

GLENN DROVER'S EMPIRES:

GALACTIC REBELLION

RULES

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INTRODUCTION

Discontent festers at the fringes of the Galactic Empire. Seditious whispers across light years of empty space have grown to a chorus of audacity, forcing the Senate to acknowledge open rebellion as a real possibility. Unrest organizes in the shadows of sovereign space as the Senate remains divided on how to meet and suppress the growing threat.

The rebellious for their part lack focus; their discord matched only by their hatred of the Galactic Empire. Competing visions of what life after the Empire should look like prevent cooperation between the many rebel factions. Leaders arise out of the squabble to gather about them the forces to achieve their righteous views of the future.

You are one of these leaders and it is up to you to organize your faction, mobilize a rebellion, and defeat the Galactic Empire.

I. COMPONENTS

Gameboard A galactic map with 8 Hub Planets on the left section of the board. On the right side of the board are the event boxes. During the game, players place their Rebels in these boxes to perform different actions. There is a Turn & Epoch counting track at the bottom of the board.



Workers (Rebels) Each player receives 80 plastic figures of one color. These are referred to as workers. There are 6 types of workers in the game: Rebel (30), Trooper (10), Hero (10), Smuggler (10), Scientist (10), and Diplomat (10). Rebels are the basic worker and are used primarily to take actions. The rest of the workers are known as Specialists. Each one works in the same way as a Rebel (i.e. able to take actions), but each also confers one or more special benefits available only to that type of Specialist.



Sentinels (30) Military troops that occupy the Hub Planets and are controlled by the Imperial Senate. From time to time during the game, they may take action against the rebel factions. At the end of the game, they will engage in all-out warfare in an attempt to extinguish the rebellion.



Universal Credits (Money) 50 silver coins that have a value of 1 UC (Universal Credits), 50 gold coins that have a value of 5 UC (Universal Credits). Players may trade with the supply of unused coins at any time when they need to make change. Whenever players spend money, Credits always go back into the supply.



Technologies At the beginning of each turn, 5 Technologies are available for purchase. Technologies give the owner the special advantages or rewards stated on the tile. Each technology has an Epoch (I, II or III) noted on the back of the tile, which is the Epoch that the technology will be available for purchase.



Science Labs (10) One is placed on each Hub Planet at the beginning of the game. It is acquired by the player who owns the first Scientist arriving on that planet. When acquired, the player takes the gray cube, places it out of play, and adds one Military Science cube in their player color to the Military Science cubes in front of them.



Gray Science Lab Cube (x10)

Military Science (10 cubes in each of the player colors and 10 black cubes for the Galactic Empire) Each player starts the game with three of these cubes in their player color. These cubes represent that player's relative Military Science in comparison to the other players and the forces of the Galactic Empire. Their number of cubes and therefore that player's military ability may be increased by acquiring Science Labs on the planets, or by acquiring certain Technologies, or executing successful Covert Missions. These cubes are used in determining the victor in warfare against other rebel factions, or against the dreaded Imperial Sentinels.



Trade Goods (32 tiles) There are 8 types of key Trade Goods available in the galaxy: Medicine, Biotech, Nanotech, Rare Minerals, Rocket Propellant, Soma, Liquid Hydrogen, and Silica. These tiles are used to create sets, which generate income each turn for the player that owns them.



Trade Routes (8 large tiles) Trade routes are each tied to a specific Hub Planet and count as a double Trade Good when acquired. Trade routes are acquired by the player who owns the first Smuggler arriving on that planet. They are combined with Trade Goods to form “sets” that generate income.



Power (10 tiles) Power tiles represent the relative value of each of the Hub Planets in the Empire. One is randomly placed face down on each of the planets at the beginning of the game to determine how many Victory Points that planet is worth during scoring.



Imperial Action Deck (25 cards) These cards represent proposals raised in the Senate to address the rebel nuisance. Once per turn, a card is drawn from the deck and is ‘voted’ on by the players. Each player gets a number of votes equal to the number of their faction that have been placed in the Senate. The winner gains the benefit of the card, but also loses the number of votes that they cast (the rebel sympathizers were discovered and ‘dealt with’).



Covert Mission Deck (20 cards) These cards represent missions undertaken by the rebel factions to accelerate their plans to take down the Empire. One card is drawn every turn and is available to the players who have workers in the Covert Mission box. The first player, in turn order, who can pay the price in workers to accomplish the mission and who elects to do so gains the benefit on the card, including Victory Points.

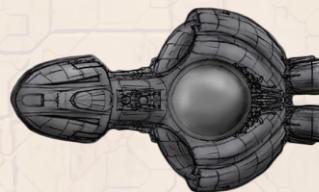


Imperial Capital Fleets (5 Black Spaceship Miniatures) to mark the unavailable Hub Planet spaces on the game board.



Imperial Capital Fleet Ship (x5)

Rebel Fleet (3 Light Gray Spaceship Miniatures) One ship is used as the Turn & Epoch Marker, one is used to show which spaces on the Planetary Influence Event box are not available, and one is used if a Hub Planet is blockaded by the Rebel Fleet.



Rebel Fleet Ship (x3)

Score Pad For keeping track of the scoring in the game. Victory Points for Planetary Influence are scored at the end of each Epoch (after turns 3, 6, and after the Galactic War on turn 8). All other Victory Points (Covert Missions, Technologies, and Economy) are scored at the end of the game.

II. SETUP/STARTING THE GAME

PLAYERS:

Each player chooses a color and places the pieces in that color near them (their “unused supply” of pieces).

Each player receives 10 Universal Credits (10 UC) and five Rebels from their supply. These are placed in front of them and will be used as their workers for the first turn.

