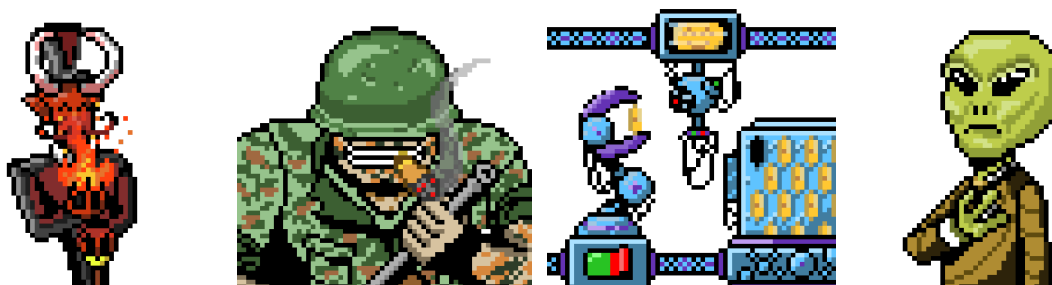


# Galaxy Empires Rulebook and Guide

*The action-packed 4 player strategy game that lets the player decide how to conquer the galaxy*

## Game Start

Each player randomly draws a card from the facedown, shuffled pile of the four faction cards. Each player must then have 5 fleets on each of the 5 tiles within a capital corresponding to their selected character's color. Finally, collect \$1000 in currency, and 5 political points.



## Determining Gameplay Order

Start with every player rolling a die, the highest number becomes the first to take action, then the play order rotates clockwise.

## Turn-Based Gameplay

### Passive:

Each turn, including the first, the player accrues a passive amount of resources at the beginning of their turn, depending on the territories they control:

- +\$100 currency each turn while the capital territory remains at peace
- Varying amounts of resources for owning additional territories
  - *Refer to the Types of Territories section for more details*

### Action:

Each turn the player has **2 actions** to do any combination of the following:

### Military Action

- Reposition up to 2 fleets (1 of 2 actions)  
OR
- Deploy up to 2 fleets to capital (1 of 2 actions)

## Economic Action

- Mine/disrupt a planet's resources (1 of 2 actions)  
OR
- Trade with another player (1 of 2 actions)

## Diplomatic Action

- Roll for political points (1 of 2 actions)  
OR
- Receive a mission assignment (1 of 2 actions)

It is up to the player to decide how to delegate both of their actions each turn. Actions can be delegated in any combination, and you can do two of the same action in one turn.

If you want to gain a lot of presence in the galaxy, you can take two military actions and move 4 fleets. If you want to slowly build up your empire's strength, spend one economic action to mine a planet and one military action to deploy troops to your capital. If you seek to prepare for encounters down the road, use one diplomatic action and close a beneficial trade deal with the other action.

*For more detailed information about each type of action, refer to the [Actions Explained](#) section.*

## Win Conditions

*Delegate your actions strategically to manage your empire*

There are three different ways to conquer the galaxy and win the game:

### *Survival*

- **Capture opponent's capital territories** to eliminate them from the game
- The last player with an operational capital owns the galaxy

### *Domination*

- **Hold 10 territories at once** to win by domination over the galaxy
- There are 19 territories in the galaxy (neutral zones cannot be claimed)

### *Bounty*

- **Accumulate \$7,000** to hire the Legion of the Damned
- They will coordinate an assassination of all remaining opponents

# Actions Explained

## Military Action

One military action can be delegated for the following:

- **Deploy Fleet(s)**
  - \$500 currency to deploy a fleet to a capital tile (cannot deploy anywhere else).
  - Can deploy 1-2 fleets in an action
- **Reposition Fleet(s)**
  - Move 1-2 fleets within a territory or to an adjacent territory
  - One fleet allowed on a tile at a time
  - Fleets can move to any open tile within a territory
  - Fleets can move only one tile when entering an adjacent territory
  - Individual fleets can move only once per action, but can be moved twice in a turn (two military actions)

