

RULES SUMMARY DOCUMENT

Freedom in the Galaxy, Java and Python Teams

Version 1.0

Prepared for:
CS 383 Course Project

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Freedom In The Galaxy Test Plan, Python Group

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	-	-

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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 6, 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	-

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	-
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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
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1	The Galactic Guide description of any monster overrides any general rule of the game.	13.45	-
2	Creatures only spawn in environs in which they are listed.	5.3K	-

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 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