The Sword and the Stars

READ THIS FIRST:

The rules of this SPI simulation game are organized in a format known as the *Case System.* This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule,* which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases.* These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases.* A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
 Primary Case Number
 Secondary Case Number

[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

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[1.0] INTRODUCTION

Sword and the Stars is a game of Empire building and perpetuation. Each player begins the game with a small group of underdeveloped Star Systems. Through the course of play, it is the objective of the player to expand and improve his Empire. Expansion will eventually lead to conflict with the Empires controlled by other players. The players wheel and deal their way into glorious expansion or degrading reduction of their realms. The game may be played solitaire or with up to five players.

The game system used in *Sword and the Stars* is derived from SPI's game *Empires of the Middle Ages*. Players who are familiar with that game should read these rules carefully, since many subtle changes have been made in the original system.

[2.0] DEFINITION OF TERMS

The following terms are used throughout the rules and will be unfamiliar to new players. It is recommended that the players read these terms over briefly without referring to the Cases. The Case references should be used later, after the rules have been read all the way through, to refresh the player's memory.

Base of Operations. When a player undertakes an *Interstellar* Operation, he will designate one of his Systems as the point of origin for that Operation; this System is then called a Base of Operations, or simply Base (see. 11.6).

Confederation of Worlds. Often called the Confederation, this is a political group made up of those players who own Star Systems which lie within the boundary of the original Atjayan Empire (see 7.3). Confederation membership entitles a player to vote in Special Sessions (see 7.0) and to vote to end the game (see 25.2).

Empire. An Empire is a System or group of Systems owned by either a player or a non-player (such as an Outworlder). Each Empire will have a Seat which determines the basic characteristics of that Empire (see 6.3). Should a player lose his Seat, he may be forced into *Exile* (see 6.5).

Event Chit. There are two types of Event chits: Random Event chits and Holding chits. Random Event chits are used to add an element of chance to the game (see 9.1). Holding chits, which may be held and played at discretion, are used as strategic devices by the players (see 9.2).

Exploitation. Exploitation is a form of Taxation whereby a player may still gather Resource Points from his System even though its Tech Level is zero or less. Exploitation reduces the Tech Level of the System and may further cause Rebellion of the System (see 10.2).

Government Sectors. The players represent the Governments of their Empires. Each Government is rated in three categories, called *Sectors*. These are the Military, Administrative, and Diplomatic Sectors. Sectors are used to determine the Effectiveness Rating for Operations (see 11.1) and may change during the course of play through Sector Checks (see 6.2).

Ideology. Each Star System has an Ideology indicated by the color of its System Register. Some Systems share an identical Ideology (such as Windstar and Bluemoon), and some are related to others (such as Windstar and Prantis). The differences of relation are used to determine the Effectiveness Rating for Operations (see 11.8). Ideology may change as a result of Political Conversion given sufficient time (see 23.0).

Operations. Operations are the heart of the game's mechanics. They represent the directing of an Empire's will to the accomplishment of a goal. These goals are called Operations, and there are seven of them. Each Operation affects the game in a different way (see Operations, 11.0). The Operations are:

   Conquest. An Interstellar Operation used to Conquer a System which is independent or belongs to another player (see 12.0).

   Raid. An Interstellar Operation used to reduce the Tech Level of an enemy player's System and at the same time collect Resource Points (see 13.0).

   Communicate. An Interstellar Operation used to form Trade Connections with other Systems and to Conquer other Systems through Diplomacy (see 14.0).

   Intercept. A Stellar Operation used to reduce the Effectiveness Rating of an enemy Raid or Conquest Operation (see 15.0).

   GuardianWeb. A Stellar Operation used to build a GuardianWeb, which then affects the defensive ability of the System where the Web is located (see 16.0).

   Govern. A Stellar Operation used to raise a System's Tech Level (see 17.0) and to quell Unrest in Systems that are in a state of Unrest (see 17.3).

