

# **Galactic Adventures of Military Empires**

## **(New Advanced Missions Edition)**

4 Players

### **Contents**

Included with the game are:

- The board.
- This rule pamphlet.
- A set of dice including D4, D6, D8, D10, D12, and D20.
- 24 IPEC tokens (19 Free and 5 IPEC-controlled).
- 24 Dice tokens (9xD4, 8xD6, 4xD8, 2xD10, and 1xD12).
- 20 ally chips (5 per player) - Base pieces
- 48 territory chips (12 per player) - Astronaut pieces
- 12 health chips (3 per planet) - Red hearts
- 4 research tables.
- 4 round summary sheets
- Paper and writing implements.

### **Objective**

To win the game, be the first player to control territories totaling a value of 12 points. Moons are worth one point each and planets are worth two.

### **Setting up**

Separately, shuffle the IPEC and Dice tokens and place one of each next to each moon face-down so that each moon has its own Dice and IPEC token. Next, place three health chips on each planet.

Each player chooses a color: Red, Yellow, Green, or Blue. Distribute the 5 ally and 12 territory chips to each player corresponding to their chosen color and give each player one of the included research tables. Players put one territory chip on the planet corresponding to their color.

With the board set up and the players distributed the required game materials, you are now ready to begin playing.

### **Start of the Game**

Before the first round, players have 8 Research points that they can spend to unlock bonuses and abilities on the research tree found at the end of this rule

book. Abilities must be unlocked in order. You may unlock any of the abilities in the first row, and may choose to unlock multiple of these, but to unlock abilities further down you must have unlocked all research before it on that path of the tree. Paths are marked by starting with a first row ability and following the arrows down the tree. Note that **attack and defense bonuses only apply to player-controlled territories, not allied territories.**

## Round

Each round is split into three phases, in order: the Resource Allocation phase, the Ally Determination phase, and the Player Turns phase.

### Resource Allocation phase:

In this stage, players, all at the same time, allocate points into three categories: Attack, Defense, and Diplomacy.

Points assigned to Attack and Defense determine which die the player may use for attacking and defending during the Player Turns phase. All players are given a D4 for defense by default, but no attack die will be given--players must spend points in attack if they wish to attack with their main territory during a round. Players may spend points to obtain dice based on the table below:

Cost	Die
2 points (Attack only)	D4 (Attack only)
3 points	D6
4 points	D8
5 points	D10
6 points	D12
10 points	D20

Points assigned to diplomacy allow players to ally with uncontrolled moons. To ally with a moon not controlled by another player, a player may allocate diplomacy points to that moon. By default, players may only allocate diplomacy points to moons in planetary systems where they control at least one territory. A player may assign diplomacy points to a maximum of one moon per turn unless allowed more by a research bonus. The maximum number of moons players are allowed to put diplomacy points into is the maximum number of allies they may have. Whether or not allying with a moon is successful takes place in the ally

determination phase. Note that an allied moon is not a controlled territory, it is still considered uncontrolled.

An example of a valid point distribution with 8 points is as follows:

- Attack: 3 points (The player receives a D6 for attacking with their main territories during the round).
- Defense: 3 points (The player receives a D6 for defending on their main territories during the round).
- Diplomacy: 2 points
  - Moon 1: 2 points (The player has chosen to invest two diplomacy points in attempting to ally with Moon 1).

Point allocations do not carry over across rounds, and players receive new points to spend at the start of every round. **A player gets three points by default, an additional two points for every planet they control, and an additional one point for every moon they control. The maximum number of points players can spend in one turn is 11.** So, at the start of the game, all players start with 5 points.

#### Ally Determination Phase.

In this stage, players reveal which moons they've distributed diplomacy points to and how many. The player who has the most diplomacy points distributed to a given moon succeeds in gaining it as an ally for the duration of the round. Should two players allocate an equal amount of points to the same moon with no other players allocating more points than them, the moon is not won as an ally by either player and remains uncontrolled.

