6. Markers on the map, (for example, Independent Empire identification markers) may not attack, nor are they affected by combat results as such, unless the units they are stacked with are affected; see appropriate rules sections.

7. Imperial Combat

Imperial units may only attack during the Imperial Combat Phase.

- a. Combat is voluntary for Imperial units. The player may attack with some, none or all Imperial units in a sector. The player may combine Imperial units from different stacks in the same sector into the same attack.
- b. Each Imperial unit may be involved in only one complete combat per turn (which can utilize both military and morphogenetic combat) per turn (which can utilize both military and morphogenetic combat). If there is more than one Imperial unit in the same sector, they may be combined for a single attack or each may attack separately.
- c. Whenever there are two or more separate Chaos forces in the same sector, an Imperial force there may attack one, or more, or none of them. If more than one Chaos force is to be attacked in a single combat, their strength points are added together for defensive purposes.
- d. A single Chaos force may be attacked more than once per Imperial Combat Phase, as long as each attack is made by different Imperial units.
- e. **Attacking Usurpers.** Imperial forces attack each individual Usurper force in a sector as a single combined force. If there is more than one Usurper force in the same sector, Imperial forces may attack each of them separately or in any combination.
- f. **Attacking Independent Empires.** Imperial forces attack all forces of the same Independent Empire in the same area as one combined force. If there is more than one Independent Empire force in the same sector, Imperial forces may attack each of them separately or in any combination.
- g. **Attacking Invaders.** Imperial forces must attack each individual Invader force in a sector as a single combined force. If there is more than one Invader force in the same sector, Imperial forces may attack each of them separately or in any combination.
- h. **Attacking Rebels.** Imperial Forces may attack Rebel units in a sector individually or in any combination.

Examples of Imperial Attack combinations:

- There are two Rebel units in the same sector. The Imperial player may: 1) attack one Rebel unit; 2) attack the other Rebel unit; or 3) attack both.
- There are two separate Usurper forces in the same sector. The Imperials may: 1) attack the first Usurper force; 2) attack the second Usurper force; 3) attack both Usurper forces together; 4) attack each Usurper force separately (with separate groups of Imperial units).
- There is a Rebel unit and a force of Usurpers in the same sector. The Imperials may: 1) attack the Rebels; 2) attack the Usurpers; 3) attack both the Rebels and Usurpers together; 4) attack the Rebel and Usurper units each as a separate force (with separate groups of Imperial units).

i. Defending Imperial Forces. When a Chaos force is attacking, all Imperial units in that sector must be combined and attacked as a single group, even if stacked separately.

8. Chaos Combat occurs during the Chaos Operations Phase.

a. Chaos forces must attack if directed by the Chaos Forces Operations Table. A Chaos force may conduct combat only once per Chaos Operations Phase. **Note:** Chaos units do not attack units in sectors through which they move.

b. Chaos Attack Priorities

1) Usurper forces attack only Imperial and hostile Usurper forces. All such units are attacked as a single combined force. Usurper forces never attack systems, nor are systems ever affected by Usurper attacks.

2) Independent Empire forces attack all hostile forces as a single combined force.

3) Invader forces attack all hostile forces as a single combined force.

4) Rebel forces attack all hostile forces in the same sector as a single combined force. That is, all Rebel units make a single, combined attack against all non-Rebel forces in the same sector.

***Note:** A Chaos force that attacks another Chaos force may, in turn, itself be attacked by that force later in that same Chaos Operations phase. For example, an Independent Empire force attacks a Rebel force in the Independent Empire sub-phase; any surviving Rebel force then attacks the Independent Empire force in the Rebel sub-phase.*

9.0 COMBAT RESULTS TABLE (CRT)

Both military and morphogenetic combat are resolved on the CRT. The procedure is the same for both types of combat, but the results are different depending on the type of combat. There are two basic types of combat results: elimination and conversion. Combat results generally affect all units as designated in the combat results explanations.

1. Procedure

Both types of Combat (military and morphogenetic) are resolved the same way.

- a.** Total the appropriate combat strength points (military or morphogenetic) of the attacking force.
- b.** Subtract from it the corresponding strength (military or morphogenetic) of all defending units. That gives a number called the "combat differential," which may be positive, negative or zero.
- c.** The combat differential is cross-indexed beneath the appropriate column on the CRT.

- d.** Determine all applicable die roll modifiers.
- e.** The die is rolled, any modifiers applied, and the final result is cross-indexed.
- f.** The combat result is immediately applied.

2. Combat Differentials greater than +6 are treated as +6. Combat differentials less than -6 are treated as -6.

3. Die Roll Modifiers

Certain factors will modify the die roll made for combat resolution.

- a.** The leader value of one Imperial leader involved in the combat.
- b.** One per Illumination marker expended (always in favor of the Empire).
- c.** The leader value of a Usurper/Independent Empire/Invader marker if Usurper/Independent Empire/Invader forces are involved in the combat.
- d.** Other modifiers as specified in the Chaos Event and Expedition Marker Explanation Charts.
 - i. Die Roll Modifier Procedure.** The attacker's die roll is added to the final die roll result; the defender's die roll is subtracted from it. If both the attacker and defender have a die roll modifier, use the difference between the two.
 - ii.** Modified die rolls greater than +11 are treated as +11. Modified die rolls less than -2 are treated as -2. For example, say the attacker has a "1" modifier and the defender has a "2." The final die roll modifier is "-1"; so one is subtracted from the final die roll: a roll of 5 would become 4.
 - iii.** There may never be more than one die roll modifier applied to combat for leadership, for each attacker or defender. For Chaos forces, use the single best die roll modifier possible if more than one is applicable. For example, an Imperial force is attacking a Usurper force and an Invader force as a combined total defense. If the Usurper force has a leadership value of "2," and the invader force a leadership value of "1," use the Usurper force's leadership value as the defender's die roll modifier (-2).

4. Combat Results

- a.** Certain results apply to all units whose combat strength is less than or equal to the number indicated. For example, say a military attack results in a D2. That means all defending units with a military strength of 0, 1 or 2 are eliminated.
- b. Elimination.** Eliminated units are removed from the map. They may be later used again in the game.
- c. Conversion.** Converted units join the force that converted them. Converted mobile units are removed from any stack they may have been in and placed with the converting force's stack. A converted unit may move and fight normally on its new side starting immediately.
- d. Imperial Conversions.** When an Imperial force succeeds in inflicting a conversion, all Chaos units so affected, regardless of their categories, become Imperial-controlled. Flip them to their Imperial side. Remove all Usurper, Independent Empire, or Invader markers on the affected units.
- e. Chaos Conversions.** When a Chaos force inflicts a conversion result on another Chaos force, the converted units remain on their Chaos side, but become part of the converting force.
 - i.** If the converted force was originally Imperial, flip the units to their Chaos side. The units join the Usurper, Independent Empire, Invader, or Rebel force in that sector (that is, put them in the same stack).
 - ii.** If the converted force was originally a hostile Usurper, Independent Empire, Invader or Rebel force, the units remain

on their Chaos side, but they join the Chaos force in the Sector where they were converted. Remove any Usurper, Independent Empire or Invader markers on mobile units, and place those units in the same stack as the converting force.

- iii. System units converted by Chaos forces are placed on their Chaos side (if not already there). If the converting force was from an Independent Empire, the system becomes part of that Independent Empire; place that Independent Empire's marker on it. If the conversion was by an Invader or Rebel force, the system is placed on its Chaos side, if not already there, and it becomes a Rebel system. (Remember, Usurper forces will never attack a system unit.)
- f. If an Independent Empire's home sector is converted, that Independent Empire is immediately dissolved. Remove all its identification markers from the map. Forces of that Independent Empire in other sectors join the converting force.
- g. Markers are not affected by conversion results; the conversion of an entire stack of units may cause a marker it is stacked with to be eliminated (see appropriate rules sections)

Example of Combat. A force of two Imperial star fleets attacks a Chaos force consisting of one star fleet and one control group. Military combat is initiated. The total Imperial strength is four military combat factors. The total chaos strength is two military combat factors. That gives a combat differential of "+2." The Imperial force utilizes a leader marker with a leader value of "+1." The combat is resolved on the "+2" column of the CRT. The die is rolled and the resulting number is 4; the final (modified) result is therefore 5 (roll of 4, +1 leadership dr). Cross index "5" beneath the "+2" column to find the combat result, which is "D1." A D1 eliminates the control group, since its combat factor is less than 1. The Chaos star fleet is not affected since its combat factor is 2 (greater than the D1 result).

10.0 USURPERS & USURPATION

Whenever a Chaos Event marker calls for it, the player checks to see if certain Imperial forces become Usurpers. Usurpers represent dissident elements attempting to seize control of the Galactic Empire.



1. Procedure

When the Usurper marker is drawn, the player immediately determines one sector at random. Any Imperial mobile units in that sector become Usurpers. See the Chaos Events Markers Explanation for details.

- a. Flip the Imperial mobile units to their Chaos side.
- b. Those Usurpers are indicated by placing the newly picked Usurper Chaos marker atop them.
- c. A Usurper event may be prevented by Suppression.
- d. The Usurper event does not affect Imperial systems or other Chaos units.
- e. If there are no Imperial mobile units in the sector, move the Usurper marker to the sector with the next lower ID number and check again. Continue checking sectors until a sector is found or the marker reaches the Core sector. If the marker reaches the Core sector without Usurping any Imperial mobile units, the marker is placed in the Core sector and will proceed with Usurpation attempts.

2. Usurper Markers and Leaders

Usurper markers have a leadership value printed on it. It represents the capabilities of the beings leading the usurpation attempt. The leadership value is used for the following game functions:

- a. As a modifier to the Usurping force's operations die roll.
- b. As a die roll modifier for combat.
- c. As a modifier for Usurpation die rolls.

3. Priority

The usurping force in the lowest-numbered sector conducts Operations first. If there is more than one Usurper in the same sector, choose one at random to go first.

4. Advancing on the Core

- a. If directed by the Chaos Forces Operations Table, Usurping forces advance on the Core Sector. They must move toward that sector by the most direct route (straight inward, no diagonal movement). Each force of Usurpers moves as a group; they never leave behind any units. For example, a Usurper force in Sector 07 would move via Sector 03 to Sector 01 (the Core). Remember: each Usurper force moves with the movement factor of the slowest unit in it.
- b. Each time a Usurper moves towards the Core, its leadership value is added to the Chaos Index representing increasing instability caused by Civil War.
- c. Usurping forces advance on the Core even if the Core is not Imperial-controlled.
- d. Usurper units that reach the Core Sector remain there. See 10.6 for more details.

5. Combat

Usurping forces will attack only Imperial mobile units and other Usurper forces. Other types are completely ignored, even if in the same sector.

6. Seizing the Imperial Government

When Usurper units reach the Core, they stop movement (and may attack normally). During the Usurpation Phase, each Usurper force in the Core sector makes a check on the Usurpation Table, applying the Usurper leader value and one Imperial leader's value. As a result of a Usurpation attempt, the Chaos Index may be changed and the Usurper units may be eliminated or convert to their Imperial side.

- a. **Usurper Defeated** results in elimination of the Usurper force—discard the Usurper marker and remove any of the mobile units with that Usurper. Roll the indicated number of dice and subtract the total to the Chaos Index (representing peace and stability being restored).
- b. **Stalemate** results in no outcome—the Usurper force remains in the Core and a die may be rolled and the result added to the Chaos Level (do not add the Usurper Leadership Value—that is only when a Usurper moves during Chaos operations—see 10.4b). Immediately roll again (and again as long as Stalemate results are obtained) until either a Usurper Defeated or Usurper Victorious result is obtained.
- c. **Usurper Victorious** results in the conversion of the Usurper mobile units to their Imperial side. Remove the Imperial leader whose leader value was applied to the die roll and replace the Usurper marker with a random leader. If Usurper units are flipped to their Imperial side, the System unit is also flipped to the Imperial side if it is on its Chaos side. Roll the indicated number of dice and add to the Chaos Index (representing the additional chaos resulting from the changing political space-scape, new policies, alliances, confusion, etc.).