   StarGate. A Stellar Operation used to build a StarGate, which then affects Interstellar Operations undertaken from that System (see 18.0).

Outworlder. An Outworlder is a group of beings which have taken control of a System and begun to undertake Conquest Operations against neighboring Systems (see 21.0).

Planet Number. Each Star System has one to three inhabited planets (see System Register Key on map). The number of inhabited planets affects certain Operations (see 11.7).

Race. Each Star System has its Race indicated on its System Register. The Effectiveness Rating for Operations will be affected by the Race of the Seat of Empire, Base of Operations, and Target System (see 11.8). The Race of a System may be changed by Colonization (see 24.0).

Raider. A Raider is a group of beings which have taken control of a System (their Base) and are bent on undertaking Raid Operations against neighboring Star Systems (see 22.0).

Range. Each Star System on the map is referred to as a *System*. In addition, there are other Systems on the map which have no inhabited planets. All Systems, whether they include inhabited planets or not, are used to determine the Range from one System to another. When tracing Range, the Base System is not counted and the Target System is counted (see 11.6). StarGates allow a player to circumvent the effects of Range (see 18.3).

Resource Points. Often called Resources, these are the basic units of money in the game. They represent more than mere gold and are used to pay for Operations (see 11.7), to increase a player's Effectiveness Rating (see 11.4), and to bribe other players (see 4.1). Resources are gathered by Taxation, Exploitation, and Raids.

Resource Value. The Resource Value of a System (see System Register Key on map) is a measure of the relative natural resources (including the population) of that System. The Value is used to modify die rolls on the Raid/Exploitation Table (see 13.3).

Sequence of Play. *Sword and the Stars* is played using a rigid outline of events, called a Sequence of Play. This Sequence should be followed exactly. The game is divided into several tiers: the Game-Turn (representing 25 Atjayan years); Round (representing 5 Atjayan years); Player-Turn (one for each player in the game); and the Year Card (one Atjayan year, which equals four Earth years). Players should pay careful attention to the Sequence of Play until they have it memorized (5.0).

Star System. Often called a System, these are represented on the map by a *System Register* for each Star System with inhabited planets (see System Register Key on map). The object of the game is to control as many Systems as possible at the end of play.

Target System. When undertaking an Operation, the System the player hopes to affect is called the Target System. The characteristics of the Target System will modify the Effectiveness Rating for the Operation against it (see 11.7).

Taxation. A player uses Taxation to collect Resource Points. Taxation may only be undertaken against Systems with a positive Tech Level (see 10.1).

Tech Level. Tech Level is the relative technology level of a System which determines the quality of life for the beings of that System. Tech Level is recorded by moving the Tech Level markers from space to space on the System Register for each System. **Important:** Each System has a Tech Level norm with which it begins play. Independent Systems are always considered to be at Tech Level norm unless their Tech Levels change, at which point an independent Tech Level marker is used to mark the System's correct Tech Level. The players and Outworlders each have Tech Level markers of their own.

Total War. Total War is a special event which may occur when a player violates Atjayan space (8.3).

Treaties. Treaties represent basic economic ties formed between Systems (see 19.0). Treaties also count for Victory Points at the end of the game (see 25.4).

Unrest and Rebellion. Unrest and Rebellion reflect the resistance of the people of a System to the authority of an Empire. Unrest affects Operations and other facets of play. When a system Rebels, it becomes an independent System (20.0).

[3.0] EQUIPMENT

CASES:

[3.1] THE GAME MAP

The *Sword and the Stars* map shows about a quarter of a spiral galaxy. The center of the galaxy is off-map to the left of the System Lund. Bluemoon is the center of one arm of the galaxy, and Dom lies in the last part of another spiral arm. Each System is represented in the the game by a System Register which is used to mark changes in status for the System. Some Systems have no inhabited planets and thus have no Registers, but they are included for purposes of tracing paths of Operations and for counting Range.