When an alliance has been successfully formed, the player places one of their ally chips on that moon and may secretly look at the moon's tokens if they are face-down and not already revealed. The conditions for these tokens being revealed will be discussed later. Once a moon's tokens have been revealed, they remain in that state until one of the following events:

1. An IPEC token redistribution occurs (explained in the IPEC section) and causes all of the IPEC tokens to be gathered up, shuffled, and placed back face-down.
2. Once a player takes over an uncontrolled moon, it can no longer become uncontrolled for the duration of the game and thus has both tokens removed.

So, as long as a moon remains uncontrolled, its Dice token never changes.

#### Player Turns Phase:

During the player turn phase, players will take turns attacking other territories that they do not control and which they are not allied with using specified dice. Uncontrolled moons when attacked or when used to attack by an allied player will use the die specified by their dice token, while players use their purchased attack die to attack other territories and their defense die to defend from attacks.

**When a player attacks an uncontrolled moon, both of that moon's tokens are permanently revealed to all players** if they haven't been already. **If the uncontrolled moon being attacked is IPEC-controlled, the player who attacked it** (no matter whether the attack was made with their own military or via an ally) **only receives half of their total points--rounding down--in the Resource Allocation phase of the next round.** There is no penalty for attacking with an allied IPEC-controlled moon. If a player attacks with an ally, only that ally's Dice token is revealed to all. **A moon's IPEC token is not revealed unless attacked.**

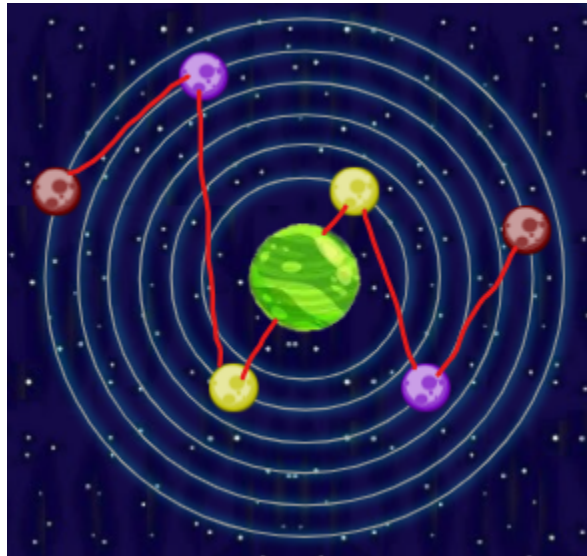
The order in which players take their turn during a round is dictated by the amount of territories each player has. The player with the least territories goes first, with the player controlling the most territories going last. This order is determined by the amount of territories each player possesses at the beginning of the round, not being affected by territories acquired/lost during the turn phase. Should two players have the same amount of territories, whoever went later in the previous round will go earlier in the current round. For the first round, players go in order by color: Red, Yellow, Green, then Blue.

During a player's turn, by default, they **may attack once from their controlled territories using their attack die and once with *each* ally they possess** using the die specified on that ally's dice token. They can make these attacks in any order.

There are two types of attacks: those with Interplanetary Infantry and those with Galactic Hyper Beam. Important to note, the only difference in values between rolls for these two dice will be determined by research abilities. When purchasing an attack die, you use that die for both Interplanetary Infantry and Galactic Hyper Beam rolls.

- Attacks with the Interplanetary Infantry are made from one territory to an adjacent territory. Every territory has two adjacent planets, except for the outer moons, which only have one. Planets are adjacent to the two yellow moons in a system, yellow moons are adjacent to the system's planet and the nearest purple moon, purple moons are adjacent to the nearest red moon and yellow moons, and red moons are adjacent to the nearest purple moon. An example of

the paths that can be taken by Interplanetary Infantry can be found below:



Territories directly connected by a red line may attack each other using Interplanetary Infantry.

