Rules Summary Document
Freedom in the Galaxy, Java and Python Teams

Version 1.0

Prepared for:
CS 383 Course Project

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RECORD OF CHANGES

Change Number	Date Completed	Location of Change (e.g. page # or figure #)	Brief Description of Change	Approved by (initials)	Date Approved
1	Nov 24	ALL	INITIAL CONVERSION	-	-

Contents

1 Introduction

This is the introduction. The following sections contain all the rules as provided by the Galactic Guide and Rules of Play, except for the last section 8, which contains all the modification to the stated rules. Metric refers to the points given for implementing the rule. Blah blah blah.

2 Capture

#	Rule Description	Reference(s)	Metric Value
1	Intention must be of one of two types in combat: kill or capture.	12.3	-
2	There is a two column shift to the left for capture combat.	12.5	-
3	If the attacker announces capture combat, the differential is shifted two to the left.	12.6	-
4	The decision to capture or kill applies to all rounds of combat.	12.8	-
5	Capture occurs after all wounds have been assigned.	12.8	-
6	If a character is captured, the character is chosen randomly from all active characters.	12.8	-
7	A unit must be assigned to guard the captured character.	12.81	-
8	If the captured character is guarded by an enemy character, that guarding character cannot perform missions.	12.81	-
9	If the captured character is guarded by an enemy military unit, that military unit is unaffected.	12.81	-
10	The captured character never contributes anything to enemy units.	12.81	-
11	The captured character can be moved at any time during the movement phase to any other character or military unit in the same environ.	12.81	-
12	A captured character unit can be freed by executing the Free Prisoners mission.	12.82	-
13	A captured character unit can also be freed if the captured character is not stacked with any enemy units at any time.	12.82	-
14	If the capturing force is eliminated in the same combat, the character is not considered captured.	12.83	-
15	If a character is captured and combat is still being resolved, the captured character contributes nothing to either side.	12.84	-
16	A player may only declare capture at the beginning of combat and if he is the attacker.	12.85	-
17	The * on the combat results table are ignored during kill type combat.	12.86	-

#	Rule Description	Reference(s)	Metric Value
18	If during the action event, Coup Mission aborted, or the failure to complete an Assassination mission, there are no enemy units in the same environ, the characters are not captured.	12.87	-

3 Control

#	Rule Description	Reference(s)	Metric Value
1	Attack by Sentry robots only occurs if the non-phasing player controls the planet.	13.46, 15.51	-
2	Gather information mission cannot be performed on a planet under control of the phasing player if there are enemy character or military units present.	15.52	-
3	If the Imperial player has less spaceships in play than at the beginning of the game and has any Imperial Knight on an Imperial?controlled planet, that Imperial player can received a spaceship, which is stacked with the Imperial Knight up to the beginning of the play limit.	14.61	-
4	The number of spaceships received from rule 14.61 is limited by the number of starships obtained at the beginning of the play limit.	15.73	-
5	Characters do not have any effect and are ignored in determining who controls the planet.	15.74	-
6	Neither player may perform Coup or Diplomacy missions if the planet is in a state of Rebel controlled.	15.75	-
7	If a planets loyalty is shifted when a planet is in a state of Rebellion Stopped, the Loyalty marker and Rebel?control marker are moved together.	15.75	-
8	A planet must be in one of four states: "Imperial Control", "Rebellion", "Rebel Control", "Rebellion Stopped".	15.5	-
9	Actual control of a planet is determined by military units and status of PDB.	15.5	-
10	Control of a planet may change at any time.	15.5	-

4 Creature

#	Rule Description	Reference(s)	Metric Value

#	Rule Description	Reference(s)	Metric Value
1	During the enemy reaction segment, the non?phasing player can make reaction moves.	9.6	-
2	The enemy may make a move for each environ that has military unit and detected character of the phasing player in each environ.	9.6	-
3	A reaction move consists of moving one military unit and a leader, one military unit, or one character from any environ on a planet to another on the same planet.	9.6	-

5 Detection

5.1 Detection using a PDB

#	Rule Description	Reference(s)	Metric Value
1	The PDB can be used to attempt detection of Enemy characters entering, leaving, or traveling on the planet in a spaceship	8.2	-
2	PDB can attempt to detect enemy spaceships when an enemy spaceship leaves or arrives on a planet with a PDB with an up status and under control of the non?phasing player	9.3	-
3	The outcome of the detection is one of the following four results: Undetected, Detected, and Detected and Damaged, and Eliminated.	9.31	-
4	If the outcome of the detection is Undetected, undetected units can continue movement and detected units become undetected and can continue movement.	9.31	-
5	If the outcome of the detection is Detected all characters in the spaceship have a status now of detected and movement continues	9.31	-
6	If the outcome of the detection is Detected and Damaged, all the characters in the spaceship have a status of detected.	9.31	-
7	If the outcome of the detection is Detected and Damaged, the spaceship is eliminated when the destination is reached (No effect on the passengers).	9.31	-
8	If the outcome of the detection is Eliminated, the spaceship and all characters on board are eliminated.	9.31	-
9	If the PDB has a level of 0 (and status of up), the PDB may still detect an enemy spaceship, however, the outcomes of Detected and Damaged and Eliminated are treated as an outcome of Detected	9.31	-
10	A down PDB cannot be used for detection.	9.32	-
11	Detection against the same spaceship may be done twice (i.e. move from and to a planet controlled by an enemy PDB)	9.33	-

