

FAQ for Struggle for the Galactic Empire

v 1.1

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(Questions are in **bold**)

GENERAL:

The rules imply that you use both sheets of identical counters as there are instructions as how to handle drawing duplicates of the alien races (which only have 1 counter each). So, we dump all chaos markers and system markers from both sheets into their respective cups?

Yes, use both sheets.

Scenario 1 has a special setup rule where you go through 3 rounds of Chaos events. Given that the Chaos level starts at 80 am I right in thinking this means $8 \times 3 = 24$ chaos events pulled before the game starts?

Yes, for the first scenario you should pull 24 events on the first turn.

Also, only sectors with a system are eligible for movement for an expansion attempt

Yes.

I believe there is a misprint. Look at the back of the manual. It says, "the force moves to the next higher numbered adjacent Sector (58 to 73)". Although, I'm not sure why it isn't from 58 to 59.

Actually, the reference should be from 73 to 58. Since 73 is the highest number, there is nowhere else to go short of the Magellenic Clouds.

Adjacent sectors: in the example on page 7, is sector 5 also adjacent to sector 6?

Sector 05 is adjacent to Sector 06.

Can a leader stack with and move with a transhuman since they are "mobile" units? Quite a combo if they stay alive.

Yes.

I was wondering if I could voluntarily disband Empire Units to save the resource points that would be spent on maintenance.

I see in the rulebook there is a rule that I HAVE to disband if I am out of RPs.

But can I do it voluntarily?

No, this is not allowed.

The Random Sector table is supposed to include each system sector twice, and each non-system sector once. However, people may not have notice that Sector 18 (a non-system sector) appears twice, while Sector 44 (a system sector) appears once. Any explanation?

For now, I'm interpreting the second "18" on the table as "44", to keep the relative probabilities correct.

According to the rules, non-system sectors should only be once in the table and system sectors twice; so your interpretation seems to be correct.

When getting a "Overload" result on the Extropy Table, the involved leader is eliminated. Is the same true, when getting a "Omega Upload" result?

No.

I noticed in the rules, that you can colonize in the Imperial Expenditure Phase (15.1.b.) AND in the Imperial Colonization Phase (16.0).

What is the difference, i.e. why an extra phase if you can colonize in the Expenditure Phase?

Colonization is the process of converting a Colonization Fleet or Worldship to a System unit. This can occur only in the Colonization Phase.

COMBAT:

The rules say "The player may conduct combat with each Imperial force using one of the following options: 1) first military and then morphogenetic; 2) only military; or 3) only morphogenetic." (rule 8.2.b.).

Must I therefore pre-designate the combat option BEFORE rolling the dice?

No

What is the combat order when attacking with different imperial stacks/units? For example I have two stacks in a sector with an enemy stack. What is the correct order (a or b): a) I attack with military combat with stack #1, then I attack with military combat with stack #2, then I attack with morphogenetic combat with stack#1 and then I attack with morphogenetic combat with stack #2 b) I attack with military combat with stack #1 and then attack with morphogenetic combat with stack #1. Then I attack with military combat with stack #2 and then attack with morphogenetic combat with stack #2.

Each force completes its attack before the next force initiates combat.

In the example given above, must I pre-designate all the combats BEFORE rolling the dice,...

No.

...or can I decide what combat to do next AFTER looking at the rolled results?

Yes.

I guess I have to make all combats in one sector, before proceeding to the next sector, right?

No. But it is easier to remember what you have been up to this way.

I understand, that ONLY those units of a ATTACKING force that actually contribute strength points to the attack can be destroyed/converted by an "A" result on the CRT?

Correct

As I understand it, once a unit/force has used morphogenetic combat in the combat phase, it can not use military combat?

A unit may attack twice in each combat, once using military combat, and a second time using Morphogenetic.

In an attack by a weak Invader force, the attacking unit was eliminated with a A2 result in military combat. Does the morphogenetic combat still take place or is it not done, since the unit was destroyed?