- Galactic Hyper Beam attacks are made from one outer moon to another outer moon of any system. A Galactic Hyper Beam attack *can* be made against the other outer moon in the same system of the attacking outer moon. In other words, any red moon can attack any other red moon in *any* system with a Galactic Hyper Beam.

To start an attack, the player rolls their attack die, or the die corresponding to the dice token of the allied territory they're using to attack, and the territory being attacked rolls the die corresponding to their dice token if it is an uncontrolled/allied moon, or their defense die of the matching type (Interplanetary Infantry or Galactic Hyper Beam) if the territory is controlled by a player. If the territory is uncontrolled, another player may roll the defending die if there are no impartial spectators available to do so.

The winner of the disputed territory is the party (attacker or defender) who rolls the highest value on their die with any research bonuses added. Should a tie occur, the territory remains in possession of the defender, or uncontrolled if no player owned the territory when it was attacked. Note that controlled territories are marked by each player's territory chips.

Planets have slightly different rules. Each planet starts with three hitpoints, and loses one with each successful attack carried out against it. The player who successfully knocks a planet to 0 hitpoints takes control of that planet. The planet then only has one hitpoint for the remainder of the game. A planet can be taken

over multiple times by different players, but it only has 1 hitpoint after the first time it is taken over.

Players are not required to use all possible attacks in a turn, and may choose to skip one or multiple of their eligible attacks if they wish.

Players can only take control of another player's last remaining territory by attacking from their own controlled territory with Interplanetary Infantry. A player's last territory may not be taken over by use of the Galactic Hyper Beam or an ally attack. If a player's final territory is taken over, they are eliminated.

### **IPEC (Intergalactic Peace Enforcement Coalition)**

Once all IPEC-controlled moons are revealed, at the start of the next round, all of the IPEC tokens are collected and a certain amount of them are reshuffled and redistributed to the remaining uncontrolled moons face-down. The amount of IPEC-controlled tokens and Free tokens are determined by the amount of uncontrolled moons that are left:

Unclaimed (NPC) Territories	IPEC-controlled tokens*
24, 23, 22, 21	5
20, 19, 18, 17, 16	4
15, 14, 13, 12, 11	3
10, 9, 8, 7, 6	2
5, 4, 3, 2, 1	1