11.0 INDEPENDENT EMPIRES

Whenever a Chaos Event marker calls for it, the player checks to see if certain Imperial or Chaos forces become Independent Empires. Independent Empires represent regions of the galaxy that set up their own independent states.



Note: there are Independent Empire Chaos Event markers with grey/black fronts and grey triangles on the back—these go in the Chaos Events pool. The Independent Empire markers are in various colors—these are placed to the side and come into play when the corresponding Chaos Event marker is drawn or when Rebels form an Independent Empire.

1. Procedure

When the Chaos Event marker “Independent Empire” is drawn, the player immediately picks a sector at random. If no system unit is in the sector, move the marker to the sector with the next lower ID number and check again. Continue checking sectors until a sector with a system unit is found or the marker reaches the Core sector. If the marker reaches the Core sector without landing on any system unit, place a Chaos system unit in the Core sector as the home sector for the Independent Empire. Once a system unit is found, an Independent Empire is formed. If a duplicate marker is drawn to another marker already in play (e.g. the Independent Empire #2 is in play and another Independent Empire #2 is drawn), return that marker to the Chaos Event pool and draw a substitute. If an Independent Empire forms, do the following:

- a. If the sector contains an Imperial system unit, flip it to its Chaos side. If the sector contains a Chaos system unit, it remains on its Chaos side; remove any other Independent Empire or Usurper markers from them (if any).
- b. Place the Independent Empire Chaos Event marker on the system; that designates the sector as that Independent Empire’s home sector.
- c. If that area contains both a system unit and mobile units (Imperial or Chaos), they all become part of the Independent Empire. Flip all Imperial units to their Chaos side, and remove any Usurper, Independent Empire or Invader markers that may have been on them. Place all Independent Empire mobile forces in a single stack.
- d. Independent Empire mobile forces are indicated by placing an Independent Empire identification marker on those units. Use the Independent Empire identification marker corresponding to the identification number on the Independent Empire Chaos Event marker. For example, Independent Empire #1 would use Independent Empire Identification marker #1. Note: the home system of the Independent Empire is indicated by placing the Independent Empire marker itself on or adjacent to the system unit.

Note: Independent Empire marker sets #R1-R3 are for Rebels who become Independent Empires. When a Rebel force forms an Independent Empire, randomly choose from the available marker set (i.e. there can only be three Rebel formed Independent Empires in play at one time). See 14.4 for how Rebels form Independent Empires.

- e. An Independent Empire event may be prevented by Suppression.
- f. An Independent Empire will consist of its home sector, any systems it conquers or establishes in the course of the game and, possibly, two mobile unit forces (the mobile attack force and the home

defense force). The forces of each Independent Empire (systems and any mobile force) must use the same identification marker. For example, all forces belonging to Independent Empire #1 would use “Independent Empire 1” markers; forces belonging to Independent Empire #2 would use “Independent Empire 2” markers, etc.

2. Leadership

The Independent Empire’s leadership value is used for the following:

- a. **Operations.** As a modifier to its operations die roll.
- b. **Combat.** As a die roll modifier applied to any combats involving the forces of that Independent Empire, including systems. An Independent Empire’s leadership rating applies to all forces controlled by that Independent Empire, even if they are **not in the home sector**.
- c. When a Rebel force forms an Independent Empire, use one of the Independent Empire #R1-R3 sets to marker sectors. The leader value will apply to all forces as per 2b above.

3. Independent Empire Expansion

As mandated by the Chaos Operations Table, the mobile attack force of each Independent Empire attempts to move to conquer the adjacent sector with a System Unit symbol (regardless of the presence of a System Unit) with the highest identification number, regardless of who originally controlled it. The mobile attack force is formed by dividing all mobile forces evenly by type into a mobile attack force and a home defense force with odd units going to the attack force (e.g. 3 SF would be split 2 SF to the mobile attack force and 1 SF to the Home sector defense; this is repeated for each unit type). The target sector must meet the following criteria: a) the sector must contain a system symbol; and b) there may be no system unit controlled by that Independent Empire. Within those criteria, the player must direct each Independent Empire’s forces on the map to attempt to conquer the adjacent sector with the highest sector number. (Adjacency includes sectors connected by a vertex.) This is done one by one for each sector adjacent to the Independent Empire’s home sector. Independent Empire units must repeat this procedure until:

- 1) All adjacent sectors with a system symbol are conquered, at which time the mobile force ceases operations until “2” or “3” occurs below.
OR
 - 2) The Independent Empire’s home sector system is eliminated or converted, at which time that Independent Empire is dissolved.
OR
 - 3) Any force not belonging to that Independent Empire threatens (see below) the control of a previously conquered sector, at which time the mobile attack force may be directed to move to the threatened sector.
- a. Independent Empire forces may not leave a sector until they have gained control of it or there is a threat to an already conquered sector or its home sector.
 - b. A moving Independent Empire force always moves via the home sector. That is, the mobile force would move from its starting sector to the home sector and then to the new target sector.
 - c. Each time the mobile attack force moves into the home sector it is combined with the home sector defense force and each time it moves out of the home sector it is divided again as above into a mobile attack force and a home defense force.

- d. If an Independent Empire mobile attack force includes World Ships and is directed to respond to a threatened sector, the World Ships move to the home sector and become part of the home defense force. Any World Ships that start in the home sector become part of the mobile attack force and move to the threatened sector. Given the map geometry, all sectors within a particular Independent Empire will be within two sectors of each other.
- e. **Threats.** As mandated by the Chaos Operations Table, the mobile force of each Independent Empire will move into any of its sectors that are being threatened. This is done in order of the following priorities:
 - 1) To the home sector of the Independent Empire if any Imperial, hostile Chaos or Alien force is in it.
 - 2) To a sector of that Independent Empire if the system unit there has been eliminated or converted for any reason.
 - 3) To a sector of that Independent Empire if there is a hostile Imperial or Chaos force whose total military and morphogenetic strength exceeds that of the system unit, or if there is an Alien marker in it. Note that if an Independent Empire receives an operations result of “No Operations” or “Attrition,” its forces will not move at all (nor do they attack) regardless of threats.
- f. If an Independent Empire gains control of all adjacent sectors with system symbols, its mobile attack force does not move into any new sectors (i.e. those that are two sectors away from the home sector). The mobile force returns to the home sector. It will attempt to deal with hostile incursions into the Independent Empire’s territory when situations arise if directed to do so by the Chaos Forces Operations Table.
- g. Independent Empires do not leave any forces behind in sectors they have conquered. Thus, there is only one mobile attack force and one home defense force for each Independent Empire at any one time.

4. Independent Empire Recruiting

During each Independent Empire Recruiting Phase, the player must conduct recruiting for each Independent Empire.

- a. **Procedure.** The Player rolls a die on the indicated column on the Independent Empire Recruiting Table. Add to the die roll the number equal to the total resource value of all system units controlled by that Independent Empire plus its leadership value. The table will give the number and type of units recruited for that Independent Empire. Those units are placed in the Independent Empire’s home sector.

Exception: If no units of the type to be recruited are available, substitute the following: if the recruited unit was an AF, remove one AF (if no AF in the home sector, remove from the mobile attack force) and add a WS to the home sector. If no WS is available, recruit a SF instead of replacing an AF with a WS. If the unavailable unit is a CG, remove one CG (if no CG in the home sector, remove from the mobile attack force) and add a TH. If no TH is available, recruit a SF. If no SF is available, no unit is recruited.

- b. **Maintenance.** Independent Empires do not collect income or pay maintenance costs for their units. Maintenance is figured into the possibility of an Independent Empire getting an attrition result on the Chaos Operations Table (although see exception for automatic attrition in next paragraph).
- c. On turns when all adjacent sectors with a system symbol are conquered and no threats are present, no recruiting occurs. In

addition, if the maintenance cost of all mobile units is higher than the total resource value of the Independent Empire system units plus any CF or WS, an attrition result is automatically applied instead of consulting the Chaos Operations Table.

5. Colonization

If the mobile force of an Independent Empire occupies a sector that contains no system unit during a Chaos Colonization Phase, do one of the following:

- a. If the force contains at least one colonization fleet or world ship, remove that unit from play and replace it with a Chaos system unit, picked at random, and an identification marker of that Independent Empire. If there is more than one colonization fleet or world ship available, pick one at random for the colonization.
- b. If the force contains no colonization fleet or world ship, place a Chaos system unit, picked at random, and an identification marker of that Independent Empire. The Independent Empire does not make any die rolls on the Independent Empire Recruiting Table this turn. The Independent Empire has, in effect, automatically produced a colonization fleet instead of doing normal recruiting.
- c. Colonization is done one sector at a time, starting with the Independent Empire whose home is in the sector with the lowest identification number. If more than one Independent Empire’s forces are in the same sector that lacks a system marker, the one with the lowest-numbered home sector gets to colonize the contested sector. Note: an Independent Empire would never colonize its home sector because, if the home sector were destroyed, that Independent Empire would be immediately dissolved.

6. Dissolution

An Independent Empire ceases to be independent (it suffers dissolution) when any of the following first happen.

- a. The system unit in the Independent Empire’s home sector is eliminated or converted.
- b. A rebellion occurs in the Independent Empire’s home sector.
- c. Another Independent Empire arises in the Independent Empire’s home sector, thereby replacing the former Independent Empire.

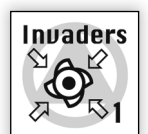
7. Procedure

When an Independent Empire comes to an end, the player does all of the following:

- a. Remove from the map the Independent Empire Chaos marker used to indicate its home sector and discard it.
- b. Remove from the map all identification markers from the units that had that Independent Empire’s number. Those markers may be used for future Independent Empires.
- c. All units of the former Independent Empire remain on their Chaos side and either become part of the new Independent Empire (if in the new home sector) or become Rebels.

12.0 INVADERS

Whenever a Chaos Event marker calls for it, the player places Invader units on the map. Invaders represent forces that rise spontaneously and rampage around the galaxy.



1. Procedure

When the Chaos Event marker “Invader” is drawn, the player

immediately does the following: a) determine one sector at random. This can be any sector; there does not have to be a system symbol in the sector; b) place the number and type of forces indicated by the event in that sector; and c) place the Invader chaos marker on top of the force. Note: an Invader event may be prevented by Suppression.

2. Invader Markers

Each Invader marker has a leadership value printed on it. It represents the capabilities of the beings leading the Invader force and is used for the following: a) as a modifier to its operations die roll; and b) as a die roll modifier for combat.

3. Invader Operations

Invaders move and attack as dictated by the Chaos Forces Operations Table.

a. Movement.

Invader forces move a maximum of one sector per movement, regardless of their printed movement value. If an Invader force starts in, or reaches, the Core Sector and receives a “Move Toward Core” result, it remains in the Core. If it receives a “Move Away From Core” result, and that move would take it into a Void sector, it remains in its current sector.

b. Combat.

Invaders will, if directed by the Chaos Forces Operations Table, attack all hostile units, including Imperial, Usurper, Independent Empire, Rebel, and other Invader forces in the same sector.

13.0 REBELS

Whenever a Chaos event marker calls for it, the player checks to see if certain forces become Rebels.



1. Procedure

When the Chaos event marker “Rebellion” is drawn, the player selects a sector at random. See the Chaos Events Markers Explanation for details.