*Events that occur as a result of moving fleets:*

- **Claim Territory**
  - Occurs when a fleet moves into an unclaimed or unoccupied territory
  - Display ownership by placing a flag within the colored territory

## **Types of Territories**

*Territories are clusters of identically-colored tiles within the galaxy*

- **Capital (5 tiles)**
  - 4 uniquely-colored capitals in each of the corners of the galaxy
  - Grants \$100 currency at the beginning of each turn while at peace
  - *Hint: Guard your capital at all costs or risk being eliminated from the game*
- **Frontier (3 tiles)**
  - Purple territories that span and protect the capitals
  - Grants \$50 currency at the beginning of each turn
  - *Hint: Frontiers provide quick movement through the map and the last line of defense before an opponent can reach your capital*
- **Neutral Zone (2 tiles)**
  - White territories that are pivotal in the galaxy
  - Grants peace between players-- opposing fleets can coexist on separate tiles within these territories without declaring war on each other
  - Players cannot claim neutral zones as a territory\
  - *Hint: Safely position your fleets in neutral zones*

- **Space Station (3 tiles)**
  - Dark purple territories between capitals
  - Grants \$100 currency at the beginning of each turn
  - *Hint: Space stations are inviting of conflict but controlling them bolsters your economy and grants map control*
- **Political Center (2 tiles)**
  - Pink territories that can be found in the very center of the galaxy
  - Grants +2 political points at the beginning of each turn
  - Players can move fleets from one political center to another through the wormhole
  - *Hint: Save yourself from having to take political action down the road and focus on other aspects of building your empire*
- **Planet (1 tile)**
  - Planet tiles that can be found in the very center of the galaxy
  - Grants \$900 over 3 turns, but at a price-- moving a fleet onto a planet requires that the fleet remain there and use 1 action each turn for the next 3 turns in order to mine \$300 in resources
  - *Hint: Boost your economy at the cost of presence in the galaxy*
- **Blackhole (1 tile)**
  - Black tiles that are central in the galaxy
  - Cannot place a fleet on a black hole
- **Wormhole (1 tile)**
  - The blue spiraling center tile of the galaxy
  - Fleets can move through the wormhole from one political center to another
  - In theory, only one fleet can move through the wormhole per action
  - *Hint: Use two military actions to invade an opponent's political center with two fleets*
- **Wage War**
  - Occurs when a player moves into a opponent's territory with at least one fleet occupying the territory (attacking player can invade with up to 4 fleets in adjacent territories at once-- 2 military actions for the turn)
  - Initiating a war costs 7 political points
  - Fleets can invade territories from adjacent tile regardless of how many fleets positioned within it
  - The number of invading fleets can exceed the number of tiles available within the territory
  - War cannot be declared over neutral territories or planets
  - Victorious fleets remain in the territory following war

## War Gameplay Explained

Series of 1v1s for involved fleets; battle consists of each player rapidly rolling two dice as quickly as they can; **rolling a sum of 7 destroys one of the opposing player's fleets**. Once war is declared, there is a quick grace period where players prepare two dice in hand, and then start rolling at the same time.

- a. After a player rolls a sum of 7, an opposing player's fleet is eliminated from battle
- b. Players must roll a sum of 7 for every opposing fleet in the war in order to win
  - i. ie. Player A invades with 3 fleets into Player B's territory with 2 occupying fleets, then Player A must roll 2 sum of 7s while Player B must roll 3.
- c. The defending player can choose to surrender and retreat his remaining fleets to return to the capital once the first defending fleet has been destroyed

## Consequences of War

*In victory or defeat, war is high risk, high reward*

A war can conclude in one of two ways:

- a. A player defeats another by eliminating all fleets within the territory

Victor:

- Attacker:
  - Gain control over territory
  - Gain 4 political points
  - Wartime Spoils: Gain \$300 + \$100 currency for each surviving fleet
- Defender:
  - Maintain control over territory
  - Wartime Spoils: Gain \$300 currency flat

Loser:

- Lose/fail to capture territory
- Lose all fleets involved in war

- b. Defending player retreats with surviving fleets

Victor:

- Gain control over territory
- Gain 4 political points
- Receive \$300 from opponent

Loser:

- Lose territory
- All surviving fleets involved in conflict must retreat back to capital
- Pay \$300 in reparations to victor

## Economic Action

One economic action can be delegated for the following:

- **Mine/Disrupt a Planet's Resources**

### **Mining**

- Occurs when player lands a fleet on a planet from an adjacent territory
- For the player's next 3 turns, the fleet must remain on the planet unless disrupted. In addition, the player must instantly delegate 1 action at the beginning of each of their next 3 turns in order to receive \$300 currency from mining the planet's resources.
- Sacrifice 3 actions over the next 3 turns in order to gain \$900 currency
- After the fleet has remained there for 3 turns, it must abandon the planet and return back to the player's capital at the end of the 3rd turn
- If the mining process is disrupted by another player, all terms of mining are immediately terminated and your fleet is destroyed

### **Disrupt Mining**

- Occurs when a player has 2+ fleets positioned on tiles adjacent to a planet, and opts to delegate an action to disrupt an opposing fleet that is actively mining the planet
- Fleets disrupt mining by deploying dropships to the planet's atmosphere to bomb the opposing fleet
- Costs 1 action and \$300 currency to disrupt an opposing fleet from mining

- **Trade with another Player**

- Occurs when a player delegates an action to complete a trade with any player
- Multiple players can discuss possible trades with each other at any time throughout the game, but in order to make a final deal, one player's delegate an action when it is their turn
- Costs 3 political points for each player involved once a deal is reached
- *Possible Trades*
  - Purchase/sell an adjacent territory
  - Purchase/sell a fleet
    - Fleet relocates from opponent's territory to nearest owned territory
  - Reach any monetary deal/barter within the player's imagination!
  - *Examples:*

*Player A wants to avoid risking their fleets in a war and purchases a space station and an occupying fleet from Player B for \$1000. This trade cost each player 3 political points each.*

*Player A offers Player B \$100 of his cut from mining a planet every round in order for him to not disrupt the mining process. This open discussion agreement costs each player 3 political points.*

*Player A and Player B agree that Player C has them both on the ropes, therefore they accept terms for a 3-turn truce to focus efforts on declaring war on imposing Player C fleets. This open discussion agreement costs each player 3 political points.*

## Diplomatic Action

One diplomatic action can be delegated for the following:

- Roll for Political Points
  - Roll one die and the face value is how many political points you receive
  - Political points are used to wage wars and complete trade deals
  - Maximum 15 political points in hand
- Receive a Mission Assignment
  - Randomly draw from the shuffled, facedown deck of mission cards to get an assignment
  - Completing a mission grants you the specified bounty reward
  - Only required to reveal mission to opponents once completed
  - Maximum 2 missions in hand (can discard a mission for a new one)



# Resources

There are a number of resources that players can control, buy, sell, and trade in this game. Each resource's cost to purchase and amount of income they generate is listed in this table:

Resource	Cost	Return	Hint
Capital	---	\$100 currency/ turn	Keep a fleet present in your capital to prevent immediate capture
Territory	---	\$50, \$100, 2 PP/ turn	Acquire, manage and protect your territories strategically based on what they grant
Planet	3 actions over the next 3 turns	\$900 over the next 3 turns	A worthy investment under certain circumstances
Fleet	\$500, 1 action	Additional fleet in capital	Also consider purchasing fleets from opponents on the map in better positions
Mission Assignment	1 action	Specified bounty reward upon completion	Currency is king, but don't let missions side track you too much from defeating your enemies