\* 20% of # of unclaimed territories rounding up

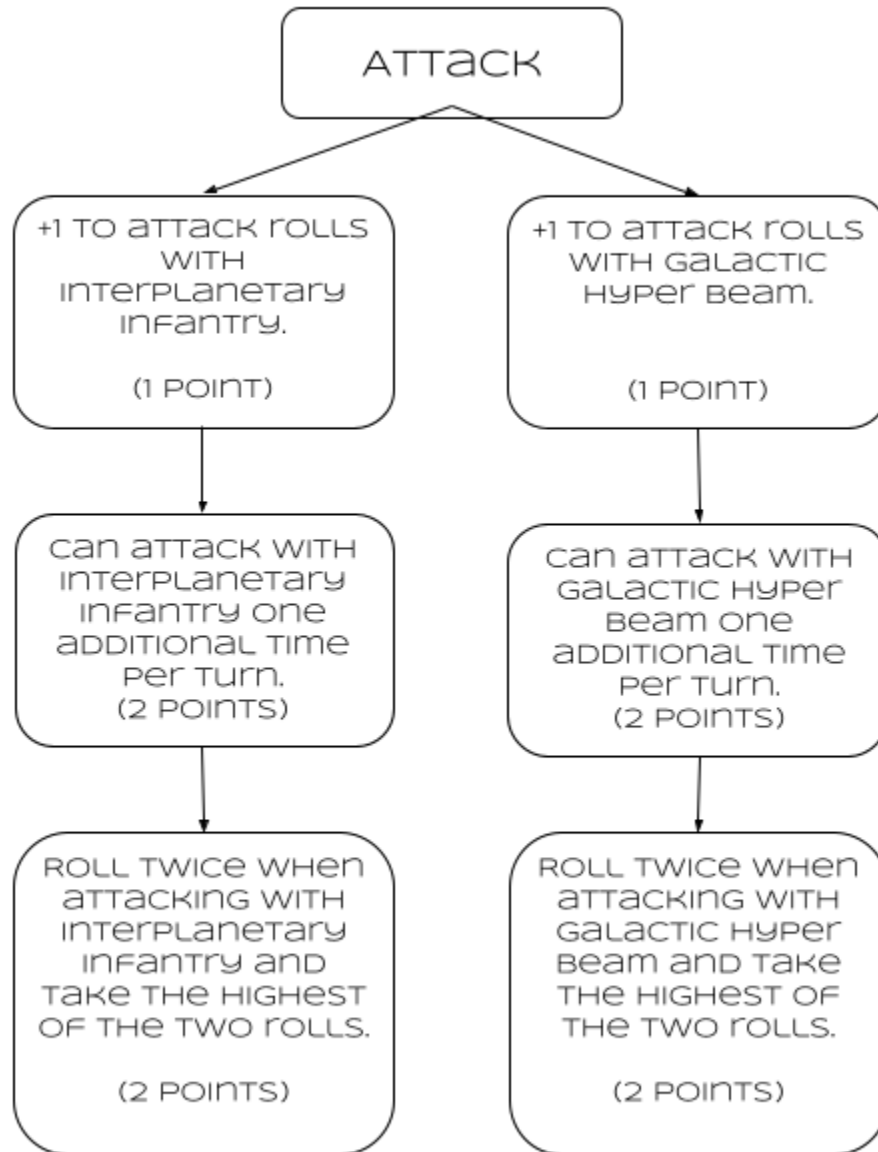
The number of Free tokens is equal to [(# of uncontrolled moons) - (IPEC-controlled tokens)]. I.e. The amount necessary to have all uncontrolled moons have an IPEC Token.

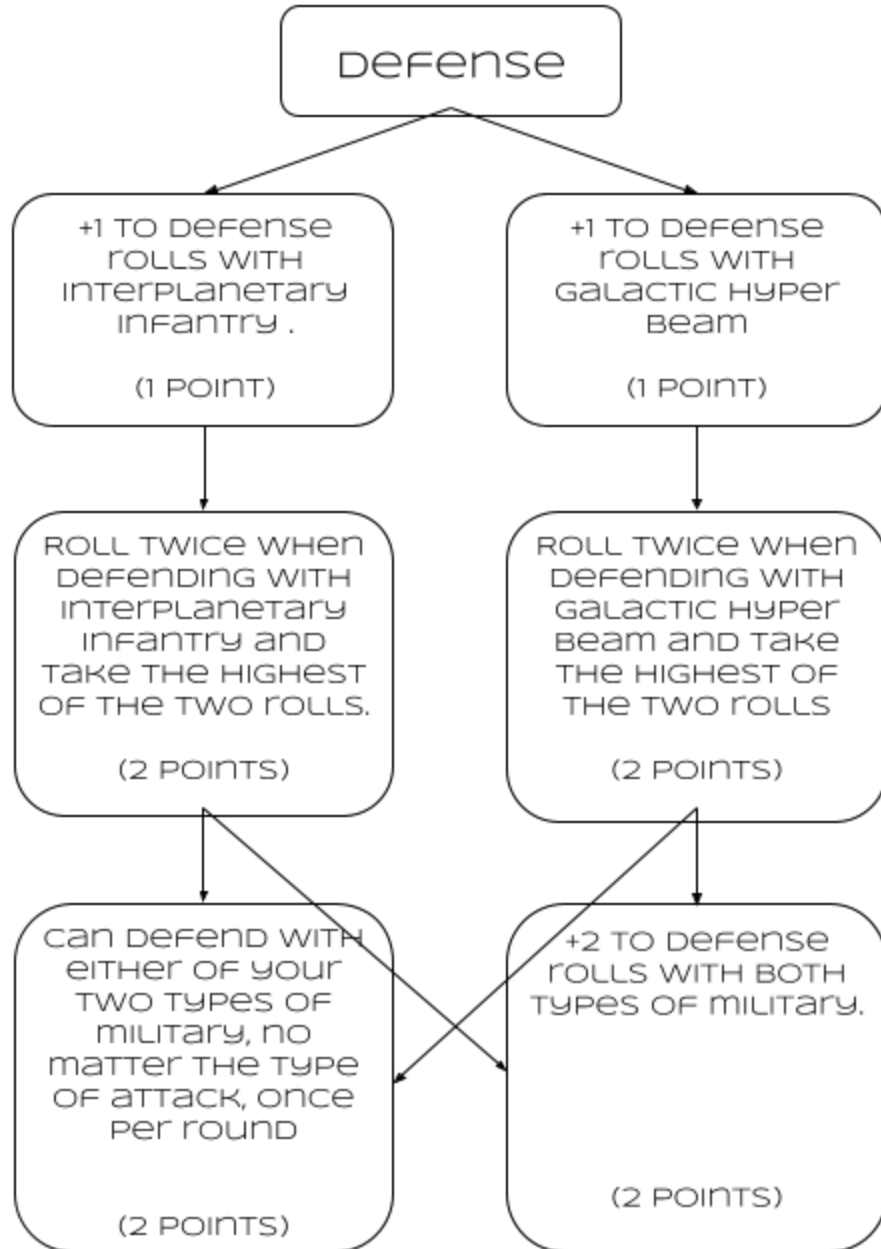
The new IPEC tokens work the same way as before. I.e. if a player attacks or allies with an uncontrolled moon that does not have a revealed IPEC token, the same rules for allying and attacking apply.