If a Chaos force is entirely eliminated in the Military round of combat, then no Morphgenetic combat is conducted (a wasted mind is a terrible thing).

And just to be absolutely sure, you don't lower the Chaos Index if a Chaos force attacks Imperial an force and loses units. The losses have to come from an Imperial attack to count.

Affirmative.

The wording on the Chaos Index Changes Summary Chart giving the changes for combat losses seems slightly confusing (to me at least - sorry if this is a stupid/pedantic question).Is it the case that the losses ONLY cause changes when they are caused to the defender by the attacker - in other words, this is what is meant by the references to losees due to Imperial/Chaos Combat; or if combat results in the attacker taking losses instead, do these result in changes to the index to?

Also, the explanations for some of the Alien Chaos Event markers explaint what to do if the duplicate marker is drawn, others don't. Am I correct in saying that for those that don't, they are, as with the others simply placed in a different sector to the first, and that it is indeed possible to have both Messiahs, or both Probes on the map at once?

To repeat and clarify my former response , the Chaos Index changes from combat are only from defender (D) results.

If the Chaos Event marker explanation does not indicate the second/duplicate marker is discarded/ignored, then the second/duplicate marker is in play.

CHAOS EVENTS

I am unclear on what to do with all the Independent Empire counters. There is one chaos event called Independent Empire, and a bunch of double-sided Independent Empire markers with numbers one through six.

Do ALL these markers go into the chaos event cup for random draws? Or just the one (or two, can't remember how many counters there are) IE chaos event with the grey triangle on the back?

Just the ones with triangles on the back.

The other ones are there to mark expanded territory of that empire and to mark the mobile empire force.

Which event markers are returned to the pool? Does the term discard mean that it goes to the pool or removed from the game?

Event markers only return to the pool when stated in the instructions, e.g. under The Institute (pg. 30, top of right column). Otherwise, event markers go into the discard pile (which is only recycled via 5.2.e).

The number on some event chits represent the leadership, but for others (Usurper) you must draw a random leader. Is this correct or did a change not get carried to all of the events? If so, why is there a number on the Usurper chit?

We found the Usurper leader value of 3 to be too strong and added the random leader element. Usurper leaders convert if their usurpation roll results in conversion (18.4.d).

I'm making my way through the first scenario, and I chose the 24 events as required. Among others I pulled "Galactic Enlightenment" and "Paranoia", which seem to cancel each other out. The first says I can't purchase Repression markers this turn. The second says I can't purchase illumination markers.

Shall I (1) treat them as if both events are cancelled; (2) treat them as if I can't purchase either repression or illumination this turn; (3) only implement the first one; or (4) only implement the second one?

Option (2) is correct.

Are duplicate markers ignored in all cases? EXAMPLE: Rebellion - is that particular individual marker discarded AND any additional Rebellion markers, when drawn, are played and individually discarded (as opposed to only ONE rebellion marker in effect for the entire scenario)?

No. Duplicate markers are only ignored when the Chaos Event Marker explanation indicates (for example, Leviathan). Rebellion markers are played individually and discarded, i.e. there could easily be several Rebellions on the first turn double or triple draw - each would be resolved and the marker discarded.

Non-Rebel Independent Empires; what is the leadership value for these empires?

The Leadership Value for Independent Empires #1-3 is 1, 2, or 3 as per the drawn IE marker. When an IE forms from a Rebel group, use IE sets #4-6 and draw a Chaos Leader for the Leadership Value.

Also, the Rebellion markers do not have any numbers on them, and in any case you discard them after they convert a force. So I take it Rebel forces do not have leadership values.

A Rebel force has no leader per se.

7.1.a Clarification: Leadership ratings are printed on Invader markers. Rebel forces always have a Leadership value of zero. Ignore the Leadership rating value (3) on the Usurper markers, draw a random Chaos Leader, and use that value.