SAMPLE SYSTEM REGISTER
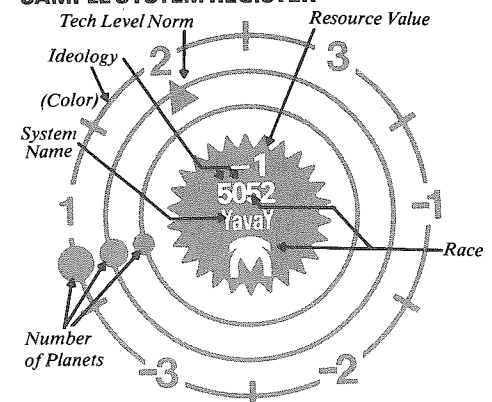
[3.2] THE YEAR CARDS

Provided with the game is a deck of 56 Year Cards. These are used to determine the outcome of Operations.

SAMPLE YEAR CARD

SECTOR CHECKS: None required.			Card Nr. 8
Operation	**Result**	**Target**	**Act. Base**
CONQUEST	C(6▶)	−1(4▶)	−1(◀3)
RAID	R(8▶)	−1	−
GOVERN	−	−	+1(1▶)
COMMUNICATE	T(4▶)	−	−
GUARDIAN WEB	G	−	−
STARGATE	S	−	−

[3.3] THE PLAYING PIECES

The game includes 400 die-cut cardboard playing pieces. These include pieces (called counters) for each player's Empire, Event chits, and counters which are neutral and used to represent independent Systems, Outworlders, etc. **Important Note:** Unlike most other SPI games, none of the counters are actually moved from place to place on the map. Rather, the counters are used to mark the changes in status of the Star Systems. The scale of the game is such that the movement of individual spaceships and peoples is abstracted.

SUMMARY OF COUNTERS

Front	Player's Markers	Back
Tech Level	Tech Level	Unrest
	Unrest	
Adminis	Government Sector (Administrative)	
Military	Government Sector (Military)	
Diplmcy	Government Sector (Diplomacy)	
Trade	Trade Connection	Treaty
	Treaty	
Seat	Seat of Empire	In Exile
	Government in Exile	
StrGate	StarGate	
Guardian Web 2	GuardianWeb Strength 2	Guardian Web 3
	GuardianWeb Strength 3	

Front		Back
Partial 1	Partial Conquest	Partial 2
	Partial Conquest	
Resource Points × 1	Resource Track	
Resource Points × 10	Resource Track	

Neutral Markers

Tech Level	Independent Tech Level	Unrest
SEAT 1 Tech Level	Outworlder Seat Tech Level	
Outwrld 1 Tech Level	Outworlder Tech Level	
StrGate	StarGate	
Round	Round	
Guardian Web 2	GuardianWeb Strength 2	Guardian Web 3
	GuardianWeb Strength 3	
Colony	Partial Colonization	Colony
	Completed Colony	
Game Turn	Game-Turn	

[3.4] INVENTORY OF GAME PARTS

One 17″ × 22″ game map
One rules booklet
Two 200-counter sections (400 total counters)
56 playing cards
Two 6-sided dice
One game package

If any of these parts are damaged or missing, fill out the enclosed Complaint Card and return it to SPI with the appropriate items indicated on the card. **Note:** The process used in the manufacture of the die-cut counters provided in SPI games sometimes results in colors from one counter overlapping the color of other neighboring counters, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

[4.0] DESCRIPTION OF PLAY

GENERAL RULE:

Sword and the Stars is based in large part on SPI's earlier game, *Empires of the Middle Ages*. As in *Empires*, the scale and scope of *Sword* is huge. The game may be played by from one to five players, depending on the Scenario. Each Scenario is a different game and has special exclusive rules. The game system is divided into four tiers: the *Game-Turn*; the *Round*; the *Player-Turn*; and the play of a *Year Card*. Each Scenario consists of a number of Game-Turns. Each Game-Turn consists of five Rounds. Each Round consists of a number of Player-Turns equal to the number of players in the game. Each Player-Turn consists of the play of between one and five Year Cards.