THE BOARD:

- POWER TILE PLACEMENT:** Place one random Power tile (VP) face down on each Hub Planet. Turn them face up before starting play.
- SENTINEL PLACEMENT:** Use the Trade Route tiles to place the Sentinels. Shuffle the Trade Route tiles face down on the table. Draw two Trade Route tiles and place 4 Sentinels on the Hub Planets indicated. Draw two more to place 3 Sentinels on the Hub Planets indicated, two more to place 2 Sentinels and then place 1 Sentinel on each of the remaining two Hub Planets.
- AVAILABLE HUB PLANETS:** The number of players determines which Hub Planets will be available for play in the game:
 - 5 Players = 7 Hub Planets
 - 4 Players = 6 Hub Planets
 - 3 Players = 5 Hub Planets
 - 2 Players = 4 Hub Planets

Again, use the Trade Route tiles to randomly determine which Hub Planets will not be available. Shuffle them face down and draw a number of tiles equal to the number of planets that will not be available for Planetary Influence at the start of the game. For example, in a 4-player game, 2 planets will not be available. Place an Imperial Capital Fleet miniature on each one of the drawn planets.

- PLACE TRADE ROUTES:** Place all 8 Trade Route tiles on their respective Hub Planets as labeled.
- PREPARE IMPERIAL ACTION DECK:** Shuffle the Imperial Action deck and place it face down near the Galactic Senate event box. Turn over three cards and place them face up next to the deck.
- PREPARE COVERT MISSION DECK:** Shuffle the Covert Mission deck and place it face down near the Covert Mission event box. Turn over three cards and place them face up next to the deck.
- PREPARE MILITARY SCIENCE LABS:** Place one gray Military Science Lab cube on each Hub Planet.
- UNIVERSAL CREDITS AND TRADE GOODS SET UP:** Place the Universal Credits and Trade Goods near the board to act as the supply. Make sure all of the Trade Goods are face down and thoroughly shuffled. Randomly draw four trade goods and place them face up in the yellow boxes in the Trade Goods event box on the board.

- PREPARE PLANETARY INFLUENCE EVENT BOX:** The number of Planetary Influence Event Box spaces available in the game is equal to two times the number of players plus one: (2 x Players + 1). Place a Rebel Fleet miniature on the first unused space of the Planetary Influence Event Box to show which spaces are not available. *For example in a 5-player game, 11 spaces would be available, so all spaces from ‘12’ and up would be blocked off.* The ‘X’ and ‘Y’ spaces are left open and are available only to the player that purchases the related technology later on in the game.



- PREPARE TECHNOLOGY TILES:** Separate the Technology tiles into the three Epochs (as noted by the icons I, II, and III on the back of the Technology tiles) and place them face down in three piles (one pile per Epoch). Thoroughly shuffle each pile and then randomly draw five ‘Epoch I’ Technologies and place them face-up in the next to the board.



5 Player Setup before Rebels are placed.

11. PLAYER SET UP: One Rebel for each player color is taken from their outside supply (not from the 5 Rebels gathered in Step 1). They are placed in random order to determine the turn order for the start of the game. Players receive two additional benefits during the initial turn order placement:

- 1) **Money:** The player who is 1st gets no extra Credits. However, the 2nd player gets an extra 1 UC, the 3rd player gets an extra 2 UC, the 4th player gets an extra 3 UC, and so on. This is in addition to the 10 UC each player received earlier during setup.
- 2) **Rebels:** In reverse turn order, players may place all indicated Rebels in their color from their outside supply (not from the 5 Rebels gathered in Step 1) on any Hub Planet or Planets that they choose that are NOT guarded by an Imperial Fleet, as follows:
 - a) 4th and 5th: 3 Rebels
 - b) 1st, 2nd, and 3rd: 2 Rebels

III. GAMEPLAY

OVERVIEW

Empires: Galactic Rebellion is a game for 2 to 5 players in which the players lead rebel factions in their effort to overthrow the Galactic Empire. Each faction will attempt to control Hub Planets, research new technologies, manage trade, and conduct military and covert missions to create a new galactic order in their image.

The factions are:

Theocrats seek to overthrow the secular government and replace it with one founded on the teachings of the Unity.

One True Dynasty who wish to abolish the senate and restore the monarchy following the hereditary line of the Ardus.

Independent Planets based on the belief that government in any form sub-optimizes the efficiency of self-organizing systems.

Utopists convinced that they can establish an idealistic paradise with the nearly limitless resources within the Empire.

Oligarchs who have used their financial might to routinely evade galactic laws.

Mechoids made up of sentient machines intent on throwing off the yoke of human oppression.

During the game, players will take turns placing their Rebels and Specialists (if any) in the Event Boxes. Once all players have placed all of their Rebels and Specialists, the Event Boxes will be executed one at a time from top to bottom. When an Event Box is executed, each Rebel or Specialist on a space in an Event Box performs the appropriate action for that box.

TURN PHASES

There are 8 turns in the game. Turns 1–3 are Epoch I, turns 4–6 are Epoch II, and turns 7 and 8 are Epoch III. At the end of each Epoch, there is a scoring round where players will earn Victory Points for having the most influence on the planets and in the Galactic Senate. Turn 8 Final Scoring will occur after the 'Galactic War' is resolved

There are six possible Phases in each turn:

1. Place Workers
2. Event Box Resolution
3. Income
4. Technology Benefits
5. Galactic War (Turn 8 Only) and Scoring (Turns 3, 6 and 8 only)
6. Refresh Board

PHASE 1: PLACE WORKERS

The placement of Rebels and Specialists represents the allocation of scarce resources for each rebel faction as they struggle to spread the rebellion, engage in covert missions to help their cause, battle the forces of the Empire, influence the Imperial Senate, and fund their efforts by controlling a portion of galactic trade.

On a player's turn, if they have workers remaining to place, one worker must be placed onto one of the event boxes on the board. If a player has no workers left to place, they must pass. This phase continues until all players have no workers left to place.