After this process, all of the IPEC tokens on the board should be face-down on each remaining uncontrolled moon until an attack against an uncontrolled moon is made.

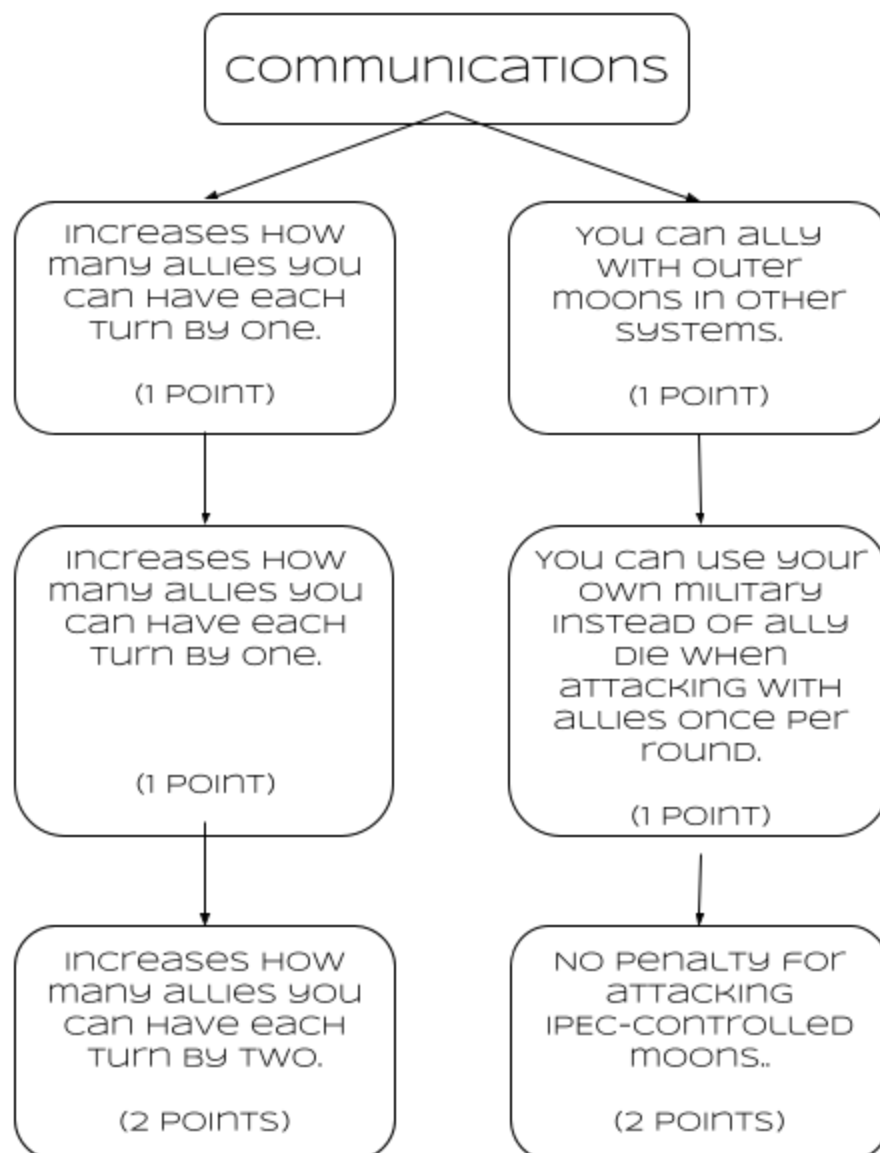
Once all IPEC-controlled moons are revealed again, repeat the redistribution process at the start of the next round.