Independent Empires #1-3 have their printed leadership value (1, 2, or 3). Independent Empires #4-6 draw a random Chaos Leader and use that value. Note that Usurper Chaos Leaders can convert to Imperial Leaders while the Independent Empire Leaders can not convert, only be eliminated.

I drew the Galactic Crusade event. Do the 8 Mobile Units get placed immediately, in my choice of sectors?

Galactic Crusade reinforcements can be placed with any Imperial System.

Independent Empire and Mobile Force: If there is only one mobile unit, I am assuming that it must remain as the Home Defense Force.

No, odd units go to the Mobile Attack Force.

Upsurper, Invader and Independent Empire Markers:

When eliminated and the marker is discarded, they are permanently removed from the game and not recycled into the Chaos Pool?

Chaos Force Event Markers are discarded when eliminated:

I cannot make any sense of optional rule 28.0 Expeditions

-§ 3 "Outcomes" has b & c sub-sections but no "a". Looks like something is missing.

-§ 2 "Explanation" requires you to roll two dice and "cross index" but cross index on what table is a mystery.

-2.a & 3.b indicate "if Go to AERT is stated" then... but I do not see any 'Go to AERT' anywhere.

- The letter "a." is missing, just before "Negative".
- Cross index on the Expedition Results Table (the cardstock insert).
- Look at the Expeditions Results Table.

The Spectacle is a mystery to me. Can someone please give me some other examples of what this affects?

The Spectacle doubles all Chaos Index changes for the rest of the turn. So this will be a good turn to do things that lower the Chaos Index such as convert or eliminate Chaos forces (find a System unit with resource value of 4 to convert and lower the Chaos Index by 16 points!).

A really good thing to do would be an Extropy attempt with lots of DRM's. On the down side, all the Chaos Ops may result in increases to the Chaos Index due to Imperial units being eliminated or converted, Usurpation attempts that result in stalemate, and any Chaos Index shifts from Chaos Events (which are more likely to be increases than decreases).

Alien Placement rule: a few Alien chits say to place them on a sector with a system (picked randomly). It doesn't say what to do if you pick one without a system. I just keep rolling until I get one with a system. Correct?

The first paragraph of 19.0 says "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)."

Colonization Chaos Event question: when a chaos system is colonized using a colonization marker, does it join the rebels? Or if there are any other forces (ie. independent empire) in the sector, do they get the new system?

And a strange situation:

A independent empire just destroyed a system. Now it is colonization phase, and colonization chaos event is resolved. The only system candidate is the one with the independent force. Does the marker take place before the independent empire colonization? If yes, does it the new chaos system join the rebels or the indep empire? If it joins the indep empire, would it then get to do standard recruiting, since it didn't have to pay for the colony fleet?

Good catch on the Colonization question. I moved the placement of the System Unit from the Events Phase to the Colonization Phase in the last round of play testing and didn't have your situation come up.

Colonization Chaos Event marker: It is placed on its Chaos side without an IE marker and thus is Rebel.

Now, I don't see a problem with a house rule that if the Colonization Chaos Event marker happens to occur in a sector with an IE mobile force, then the System Unit becomes part of that IE, or it becomes part of the IE if the mobile force has higher Military, Morphogenetic, or the sum (I like anything that tends to make it tougher on the player, and bigger IE's tend to make it tougher on the player!).

Should the Biomech Predators use the military value instead of morphogenetic value? This would fit in with their description (units would use military defence), and otherwise they are identical to the Dark Empire.

Or perhaps it is the Dark Empire that should use military value (since they are strong against morphogenetic).

Biomech Predators resolved with Military rather than Morphogenetic values: I don't see any problem with the proposed change regarding Biomech Predators.

Rule 5.2d says certain chaos event markers are played only once per game, and that is stated within their explanations.