There are eight (8) event boxes where workers may be placed:

Initiative, Planetary Influence, Trade Goods, Covert Mission, Research Technology, Warfare, Specialists, and Galactic Senate.

Placement in each of the event boxes works a little differently depending on the box:

- a) Initiative, Planetary Influence, Trade Goods, Research Technologies, and Warfare: Rebels and Specialists must be placed from left to right, filling in from the first available slot on the left.
- b) Covert Mission and Imperial Senate Event Boxes: Place Rebels and Specialists anywhere within this area. They are not removed until they are used, and may exist in these event boxes from turn to turn.
- c) Warfare Event Box: Any Workers may be placed in the Warfare box but only Heroes and Troopers are fully useful. The others will only block a space.
- d) Specialist Event Box: Place a worker in the slot of the particular Specialist desired. A total of 6 Specialists are available each round (there is 1 of each Specialist available, plus an additional slot where one player can pay 5 UC to train one Specialist of any kind).

Workers are placed in this manner until all players have none remaining. Players may not save workers for the next round. Note: Some players may have more workers than others due to Technologies and Specialists acquired from the Specialist box in the previous round. As such, some players may have more turns than others during a particular round.

PHASE 2: EVENT BOX RESOLUTION

After all players have placed all of their available workers, the event boxes are resolved in order from top to bottom according to the special rules for each box (see below). This phase begins with the Initiative event box and ends with the Galactic Senate event box. Once the actions of all eight event boxes have been completed, play will proceed to Phase 3: Income.

Turn Order: Each player has a Rebel in one of the numbered slots. Turn Order is not an event box per se, but rather determines the order in which players place their Rebels and Specialists (Slot 1 = 1st, Slot 2 = 2nd, etc.) as well as the order of claiming Covert Missions and bidding in the Galactic Senate.

Initiative: The Initiative box serves two functions: 1) It provides income for any player who has placed a Rebel there, and 2) It determines the Turn Order for the following round. When resolved, each player with a Rebel in an Initiative box slot receives income equal to the number in that slot: 1 Universal Credit (1 UC) for slot “1”, 2 UC for slot “2”, etc.

Note: Income generated by the Initiative box is received immediately when this box is resolved.

New Turn Order will not be determined until the Refresh Board Phase (*at the end of the turn*).

Initiative Example



New Turn Order: Red and Yellow are 1st and 2nd in the new turn order, with Blue and Green in the 3rd and 4th spaces.



Note: Players may place no more than one Rebel in the Initiative box. Players who do not place a Rebel in the Initiative box DO NOT receive income when resolving the Initiative box.

Planetary Influence:

Planetary Influence represents the rebel factions sending forces and building infrastructure on the various planets that allow them to exert their influence and therefore spread the rebellion.

When resolved, the Workers placed in the Planetary Influence event box are moved one at a time in order from left to right (“1” first, “2” second, and so on) to a Hub Planet. The player who owns the Worker may decide on which planet the Rebel or Specialist is placed. Once placed, Workers may not be moved (unless specifically allowed by a Technology or other card). Workers may not be moved from this box to planets that are guarded by Imperial Capital Fleets. Only the Workers owned by the player who owns the Rebel Fleet may move to a planet guarded by the Rebel Fleet.

The X and Y spaces are only available to the player(s) who own the related Technologies and are resolved in order after all available numbered slots.

Some Specialists (*Smugglers, Scientists, and Diplomats*) execute a special power immediately upon landing on a planet (see *Specialists* below).

Trade Goods:

Trade Goods represent the economic engine of the rebel factions. By gaining control over various key trade monopolies, each rebel faction builds wealth that can be used to purchase the resources that they need to grow and succeed.

This event box is resolved from left to right. The player owning a Worker in the left-most space selects any of the available Trade Goods, followed by the owner of the next Worker in order, and so on until all Workers have been used or all Trade Goods have been selected. The owner of a Smuggler Specialist may take two Trade Goods. This means that sometimes there may be a Worker that does not get a Trade Good. (As such, players should be careful when placing Workers in this box to avoid wasting them).

Acquired Trade Goods are placed face up in front of the owning player.

Note: Trade Goods stay with the player the entire game. They are not turned in when they generate income.

When this Event Box is completed, remove all Workers and return them to their respective player's unused supply. Similarly, if there are any unselected Trade Goods, remove them and place them in the unused Trade Goods supply.

Covert Mission:

Covert Missions utilize the very special skills of certain heroic or clandestine operatives to accomplish essential objectives that will strengthen the rebellion or weaken the Galactic Empire. Covert missions include spying, assassination, sabotage, theft, and even rescue missions.

When resolved, the players, in turn order, must choose whether to conduct the current mission or pass. Only players who can afford to ‘pay for’ the current Covert Mission may elect to conduct it. There are three Covert Missions available each round. Once a player has chosen to conduct the Covert Mission, no others may conduct the Covert Mission that round.

One of the face up Covert Mission cards can be completed using Workers in the event box. To complete the mission, the player conducting it must use a number of Rebels equal to the number of Sentinels on the planet where the Covert Mission takes place (if any). For this purpose Heroes and Smugglers in the Covert Mission box count as two Rebels. The Workers used performing the Covert Mission are removed from play and placed back in the player’s supply. The player who performs the mission executes the special Reward Action for accomplishing it as well as taking the Covert Mission card and placing it in front of them, which earns them Victory Points at the end of the game.

Note: Planets guarded by an Imperial Capital Fleet or a Rebel Fleet owned by another player MAY be the target of a Covert Mission. These missions are covert, and therefore are undetectable by fleets.



After the Covert Mission is conducted, replace the selected card so that three are available for the next turn.

Workers that are not spent on a Covert Mission remain in the Covert Mission event box until they are used.

Research Technology:

New technological discoveries give critical advantages during war. A faction that can discover new weapons, new recruiting methods, and new ways to outperform their enemies will certainly have a significant advantage in their quest to overthrow the Galactic Empire and defeat their rivals.