## Research Tree









### Research Tree Buff Clarifications, if needed:

- Note that you can purchase either/both bottom bonuses of the defense branch as long as you purchase *one* of the middle bonuses.
- +1 to Attack/Defense rolls with Interplanetary Infantry means you can add 1 to the number you roll with Interplanetary Infantry.
- +1 to Attack/Defense rolls with Galactic Hyper Beam means you can add 1 to the number you roll with Galactic Hyper Beam.
- Communications:
  - For the left side of the communications branch, (this was mentioned before, but for clarity:) note that the amount of allies you can have = the amount of moons you can put diplomacy points into. I.e., if you can have 3 allies, you can only put diplomacy points into at most 3 different moons.
  - You can Ally with OUTER moons in other systems: This means that you rid yourself of the restriction of only being able to ally with moons in a system that you have at least one controlled territory in. With this bonus, you can now ally with any outer moons, too.
  - You can use your own military instead of ally die when attacking with allies once per round: This means that instead of rolling the number on an ally's dice token when attacking with it, you can treat the attack as being from your own territory (so you can get attack and defense bonuses on the attack, too).
  - No penalty for attacking IPEC-controlled moons: If a player with this bonus attacks an IPEC-controlled moon, they do not receive any debuff.
  - Can Attack with (Interplanetary Infantry/Galactic Hyper Beam) one additional time per turn: With one of these buffs, a player can attack once as normal with either type of attack. Then, they can attack once more with the type specified by the bonus (using their own military from a controlled territory, not an ally). If they have both of these research bonuses (for both Interplanetary Infantry and Galactic Hyper Beam), then they can attack once with either, then once with both for a total of 3 attacks without allies.
  - Can Defend with either of your two types of military, no matter the type of attack, once per round: This means that you can defend an attack as if it were the other type of attack once per round. For example, if you get attacked with Interplanetary Infantry, with this research bonus, you can defend with Galactic Hyper Beam once per round.