- a. If there are any Imperial system or mobile units in that sector, flip them to their Chaos side. If there are no Imperial system or mobile units in the sector, move the Rebellion marker to the sector with the next higher ID number and check again. Continue checking sectors until a sector is found or the marker reaches the Void. If the marker reaches the Void without Rebellion, return to the first sector checked and begin moving lower, checking each system. (If the marker reaches the Core, no Imperial units are on the map and the game is already a Galactic Collapse.)
- b. If there are any Usurper, Independent Empire or Invader mobile or system units in the sector, they are unaffected and the marker moves to the next sector to check.
- c. All Rebel forces in the same sector are placed in one stack. They are all considered to be part of the same new force, even if they started in separate stacks.
- d. The player does not need to place a marker to indicate the status of Rebel units. It is assumed all Chaos units without a Usurper, Independent Empire or Invader marker are automatically Rebels.
- e. Rebellion event may be prevented by Suppression.

2. Operations

- a. **Movement.** Rebel units never move.
- b. **Combat.** Rebel units will attack hostile forces in the same sector if directed by the Chaos Operations Table. Rebel units attack as one combined force in each sector. They also defend against attacks

by other Chaos forces as a combined total. Imperial forces may attack Rebel units in a sector individually or in combination.

3. Unlike Usurper, Independent Empire and Invader markers, Rebellion markers are not placed on units on the map.
4. Whenever a “No Operations” result occurs for a Rebel force with a System unit (whether Chaos or Imperial), there is a chance it will become an Independent Empire. Roll a second die: if the result is equal or less than the number of Rebel units (mobile plus system) in the sector, the system becomes the home of an Independent Empire (use Independent Empire markers #4, 5, or 6 and choose a random Chaos leader)—see 11.0 for forming an Independent Empire. If the result is greater, there is no effect.

14.0 RESOURCES

The player collects resource points (RP) for the Galactic Empire from Imperial-controlled sectors during the Imperial Resource Phase. The player pays those RP during the Expenditure Phase to build new units, maintain existing forces and purchase Imperial markers. Only the Galactic Empire collects and expends RP. Chaos resources are figured into various random events and the Independent Empire recruiting process.



1. Procedure

The Imperial resource value equals the sum of the following.

- a. The total number of resource points of all Imperial; controlled systems; AND
- b. The total resource value of all Imperial mobile units located in sectors containing either Chaos-controlled systems or which contain system symbols but not system units. No more than one colonization fleet or world ship unit per sector may be counted for this purpose.

2. The presence of hostile units in a sector has no effect on the number of RP collected there.

3. RP are added to the already existing total during the Imperial Resource Collection Phase.

4. No Deficit Financing

The Imperial Resource Index may never be less than zero. If some game action would call for it to go below zero, it remains zero.

5. Maintenance

- a. The player does not pay maintenance costs for recruited units and Imperial markers brought on during the current game turn.
- b. **Disbanding.** If the Galactic Empire does not have sufficient RP available to pay maintenance costs, the player selects the units that will not be maintained. The selected units are eliminated. Note: units may not be disbanded voluntarily.

15.0 RECRUITS

Recruits are new units brought into play. Recruits may be taken from units that have never been in play, or which were previously in play but were eliminated. Units that were eliminated on their Chaos side may also be recruited as Imperial units and vice versa.

1. Imperial Recruiting

The player pays the costs listed on the Imperial Expenditure Table to recruit new Imperial units. The recruited units are placed on the map on the turn they are recruited.

- a. Mobile units are placed in Imperial-controlled systems anywhere on the map. The maximum number of units placed per sector may be no greater than a system unit's resource value. For example, you could place up to three newly recruited units in a sector with an Imperial system unit with a resource value of three.
- b. A system unit may be placed in any sector containing at least one Imperial colonization fleet or world ship during the Colonization Phase (the next phase after Imperial Expenditures). Thus the player will need to recruit a CF or WS unit, move it to a sector without a System Unit. You may not place units on a system unit that was recruited in that same turn. (See 16.3.)

2. Chaos Recruits

- a. Independent Empire recruiting. See the Independent Empire Rules.
- b. Usurper, Invader, and Rebel forces do not recruit, other than by being placed on the map.
- c. Certain Chaos Event markers will call for the placement of various types of Chaos units.
- d. Newly recruited Chaos units are taken from the pool of units in the counter mix and not currently in play.

3. Trans-humans (Optional Rule)

Trans-human units are recruited differently than other units. See the Trans-human optional rule 21.0.

4. Counter Mix Limitation

The number of units in the game is limited. You may never have more units in play than are provided in the counter-mix. Should there be no more of a particular unit type available (as all are deployed on the map), and a game event calls for recruits of that type, no recruit is taken.

16.0 COLONIZATION

Colonization is the process by which a new system is established in a Sector that lacks one.



1. Procedure

The Galactic Empire must have a colonization fleet or world ship in a qualified sector. Remove the colonization fleet or world ship and replace it with a system unit. The system unit is picked at random.

2. Qualified Sectors

Colonization may only occur in a sector that: a) has no system unit; and b) has a system symbol. Remember, there may be only one system unit per sector, total, regardless if Chaos or Imperial.

3. Imperial Colonization

The player conducts Imperial colonization in the Imperial Colonization Phase. A system unit may be placed in any sector containing at least one Imperial CF or WS. Remove the CF or WS and draw an Imperial system unit from the System Unit pool. Note: you may not place units on a system unit that was recruited in that same turn (because Colonization occurs after Recruiting).

4. Chaos Colonization

Chaos colonization may occur in the Independent Empire Phase or the Chaos Colonization Phase.

- a. Independent Empire colonization is explained under the Independent Empire Rule.
- b. Other Chaos colonization occurs if there is a Chaos CF or WS in a sector that is qualified for colonization. Remove the CF or WS, and place a randomly selected system unit in the sector, Chaos side up. If there is more than one CF or WS in the sector, one is picked at random for the colonization.

17.0 EXTROPY OPERATIONS

The player may attempt to lower the Chaos Index and recruit Trans-human units by expending RP and rolling on the Extropy Table. "Extropy" is the act of enhancing the positive energy of a system's development.

1. Procedure

During the Imperial Extropy Phase, the player, at his option, may utilize the Extropy Table. To do so, expend the number of RP equal to the number of currently controlled Imperial systems. Roll a die, applying the listed modifiers. Apply the result immediately.

2. Core Sector

The Galactic Empire must control the core sector in order to initiate Extropy. If the Core sector is not controlled by the Galactic Empire, Extropy may not be initiated.

3. Die Roll Modifiers

- a. **Leaders.** Prior to rolling the die, the player may designate any one available Imperial leader in the Core Sector; add the number equal to that leader's value to the die roll.
 - b. **Nexuses (Optional Rules).** Add +2 if there's an Imperial Nexus marker in the Core Sector (Sector 01); add +1 for each additional Nexus marker.
 - c. **Illumination (Optional Rules).** Add +1 for each Illumination marker expended.
4. The player may attempt Extropy on some, none, or all turns, but no more than once per turn.

5. Results

The Extropy attempt may result in changes to the Chaos Index, elimination of the leader involved in the attempt when an Overload result is obtained, and/or the recruiting of a Trans-human unit in the Core sector (if using that Optional Rules) when an Omega Upload result is obtained. See the Extropy Table for details.

18.0 LEADERS

Imperial leader counters represent great individuals, highly trained cadres, and leaders in technology and military science. The Player uses leader markers to enhance various Imperial game functions and to conduct expeditions (see Optional Rules).



1. Leader Recruiting & Placement

The player pays the appropriate recruiting cost, as listed on the Imperial Expenditure Chart, and places the leader on any Imperial mobile unit anywhere on the map.

- a. Leaders may only appear with mobile units, not systems.
- b. More than one leader may stack with an individual mobile unit, but no more than one leader may be utilized for any function by that stack at any one time.

2. Leader Movement

- a. Leaders may move only with a unit or units with which they are stacked (including TH). They may not move by themselves.
- b. Leaders may transfer from one Imperial mobile unit to another in the same sector. That may be done only at the beginning or end of an Imperial Movement Phase (that is, before all units have moved or after all units have moved).

3. Leader Value

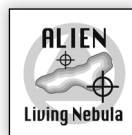
- a. Each leader has a "leader value," which is the number printed on the counter. It may be used as follows:
 - 1) **Combat:** a leader may use its leader value as a die roll modifier for any combat, attacking or defending, in which the force it is stacked with is involved. (Exception: Independent Empire leaders extend their leadership value to any combat occurring in their Empire.)
 - 2) **Extropy, Optional Increased Resources and Suppression Attempts:** as a die roll modifier for these game functions, as specified in the rules and charts.
 - 3) **Expedition:** A player must utilize a leader in order to conduct an expedition. (See the optional Expedition rule.)
- b. No more than one leader may be used for any one individual game function at one time. For example, a "3" value and a "1" value leader are stacked with a mobile unit. You could use either of them to provide a leader bonus to a given function, but not both.

4. Elimination of Leaders

- a. Leaders are not normally affected by combat results. However, a leader is eliminated if any of the following happens:
 - 1) If all mobile units in its stack are eliminated for any reason.
 - 2) If all mobile units in its stack are converted for any reason.
 - 3) If some Chaos or expedition event calls for the elimination or conversion of all Imperial units in a sector.
 - 4) If some other game function calls for the elimination of the leader.
- b. Imperial leaders may never be converted to the Chaos side. Usurper leaders may be converted (a random Imperial Leader marker is drawn) but only as a result of their Usurpation attempt. Other Chaos leaders may never be converted to the Imperial side.

19.0 ALIENS

Certain Chaos Event markers will bring Alien forces into play. Their use is detailed in each marker's explanation (see 32.0). Aliens are always placed at random. If the sector rolled does not have a system symbol, move the Alien marker to the sector with the next higher ID number that does have a system symbol (whether or not there is a system unit in the sector).



1. Aliens perform certain functions in the Alien Conflict Phase. Alien units do not affect, nor are they affected by, other functions in the sequence of play unless specifically noted in an explanation.
2. Alien units are not affected by Imperial or Chaos combat, nor may they be attacked, unless specifically noted in the explanations,

by Imperial or Chaos units. They may be affected by certain Chaos and expedition events, as noted in the explanations.

3. Aliens may be removed from the map (eliminated) if the player fulfills certain actions as listed under the specific Alien Chaos event.

4. Alien/Expedition Resolution Table

Certain alien events are resolved on the Alien/Expedition Resolution Table. When instructed to do so, the player rolls a die, making any die roll modifiers listed under each event.

OPTIONAL RULES

After a game or two to get familiar, most players will want to add some or all of the following Optional Rules to enhance the challenge and add further variety to the game.

20.0 IMPERIAL ORDER

Imperial Order units represent personnel who are completely dedicated to the cause of the Empire. Specifically:



- 1) Imperial Order units are never converted to their Chaos side by Usurper, Independent Empire or Rebellion markers.
- 2) Imperial Order units are affected by other game actions, including combat, which would cause units to be converted to their Chaos side.

21.0 TRANS-HUMANS

Trans-human units represent human beings who have had radical changes to their DNA through natural selection, mutation, cybernetics, bioengineering, etc. Generally, Trans-humans function the same as other mobile units. Their military and morphogenetic strengths are variable, meaning they vary depending on the overall energy field generated by the living beings of the galaxy.



1. Placement

Trans-human units are placed on the map as follows:

- a. **Recruiting.** The player may recruit Imperial Trans-human units in the Imperial Expenditure Phase by expending 10 RP and expending one Illumination marker per Trans-human unit. The newly recruited Trans-human unit must be placed on an already existing Imperial Trans-human unit, though there does not have to be an Imperial system in the sector.
- b. **Omega Upload.** The Omega Upload result on the Extropy Table results in the placing of Trans-human units.
- c. **Events.** Trans-humans may enter play via certain Chaos or Expedition Events.