Resolving Workers from left to right, each player pays the cost of the Research (10 UC in Epoch I, 15 UC in Epoch II, and 20 UC in Epoch III) and selects any one of the available Technologies from those remaining. When purchased, the Technology Tile is placed in front of the owning player for the rest of the game so that its benefits can be utilized during Phase 4: Technology Benefits. Some Technologies bestow their benefits every turn and some are one-time only, and

some may be worth Victory Points at the end of the game.

After all Workers in the Research Technology box have been used, they are removed and placed back in their respective owner’s supply.

Players may choose to not select a Technology and there is no penalty or cost associated with doing so; however, their Worker is still removed.

Note: Any Technologies not selected remain available. Refill the Technologies for that Epoch during the refresh board phase up to five.

On the first turn of a new Epoch, all technologies not selected are removed from play and the Technology Tiles from the next Epoch are shuffled and will be used.

Warfare:

During the Galactic Rebellion, much of the competition between the various rebel factions occurs in very subtle ways via covert missions, competition for trade routes, diplomatic wrangling in the Senate, the race for new technologies, and vying for the hearts and minds of the citizens on the Hub Planets. However, from time to time open fighting breaks out against the forces of the Galactic Empire or between the foot soldiers of the rebel factions.

Unlike all other event boxes, only two types of Specialists are fully useful in the Warfare box: Heroes and Troopers. Other Specialists and Rebels may be placed there to block a space from being used by another player, but do not do anything else.

When the Warfare box is resolved, the Hero or Trooper on the far left goes first, followed by the next one to the right, and so on until they all have attacked a planet. When used, the owner of the Hero or Trooper selects a planet and a faction or Sentinel on that planet to attack. (*Note: a planet guarded by an Imperial Capital Fleet or a Rebel Fleet owned by another player may not be attacked.*)

When an attack occurs, the player targeted by the attack (the defender) selects one of their Workers on the planet to defend against the attack, and both players involved place their current Military Science cubes into the bag. Three cubes are drawn out of the bag, one at a time.

Whichever player owns the majority of cubes drawn, wins the battle. The loser’s piece is eliminated and placed back in the owning player’s supply. If the defending player lost the battle, and defended with a Worker that was NOT a Trooper or a Hero, then they must also choose a second worker owned by them on that planet to be eliminated.

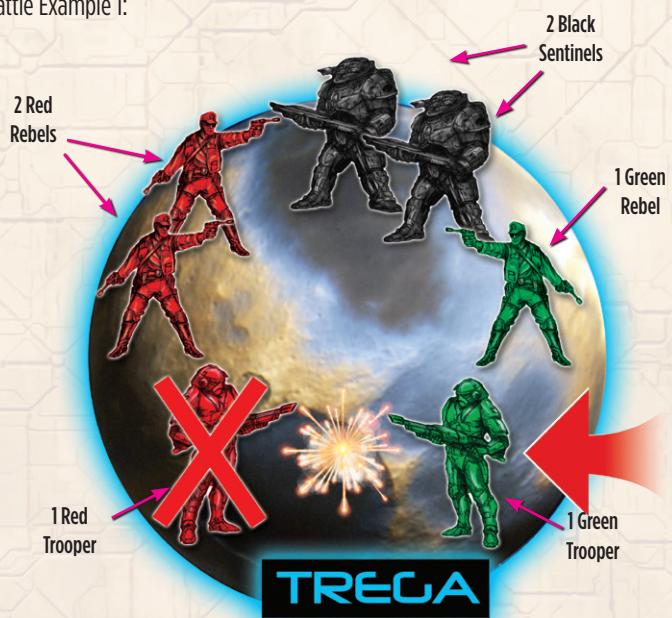
Defending with a Hero or a Trooper means that the most that player can lose is just that Worker. If defending with any other type of Worker (non-military), there are two Workers at risk in the event that the battle is lost. It is important that players defend their presence on a planet with Troopers and/ or Heroes to avoid being quickly wiped out by attacks.

After the battle, the player’s cubes used in the battle are returned to that player (they are not consumed), and the attacking Trooper or Hero that came from the Warfare box is ‘used’ and returned to the owning player’s supply if it wasn’t already eliminated. It does NOT stay on the planet that it attacked.

Military Science Cubes

Each player starts the game with three Military Science cubes in front of them, and more may be added throughout the game by sending Scientists to planets containing a Science Lab cube. Certain Technologies or Covert Missions may also grant players additional Military Science cubes. The maximum cubes that a player may have is ten.

Battle Example 1:

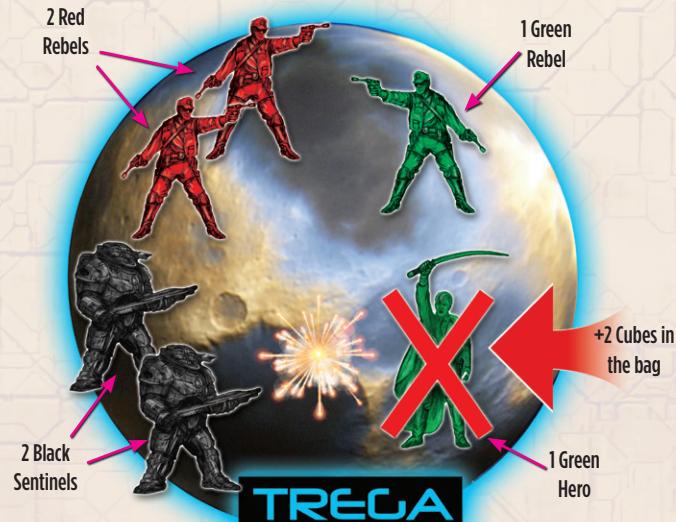


1 Red Cube



2 Green Cubes

Battle Example 2:



2 Black Cubes



1 Green Cube

Sentinels

Sentinels may also be the target of an attack via the Warfare box. If the attacker is a Hero, then the attacking player gets two (2) extra Military Technology cubes for that attack only (they are returned to the supply after the battle). Attacking Troopers use the normal number of Military Technology Cubes when attacking a Sentinel.