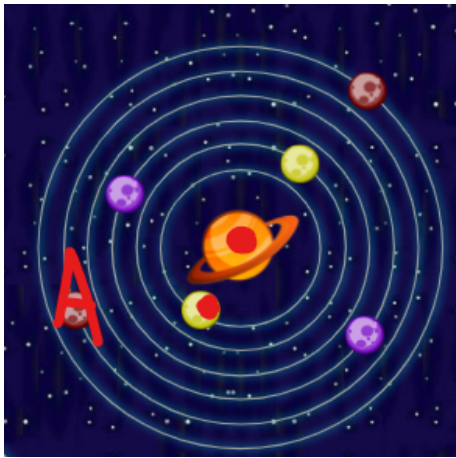
## Round Summary Sheet

Resource Allocation Phase	<p>All players, at the same time, allocate points into the following three categories:</p> <ol style="list-style-type: none"> <li>1. Attack <ul style="list-style-type: none"> <li>- Obtain attack die based on the number of points put into this category</li> </ul> </li> <li>2. Defense <ul style="list-style-type: none"> <li>- Obtain defense die based on the number of points put into this category</li> </ul> </li> <li>3. Diplomacy <ul style="list-style-type: none"> <li>- Further allocate these points into uncontrolled moons in order to ally with them</li> <li>- By default, can only ally with / put diplomacy points into one uncontrolled moon</li> <li>- By default, can only ally with uncontrolled moons in a system where you control at least one territory (moon or planet)</li> </ul> </li> </ol>
Ally Determination Phase	<p>All players reveal their Diplomacy Point distributions. Whichever player has the most diplomacy points in an uncontrolled moon allies with that moon for the round.</p> <p>If there is a tie for the most diplomacy points in a moon, nobody allies with that moon.</p>
Player Turns Phase	<p>Turn order dictated by the number of controlled territories each player has - least goes first, most last.</p> <p>A player can do any of the following on their turn in any order:</p> <ul style="list-style-type: none"> <li>- Attack from one of their controlled territories ONCE (by default), using their own attack die</li> <li>- Attack once with <i>each</i> ally they have using specified die on ally's Dice Token</li> </ul> <p>2 types of attacks:</p> <ul style="list-style-type: none"> <li>- Attacks with Interplanetary Infantry <ul style="list-style-type: none"> <li>- Used to attack an adjacent territory</li> </ul> </li> <li>- Attacks with Galactic Hyper Beam <ul style="list-style-type: none"> <li>- Used to attack from an outer moon to any other outer moon</li> </ul> </li> </ul> <p>If a player attacks an IPEC-controlled moon, they can only spend half their points (rounding down) in the Resource Allocation Phase of the next round.</p>

## Example of a Player Turn

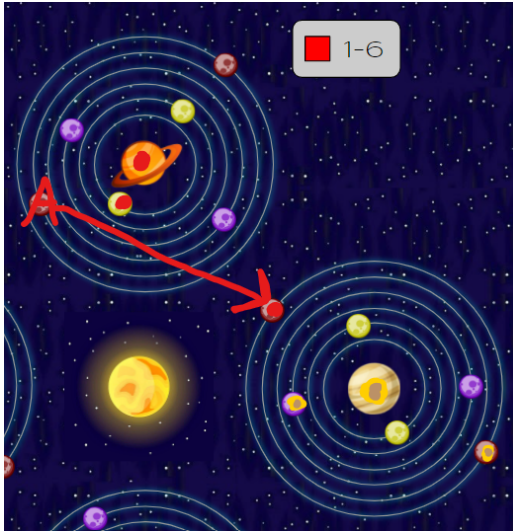
An example of a player turn for the red player is as follows:

1. In the Resource Allocation Phase, Red had 6 points to spend because they controlled a planet and a moon ( $3(\text{base}) + 2(\text{planet}) + 1(\text{moon}) = 6$ ). They put 5 points into attack and 1 point into diplomacy for allying with Moon 1, the left-most red moon of that system. In the Ally Determination Phase, they obtained Moon 1 as an ally and looked at its Dice token and IPEC token, which had not been revealed yet. Its Dice token listed an 8, and its IPEC token said "IPEC-controlled."