2. Variable Strength

Trans-human military and morphogenetic values are variable. They are based on the current Chaos Index and which side they are on. See the Trans-human Variable Value Chart. For example, currently in a game the Chaos Index is 30. Imperial Trans-human units would have military and morphogenetic values of "3"; Chaos Trans-human units would have military and morphogenetic values of "1."

3. Trans-human Movement

Trans-human units may move an unlimited number of

sectors each turn. Trans-human movement ability does not vary according to the current Chaos Index.

22.0 IMPERIAL NEXUS MARKERS

Imperial Nexus Markers represent various centers of Imperial political, administrative and cultural power.



1. Gaining Nexus Markers

A player gains Nexus markers as follows:

- a. **Initial Set-Up.** The scenario may designate the Galactic Empire begins the game with a certain number of Nexus markers.
- b. **Purchase.** During the Imperial Expenditure Phase you may purchase Nexus markers at the cost designated on the Expenditure Points Chart.
- c. Nexus markers are deliberately selected by the player, not picked at random.

2. Placement

When purchased, you immediately place a Nexus marker in any sector containing an Imperial system unit. Additionally, that sector may not already contain, or be adjacent to, a sector with another Imperial Nexus marker.

3. Movement

Once placed, Imperial Nexus markers may not be moved.

4. Maintenance

If you do not pay the maintenance cost for a Nexus marker during the Imperial Expenditure Phase, that marker is eliminated.

5. Elimination

- a. If the Imperial system unit in the same sector as a Nexus marker is eliminated or converted for any reason, the Nexus marker is immediately removed from the map. Nexus units are not otherwise affected by combat.
- b. An eliminated or expended Nexus marker may be replaced if you pay the designated RP cost.

6. Imperial Nexus Effects

- a. Each Nexus marker has the following effects.
 - i. **Extropy.** Imperial Nexuses provide die roll modifiers for Extropy operations. See the Extropy Table.
 - ii. **Suppression.** A Nexus marker may participate in a Suppression attempt in its own or any adjacent sectors. It may do so any number of times in a game turn. See the Suppression rule.
- b. Nexus markers are not expended by being used in Extropy or Suppression operations.

23.0 IMPERIAL REPRESSION & ILLUMINATION MARKERS

Imperial Repression markers represent the general range of security, clandestine and disinformation operations designed to crush opposition and keep the populace in a state of blissful ignorance. Imperial Illumination markers represent the psychological factors utilized by the Galactic Empire to promote the "Imperial Vision." Repression markers are used in Suppression operations. Illumination markers are used in Extropy operations.



(Front)



(Back)

1. Gaining Repression & Illumination Markers

A player gains Repression and Illumination Markers as follows:

- a. **Initial Setup.** The scenario may designate the Galactic Empire begins the game with a certain number of Repression and Illumination markers.
- b. **Purchase.** During the Imperial Expenditure Phase, you may purchase Repression and Illumination markers at the cost designated on the Expenditure Points Chart.
- c. Repression and Illumination markers are deliberately selected, not picked at random.

2. Placement

Repression and Illumination markers are held in the Imperial Markers Available box and are used at designated points in the game. Imperial Repression and Illumination markers that have not yet been purchased, or that have been expended or eliminated, are placed off map.

- a. You may accumulate any number of Imperial Repression and Illumination markers, up to the 10-counter limit.
- b. You may use any number of Imperial Repression and Illumination markers in a single phase.
- c. Once purchased, Repression and Illumination markers may not be flipped to their other side.

3. Maintenance

There is no maintenance cost for Repression and Illumination markers.

4. Repression Markers & Suppression

Repression markers may participate in any Suppression attempt in any sector on the map that contains an Imperial mobile or system unit. See the Suppression rule. That expends the Repression Marker.

24.0 SUPPRESSION

Suppression is a process you may use to prevent the implementation of Chaos Usurper, Independent Empire, Invader or Rebel event markers. Suppression is conducted through use of Imperial Nexus and Repression markers. **Note:** no suppression attempts may be made during Game Turn One Chaos Events phase.

1. Suppression Procedure

As soon as you determine in which sector a Chaos Usurper, Independent Empire, Invader or Rebel event marker is to be placed, you may declare a Suppression attempt. The Galactic Empire must have one or more Repression markers available, or there must be at least one Imperial Nexus marker in or adjacent to that sector.

- a. Total the number of Suppression factors committed to the Suppression attempt.
- b. Roll a die on the Suppression Table, adjusting for any die roll modifiers.
- c. The Suppression result is applied.
- d. Any Imperial Repression markers and leaders used in the Suppression attempt are expended. Nexus markers are not expended by being used in a Suppression attempt.

2. Suppression Factors

- a. Total Suppression factors for each of the following:
 - i. Two for a Nexus marker in or adjacent to the sector in which the Chaos marker has been selected to appear.

- ii. Two for each WS and one for each IO unit in the sector in which the Chaos marker has been selected to appear.
 - iii. One for each Repression marker you expend.
 - iv. The leader value of any one Imperial Leader in the sector.
- b. In order to utilize Imperial Repression markers, you must have at least one Imperial unit (any type) in the sector in which the Usurper, Independent Empire, Invader or Rebel event marker is to be placed in.

3. Suppression Die Roll Modifiers

- a. You may add the leader value of any one Imperial leader in the sector to the Suppression attempt.
- b. Subtract from the die roll the number equal to the leader value of the Usurper, Independent Empire, Invader or Rebel marker, if any.
- c. Alienation results in an increase of one in the Chaos Index level for each Repression marker expended. Resistance results in the System unit flipping to its Chaos side.

4. Limits

- a. You may utilize any number of Repression markers in each Suppression attempt.
- b. You may involve no more than one Nexus marker in each Suppression attempt. If more than one Nexus marker is adjacent to a sector in which Suppression is occurring, only one may be utilized. A given Nexus marker may be used in more than one Suppression attempt per turn.
- c. **Example:** Say a Usurper marker is determined via randomization to be placed in Sector 05. The player decides to attempt Suppression against it. There is a Nexus marker in Sector 01, adjacent to Sector 05. The player adds to that two Repression markers. Total Suppression strength is 4: 2 for the Nexus and 1 each for the Repression markers. The player rolls a die on the Suppression Table. The die roll is 8; add to it 4 for the Suppression value. The final outcome is 12. The Usurper marker is returned to the Chaos Events pool without being played. The player then adds 2 to the Chaos Index for the Alienation result (1 each for the 2 Repression markers.) The Repression markers are placed off map; the Nexus marker remains on the map.

25.0 ILLUMINATION

You may expend *Illumination* markers to enhance Imperial combat, to recruit Trans-human units, and to enhance Extropy operations.



1. Combat

You may expend one Illumination marker for any combat involving Imperial units (military or morphogenetic). That gives a die roll modifier of +1 for an Imperial attack, and a die roll modifier of -1 for an Imperial defense. No more than one Illumination marker may be expended per combat. That is, Imperial forces may not have more than one die roll modifier for Illumination markers in any given combat. If the same units are involved in more than one combat—for example, an Imperial Order unit that conducts both a military and a morphogenetic attack in the same turn—an Illumination marker must be expended for each die roll.

2. Recruiting Trans-humans

As explained in the Trans-humans rule, you may expend Illumination markers to recruit Trans-human units.

3. Extropy

Illumination markers provide die roll modifiers for Extropy operations. That expends the Illumination marker.

26.0 INCREASED RESOURCES

You may choose to attempt to increase the number of RP collected at the possible cost of increased Chaos.

1. Procedure

During the Resource Collection Phase, you may attempt to increase the number of RP the Galactic Empire collects. Roll a die on the Increased Resources Table. Apply the result immediately.

2. Core Sector Requirement

The Galactic Empire must control the Core Sector in order to use the Increased Resources Table.

3. Die Roll Modifiers

Prior to rolling the die, you may designate any one available Imperial leader located in the Core Sector. The leader's value modifies the die roll as follows: add the leader value to the die roll to determine the multiplier for increasing resources. Then cross-index the unmodified die roll to determine the number of dice to roll for additional Chaos. Roll the indicated number of dice and subtract the leader value from the dice roll to determine the amount to add the Chaos Index. The leader is removed after at the end of the phase.

- 4. You may attempt to increase resources on any turn however the next possible attempt will be equal to the current turn plus the unmodified die roll for Increased Resources (mark it with a coin).

- 5. Increased Resources are done for all systems together; it is not done on an individual system basis.

Example: On Turn 3 the player determines to attempt to increase his resources which he has totalled a 25. He selects a leader with a value of 2 to lead the attempt. The first die roll is 5 and 2 is added for the leader resulting in a 7. Resources are doubled for this turn (i.e. 50 are added). Using the original die roll of 5, he places a coin on Turn 8 to remind him Turn 8 is the next possible attempt to increase resources. He also uses the die roll of 5 to determine he must roll two dice for the additional Chaos. He rolls two dice and the result is 12; he subtracts the leader value of 2 and so 10 points are added to the Chaos Index.

27.0 STAR GATES

Star gates represent various kinds of technologies and conditions in space that allow for instantaneous, if somewhat hazardous, movement through space. You may purchase Star gates if the expedition event "Star gate" has gone into effect. This is in addition to the effects of the event itself, which also include placing a Star gate in the sector in which it occurs. Each Star gate built by the Galactic Empire costs 10 RP and may be placed only in sectors containing Imperial-controlled units. Star gates remain on the map as long as a system unit is in that sector, or as a result of the Star gate Movement Table. Star gates are markers, not units, and have no effect on play other than those given below. They are never affected by combat. The number of Star gate markers in the counter-mix is a deliberate design limit.



Star gate Teleportation is movement made by a unit directly from one star gate to another without any transit through intervening sectors. Both the starting and ending sectors must have a Star gate in them. A unit using star gate movement may make no other move in the same turn, i.e. it must begin and end its movement in the two sectors connected by the Star gates. A single star gate may facilitate any number of units conducting such movement. A unit may use Star gate movement regardless of the presence of enemy units. Each unit must roll individually on the Star gate Movement Table.

Imperial Movement: The player may utilize Star gate teleportation for Imperial forces at his option.

Imperial Resource Collection: The player receives an additional RP per Star gate located in a system he controls.

Usurper Movement: Usurper units must use Star gate teleportation if it will place them closer to the Central Sector, measured in terms of the distance from the Star gate being moved to from the Central Sector.

Independent Empire Movement: Independent Empire units must use Star gate teleportation if it is the only way to complete their movement requirement.

No other Chaos force may use Star gate teleportation other than those listed above. In all cases, if more than one sector qualifies for a Star gate move, one is chosen at random.

STAR GATE UNIT TELEPORTATION TABLE

Die Roll	Movement Outcome
0	Star gate Collapses: remove the star gate marker. The moving unit remains in place.
1	Quantum Disaster: the moving unit is eliminated.
2	Move Fails: the unit doesn't move; it can make no other move this turn.
3	Randomized Quantum Move: choose a sector at random and move the unit there.
4—9	Quantum Move: complete the move to any gated sector you choose.

28.0 EXPEDITIONS

Expeditions represent attempts to find forces that may be of possible assistance to the Galactic Empire.



1. Procedure

During each Imperial Expedition Phase, you may conduct **one** expedition. You must have at least one mobile unit stacked with a leader in a sector containing an Expedition Possible Chaos Event marker. The leader stacked with the mobile unit is termed the "Expedition Leader."

2. Explanation

Roll two dice and cross-index on the Expedition Results Table to generate an event.

a. If "Go To AERT" is stated, roll on the Alien Expedition Resolution Table.

b. Die roll modifiers:

- + leader value;
- +1 if with Alpha Fleet or World Ship;
- +2 if with Imperial Order or Trans-human

3. Outcomes

Negative: all units in the expedition are eliminated.

Indeterminate: no effect.