The object of the game is to advance the cause of your Empire while causing the Empires of the other players to decline. The winner of the game is the player who most successfully advances his cause. When playing a game with more than one player, the players are free to make deals, barter, and backstab, within certain limits. In order to win a multi-player game, it is very important to be a crafty and shrewd politician. Those players who act cruelly or use an obvious strategy will be defeated by the other players.

The basic mechanic of the game is the *Operation*. It is through Operations that a player makes progress. To undertake Operations requires *Resource Points* and a decent Imperial Government. To raise Resource Points, the players will tax their own Star Systems and make Raids on independent Systems or Systems owned by other players.

The players form a group of voting Governments by joining the *Confederation of Worlds*. This is a group of Systems which control the diplomatic channels of the Galaxy. To advance his cause, a player must ally his cause with the Confederation and use the Confederation as a weapon against his enemies. To do so requires diplomatic guile.

The following rules set limits for multi-player play. The players should feel free to introduce "house" rules, as long as they do not do excess damage to the basic game system.

CASES:

[4.1] EXCHANGEABLE ITEMS

There are three commodities in the game which may be freely exchanged: *Resources, Treaties,* and *Star Systems.* There are no restrictions whatsoever on the flow of Resource Points between players; they may be traded, given, borrowed, and loaned. Similarly, players may freely exchange existing Treaties with Systems. Systems themselves may be traded or sold. When a System changes hands in this way, its Tech Level marker is changed to indicate its new owner. If the System is in Unrest, it remains so until the Unrest is quelled by a Govern Operation. The status of GuardianWebs and StarGates is negotiable, as are Trade Connections. However, whereas GuardianWebs and StarGates may change ownership, Trade Connections may not. There are certain items which may never be exchanged: *Governments, Year Cards,* and *Holding chits.* To exchange these items would disrupt the game system excessively.

[4.2] TIME RESTRICTIONS (Optional Rule)

The players should decide upon their own time limits for the conduct of diplomatic affairs lest the game become interminable. One restriction that is strongly recommended is not to allow players to conduct exchanges or engage in private conversations during their own Player-Turns. It is recom-

mended instead that the players set aside a limited amount of time — five minutes, for instance — before the start of each Round during which time they perform diplomatic functions. Furthermore, the players should place a time limit on each Player-Turn of three minutes or so, with allowances for such catastrophes as Toppled Governments. These simple measures will greatly speed play, but they are optional, and their use should be determined by agreement of the players.

[4.3] BINDING AGREEMENTS

Players may enter into a *binding agreement* if they so desire. A binding agreement is a diplomatic agreement which players may make with the stipulation that whoever breaks it shall be subject to immediate Expulsion from the Confederation (see 7.2). For an agreement to be binding, both players must orally consent. The terms of the agreement should be clearly stated so all players may hear. The consenting players may keep the terms secret by putting them on paper. The agreement is binding, but subject to the interpretation of the other players should one of the consenters break the agreement. A binding agreement may be ended by the expressed wish of both parties. In addition, a binding agreement is nullified automatically if the Government of one of the parties is Toppled (see Event chit 9.16). **Note:** An agreement between players need not be binding and, indeed, most agreements should not be.

[5.0] SEQUENCE OF PLAY

GENERAL RULE:

Sword and the Stars is played in Game-Turns, each of which represents the passing of 25 Atjayan years (100 Earth years). The Game-Turn is divided into Rounds, which represent the passing of five years. Each player during his Player-Turn of the Round may play from one to five Year Cards, each of which represents the passing of one year. Thus, a Game-Turn is composed of five Rounds of five years each, to represent the passing of 25 years. When the Game-Turn begins, the Event chits are randomized and the first Round is begun. The players are each dealt five Year Cards which *may not be looked at until played*. All game functions must follow the strict pattern of the Sequence of Play. Violating the Sequence of Play will destroy the flow of the game.

SEQUENCE OF PLAY

The following steps are performed during each Game-Turn in the order indicated.