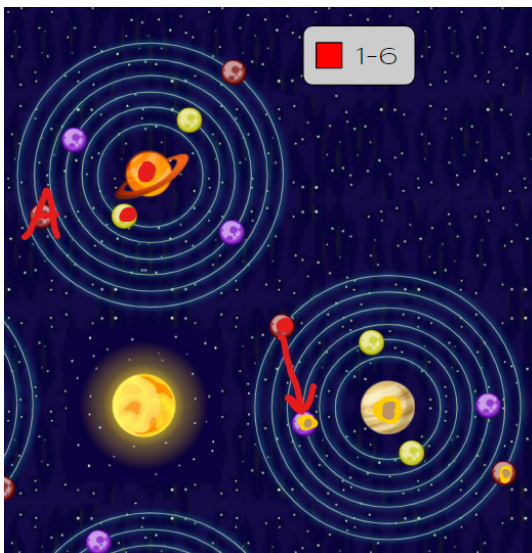
In the above picture, let the red dots represent controlled territories and the red "A" be an ally.

2. Red decides to attack the Yellow planet's system's uncontrolled, left-most outer red moon (Moon 7) with their ally. They reveal their ally's Dice token, turning it face-up, but NOT their ally's IPEC token. They make a Galactic Hyper Beam attack with their ally, rolling a d8 with NO attack or defense research buffs. Moon 7's Dice token and IPEC token are revealed. The Dice token reads "6" and the IPEC token reads "IPEC-controlled". Now, next round, Red can only spend half of their points rounding down during the Resource Allocation Phase. Red rolls a 6 on their ally's d8, and Moon 7 rolls a 5. So, Moon 7 is now controlled by Red.



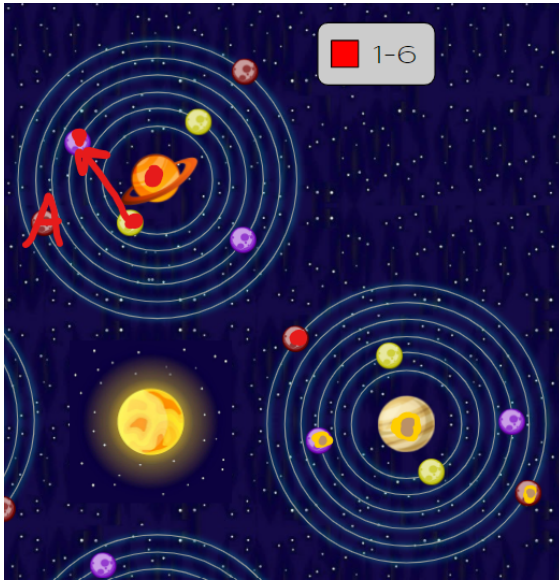
Note that in the above picture, the gold and brown dots represent Yellow's controlled territories.

3. Red then decides to attack the Yellow planet's system's left purple moon (Moon 8) with the moon it just obtained. It makes an Interplanetary Infantry attack with a d10, and, since the moon it is attacking is controlled by Yellow, Yellow contests the roll with a roll of their defense die using Interplanetary Infantry. Yellow put 4 points into defense, and so has a d8 to defend. Red rolls a 3, but has a research bonus which adds 1 to the result, so Red has a 4 in total. Yellow rolls a 5, so Yellow keeps the planet.



4. Red has a research bonus that lets them attack again with Interplanetary Infantry, so they attack the left purple moon in the Red planet's system (Moon 2) with their yellow moon (Moon 3). They roll a d10+1 for the attack, and, since Moon 2 is uncontrolled, its Dice and IPEC tokens are revealed to

all. The Dice token reads “4” and the IPEC token reads “IPEC-Controlled.” Since Red already received the IPEC penalty, they do not receive another penalty. Red rolls a 5, plus one is 6. So, they take over Moon 2.



Red is out of moves, and it is now the next player's turn or the start of a new round. In the next Resource Allocation Phase, if Red keeps all of their territories throughout the rest of the round, they will only be able to spend 4 points ( $8 / 2 = 4$ ).