

RULES SUMMARY DOCUMENT

Freedom in the Galaxy, Java and Python Teams

Version 1.0

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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	4
2	Capture	4
3	Control	5
4	Creature	5
5	Detection	6
5.1	Detection using a PDB	6
5.2	Movement and Detection	7
5.3	Detection and Searching	7
6	Reaction	8
7	Possessions	8
8	Rebel Military Units	10
9	Rebellion	10
10	Search	12
11	Spaceships	13
11.1	Rebel Spaceships	13
11.2	Imperial Spaceships	14
12	Stacking	15
13	Changes to the Official Rules	16

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 13, 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	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	-

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	-
22	Possessions carried by a killed character are destroyed (except spaceships).	14.25	-
23	Destroyed possessions are not returned to the possession deck, they are removed from play.	14.25	-
24	If a rebel character is captured, the imperial player may hold to that characters possessions until the end of play (except spaceships), but may not use them.	14.26	-
25	If a possession is being used to receive bonus draws, its use must be declared at the outset of the mission, before drawing any action cards.	14.27	-
26	Possessions (n49?n52) Cervac Mk V, Norrocks, Charsot, and Advisor Andriod are companions.	14.3	-
27	A companion counts as one passenger on a character spaceship.	14.3	-
28	Possessions (n41?n42) High Energy Snipers Rifle and Assassins Blade are weapons.	14.4	-
29	Possessions (n43?n48) are objects.	14.4	-
30	Weapons and objects do not count towards passenger limits.	14.4	-

31	Helian Drug lasts from the segment of the player's turn declared to the beginning of the same segment in the phasing players next player turn.	14.4	-
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8 Rebel Military Units

#	Rule Description	Reference(s)	Metric Value
1	Rebel military units only have values of 1?0 and 2?1.	7.3	-
2	Units with stats of 2?1 are considered mobile.	7.3	-
3	Units with stats of 1?0 are not mobile so cannot leave the planet by themselves.	7.3	-
4	Rebel military units are never hidden.	7.3	-
5	For each value, Rebel units come in each type of environ.	7.31	-
6	Rebel military units have the type of the environ in which they are created.	7.32	-
7	Rebel military units are not confined to the type of environ in which they were created.	7.32	-

9 Rebellion

#	Rule Description	Reference(s)	Metric Value
1	A planet goes into Rebellion when a Start Rebellion mission is completed on the planet.	15.52	-
2	If the planet is currently in rebellion or rebel controlled, ignore the event if the Rebel player is conducting the mission.	13.48	-
3	The Stop Rebellion mission can only be attempted by the Imperial Player.	13.53	-
4	The Stop Rebellion requires two mission letters to be completed.	13.53	-
5	A planet may be put into rebellion when the planet is in a state of unrest.	15.0	-
6	An imperial player may attempt to stop a planet in rebellion.	15.0	-

7	Rebellion starts by performing the Start Rebellion mission.	15.2	-
8	A rebellion may only be started on a planet in unrest.	15.2	-
9	A player may attempt the Start Rebellion mission even if the planet is not in unrest.	15.2	-
10	The imperial player may attempt to stop a Rebellion by attempting the Stop Rebellion mission.	15.3	-
11	The Rebel military units placed due to starting a rebellion are immediately placed when the rebellion starts (except according to 15.44), even before the Start Rebellion mission is resolved, for example.	15.43	-
12	Rebel military units that cannot be placed due to environ size restrictions are placed at the beginning of the first Rebel Operations Phase when they can be legally placed.	15.44	-
13	Rebel military units placed because of starting rebellion, are placed regardless of other rebel or imperial military units.	15.43	-
14	Rebel military units placed because of starting rebellion, can move regularly after being placed.	15.43	-
15	Rebel military units received when entering a state of rebellion may attack imperial military units if the rebel player wishes.	15.4,15.45	-
16	When the planet is placed into rebellion, the Imperial Player loses control of the planet.	15.4	-
17	When the planet goes into rebellion, the Rebel player receives force points for each environ on a planet equal to the Environs Resource Rating.	15.41	-
18	A 1?0 military unit costs one Force Point.	15.41	-
19	A 2?1 military unit costs three force points.	15.41	-
20	The force point from each environ can only be spent on units placed on that environ.	15.41	-
21	The military units from force point from each environ can only be spent on units with the same environ type as the environ placed on.	15.41	-
22	If the action card Populace goes wild is drawn during a mission, the resource value of that environ will be doubled if the planet is put into rebellion the current mission phase unless the planet is in the state of Rebellion Stopped.	15.46	-
23	If the action card Populace goes wild is drawn after a planet has been put into a state of rebellion that turn, the card has no effect.	15.46	-
24	A Coup or Diplomacy mission cannot be performed on a planet in a state of Rebellion.	15.47	-

25	The loyalty marker on a planet in rebellion cannot be moved.	15.47	-
26	A planet can be placed in and out of rebellion any number of times.	15.48	-
27	If a planet is placed into a state of rebellion from rebellion stopped, the Rebel player does not receive units.	15.48	-

10 Search

#	Rule Description	Reference(s)	Metric Value
1	If a military unit finds an enemy unit, squad type combat is (automatically?) initialized.	7.1	-
2	Enemy can make a reaction move due to detected characters and may conduct a search for those characters during the Search Phase	9.41	-
3	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	-
4	Non-phasing player may search for "Detected" enemy characters in an environ occupied by his own characters or military units during the search phase.	11.0	-
5	Non-phasing player may search for enemy characters that are performing missions (Action Event).	11.0	-
6	Searching is resolved by using the search table.	11.0	-
7	Characters found by searching can be attacked.	11.0	-
8	Characters stacked with military units cannot be used for searching.	11.21	-
9	Characters stacked with military units can be unstacked and then the characters can perform a search.	11.21	
10	If a character is a leader, that character cannot be used for searching.	11.22	-
11	Searching by military units and characters must be done separately and is two different searches.	11.23	-
12	Only the group that successfully searches can attack.	11.23	-
13	All searching attempts are set before any search procedure is carried out.	11.23	-
14	When a player uses characters to search, those characters are automatically detected.	11.31	-
15	Combat is not required in either kind of searching.	11.32, 11.33	-