If a Sentinel loses a battle, only the defeated Sentinel is eliminated. (it is a military unit)

Sentinels have 5 black Military Technology Cubes for warfare.

Specialists

Training normal Rebels to become Specialists gives a rebel faction many new abilities. Therefore, training is a very important part of rebel strategy.

When resolved, players receive the Specialist shown in the box occupied by their Rebel. A player who has chosen the 'UC' box can pay 5 UC and pick any one Specialist. Only one player can occupy each Specialist box at a time. Specialists trained when this event box is executed are taken from the player's supply and placed in front of the owning player for use on the next round. All Rebels on this event box are returned to their respective owner's supply after this event box is executed.

Galactic Senate

The Galactic Senate is the main governing body of the Empire and votes on all of the most important decisions, including how to deal with the recently growing rebel movements. Recently, rebel faction sympathizers have joined the Galactic Senate so they can gain valuable intelligence and even influence actions taken by the governing body. It is especially effective to manipulate the Galactic Senate so that its actions increase a player's support in the galaxy, or so that its forces are directed against opposing rebel factions. It is also a vital means of redirecting the Sentinels and Capital Fleet ships.

When resolved, players with Rebels and Specialists in the Galactic Senate event box will make bids (*in turn order*) to gain the benefit of the current proposal on the Imperial Action Card. Players will either increase the bid of the previous bidder or pass. Bidding continues until all players except one have passed. This winning bidder removes his bid in Rebels and Specialists from the Imperial Senate and selects one of the available Imperial Action Cards. Rebels and all non-Diplomat Specialists count as '1' for purposes of bidding, and Diplomat Specialists count as '2'.

Senate Bid Example:



Galactic Senate

Blue = 9 potential votes

Yellow = 5 potential votes

Red = 4 potential votes

Bidding Sequence

Yellow bids 1 > Red bids 3 > Blue bids 4

Yellow passes > Red must pass > Blue wins and removes 4 points worth of Workers.

All Workers that are not removed as payment for a successful bid remain in the Galactic Senate event box. At the end of each Epoch, the Senate is scored along with the planets. The player with the most points in the Senate (*Diplomats counting as 2' and all others counting as 1'*) gains 7 VP. All other players receive nothing. In the event of a tie for the most points, all tied players get 7 VP.

PHASE 3: INCOME

In this phase, players collect income (UC's) from their Trade Goods sets.

Trade Goods are acquired in one of three ways:

1. Via the Trade Goods Event Box (see above)
2. By sending the first Smuggler to a planet, thus acquiring a 'Trade Route', which counts as two (2) Trade Goods of the type pictured.
3. From owning the 'Automated Factory' technology.

Once acquired, Trade Goods remain with that player throughout the game and generate income for the owning player during this phase. The amount of income is determined by the 'sets' that the player can create with their Trade Goods and Trade Routes. The sets that may be created and their value is as follows:

- Any 3 trade goods = 1 UC



- Three of the same kind = 3 UC



- Four of the same kind = 6 UC



Players may arrange their Trade Goods and Trade Routes however they want to maximize their income.

Remember: Sets are not cashed in, but rather generate income during this phase throughout the game.

PHASE 4: TECHNOLOGY BENEFITS

The Technology Tiles that were purchased by the players during the Research Technologies event box execution were placed in front of their respective owners. During the Technology Benefits Phase all recurring benefits shown on these Technology tiles are now taken by the owning players.

If a one-time benefit (such as: Capital Ship Drydock) has already been taken, then it may not be taken again. To mark that a one-time benefit has been taken, turn the tile over until the end of the game. It will still score any VP.

Planet and Galactic Senate Scoring

If the current turn is Turn 8 Galactic War precedes the final Turn 8 Scoring (see *Section V on Galactic War*)

If the current turn is 3, 6, or 8 Scoring occurs.

Hub Planets are scored as follows:

- The Player with the most Workers gets the higher number of VP on the Power Tile for the Hub Planet. If there is a tie for the most Workers, then all players who are tied get the lower number of VP on the Power Tile.
- The player with the second most workers gets the lower number of VP on the Power Tile for the Hub Planet UNLESS there was a tie for most Workers or there is a tie for second most Workers, in which case the player(s) with the second most Workers get 0 VP.

The Galactic Senate is scored as follows:

- The player with the most Workers in the Galactic Senate event box (with Diplomats counting as 2 Workers) gets 7 VP. If there is a tie for the most Workers in the Galactic Senate, then all players who are tied get 7 VP.

taken, the two old cards remain available, and one new card is turned up. If no Imperial Action was taken, remove the 3 old cards, and turn up 3 new cards.

Refresh Technologies:

Refresh the number of Technologies so that there are five Technologies available for research. Any unselected technologies from the previous turn remain, and only enough to fill the event box up to five total tiles are placed. (*Exception: after each Epoch, remove all old, unselected tiles from the game*).

Draw new Technology tiles randomly from the correct stack (*End of Turn 3 switch to Epoch II and end of Turn 6 switch to Epoch III*.) of face down tiles and place them face up next to the board.

Take Starting Rebels:

All players take five free Rebels (in their color) from the unused supply and place them in front of them. These are added to any Specialists or Rebels received from Technologies or from the Specialist event box.

Advance the Turn Marker:

Move the Turn Marker forward to the next number.

IV. SPECIALISTS, SENTINELS AND FLEETS

Rebels with special skills are valuable to the cause. Each Specialist acts as a Rebel but also has unique abilities.