Positive: implement the outcome.

a. If "Go to AERT" isn't stated, automatically implement the outcome.

b. Post-Expedition. Regardless of the outcome of the above, the Expedition Possible marker is discarded upon completion of the expedition. Exceptions are stated on the chart (e.g. Fight for Information, Go Deeper).

Leaders. You must have a leader marker stacked with a mobile unit in the sector designated in order to conduct an expedition.

a. Certain expedition events also require the use of the leader's value to enhance the possibility of positive results occurring. Some expedition results will eliminate the leader; otherwise, the leader remains in play.

3. No more than one Imperial mobile unit may be on a single expedition. No more than one leader may be utilized for a single expedition.

a. You would have to unstack the mobile unit from other units in its stack in order to conduct the expedition. If more than one leader is stacked with the mobile unit, he has no effect on the expedition's outcome; however, if the mobile unit is eliminated by the expedition outcome, all leaders in its stack are eliminated.

4. Once you have rolled a result, you must follow the instructions, including making any die rolls on the Alien/Expedition Resolution Table.

29.0 VICTORY

At the end of the game, the player receives victory points (VP). That total is compared to the VP levels indicated by the scenario rules.

1. Receiving Victory Points

The player receives VP by totaling the following at the end of the game.

(**Note:** 46 possible VP total)

- a.** Core Sector has an Imperial system unit = 5 VP
- b.** Each other sector with an Imperial system unit = 1 VP per sector (Note: 32 VP total are possible, 8 VP per quadrant)

c. Victory Points: Chaos Index

9	1-10	4	51-60
8	11-20	3	61-70
7	21-30	2	71-80
6	31-40	1	81-90
5	41-50	0	91-100

2. Extent of Victory

Each scenario gives the range of VP needed to measure the extent of the Imperial victory or defeat.

- a. Collapse:** the Galactic Empire disintegrates.
- b. Decline:** things are getting worse.
- c. Survival:** the Galactic Empire hangs on.
- d. Expanding:** the Galactic Empire grows.
- e. Galactic Triumph:** total Imperial domination is the future.

3. Galactic Triumph and Expanding are Imperial victories; Survival is a draw; Decline and Collapse are defeats.

4. Catastrophic Defeat

If the Chaos Index ever goes above 100, the game comes to an end immediately and the Galactic Empire suffers an immediate collapse defeat.



30.0 SCENARIOS

SFGE is played in scenarios; that is, situations of limited duration in which you attempt to achieve specific objectives. The scenarios use a specific format to outline the information needed to play. Set up scenario forces in the order given in the scenario.

1. The information in the scenario is presented in the following format.

- Starting Chaos Index.** Where the Chaos Index marker is placed on the Chaos Index.
- Chaos-Controlled Sectors.** Which sectors start Chaos-controlled. You pick system units at random and then place them one at a time in each of the indicated sectors, starting with the lowest-numbered. Sectors that are under the control of Independent Empires are also indicated.
- Chaos-Controlled Forces.** The number and type of Chaos mobile units initially deployed on the map. Place them as indicated.
- Imperial-Controlled Sectors.** Which sectors start Imperial-controlled. Pick system units at random and place them one at a time in each of the indicated sectors, starting with the lowest-numbered.
- Imperial Forces.** The number and type of Imperial mobile units deployed on the map. Place them as indicated.
- Imperial Markers.** Any Imperial leader and optional action markers that start the scenario in the Player's possession.
- Resource Points.** This details the initial number of Imperial RP.
- Game Length.** The number of game turns in the scenario.
- Victory.** This sets the total of VP the Galactic Empire must have for the player to win the scenario.
- Special Rules.** This details unusual activity that may occur in the scenario outside the usual scope of the game.

2. Unit Abbreviations

AF= Alpha Fleet; CG= Control Group; CF= Colonization Fleet; IO= Imperial order; SF = Star fleet; TH= Trans-human; WS= World ship.

3. Establishing Pools

- The following pools are established prior to start of play.

- System Units.** All system units are placed in a large-mouth opaque container. They are drawn at random when required by colonization.
- Forces.** All undeployed forces are placed to one side and are available for recruiting by the Imperial and Chaos sides.
- Imperial Markers.** Place all Imperial markers as designated.
- Leader Markers.** Place the Leader markers in one small pool. These can be purchased but also come into play randomly via Events.
- Chaos Event Markers.** Place all Chaos Event markers in a large-mouth opaque container.
- You may always examine the contents of the Imperial Forces and Imperial Marker pools. You may not examine the contents of the System or Chaos Event pools; you may only examine individual system units and Chaos Event and expedition markers as they are drawn and placed on the map.

SCENARIOS

Unit Abbreviations

- | | |
|-------------------------------|------------------------|
| AF: Alpha Fleet | SF: Star fleet |
| CF: Colonization Fleet | TH: Trans-human |
| CG: Control Group | WS: World ship |
| IO: Imperial Order | |

SCENARIO 1: OVER THE EDGE

For millennia the Empire has ruled the galaxy but, at the seeming highpoint of its power, cracks began to appear in the Imperial edifice.

- Starting Chaos Index.** 80
- Chaos Controlled Sectors.** There are no Chaos systems at the start of the game.
- Chaos Controlled Forces.** There are no Chaos mobile units at the start of the game.
- Imperial Controlled Sectors.** Place one Imperial system unit on each sector containing a system symbol.
- Imperial Forces.** Place on any Imperial controlled systems: 1 IO, 6 AF, 10 SF, 3CG. No more than 2 units per system.
- Imperial Markers**
Leaders: none.
Place a total of five Nexus markers in any Imperial-controlled sectors, none adjacent to any other Nexus marker.
- Resource Points.** 10
- Game Length.** 10 turns.
- Victory.**
Collapse: 0-30 Expanding: 41-44
Decline: 31-35 Galactic: 45+
Survival: 36-40
- Special Rules.** On the first turn only, conduct three rounds of Chaos Events i.e. 24 Events total (this is a galactic crisis!). No event may increase the Chaos Index above 95 on the first turn.

SCENARIO 2: CIVIL WAR

The Galactic Empire breaks up in a struggle for power.

- Starting Chaos Index.** 80
- Chaos Controlled Sectors.** See Imperial Controlled Sectors and Imperial Forces below.

- 3. Chaos Controlled Forces.** See Imperial Controlled Sectors and Imperial Forces below.
- 4. Imperial Controlled Sectors.** For each sector containing a system symbol, roll a die. If a result is even, place an Imperial system unit in it; if the result is odd, place a Chaos system unit in it.
- 5. Imperial Forces.** Place the following units in any combination anywhere on the map: 2AF, 6 SF, 8CG, 4 CF. No more than 2 units per system. After all units have been placed, roll a die for each mobile unit. If the die roll is even, the unit remains on its Imperial side; if the result is odd, flip the unit to its Chaos side (Rebels).
- 6. Imperial markers.** None.
- 7. Resource Points.** Zero.
- 8. Game length.** 10 turns.
- 9. Victory.**
Collapse: 0-23 Expanding: 34-38
Decline: 24-28 Galactic: 39+
Survival: 29-33
- 10. Special Rules.** On the first turn only, conduct two rounds of Chaos Events i.e. 16 Events total. No event may increase the Chaos Index above 95 on the first turn.

SCENARIO 3: THE EMPIRE STRIKES

A strong ruling elite and a strong general see the Galactic Empire attempting to recapture lost sectors.

- 1. Starting Chaos Index.** 80.
- 2. Chaos Controlled Sectors.** Place one Chaos system unit in each of the following sectors containing a system symbol: 26-57.
- 3. Chaos Controlled Forces.** Set up two Independent Empires (#5 and #6) with their home sectors in sectors 49 and 57. Draw leader markers at random. This is also the number of adjacent sectors that have been conquered (place additional IE #5 and #6 markers starting with the highest ID number and proceeding down). Roll on the IE Recruiting Table a number of times equal to the leader value and then add 1 SF and 1 CG to the resulting force (make sure to add the Resource Value of the systems and the Leader Value to those die rolls). Place this mobile force in the home sector. In addition, roll once on the IE Recruiting Table for each sector with a Chaos system unit that it not part of an Independent Empire (again, make sure to add the Resource Value of the system to each die roll). This will result in the possibility of 1 SF, 1 CG, or 1AF Rebel unit being placed on that sector.
- 4. Imperial Controlled Sectors.** Place one Imperial system unit in each of the following sectors containing a system symbol: 01-25.
- 5. Imperial Forces.** Place on any Imperial controlled systems: 2 IO, 3 AF, 5 SF, 3 CG, 2 CF.
- 6. Imperial Markers Available.**
Leaders: place one "3" leader on any Imperial mobile units.
Place a total of three Nexus markers in any Imperial-controlled sectors not adjacent to any other Nexus markers. (Sectors 01, 13, and 17 are suggested.)
Place two Illumination markers in the Imperial Markers Available box.
- 7. Resource Points.** 15.
- 8. Game Length.** 5 turns.
- 9. Victory.**
Collapse: 0-20 Expanding: 31-35
Decline: 21-25 Galactic: 36+
Survival: 26-30

- 10. Special Rules.** On the first turn only, conduct two rounds of Chaos Events (16 Events total). No event may increase the Chaos Index above 95 on the first turn.

SCENARIO 4: ETERNAL EMPIRE

One solution to the Empire's problems seemed to be the creation of a semi-divine ruler, with the emperor's consciousness uploaded into a living computer.

- 1. Starting Chaos Index.** 70.
- 2. Chaos Controlled Sectors.** Place a Chaos system unit in each of the following sectors containing a system symbol: 18-57.
- 3. Chaos Controlled Forces.** Rebels: roll once on the IE Recruiting Table for each sector with a Chaos system unit but double the Resource Value of the system for the purposes of this roll (i.e. rolls of up to "18" are possible). This will result in the possibility of 1 SF, 1 CG, 1AF, 2AF, or 2CG Rebel unit(s) being placed on each sector. Then pick the two sectors with the highest total value system units (military plus morphogenetic plus resource values) with ties going to the lowest sector ID number. (Note: if the second system picked is within two sectors of the first system, pick the next highest total value system unit.) These become two Independent Empires (#5 and #6). Draw leader markers at random. The Leader Value is also the number of adjacent sectors that have been conquered (place additional IE #5 and #6 markers starting with the highest ID number and proceeding down). Roll on the IE Recruiting Table a number of times equal to the leader value. Add any Rebel forces previously placed on the now IE conquered sectors to the recruited mobile force and place all of the forces in one stack in the home sector.
- 4. Imperial Controlled Sectors.** Place one Imperial system unit in each of the following sectors containing a system symbol: 01-17.
- 5. Imperial Forces.** Place on any Imperial-controlled systems: 3 IO, 3 AF, 3 CG, 1 WS.
- 6. Imperial Markers**
Leaders: place a "2" leader on any Imperial mobile unit.
Place a Nexus marker in Sector 01.
Place two Repression markers in the Imperial Markers Available box
Place two Illumination markers in the Imperial Markers Available box.
- 7. Resource Points.** 20.
- 8. Game Length.** 10 turns.
- 9. Victory.**
Collapse: 0-15 Expanding: 26-30
Decline: 16-20 Galactic: 31+
Survival: 21-25
- 10. Special Rules.**
- a.** Place the Leviathan Chaos marker in the Core Sector. It's considered to be in effect.
- b.** On the first turn only, conduct two rounds of Chaos Events (16 Events total). No event may increase the Chaos Index above 95 on the first turn.

SCENARIO 5: TRANS-HUMAN REVOLT

With the Empire facing disintegration, the Imperial government blames the newly rising Trans-humans and begins to persecute them. The Trans-human response is quick in coming. This scenario requires use of the optional Trans-humans rule.