A. EVENT CHIT SEGMENT

All discarded and/or unused Event chits are placed in the cup and shaken up. Holding chits which are still held by the players are not returned to the cup (see Event chits, 9.0).

B. THE ROUNDS

1. Round One

Each Round is performed as follows.

a. *Year Card Distribution Phase.* The players shuffle the Year Card deck and deal five cards to each player.

b. *Raider Phase.* Players determine if a Raider will be active during this Round by referring to the Raider Appearance Table (22.1). If a Raider is active, the players determine which Systems are to be Raided and then execute the Raid Operations (see Raiders, 22.0).

c. *Outworlder Phase.* Players determine if an Outworlder will be active during this Round by referring to the Outworlder Appearance Table (21.4). If an Outworlder does appear, the location,

Sector Value, and Operations to be undertaken are determined and executed (see Outworlders, 21.0).

d. *Initiative Determination Phase.* The players determine the order by which each player will execute his Player-Turn. The player with the highest Sector Level Total (i.e., the sum of his three Sector Levels) may choose the position in the Round he wishes to play (go first, second, last, etc.). If there is a tie for the highest Sector Level total, then the player who controls the most Systems chooses first. If there is a tie in the number of Systems as well, the player with the most votes in the Confederation chooses first (see Procedure, 7.0). If there is still a tie, then the tying players roll a die and the high player has his choice. After the first player of highest rank has chosen his position, the other players continue to choose positions by the order of their Sector Level totals until the lowest player is left with the last unwanted position. **Note:** It is not always best to go first; in fact, it is often better to go last.

e. *First Player-Turn.* The player who has chosen to go first begins his Player-Turn by picking an Event chit from the cup. If the chit is a *Random Event* chit, he must reveal it *immediately* and apply its results. If it is a *Holding* chit, he may play it or hold it until later in the game. Then the player *must* undertake at least one Operation. He announces to the other players the Operation he is undertaking, his Target, and his Base. If the Operation involves another player's System, the active player must allow that player a chance to announce an Intercept Operation. The first player then turns over one of his Year Cards. If the defending player or another player is Intercepting the Operation, they also turn over one Year Card each. Operation results are applied *immediately*. The first player may then continue to play his remaining four Year Cards, or he may reserve them for Intercept Operations during the other players' Player-Turns.

At any point during his Player-Turn, the active player may collect Resource Points by taxing the Systems of his Empire. That is, the player may tax his Systems before he draws the Event chit or plays any Year Cards, after he has played all five Year Cards, or any time in between. However, all those Systems the player intends to tax during the current Player-Turn must be taxed together, before the next Year Card is played.

f. *Second Player-Turn.* The second player, as determined in the Initiative Determination Phase, plays one or more of his five Year Cards and collects taxes in the same manner as the first player.

g. *Remaining Player-Turns.* The remaining players carry out their Player-Turns in the determined order. At the end of the last player's turn, any players who have unplayed Year Cards must turn those cards face up and carry out any required Sector Checks. The passage of five years is then recorded on the Turn Record Track printed on the map by advancing the Round marker one space.

h. *Colonization Phase (optional).* Players record the Colonization Points they have accumulated against Systems they are currently Colonizing. Systems which are successfully Colonized have their Race changed by flipping over the Colonization marker (see Colonization, 24.0).

2-5. Rounds Two through Five

The players carry out the actions of active Raiders and Outworlders, determine the order of Player-Turns, and play those Turns, as described in the preceding outline, Phases a through h.

C. STARGATE MAINTENANCE

Each player who owns a StarGate must expend one Resource Point for each of his StarGates. If a player does not have the Resources necessary or

decides not to spend them, any StarGate not maintained is removed from play.

D. VOTE TO END THE GAME

Each and every player is eligible to vote to end the game using the procedure in 25.2. Some Scenarios will not allow voting to end the game.

E. END OF THE GAME-TURN

The passing of 25 years, one Game-Turn, is indicated by advancing the Game-Turn marker one space on the Game-Turn Record Track (see map).