Heroes

Heroes represent courageous individuals who lead covert and military missions against the Empire. The extraordinary actions of these people inspire others to take up the cause.



The Hero has three special powers:

- 1) Counts as two (2) Rebels when placed in the Covert Mission Box
- 2) May be placed in the Warfare event box and therefore may attack other rebel factions or Sentinels on planets. Gets 2 extra Military Science cubes when attacking Sentinels.
- 3) When sent to a planet via the Planetary Influence event box, he may later be used to defend this planet when his faction is attacked via Warfare.

PHASE 5: END TURN / REFRESH BOARD

In this phase, players will reset the game board for the next turn.

New Turn Order:

Move the Rebels in the Initiative box up into the corresponding slots in the Turn Order box. Any player who did not place a Rebel in the Initiative box has their Rebel moved back in the Turn Order box behind those who did. If more than one player did not put a Rebel in the Initiative box, their Rebels are placed in the positions in the Turn Order box after those who did have Rebels in the Initiative box and in the same order from the previous turn relative to each other.

Refresh Trade Goods:

Place 4 randomly selected Trade Goods face up beside the Trade Good event box on the board. Leftover Trade Goods from the previous turn (if any) are mixed back into the pile of unselected trade goods prior to selecting 4 from the available trade goods.

New Covert Mission:

Ensure that there are three Covert Mission cards available for the next turn. The two old cards remain available, and one new card is turned up. If a Covert Mission was taken, the two old cards remain available, and one new card is turned up. If no Covert Mission was taken, remove the 3 old cards, and turn up 3 new cards.

New Imperial Action:

Ensure that there are three Imperial Action cards available for the next turn. The two old cards remain available, and one new card is turned up. If an Imperial Action was

Diplomat

Mankind has spread throughout the known galaxy bringing their beliefs and attitudes to the many populated planets. The art of diplomacy has never been more important throughout the breadth of the galaxy and at its heart in the senate. Diplomats represent individuals with a talent for persuasion, whether recruiting new rebels to the cause or in the nuanced negotiations among senators.

A Diplomat has two special powers:

- 1) He counts as two (2) Rebels who have infiltrated the senate in the Imperial Senate event box.
- 2) He immediately creates a new Rebel when deployed to a Hub Planet via the Planetary Influence event box. A new Rebel in that player's color is placed from the player's unused supply of Rebels. (Note: this happens only when the Diplomat arrives, not every turn).



Scientist

Brilliant thinkers are often idealists, easily swayed to a cause. Many scientists have joined the rebellion, and their scientific innovations are invaluable to the rebel cause. In war, new technology can be the difference between victory and defeat.

A Scientist has two special powers:

- 1) Reduces the research cost for a new technology by 5 UC when placed in the Research Technology event box, and
- 2) The player who owns the first Scientist to arrive on a planet via the Planetary Influence event box gains that planet's Science Lab cube, which is immediately converted into a new (permanent) Military Science cube for that player.



Smuggler

Smuggling is a way of life throughout the galaxy. Every spaceship, from the smallest skiff to the largest capital ship, has thousands of hiding places in the voids of the hulls, between structural framing and - for the more enterprising rogue - in fully hidden cargo holds.

Smugglers have three possible uses:

- 1) They may take two Trade Goods when placed in the Trade Goods event box.
- 2) The player who owns the first Smuggler to arrive on a planet via the Planetary Influence event box gains the Trade Route tile from that planet.
- 3) They count as two (2) Rebels in the Covert Mission event box.



Trooper

Troopers are essential to the success of the rebellion. They are specially trained in advanced weaponry and methods that make them a formidable unit.

A Trooper has two possible uses:

- 1) May be placed in the Warfare event box and may therefore attack other rebel factions or Sentinels on planets.
- 2) When sent to a planet via the Planetary Influence event box, they may later be used to defend when their controlling player's faction is attacked via Warfare.



Sentinels

Sentinels are placed at the beginning of the game during set up.

1. Sentinels may be added, moved or removed by actions from the Galactic Senate.
2. The number of Sentinels on a Planet Hub affects any Covert Missions there.
3. Sentinels will attack Rebel Units during the Galactic War at the end of the game before final scoring.



Imperial Capital Fleets

Imperial Capital Fleets are placed at the beginning of the game during set up.

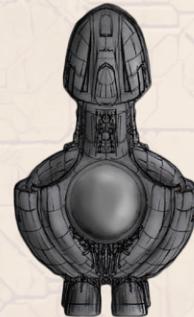
1. Imperial Capital Fleets at a Hub Planet prevent players from moving Workers to that Hub Planet
2. Covert Missions are NOT affected by Imperial Capital Fleets
3. Imperial Capital Ship Fleets may be added, moved or removed by actions from the Galactic Senate.



Rebel Fleet

The Rebel Fleet is placed by a Research Technology.

1. Placing A Rebel Fleet at a Hub Planet allows the owning player to move any Imperial Capital Fleet(s) there to another Hub Planet
2. The Rebel Fleet at a Hub Planet prevent other players from moving Workers to that Hub Planet



V. GALACTIC WAR

The occasional fighting that characterized the growing rebellions up to this point have been tolerated by the Senate as they sought to avoid all-out war. However, it soon becomes obvious that these rebellious movements cannot be stamped out quietly. The Galactic Senate has mobilized their elite military forces and directed them to crush the rebellions once and for all.

After turn 8 is complete and before scoring, a special 'Galactic War' Phase occurs. During this Phase, the Sentinels on each planet attack the rebels on that planet. During the Galactic War, the Sentinels will use a Military Science Rating of '8' cubes. Each Sentinel on that planet will attack until it is eliminated. They will attack the faction that has the most Workers on the planet until that faction is wiped out or all of the Sentinels are eliminated. In the case of a tie for 'most Workers', determine which faction is attacked by placing a cube from each tied player in the bag and drawing randomly.