- 1. Starting Chaos Index.** 80.
- 2. Chaos Controlled Sectors.** After placing the Imperial system units and adjusting them per #4 below, place one Chaos system unit in each of the following sectors containing a system symbol: 10-57.
- 3. Chaos Controlled Forces.** 5 TH. Place one each on the first five turns of the turn track along with a Usurper marker. At the start of each turn, randomly place the Usurper and TH unit (and generate a random leader value). No relocation checks as the TH unit is considered to be the Usurper force.
- 4. Imperial Controlled Sectors.** Place one Imperial system in each of the following sectors containing a system symbol: 01-09. Check the resource value of each Imperial system. Remove any with a resource value of 1 and draw new system units until all are at least 2.
- 5. Imperial Forces.** Place on any Imperial-controlled systems: 2 IO and 2 AF.
- 6. Imperial Markers**
Place one Nexus marker in Sector 01.
Place four Repression markers in the Imperial Markers Available box.
- 7. Resource Points.** 10.
- 8. Game Length.** 10 turns.
- 9. Victory.**
Collapse: 0-15 Expanding: 26-30
Decline: 16-20 Galactic: 31+
Survival: 21-25
- 10. Special Rules.**
 - Place the Leviathan Chaos marker in the Core Sector. It's considered to be in effect. Remove the second Leviathan marker from the Chaos events pool. Place three Usurper markers on turn 6—these markers are added to the pool on turn 6.
 - On the first turn only, conduct three rounds of Chaos Events (24 Events total). No event may increase the Chaos Index above 95 on the first turn. Only two Rebellion events may occur on the first turn. Substitute any further Rebellion events with another Chaos Events marker.

SCENARIO 6: SECOND EMPIRE

With the Empire in ruins, Trans-humans begin to salvage galactic civilization. This scenario requires the optional Trans-humans rule.

- 1. Starting Chaos Index.** 70.
- 2. Chaos Controlled Sectors.** Place one Chaos system unit in each of the following sectors containing a system symbol: 02-57.
- 3. Chaos Controlled Forces.** Rebels: roll once on the IE Recruiting Table for each sector with a Chaos system unit but triple the Resource Value of the system for the purposes of this roll (i.e. rolls of up to "22" are possible). Then pick the two sectors with the highest total value system units (Military plus Morphogenetic plus Resource values) with ties going to the lowest sector ID number. (Note: if the second system picked is within two sectors of the first system, pick the next highest total value system unit.) These become two Independent Empires (#5 and #6). Draw leader markers at random. This is also

the number of adjacent sectors that have been conquered (place additional IE #5 and #6 markers starting with the highest ID number and proceeding down). Roll on the IE Recruiting Table a number of times equal to the leader value. Add any Rebel forces previously placed on the now IE conquered sectors to the recruited mobile force and place all of the forces in one stack in the home sector.

- 4. Imperial Controlled Sectors.** Place an Imperial system unit on Sector 01.
- 5. Imperial Forces.** Place anywhere on the map: 5 TH
- 6. Imperial Markers**
Leaders: place three "1" leaders on any Imperial mobile units.
Place four Illumination markers in the Imperial Markers Available box.
- 7. Resource Points.** 5.
- 8. Game Length.** 10 turns.
- 9. Victory.**
Collapse: 0-5 Expanding: 16-20
Decline: 6-10 Galactic: 21+
Survival: 11-15
- 10. Special Rules.**
 - Remove all 8 Usurper markers and all 12 Rebellion markers from the Chaos Events marker pool. Place one Usurper marker on Turns 2 through 9. Place one Rebellion marker on Turns 2 through 5 and two Rebellion markers on Turns 6 through 9. These markers are added to the Chaos Events pool at the beginning of each of those turns.
 - On the first turn only, conduct three rounds of Chaos Events (24 Events total). No event may increase the Chaos Index above 95 on the first turn.

SCENARIO 7: SWEEP OF EMPIRE

This is an option to be used with any scenario. The player picks any of the other scenarios and then plays an unlimited number of turns.

- 1. Starting Chaos Index.** Use scenario starting Chaos Index.
- 2. Chaos Controlled Sectors.** Use starting force from scenario.
- 3. Chaos Controlled Forces.** Use starting force from scenario.
- 4. Imperial Controlled Sectors.** Use starting force from scenario.
- 5. Imperial Forces.** Use starting force from scenario.
- 6. Imperial Markers.** Use starting Imperial markers from scenario.
- 7. Resource Points.** Use starting RP from scenario.
- 8. Game Length.** Unlimited.
- 9. Victory.** Continue play until the Galactic Empire wins a "Universal Victory." A Universal Victory occurs if the Galactic Empire has a system unit in all sectors containing a system symbol and the Chaos Index is at 10 or less (46 VPs). Players can record the number of turns it took to achieve Victory to compare with previous and future games.
- 10. Special Rules.** Use scenario special rules.



31.0 DESIGNER'S NOTES

Science fiction often extrapolates current trends and then converts them to a galactic scale. Thus, we've seen star fleets composed of craft that bear the designations of early 20th century warships. On the ground, control is exercised by an overarching bureaucracy or maybe a parliament. The practicality of either a military or political approach on a galactic scale, dealing with thousands of star systems, populations in the trillions, and a range of cultures as well as types of beings, human or otherwise, is rarely addressed.

One premise of *Struggle* is this is a human dominated future. I've always thought absurd the idea that alien species would be largely like humans, except for different head shapes or an extra limb or two. Otherwise, technology, psychology, lifespan, etc., of the "alien life forms" always seems to be much the same. Consider the 'clash of cultures' on Earth, wherein mere contact with people from elsewhere on the same planet changed everything. Multiply that by including aliens who might be operating on a different plane of existence than humans to imagine what could happen. In the game, then, the starting premise is that the human race, *homo sapiens* and whatever future derivatives of it may evolve or be made to evolve, dominate the galaxy.

Then there is the issue of technology. Again, future technology is often shown as no more than an extrapolation of what you can see in the popular science magazines of today. My assumption here is that, to build a galaxy spanning star fleet, you would need a completely different approach. If nothing else, the logistics of running interstellar fleets would be prohibitive: supplying, maintaining, refitting an huge number of ships. The ships in the game are considered to be using a variety of nanotechnologies and biological engineering that can self-supply and self-repair, and that can be reconfigured by their crews to accomplish different missions. The limiting factor here isn't material, then, it's human. The counter mix is varied, with the following the unit types.

Systems represent networks of star systems within a sector. While the collective military strength of a sector's systems would be higher than the combat factors shown on the counters, it would be impossible to concentrate all that strength in one place. The factors on system counters therefore represent the median strength of the systems represented.

Star Fleets represent standard-issue military forces. On this scale the units represent not only starships but also assault troops, logistics, recon forces and so forth.

Alpha Fleets are much the same as star fleets, only better. Consider them to be elite forces, or forces with cutting-edge technology and better trained crews.

Control Groups get to the issue of how to control a Galactic Empire. It's not going to be done by pointing blasters at planets or by having everyone to fill out forms in triplicate. We've seen this on Earth for some time: the long history of information warfare, PSYOPs, propaganda, proselytizing and rabble rousing. The issue here is how to win "hearts and minds." That can be literal in *Struggle*, since the control groups are using advanced techniques of psionics and genetic engineering to subvert entire star systems, or to create entirely new populations who then 'spread the word' as well as the proper DNA.

Imperial Order are hybrid units, with both combat and psionic and other scientific powers. They have had special training and genetic engineering to make them into a super-loyal elite.

Colonization Fleets are a science fiction staple: a fleet of ships, or one great big ship, which spread humanity throughout the galaxy. These units have a critical function in that they allow the player to rebuild systems in destroyed sectors.

World Ships: if you're running a Galactic Empire, you have to think big; so you have planet-sized ships. Given the premise of the technology in the game, such as nano-constructors, there would be nothing to stop you from making something this big.

Trans-humans represent the assumption space travel will accelerate the development of *homo sapiens*. Unimagined galactic vistas, strange new worlds, contact with ancient alien civilizations—the proverbial going where no one has gone before—will inescapably change humanity. Then there are the factors of genetic engineering and mutation, all of which will, again, change mankind. In the game, trans-humans have variable military and morphogenetic strengths. That puts an element of uncertainty into their use, since they're somewhat hypothetical units even within the framework of the game. You never know their exact capabilities from turn to turn.

Military combat is cut and dried. The one thing to remember is combat results affect all enemy units in a sector beneath the outcome number. That reflects the range and lethality of future weapons. It also gives you a decision to make: the more units you put into a battle, the greater the chance for success, but there's also a chance for great disaster in losing the entire force.

Morphogenetic combat represents a number of things: mind control, genetic engineering of new sub-species of humans, as well as good political programs. It all gets to one of the central mechanisms of the game: the ability to change the loyalty of units. A successful strategy isn't: defeat star fleets; destroy planetary systems; colonize sectors. You can do that, but it's expensive because then you have to rebuild destroyed systems. What morphogenetic combat does is give you the ability to expand your empire without having to go through the rigors of military combat. Of course, that's also a two-edged sword, and Chaos forces—

which are strong in this area—can cause your systems to come under their control. Again, the fact successful combat results affect multiple enemy units in a sector can be useful (or disastrous), since they allow you to turn a strong enemy force into a friendly one (or vice versa).

Big implications come with such immense power. One was there would be the future versions of crusades in which charismatic or otherwise superior individuals (perhaps due to genetic engineering) would be able to win the loyalties of vast populations. Whatever stability you may bring to the galaxy can be overturned; so it's a constant battle between order and chaos. Ultimately, what holds together the empire is the belief in the system among the population. That's modeled in some of the game's sub-systems, such as Nexus and Illumination markers.

I made the game solitaire for a couple reasons. One is to give you the sense of being the overlord of an empire so huge no single force is capable of putting together a threat to it, at least not under normal circumstances. The dilemma is in dealing with a lot of minor and medium threats, most of which are not cooperating with each other. Hence, the enemy is "chaos," insofar as you must bring order to the galaxy in order to win.

Another reason is solitaire play puts you in problem solving mode. Much of game strategy lies in developing the right mix of forces to deal with a variety of situations. Being galactic overlord, you must think long-term and anticipate threats, while the various chaos forces are often short-term aberrations that wouldn't be challenging if played by a live opponent. At the same time, a two-player game, or a game with multiple players, would give the chaos forces too much centralized control. It is the randomness of chaotic actions, as generated by the game system, which make them so dangerous, since they're not following any logic.

Movement represents a number of faster-than-light technologies. The movement rates on the units represent a general ability to redeploy large forces on this scale. We're actually talking here about shifting centers of military and political gravity as much as about how far starships can actually move. At the same time there are mechanisms that allow for enhanced movement. Given the vast scale of the galaxy, movement can be just as critical as combat because, if you can't get the right force to the right place in time, all the star fleets in the galaxy will be of no use.

Production of units was another issue. Too many science fiction games seem to assume a mid-20th century industrial economy. You have factories that produce ships that, in turn, capture more planets to mine more resources to use in more factories to build more ships to seize more planets, etc.

An assumption behind *Struggle* is that kind of 'production cycle' has long since been rendered obsolete. You don't have anything we might today consider to be an 'industrial society.' The premise is nano-constructors and other technologies beyond current comprehension are in use.

Theoretically, then, such a Galactic Empire could build an unlimited number of ships and weapons and so forth. The question then is, why doesn't it do so? One answer is political. Large-scale mobilization might be unpopular among the constituent systems. They may have better things to do with their construction capacity.

The real brake is the human element. The idea is the units represent an elite of warrior and psionic personnel. Producing unlimited numbers of ships without having the trained personnel to crew them would be an exercise in futility. That's even more so with specialized units, such as control groups. Simply finding qualified and dedicated recruits would limit the number of units that could be formed—especially, again, if the various systems would rather recruit them for their own purposes. Resource points therefore represent not so much the ability to produce



the material factors of war, but rather the political factors of gaining sufficient support and loyal personnel to organize and maintain units.