[6.0] GOVERNMENTS

GENERAL RULE:

The players should view their role in the game as that of the Government of their Empires. A Government is composed of powerful individuals from the Systems of that Empire with the majority of the truly important positions filled by individuals from the Seat of Empire. Each Government in the game is rated for three characteristics, called *Sectors:* the Military, Administrative, and Diplomatic Sectors. The ratings in each Sector are numbered from **1** (inept) to **9** (efficient). When a player undertakes an Operation, a Sector of that player's Government will be used to determine the Governmental Effectiveness Rating for the Operation. Periodically, the rating of a Government Sector will change, representing new policies and new personnel. Should an Empire's home System be Conquered, the Government must relocate or go into *Exile*.

PROCEDURE:

In the Scenario descriptions, each player's Government is assigned a *Sector Level* for each of his three Government Sectors. The players indicate the Sector Levels by placing the three Government Sector markers of their Empire on the Resource Track in the appropriate numbered box. Each time a player undertakes an Operation, he determines his Government's Effectiveness Rating by adding to and subtracting from his Government's Sector Level. A Sector Check will occasionally be called for on a Year Card or Event chit. The player playing a Card must check to see if his Government's Sector Levels have changed immediately after resolving the Operation for which he drew the Card.

CASES:

[6.1] GOVERNMENT SECTORS

Each Government has three Sectors: Military, Administrative, and Diplomatic. Each Sector is used to establish the Government Effectiveness Rating for Operations (see Operations, 11.0).

[6.2] SECTOR CHECKS

On certain Year Cards, the words "Sector Checks" are followed by one or more Sector Level numbers. Whenever a player plays a Card with a Sector Check indication in the course of resolving an Operation, and the Level of the Government Sector then in use is one of the Sector Level numbers indicated on the Card, that Government's Sector Level *must* be checked. **Example:** A player is undertaking a Conquest Operation, his Military Sector Level is **3**, and he played a Card on which appeared the legend "Sector Check: 1,2,3"; that player would then have to check the Sector Level of his Military Sector using the Sector Check Table (6.6). He would roll two dice and find the result under the three column. The player would then adjust his Sector Level marker on his Resource Track to indicate the new Level.

[6.21] If a Year Card requires a player to make a Sector Check, the only Level checked is that of the Sector used to determine the Effectiveness Rating for that Operation.

[6.22] If, at the end of a Round, a player finds there is a Sector Check indication on a Card which he did not use for an Operation (the Card was withheld), the player determines whether he must check his Government's Administrative Sector only. The Sector Check is necessary only if the Level of his Administrative Sector is listed on the Card.

[6.23] Each time he plays a Card which requires a Sector Check, the player *must* make the appropriate Check. Thus, it is possible, though unlikely, to make five Sector Checks caused by Year Cards per Round.

[6.24] A player may *never voluntarily* initiate a Sector Check.

[6.25] Sector Checks may also be triggered by the Government Toppled Event chit (see 9.16).

[6.3] SEAT OF EMPIRE

Seat

The Seat of Empire is the point of origin for that Empire's Governing body. Thus, the Race and Ideology characteristics of an Empire's Government are those of the Seat System. The Seat of Empire is the only System in a player's Empire which is never subject to Unrest and Rebellion during Taxation and thus may be taxed without risk (see 10.0). Seats of Empire are not subject to the Revolt Event chit (see 9.13).

[6.4] CHANGING THE SEAT OF EMPIRE

The Seat of a player's Empire may be changed if the Seat System is Conquered by another player. Should this occur, the player must immediately designate a new System in his Empire to be his new Seat. The new Seat chosen must be of the same Race and Ideology as the original Seat. If no such System exists in the player's Empire, the System chosen *must* be of the *same Race,* but may be of *related* or *unrelated Ideology* if a System of the same Ideology does not exist. If the player is unable to locate his Seat in a new System of the same Race, then the player's Government is forced into Exile (see 6.5). If more than one System fulfills the priorities for Seat location, the player has his choice so long as the System chosen is chosen by same Race/Ideology first, same Race/related Ideology second, and same Race/unrelated Ideology last.