Galactic Warfare is handled exactly the same as regular Warfare, but with the Sentinels being the attackers. However, when attacking, the Sentinels are not 'used' and removed after a successful attack. They continue attacking until they lose and are eliminated.

If a faction is completely wiped out on a planet and there are still Sentinels remaining, they then attack the next most numerous rebel faction.

The Galactic War continues until each planet contains either no Sentinels or only Sentinels.



SENTINELS VS.	CUBES DRAWN	RESULT	UNITS REMAINING ON PLANET
Yellow rebels :	2 Black Cubes + 1 Yellow Cube	= 2 Yellow eliminated	3 Yellow Rebels 3 Red Rebels & 1 Red Trooper 3 Sentinels
Yellow rebels :	3 Yellow Cubes	= 1 Sentinel eliminated	3 Yellow Rebels 3 Red Rebels & 1 Red Trooper 2 Sentinels
Yellow rebels :	2 Black Cubes + 1 Yellow Cube	= 2 Yellow eliminated	1 Yellow Rebel 3 Red Rebels & 1 Red Trooper 2 Sentinels
Yellow rebels :	3 Black Cubes	= 1 Yellow eliminated	Yellow Eliminated 3 Red Rebels & 1 Red Trooper 2 Sentinels
Red trooper:	1 Black Cube + 2 Red Cubes	= 1 Sentinel eliminated	3 Red Rebels & 1 Red Trooper 1 Sentinel
Red trooper:	2 Black Cubes + 1 Red Cube	= 1 Red Trooper eliminated	3 Red Rebels & 0 Red Troopers 1 Sentinel
Red rebels :	1 Black Cube + 2 Red Cubes	= 1 Sentinel eliminated	3 Red Rebels Sentinels Eliminated

VI. GAME END AND WINNING

After the Galactic War is complete, the game is over and the final scoring round occurs.

Victory Points are added to each player's score on the score pad for the following:

Planets and Galactic Senate

Planets are scored as follows:

- The player with the most Workers on the planet gets the higher number of VP on the Power Tile on that planet. If there is a tie for the most Workers, then all players who are tied get the lower number of VP on the Power Tile.
- The player with the second most Workers on the planet gets the lower number of VP on the Power Tile UNLESS there was tie for most Workers, or there is a tie for second most Workers, in which case the player(s) with the second most Workers get 0 VP.

The Galactic Senate is scored as follows:

- The player with the most Workers in the Galactic Senate event box (with Diplomats counting as 2 Workers) gets 7 VP. If there is a tie for the most Workers in the Galactic Senate, then all players who are tied get 7 VP.

Technologies

Epoch III technologies are all scored by their respective owners.

Covert Missions

The Victory Points on the Covert Mission cards are scored by the players that accomplished them.

Economy

A number of Victory Points is gained by each player, equal to the number of UC generated by his Trade Good & Trade Route sets. These points are added to their respective Victory Point totals.

Ties: If two or more players end the game with the same score, then ties are broken in the following manner:

- 1) First Tie Breaker: The player who gained the most points from majorities on planets and in the Senate on turn 8.
- 2) Second Tie Breaker: The player with the most Workers in the Galactic Senate (*Diplomats count as 2 Workers for this purpose*).

APPENDIX I. **HUB PLANETS AND TRADE ROUTES**

Veltair - Medicine

Trega - Biotech

Vollux - Nanotech

Edara - Rare Minerals

Galcrux - Rocket Propellant

Alioth - Soma

Mirzam - Liquid Hydrogen

Sargas - Silica

APPENDIX II. **COVERT MISSION CARDS (20 CARDS)**

Assassinate Rival Diplomat

Location: Imperial Senate or any planet where the target is located

Eliminate a rival Diplomat in the Senate or on any planet (If the target is in the Senate, the cost is 1 point from the Covert Mission box)

3 VP

Assassinate Rival General (x2)

Location: Any planet

Eliminate a rival Trooper on any planet

2 VP

Steal Imperial Plans (x2)

Location: Galcrux, Alioth

+1 Military Science cube

3 VP

Spy on Imperial War Council (x2)

Location: Veltair, Sargas

Add one Sentinel to any planet

3 VP

Sabotage Imperial Facility (x2)

Location: Trega, Mirzam

+2 Military Science cubes when attacking Sentinels on your next turn (return them to the supply after any battles with Sentinels next turn)

4 VP

Destroy Imperial Capital Ship

Location: Planet where an Imperial Fleet is in orbit.

Remove an Imperial Fleet from any planet.

4 VP

Rescue Imperial Prisoner (x2)

Location: (2 unique cards) Vollux, Edara

Gain 1 Specialist of your choice for use on the next turn

Gain 1 Hero for use on the next turn

4 VP

Assassinate Imperial General (x2)

Location: Alioth, Trega

Eliminate a Sentinel on the planet (or add a Sentinel if there are none)

4 VP

Rob an Imperial Treasury (x2)

Location: Veltair, Mirzam

Gain 5 UC

4 VP

Supplant Leader of the Pirates of Sargas

Location: Sargas

Gain 1 Rebel Trooper and 5 UC

4 VP

Save an Imperial Traitor

Location: Edara, Vollux

Draw a free Imperial Action Card and play it immediately

5 VP

Take Control of the Imperial Propaganda Machine

Location: Galcrux

+1 Military Science cube when attacking one or more rebel factions on your next turn (return it to the supply after any battles with other rebel factions next turn)

3 VP

APPENDIX III. **IMPERIAL ACTION CARDS (25 CARDS)**

Planetary Bombardment

An Imperial Capital Ship is moved to a planet of the player's choice and bombards the planet. All Sentinels on the planet are removed from that planet and sent to other planet(s) of the player's choice. All Rebels and Specialists are removed and placed in front of their respective players for use on the next turn (these represent the new rebels recruited due to the brutality of the imperial atrocity).