I included a variety of scenarios. The idea was to give players choices between different classic science fiction situations while at the same time providing new vistas. Another thing that makes every game different is the randomization of system setup.

The map is based on projections of the Milky Way Galaxy. We have a fairly good idea of what is in the regions we can observe from Earth. Of course, we have no way, at present, to get a “top down” view of the galaxy. Some of the sector names are based on astronomical conventions for the various Milky Way arms. Others are given names that sound science fiction-ish.

The map has ‘terrain’ insofar as there are more heavily populated sectors (with the system symbols) and the relatively less dense stellar regions between the main arms. That doesn’t mean there are no inhabited planets in those sectors, just not enough to warrant a marker.

The Core sector is considered to be populated. I know the galactic core is so densely irradiated that it would make life impossible, not to mention the effects of massive collapsars that have been detected there. In the game, though, the assumption is the systems there are on the periphery of the core, above and below the plane of the densely packed center.

Control of the Core sector is critical for a number of game functions. That’s in part a function of the ‘geography’ of the map, in which chaos forces will generally proceed toward the center. There is also a political component: the idea being that control of the core represents symbolic dominance of the Milky Way.

The Chaos Index and Extropy rules put you in the position of being able to manage the big picture. You can attempt to reduce chaos, which in turn will reduce threats that chaos otherwise will generate. There’s a play balance mechanism in there given that, the more systems you control, the more points you have to expend to attempt to gain from that control.

The Nexus and Star gate options give you a chance to build ‘terrain,’ as the former gives you better control of certain systems, while the latter enhances movement. The question of where you place them can be decisive in your overall strategy.

Struggle also has other elements that make it more than a game of conquest. For example, there are the Expedition rules. They give you a chance to explore the game universe, and to come up with items that can pull victory out of defeat. You have a lot of flexibility in building your forces and your systems. This is your chance to think really big.

32.0 CHAOS EVENT MARKERS EXPLANATIONS

Aliens—Biomech Predators

Place the Biomech Predators marker in one sector containing a system symbol, determined at random. If another Biomech Predators marker is already in the sector, roll again.



Biomech Predators have the following effect: during each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table.

Die Roll Modifiers. 1) Add the total military value of all Imperial and Chaos units in the sector, including parenthesized strengths; 2) add the value of one Imperial leader in the sector (at the player's option).

Results.

- 1) Negative:** eliminate all Imperial and Chaos units and other Alien markers in the sector and eliminate any Imperial leader marker used. The Biomech Predators marker remains on the map.
- 2) Indeterminate:** same as negative plus the Biomech Predators marker is eliminated.
- 3) Positive:** the Biomech Predators marker is eliminated.

The Biomech Predators are also eliminated if some Chaos or expedition event would cause the elimination of all units in the sector. If eliminated, discard the Biomech Predators marker. Biomech Predators are living killing machines that overrun a sector.

Aliens—Dark Empire

Place the Dark Empire marker in a sector containing a system symbol, determined at random. If another Dark Empire marker is in the sector, roll again.



Dark Empire has the following effects: during each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table.

Die Roll Modifiers. 1) Add the total morphogenetic value of all Imperial and Chaos units in the sector, including parenthesized strengths; 2) add the value of one Imperial leader in the sector (at the Player's option).

Results.

- 1) Negative:** eliminate all Imperial and Chaos units and other Alien markers in the sector and eliminate any Imperial leader marker used. The Dark Empire marker remains on the map.
- 2) Indeterminate:** same as negative plus the Dark Empire marker is eliminated.
- 3) Positive:** the Dark Empire marker is eliminated.

The Dark Empire is also eliminated if some Chaos or expedition event would cause the elimination of all units in the sector. If eliminated, discard the Dark Empire marker.

The Dark Empire represents xenophobic aliens who use psionic powers to obliterate their foes' minds.

Aliens—The Hive

Place the Hive marker in a sector containing a system symbol, determined at random.



The Hive has the following effect: no units may make any military attacks in the sector containing the Hive.

During each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table.

Die Roll Modifiers. 1) Add the total morphogenetic value of all Imperial and Chaos units in the sector, including parenthesized strengths; 2) add the value of one Imperial leader in the sector (at Player's option).

Results.

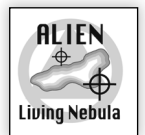
- 1) Negative:** any Imperial leader whose value was used, if any, is eliminated.
- 2) Intermediate:** no effect.
- 3) Positive:** the Hive is eliminated.

The Hive is also eliminated if some Chaos or expedition event would cause the elimination of all units in the sector. If eliminated, discard the Hive marker.

The Hive represents a collective alien consciousness permeating the sector.

Aliens—Living Nebula

Place the Living Nebula marker in a sector containing a system symbol, determined at random.



The Living Nebula has the following effects: 1) No units of either side may exit the sector containing the Living Nebula during movement. 2) The Galactic Empire may not collect RP in that sector. 3) Independent Empires do not count this sector when determining their available resources for recruiting.

During each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table.

Die Roll Modifiers. Add the value of one Imperial leader in the sector (at the Player's option).

Results.

- 1) Negative:** any Imperial leader whose value was used, if any, is eliminated.
- 2) Intermediate:** no effect.
- 3) Positive:** the Living Nebula is eliminated.

If eliminated, discard the Living Nebula marker. The Living Nebula is a sentient plasma cloud spanning an entire sector, which interferes with interstellar travel.

Aliens—Messiah

Place the Messiah marker in a sector containing a system symbol, determined at random.



The Messiah has the following effects: 1) On the turn the Messiah is placed, no military or morphogenetic attacks may be initiated by Imperial or Chaos forces in his sector. 2) On each following turn, extend the area in which no attacks are allowed by one adjacent sector on all sides. That is, on the turn after the Messiah's appearance, the sector containing the Messiah and all adjacent sectors would be affected, etc. Continue that process until all sectors on the map have come under the Messiah's influence or the Messiah is eliminated. 3) The Messiah does not affect Alien conflict.

During each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table. Each turn after placement add +1 to the AERT roll (e.g. if it has been two turns since placement, add +2; three turns, +3, and so forth). If needed, use an extra die as a reminder to indicate the modifier.

Die Roll Modifier. Add the value of one Imperial leader in the sector (at the Player's option).

Results.

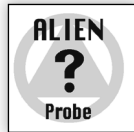
- 1) Negative:** any Imperial leader whose value was used, if any, is eliminated and considered defected to the Messiah's cause and, hence, eliminated for game purposes.
- 2) Indeterminate:** no effect.
- 3) Positive:** the Messiah is eliminated.

The Messiah is also eliminated if some Chaos or expedition event would cause the elimination of all units in the sector. If eliminated, discard the Messiah marker.

The Messiah propagates a unified consciousness, which prevents people from fighting each other.

Aliens—Probe

Place the Probe marker in a sector containing a system symbol, determined at random.



During each Alien Conflict Phase of the turn of placement, roll on the Alien/Expedition Resolution Table, regardless of presence of Imperial or Chaos units.

Die Roll Modifier. Add the value of one Imperial leader in the sector (at the Player's option).

Results.

- 1) Negative:** the Probe destroys all Imperial and Chaos units and Alien markers in the sector; roll a die and add that total to the Chaos Index.
- 2) Indeterminate:** same as negative.
- 3) Positive:** roll two dice. Add the first die roll to the Imperial Resource Track and subtract the second from the Chaos Index.

The Probe is permanently removed from play at the end of the Alien Conflict Phase during which it is placed, regardless of outcome.

The Probe is a world-sized automated starship that appears abruptly, bringing the possibility of total destruction or advanced knowledge, depending on how well humans interact with it.

Aliens—Randooids

Place the Randooids marker in a sector containing a system symbol, determined at random.



The Randooids have the following effect: no units may make any morphogenetic attacks in the sector containing it.

During each Alien Conflict Phase, roll on the Alien/Expedition Resolution Table.

Die Roll Modifiers. 1) Add the total military value of all Imperial and Chaos units in the sector, including parenthesized strengths; 2) add the value of one Imperial leader in the sector (at the Player's option).

Results.

- 1) Negative:** any Imperial leader whose value was used, if any, is eliminated.
- 2) Indeterminate:** no effect.
- 3) Positive:** the Randooids are eliminated.

The Randooids are also eliminated if some Chaos or expedition event would cause the elimination of all units in the sector. If eliminated, discard the Randooids marker.

The Randooids represents a super-individualistic mentality throughout the sector.

Alliance

The player indicates any one sector containing Chaos mobile units. He selects one type of force (Usurper, Independent Empire, Invader, or Rebel) in that sector. During the upcoming Chaos Operations Phase, do not roll on the Chaos Operations Chart for that force. Instead, the player may move that Chaos force in any direction during the appropriate subphase. At the end of the force's movement, the player may choose to attack with it using the normal rules for Chaos force combat. Restrictions are as follows:

- The force must be moved as a single force; it may move up to its movement allowance. (Rebels may be moved.)
- If the force is an Independent Empire mobile force, the player may move it only to a sector in or adjacent to its home sector (as a single force, up to its movement allowance) and it can not attack other units of the same Empire. Otherwise, the indicated force may be moved in any direction.
- Discard this marker at the end of this turn's Chaos Operations Phase.

Attrition

Choose a system sector at random (move the marker to the next higher ID number if the sector rolled is not a system sector). Any system unit in it is eliminated. Discard this marker after it is played. Note: if Sector 57 is rolled and there is no system unit, move to the next lower system with a system unit and remove it.)

Citizens Demand Reforms

The player must immediately expend one RP for each Imperial system unit in play. For each system unit for which he fails to pay, roll a die. A result of 0-2 means the system is immediately converted to its Chaos side (becomes a Rebel force). A result of 3-9 means the unit remains Imperial. Discard this marker after it is played.

Colonization

During the Chaos Colonization Phase, place a Chaos system unit on any one sector that lacks a system unit. If there is more than one such system, select the one with the highest sector ID number. If all sectors have system units, treat this as no effect. If the system unit is placed in a sector with an Independent Empire mobile force, it becomes part of that Independent Empire. If placed in any other situation, it is a Rebel system unit. Discard this marker after it is played.

Cult of the Omnipresent Empire

Roll a die. Subtract that result from the current Chaos Index. Discard this marker after it is played. This is a quasi-religious movement built around a fanatic belief in the omnipotence of the Empire.



Defection

Determine a sector at random. Any Chaos units in it are converted to their Imperial side. If the sector selected has no Chaos units, discard the marker. Discard this marker after it is played.

Don't Forget to Smash the Empire

Roll a die. Add the result to the current Chaos Index. Discard this marker after it is played. This event represents a radical anarchist coalition that becomes prominent.



Empire Corps

The player immediately receives one star fleet or one control group as Imperial recruits, which he places in any sector on the map. There is no recruiting cost for the unit; it must be maintained normally. Discard this marker after it is played. The Empire Corps represents veteran mercenaries who rally to the Imperial cause as the Empire disintegrates.

Expedition Possible

Play this marker only if using the optional Expedition rule; otherwise, remove it from play and pick a replacement marker. Determine a sector at random. Place this marker in it. If there is already another Expedition Possible marker in the sector, choose another sector at random. An Expedition may take place in that sector on any subsequent Expedition Phase that the marker occupies it. The marker remains on the map until the player conducts an expedition in that sector. When the player conducts an expedition in the sector, discard the marker unless otherwise stated.

Eye of the Cosmic Storm

Nothing happens. Discard this marker after it is played.

Galactic Crusade

Pick any one sector and receive up to the resource value in SFs or CGs (Player's choice of sector and composition). Discard this marker after it is played.