#	Rule Description	Reference(s)	Metric Value
12	Movement from one environ to another on the same planet can be detected just once.	9.33	-
13	Military units or characters specifically never undergo detection.	9.34	-
14	A stack with military units are considered detected with regards to enemy PDBs.	9.52	-
15	Each spaceship much be detected separately.	9.54	-

5.2 Movement and Detection

#	Rule Description	Reference(s)	Metric Value
1	Detected players moving from one environ to another on the same planet without a spaceship change status from detected to undetected if no detected characters are in the destination environ	9.35	-
2	If a spaceship receives two outcomes of Detected and Damaged in one turn, upon the second Detected and Damaged result, the outcome is considered to be Eliminated.	9.35	-
3	If undetected characters move to an environ with detected characters, those undetected characters become detected.	9.4	-
4	If detected characters move to an environ with undetected characters, the undetected characters become detected.	9.4	-
5	Enemy can make a reaction move due to detected characters and may conduct a search for those characters during the Search Phase	9.41	-
6	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	-
7	Assassination mission can only be performed against a detected enemy character.	9.44	-
8	If a spaceship leaves a planet and is ineligible to conduct the Detection Routine, the spaceship and all characters are no longer detected.	9.45	-

5.3 Detection and Searching

#	Rule Description	Reference(s)	Metric Value
1	When a player uses characters to search, those characters are automatically detected.	11.31	-

6 Reaction

#	Rule Description	Reference(s)	Metric Value
1	During the enemy reaction segment, the non?phasing player can make reaction moves.	9.6	-
2	The enemy may make a move for each environ that has military unit and detected character of the phasing player in each environ.	9.6	-
3	A reaction move consists of moving one military unit and a leader, one military unit, or one character from any environ on a planet to another on the same planet which contains an enemy military unit.	9.6	-
4	A reaction move cannot be made from one planet to another.	9.61	-
5	Units moved according to the reaction can be stacked with other units in that environ.	9.62	-
6	If a character moves during a reaction move, only the pilot and the spaceship may be moved, with no other characters if on an environ.	14.56	-

7 Possessions

#	Rule Description	Reference(s)	Metric Value
1	There are 20 possessions in the game.	14.0	-
2	There are 4 types of possessions: character spaceships, weapons, objects, and companions.	14.0	-
3	Possessions are only used by the rebel player.	14.0	-
4	Possessions are obtained during the course of the game, or the beginning of the game.	14.0	-
5	The imperial spaceship is not a possession.	14.0	-
6	The imperial spaceship can only be used by the imperial player.	14.0	-
7	Player may obtain possessions from a Scavenge for Possessions mission.	14.1	-
8	When the rebel player receives a possession, it must be immediately assigned to a character.	14.11	-
9	If a possession is obtained at the beginning of the game, that possession may be assigned to any Rebel character.	14.11	-
10	If a possession is obtained during the game due to a mission, it must be assigned to a character in that mission group.	14.11	-

11	Possessions may be transferred at the beginning of the rebel mission phase, never during.	14.12	-
12	A character may possess any number of weapons and object possessions.	14.13	-
13	A character may only have one companion possession (regardless of other possessions).	14.13	-
14	A character may only have one spaceship (regardless of other possessions).	14.13	-
15	Until the possession is used, the possession may be kept secret.	14.2	-
16	If the possession card states, Never needs repair, the possession maybe used as many times as the rebel player wishes.	14.1	-
17	If the possession card states, May become inoperative after use, every time the possession is used, a random number 1?6 is generated. Based on the card, the possession either becomes inoperative, or it is able to be used again.	14.22	-
18	During the star system game, if the possession is inoperative, it is lost.	14.22	-
19	If the possession card states, Lost after one use, it is returned to the possession deck after use.	14.23	-
20	Lost possession are returned to the possession deck.	14.24	-
21	Drawing a possession is random.	14.24	-

8 Changes to the Official Rules

References refers to the section of the rules modified. Reasons for these modifications are presented in the SSRS document.

#	Rule Description	Reference(s)	Metric Value
1	PDBs automatically roll a 20 against all character spaceships	9.3	999999