I do not see any chaos events where the description states they are played only once per game. I see a bunch that say discard the marker after it's played. But, I take that as just discarding that specific marker for that turn.

Can someone please clarify this rule for me? What events are used only once per game that would cause the duplicate to be ignored if later drawn?

Institute, Leviathan, Mutant come to mind immediately. Any of the events that mention discarding the duplicate when drawn are meant to appear only once in a regular scenario.

If the system unit in the home sector of an Independent Empire is converted to its imperial (blue) side by my forces, then what happens to the Independent Empires mobile force in another sector?

They (and any other System Units in the IE) lose their IE marker and become Rebels.

Can a lone rebel SYSTEM unit (i.e.without any mobile rebel units in its sector) turn into an Independent Empire when rolling a "No Operations" result for this system unit (and then rolling a 0 or 1)?

No, only a Rebel Mobile force can roll on the Chaos Operations Table. If the result is No Ops, then you count the number of units including the system only if it is Chaos side up.

Consider the following situation: A single rebel mobile unit is in a sector with an imperial (blue) system unit. I roll a "No Operations" result for the rebel mobile unit. Do I now roll again, to see if an Independent Empire is formed? If the answer is yes, and I roll a 0 or 1, is the imperial system unit then flipped to its chaos side?

Yes and Yes.

What happens to The Institute marker, when the system unit in its sector is destroyed (or converted)?

If the system unit is destroyed, it returns to the Chaos Events pool. If the system is converted, it remains (and now works for the good of the Imperial Player).

The Usurper rule reads "If the marker reaches the Core without Usurping any imperial mobile units, the marker is placed in the core sector and will proceed with Usurpation attempts" (10.1).

So, the marker ALONE (without any units) is sufficient for rolls on the Usurpation table?

Correct

Can I attack the lone marker with imperial units in this case? If yes, how does the marker defend?

As a unit with no combat strength.

Note: the only way an Usurper marker (plus leader) can be in the Core without mobile units is if the initial placement puts the Usurper leader in the Core Sector and there are no mobile units present in the randomly selected sector and all lower numbered sectors all the way to and including the Core (talk about your power vacuum!). Guess that situation represents a group in the royal court taking advantage of the vacuum.

When placing an Usurper marker, and the marker reaches the Core Sector WITHOUT usurping any imperial mobile units, does the Usurper marker usurp imperial mobile units IN THE CORE SECTOR the moment it is placed there?

Yes

On the subject of usurpers ... The operate very strangely don't they? The higher the leadership bonus, the greater a chance that the units will overthrow the government and become assimilated (not to mention subtracting from the chaos index). So, in my experience, usurpers are rarely that bad a thing for the empire. Or am I missing something?

No, you're not missing how JM designed the game. I have proposed (to JM) three alternatives to the Usurper rule to make the Usurper event more likely to be a negative event. The simplest option is to subtract 2 from the Usurpation die roll thus reducing the positive outcomes from a range of 30-50% to a range of 10-30% (and thus the negative outcomes increase from 40-60% to 60-80%). My more diabolical suggestion was to flip a system unit (from the SU pool) at the same time as the die roll. If the SU comes up Imperial/Blue side, resolve as normal. If the SU comes up Chaos/Red, subtract the Usurper Leader value rather than add.

If a Transhuman is placed in a sector with an existing chaos stack, e.g. usupers, does it get assimilated or operate as a rebel unit? The rules as written would imply that they are rebel units, but since rebel units never move, it is awkward for a TH unit that has a movement factor of infinity. I suppose other chaos units could try to take it over, but that would happen rarely because they aren't really thinking. Here, I am playing that it is a second rebel group. I wonder also what happens if it is placed into an existing rebel sector. Does it form a second rebel group or get assimilated into the existing one? I'm thinking that in this case it is assimilated.

Adding to Transhumans Appear event just before the last sentence about Discard, "Should the Transhuman unit be placed in a Sector that includes 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 TH will join."