16	If player decides on combat, combat must be immediate.	11.34	-
17	Searching can only be done during the search phase of enemy player turn or if called by an action card	11.1	-
18	If searching is called by an action event, play is interrupted until the searching operation and possible combat is resolved.	11.12	-
19	Searching can only be done in environs with friendly characters or military units AND detected enemy characters.	11.1	-
20	Characters stacked with military units cannot be searched.	11.1	-
21	Characters alone or stacked with other characters and/or spaceships can be searched.	11.11	-
22	Searching can be done in any and all environs each search phase that meet the criteria.	11.1	-
23	Characters performing a successful search are considered the attacking force.	12.1	
24	If an event allowing non-phasing player to conduct search for characters going on the missions, the player searches for one group immediately (Also see [13.42]).	13.48	-

11 Spaceships

11.1 Rebel Spaceships

#	Rule Description	Reference(s)	Metric Value
1	Possession cards 33?40 are Rebel Character spaceships.	14.5	-
2	The Maneuver rating is used to determine the evasion value during detection routine.	14.5	-
3	The evasion value is the sum of the spaceships maneuver rating and the pilot characters navigation rating (see 14.53).	14.5	-
4	The passenger ratings determines the maximum number of characters and companion possessions that the spaceship may carrying when it is being moved.	14.5	-
5	A spaceship may be assigned and reassigned to any Rebel characters.	14.51	
6	To pilot a starship, the assigned spaceship must have a navigation greater than one.	14.51	-
7	The pilot is which character possesses the spaceship.	14.51	-

8	If the ships maneuver rating exceeds the pilots navigation by more than one, the ships maneuver rating is reduced until it is one greater than the pilots navigation rating (except for S?XIII spaceship).	14.52	-
9	The S?XII spaceship always has its full maneuver rating when determining the evasion rating.	14.58	-
10	If the pilots navigation rating exceeds the ships maneuver rating by more than one, the pilots navigation rating is reduced until it is one greater than the ships maneuver.	14.52	-
11	If the rebel player receives a character than possess a character spaceship during play, that characters spaceship is assigned to that player if the spaceship is not in play.	14.53	-
12	If the rebel player receives a character that possess a character spaceship, the spaceship is assigned to that character.	14.53	-
13	A rebel player that receives a character spaceship due to receiving the character that is listed as its owner, that spaceship can still be reassigned.	14.53	-
14	If the character spaceship already exists when the player receives the character, then no effect.	14.53	-
15	If the owner of the spaceship is killed or captured while in an environ, the spaceship may be immediately reassigned to another character he is stacked with, or stacked with any friendly military units.	14.55	-
16	If a character moves during a reaction move, only the pilot and the spaceship may be moved, no other characters.	14.56	-
17	The number of characters and companion possessions is limited by the ships passenger rating.	14.57	-
18	Weapons and object possession do not count towards the passenger limit.	14.57	-
19	A spaceship cannot carry another spaceship.	14.57	-
20	Each spaceship must be piloted unless moving with Rebel military units.	14.57	-
21	If the spaceship is not stacked with Rebel characters or with Rebel military units, it is immediately lost.	14.59	-

11.2 Imperial Spaceships

#	Rule Description	Reference(s)	Metric Value
1	Redjacs spaceship can only be piloted by Redjac.	14.6	-

2	If Redjacs spaceship is ever not stacked with Redjac, it is removed from play.	14.6	-
3	The imperial player may only receive a spaceship if the Imperial player has less spaceships in play than at the beginning of the game.	14.61	-
4	If the imperial player is eligible to receive a starship, it must be stacked with an Imperial Knight.	14.61, 15.73	-
5	An Imperial spaceship received by an Imperial Knight at the end of the turn can be reassigned.	14.62	-
6	Redjacs spaceship cannot return to play if lost.	14.62	-
7	Redjac can receive an Imperial spaceship occurring to the beginning of game turn if his spaceship is lost.	14.63	-
8	Imperial Spaceships are subject to all the restrictions of Rebel spaceships.	14.64	-

12 Stacking

#	Rule Description	Reference(s)	Metric Value
1	There is no limit the number of units in a stack (except due to environ size restriction)	9.5	-
2	The number of military units in a stack can never exceed the size of the environ size.	9.5	-
3	A stack can be comprised of characters, military units, and spaceships	9.5	-
4	At the end of the operations phase, an environ may have at most two stacks for each player	9.5	-
5	Before the end of the operations phase, a stack can be comprised of any combination of military units, spaceships, and characters	9.51	-
6	If the stack contains any military units, it is moved according to the military units rules.	9.52	-
7	Stacks with military units attack and are attacked according to military unit rules.	9.52	-
8	A stack with military units are considered detected with regards to enemy PDBs.	9.52	-
9	A character with a leadership of 1 or more in a stack can be named leader.	9.53	-
10	The leader of a stack can be changed at any time to another eligible character.	9.53	-
11	The stack, without any military units, must contain at least one character and can contain any number of spaceships.	9.54	-

12	A stack with more than one spaceship cannot move.	9.54	-
13	A spaceship can only be moved if in a stack with military units or contains a character with a navigation rating of 1 or more.	9.55	-

13 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