Galactic Enlightenment

Play this marker only if using the optional Illumination and Suppression rules; otherwise, remove it from play and pick a replacement marker. This turn: 1) Illumination markers cost only one RP each; and 2) the player may not purchase any Repression markers. Discard this marker at the end of the turn. Imperial Elites Demand Privileges



Play this marker only if using the optional Illumination and Suppression rules; otherwise, remove it from play and pick a replacement marker. This turn: 1) the player may not recruit any Imperial Illumination markers; and 2) double the maintenance cost for Imperial Nexus markers. Discard this marker at the end of the turn.

Imperial Leader Arises

The player randomly picks an Imperial leader from the pool and places it on any Imperial mobile Unit. He receives that leader for no cost. Discard this marker after it is played.



Independent Empire Arises

Pick a sector at random (moving lower if the first sector selected does not have a system unit) and then follow the rules for the establishment of an Independent Empire (see 11.0).

This marker is used to indicate the Home Sector of the Independent Empire. The marker remains in the Home Sector until the Independent Empire is dissolved, at which time it is discarded. An Independent Empire event may be prevented by Suppression (see Optional Rules).

The Institute

Place the Institute marker in a sector determined at random. If the sector has no system unit, the marker is returned to the Chaos Events pool and a substitute marker is drawn. The Institute has the following effects when in play, starting with the turn after it is placed on the map:



- 1) If the Institute is in a sector with a Chaos system unit, an additional Chaos Event marker is drawn each turn.
- 2) If the Institute is in a sector with an Imperial system unit, the player may upon revealing a Chaos Event, but before resolving the Event, return the marker to the Chaos Events pool (no substitute is drawn). The player may do this one time per turn. If a second Institute marker is drawn when one is already in play, it is discarded and treated as no effect.
- 3) The Institute is never affected by combat. The Institute marker is returned to the Chaos Event marker pool if at any time there are

mobile units of any single Chaos force in its sector with a total military or morphogenetic strength of 6 or more, or if some Chaos or Alien/Expedition event would cause the destruction of all units in the sector.

The Institute is an organization of scientists who have developed mathematical theory to the point they can predict future crises and, hence, diffuse them (or promote more Chaos when under Chaos influence).

Invaders Appear

Roll a number of dice equal to the Invader leadership rating. For each die roll, add the following forces to the Invader force: 0-1 = one alpha fleet; 2-3 = one star fleet; 4 = two star fleets; 5 = one star fleet and one control group; 6 = one control group; 7 = two control groups; 8 = one world ship; 9 = one Trans-human. Then determine a sector at random and place the Invader force in it in accordance with the rules for Invaders. Place this marker on top of the Invader force. It remains there until the force is entirely eliminated or converted, at which time the marker is discarded. An Invaders event may be prevented by Suppression (see Optional Rules).

Leviathan

If there is an Imperial system unit on the Core Sector, the Player has a choice. If there is no Imperial system unit there, discard this marker. If a second Leviathan marker is drawn when one is already in play, it is discarded and treated as no effect.

The choice is to return this marker to the Chaos Event pool with nothing happening or accept semi-divine emperorship. In the latter case, place the Leviathan marker on the Core Sector. As long as the Leviathan is in the Core Sector, the magnitude of Chaos Index changes for each event is halved; retain any remainder (place the Chaos Index marker half way between two numbers to indicate the additional 0.5 or stack an extra marker under the index marker). For example, a change of -3 would become -1.5; a change of +1 would become a change of 0.5, etc.

Leviathan remains in effect until the instant there is no Imperial system unit in the Core Sector; at that time it is discarded. Leviathan represents uploading the Emperor's consciousness into a living computer that then permeates all computer systems throughout the galaxy.

Militarism

All Imperial military attacks receive a +1 die roll modifier this turn. All Imperial morphogenetic Attacks get a -1 die roll modifier this turn. This is in addition to the other modifiers. If both the Militarism and Pacifism markers are in effect during the same turn, they cancel each other out. Discard this marker after it is played.

The Mutant

Determine a sector at random. If it contains no mobile units, return the marker to the Chaos Event marker pool and draw a substitute. If a second Mutant marker is drawn when one is already in play, it is discarded and treated as no effect.



- 1) If the sector contains any mobile units, place the Mutant marker on top of the stack. Flip any Imperial mobile units to their Chaos side; remove any Usurper, Independent Empire or Invader markers; combine all mobile units in one stack. The Mutant may not be the target of an Imperial Suppression attempt.
- 2) The Mutant's force follows the standard rules for Usurpers, with the following addition: the Mutant is considered to have a morphogenetic strength of 3, in addition to any morphogenetic strength in its mobile force. The Mutant has a leadership value of 5. The Mutant's force

may be converted only by an A3 or D3 result inflicted against it in morphogenetic combat; it is affected normally by military combat.

- 3) If the force containing the Mutant is completely destroyed or converted, or gets a loyal or dissolution result on the Usurpation Table, discard the Mutant marker.

The Mutant represents a radically mutated human who single-handedly attempts to seize power via his innate morphogenetic powers.

Pacifism

All Imperial morphogenetic attacks receive a +1 die roll modifier this turn. All Imperial military attacks get a -1 die roll modifier this turn. These are in addition to other modifiers. If both the Militarism and Pacifism markers are in effect during the same turn, they cancel each other out. Discard this marker at the end of the turn.

Paranoia

The player may not conduct any extropy operations this turn. Optional: additionally this turn: 1) the player may not purchase any Illumination markers; 2) the Galactic Empire receives two Repression markers for each RP expended for them, instead of one. Discard this marker at the end of the turn.

Power Struggle

Roll one die for each Imperial leader on the map. On a result of 0-4, the leader is eliminated; on a result of 5-9, there is no effect. Discard this marker after it is played.

Rebellion

Determine a sector at random. If the sector contains no Imperial mobile or system units, move the marker to the next higher numbered sector and check for Imperial units. Continue checking sectors until an Imperial unit is found. If no Imperial unit is found going higher, reverse direction and go lower until a sector is found. If the randomly selected sector contains any Imperial mobile or system units, or at the first such sector if the marker is moved, convert them to their Chaos side. Any Imperial leaders are removed. Discard this marker after it is played. A Rebellion event may be prevented by Suppression (see Optional Rules).

Robots

The Galactic Empire immediately receives one RP for each system unit it controls. Discard this marker after it is played. Robots refer to a wide variety of artificial life forms who strive without question for the greater glory of the Galactic Empire.

Spectacle

For the remainder of this turn, double the magnitude all Chaos Index gains and losses. For example, a shift of +1 would become +2. If the Leviathan marker is also in play, use normal Chaos point changes (i.e. the Spectacle temporarily cancels the Leviathan). Discard this marker at the end of the turn. If a second Spectacle marker is drawn when one is already in play, it is returned to the Chaos Event marker pool and a substitute drawn. The Spectacle refers to the glittering image of Empire popular throughout the galaxy.

Tech/Trade Advance

Roll a die. Add that result to the current Imperial RP level. Discard this marker after it is played.

Tech/Trade Collapse

Roll a die. Subtract that result from the current Imperial RP level, to a minimum of zero. Discard this marker after it is played.

Trans-humans Appear

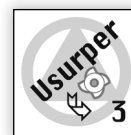
Use this only if playing with the Optional Trans-humans rule; otherwise, remove the marker from the pool and pick a replacement. Determine a sector at random and then roll a die. If the result is odd, place one Trans-human unit, Imperial side, in that sector; if the result is even, place one Trans-human, Rebel side, in that Sector. Should the Trans-human unit be placed in a sector including other Chaos forces, it is added to the Chaos force leftmost on the Chaos Operations Table. If two or more Chaos forces of the same type are present, then randomly determine (among those forces) the force the Trans-humans will join. Discard this marker after it is played.

Troops Demand Pay

The player must immediately expend one RP for each Imperial mobile unit in play. For each unit for which he fails to do so, roll a die. As a result of 0-2 means that mobile unit is immediately converted to its Chaos side (becomes a Rebel force). A result of 3-9 means that unit remains Imperial. Discard this marker after it is played.

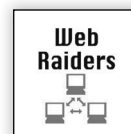
Usurper

Determine a sector at random. If the sector contains no Imperial mobile units, move the marker to the next lower numbered sector and check for Imperial mobile units. Continue checking sectors until an Imperial mobile unit is found. If the randomly selected sector contains any Imperial mobile units or at the first such sector if the marker is moved, convert them to their Chaos side. Place the Usurper marker on top of the stack. That force follows the standard rules for Usurpers. The marker remains there until the force is entirely eliminated or converted, at which time it is discarded. A Usurper event may be prevented by Suppression (see Optional Rules).



Web Raiders

Roll a die for each Imperial Nexus marker on the map. On a 0-2, the Nexus is eliminated; on a 3-9 there is no effect. Discard this marker after it is played. Web Raiders is the general term applied to an underground organization that sabotages the Imperial communications and computer system via a massive virus program.



CHAOS INDEX CHANGES SUMMARY CHART

Actions which change the Chaos Index

1. Chaos Event and Expedition Markers	As designated in the Chaos Event and Expedition marker explanations.
2. Extropy Operations	Variable (see Extropy Table)
3. Suppression Operations	Variable (see optional Suppression Operations Table).
4. Each Imperial Nexus eliminated for any reason (Optional Nexus rule)	+2 if the Nexus Marker is on the Core sector; +1 on non-Core sectors.
5. Combat	
Each Imperial Mobile unit that is Eliminated due to Chaos Military Combat	+2
Each Imperial Mobile unit that is converted due to Chaos Morphogenetic Combat	+1
Each Imperial System unit that is eliminated due to Chaos Military Combat	+Twice the System's Resource Value
Each Imperial System unit that is converted due to Chaos Morphogenetic Combat	+ the System's Resource Value
Each Chaos Mobile unit that is eliminated due to Imperial Military Combat	-1
Each Chaos Mobile unit that is converted due to Imperial Morphogenetic Combat	-2
Each Chaos System unit that is eliminated due to Imperial Military combat	- the System's Resource Value
Each Chaos System unit that is converted to its Imperials side due to Imperial Morphogenetic Combat	-Twice the System's Resource Value

The elimination or conversion of Markers does not affect the Chaos Index.

CHAOS OPERATIONS TABLE RESULTS

+ Attack: The force attacks at the end of its move; it attacks even if it did not move.

Attrition: Eliminate one Mobile unit in the force (if more than one Mobile Unit in the stack, choose one at random). The force does not move or attack in this Chaos Operations Phase.

Move Away from Core: The force moves one Sector away from the Core (via a line boundary, not a vertex). If there is more than one adjacent Sector away from the core, the player selects one at random. A force may not enter the Void; If adjacent to a Void Sector, it moves no further.

Move Higher: the force moves to the next higher numbered adjacent Sector (a force in Sector 58 moves to Sector 73).

Move Lower: the force moves to the next lower numbered adjacent Sector. If in the Core Sector, it remains there.

Move Toward the Core: the force moves nearer the Core Sector by the most direct route (via a line boundary, not vertex) using its normal movement factor. If in the Core Sector, it remains there.

Move one Sector toward Core: the force moves one Sector toward the Core by the most direct route (via a line boundary, not vertex). If in the Core Sector, it remains there.

Move to a threatened Sector: the Independent Empire Mobile Force moves to any Sector of the Independent Empire which is "Threatened" using its normal movement factor (see Independent Empire Rule for Target Sector priorities). If no Sector is threatened, then there is no movement.

Move to threatened Sector/move to the next Sector to be conquered: The Independent Empire Mobile Force moves to any Sector of that Independent Empire which is "threatened" using its normal movement factor. If no Sector is threatened, then the Independent Empire Mobile Force moves to the next Sector to be conquered in the order of priorities. See Independent Empire Rule for definition of "threatened."

No Operations: The force does not move or attack in this Chaos Operations phase. Moving Chaos Forces always use the movement factor of the slowest Mobile unit in the stack.