The Empire is Invaded by The Vox

Remove an Imperial Capital Ship and 4 Sentinels (one from each of four different planets).

New Corps of Sentinels Raised (x3)

Add 3 new Sentinels to any planet.

Rebel Base Discovered! (x2)

Move up to 2 Sentinels from any one planet to any one other planet and eliminate 2 Rebels/ Specialists on the destination planet.

Troops Re-based (x3)

Move up to 3 Sentinels from any planet(s) to any other planet(s).

The Senate Awards a Trade Route (x2)

Take an unclaimed Trade Route from any planet. If all Trade Routes have been claimed, then take one from another player.

Imperial Atrocity (x2)

A horrible atrocity creates sympathy for the Rebels. Remove one Rebel belonging to a rival faction from any planet, and add two Rebels of your color to any one other planet.

Imperial Spies Infiltrate a Rebel Faction (x2)

Remove 3 points worth of Rebels/Specialists from the Covert Mission Box.

Imperial Propaganda (x2)

Remove 2 Rebels or 1 Specialist from a planet.

Dangerous Creature Escapes from Imperial Lab

The next Covert Mission requires 2 extra CM points to achieve. Keep this card in play until it is executed.

Rebellion Spreads like Wildfire!

Place 3 new Rebels on one planet and then choose another player who also gets to place 2 new Rebels on that same planet.

Imperial Double Agent

For the remainder of the game, the owner of this card goes first when the Covert Mission Box is executed.

New Science Lab Built in Rebel-Held Area

Add 2 Scientists to any one planet.

Imperial Mistake

Transport full of military equipment sent to wrong destination and falls into rebel hands. Add 2 Troopers to any one planet.

Plague Serum Withheld from Rebel Planet

A horrible plague devastates a planet. Select a planet and place all Sentinels, Rebels and Specialists there in a bag. Randomly remove 5 and return them to their respective supplies. Return the rest to the planet.

Planetary Civil War

A planet falls into a vicious civil war. Select a planet and randomly eliminate half (round down) of all Sentinels, Rebels, and Specialists on that planet. (Put them all in a bag and remove half. Return the rest to the planet).

APPENDIX IV. TECHNOLOGIES

EPOCH I (13)

Human Cloning

2 Rebels each turn

Hawk Maneuver Engines

1 Smuggler each turn

Blast Armor

1 Trooper each turn

Hyper-Learning Pharma

1 Scientist each turn

Brainwave Sync Implants

1 Diplomat each turn

Performance Enhancement Suit

1 Hero each turn

Propaganda Amplification Software

1 Rebel on the "Y" Space of the Planetary Influence event box each turn

Red-Falcon Missile Fighter

1 Hero in the Warfare event box each turn

Matter Duplication

+5 UC (Universal Credits) each turn

Trance-State Inducer

+ 2 Military Science cubes

Election Hack Firmware

1 Rebel in the Imperial Senate event box each turn

Personal Cloaking Device

1 Hero in the Covert Mission event box each turn

Capital Ship Drydock

Place the Rebel Fleet in orbit around any planet. No rival Rebels/Specialists or Sentinels may be sent there for as long as the Ship is there. Place one of your Rebel pieces with the Ship to show that you own it. If there is an Imperial Fleet already present, then move the Imperial Fleet to another planet of your choice.

EPOCH II (15)

Alliance with Indigenous Planetary Race

Immediately place 2 Troopers on a planet of your choice (where you already have at least 1 Rebel or Specialist)

Imperial Corruption

Take 2 UC from every player each turn that you have at least 1 Diplomat in the Imperial Senate (take during the Tech Benefits Phase)

Auto-Targeting Blaster

1 Trooper each turn

Planetary Jump Armor

+2 Military Science cubes

Mind Control

1 Diplomat each turn

Intergalactic Translator

1 Smuggler each turn

Stun Blaster

1 Hero in the Covert Mission event box each turn

Archon Helmet

1 Hero each turn

Laboratory Droid

1 Scientist each turn

Miniaturized Hyperdrive

Move 2 of your Rebels/Specialists from any planet to any other planet every turn

Nanotech Optimized Trade Vessels

+3 UC for each Nanotech trade good that you own
(+6 for the Nanotech Trade route)

Loyalty Scanner

1 Rebel on the 'X' space of the Planetary Influence Event Box

Automated Factory

1 free random trade good each turn

Meta-Embezzlement Mainframe

+10 UC each turn

Molten-Injector Boarding Cannon

Take control of the Rebel Capital Ship Fleet and move it to a planet of your choice. No rival Rebels/Specialists or Sentinels may be sent there for as long as the Ship is there. Place one of your Rebel pieces with the Ship to show that you own it. If there is an Imperial Fleet already present, then move the Imperial Fleet to another planet of your choice.

EPOCH III (12)**Technocrat Utopia**

2 VP per Tech

Mercantile Federation

3 VP per Trade Route

Elitist Oligarchy

2 VP per Specialist in the Senate

Democracy

1 VP per 2 Rebels and Specialists on planets controlled by the owner of this Tech

Republic

1 VP per Rebel in the Imperial Senate

Star Faring Autocracy

10 VP for owning the Rebel Fleet

Military Dictatorship

2 VP per Trooper on planets

Weak Confederacy

4 VP per planet controlled

Financial Collective

3 VP per Smuggler on planets

Dynastic Monarchy

+25 UC per turn and 1 VP per 5 UC

Anarchy

3 VP per Covert Mission accomplished by owner

Scientific Oligarchy

4 VP per Scientist on planets

CREDITS

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THERE ARE SIX POSSIBLE PHASES IN EACH TURN:

1. Place Workers
2. Event Box Resolution
3. Income
4. Technology Benefits
5. Galactic War (*Turn 8 Only*) and Scoring (*Turns 3, 6 and 8 only*)
6. Refresh Board