[6.41] If a player who has been forced to relocate his Seat later re-Conquers his original Seat, he may immediately move his Seat back to the original System. The decision to move must be made *before* the next Year Card is played. Moving back is never mandatory.

[6.42] The only times a player may relocate his Seat is after an opponent has Conquered his Seat System, immediately after he regains his original Seat System (see 6.41), *or* immediately after the player has resolved the effects of a Government Toppled Event chit (see 9.16). In addition, the Galactic Cycle Scenario has its own Seat change method (see 35.3).

[6.5] GOVERNMENT IN EXILE

If a player's Seat is Conquered, and there is no System in the Empire with the same Race as the original Seat, the player's Government is forced into *Exile*. When a Government is forced into Exile, it retains its Resource Points and any Trade Connections and Treaties it had established. While in Exile, a player continues to perform his Player-Turns. He may not, however, tax any Systems. He

may *only* undertake *Communications Operations,* and these only if another player has granted his Government *Asylum.* A player may continue to make diplomatic agreements with other players without restriction. A player returns from Exile when he acquires a System of the same Race as his original Seat.

[6.51] The instant a player loses possession of his Seat and is unable to establish a new Seat, he loses his ability to undertake Operations and collect Resource Points through Taxation. Nevertheless, the player in Exile conducts his Player-Turn, choosing a position during Initiative Determination, drawing an Event chit, and playing five Year Cards. Unless the Exiled Government is given Asylum and is therefore capable of undertaking Communications Operations (see 6.52), he merely plays his Year Cards as he normally would unused Cards (see 6.22). Any Sector Checks indicated by the Year Cards are carried out. The Exile is fully subject to the effects of Event chits and may retain possession of any Holding chits.

[6.52] When a player grants Asylum to an Exiled Government, he allows that Government to use his Seat as a Base of Operations for Communications Operations. Thus, when an Exile determines his Effectiveness Rating for a Communications Operation, he uses the Tech Level of his host's Seat. **Important:** Race and Ideology modifiers are determined between the Government and the Target System and never the Base System. Once the Exiled Government obtains a suitable Seat System, the conditions of Asylum immediately cease. A player is never required to grant Asylum, nor is an Exile compelled to seek Asylum. A player who has granted Asylum may revoke it at any time.

[6.53] A player returns from Exile as soon as he re-acquires a System with the same Race as his original Seat. The new Seat determines the Ideology of the player's Government (i.e., his original Seat is ignored and the new one is the Seat for all purposes). The ways a player may acquire a System are as follows:

1. Conquer a System through a Communications Operation (see 14.3).

2. Through the play of a Diplomatic Success chit (see 9.22).

3. Through Diplomatic Agreement or exchange (see 4.1).

[6.6] SECTOR CHECK TABLE
(see charts and tables)

[7.0] SPECIAL SESSIONS OF THE CONFEDERATION

GENERAL RULE:

A *Special Session* of the Confederation of Worlds may be called under certain circumstances. Once called, the players who possess Confederation Systems are eligible to vote. A *simple majority* of votes determines the outcome of the Session. As a result of the Session, a player may be *Expelled* from the Confederation. Special Sessions are among the most important ways that players interact and make deals. Thus, a thorough understanding of the Special Session rules is needed by all players. When voting, the players should always vote to advance their own cause, not to determine the "right" side in the debate.

PROCEDURE:

To resolve a Special Session, first the problem to be voted on is stated clearly for all to hear. Then

each player determines the number of votes he controls by adding the value of his Diplomatic Sector to the number of *Confederation Systems* he possesses. In addition, the Confederation Influence chit (see 9.23) and possession of the System Atjay add five votes each to the owning player's total (see 8.4). **Example:** A Special Session has been called to determine whether or not player A is going to be allowed to Conquer player B's System with a Communications Operation. Player A has two Confederation Systems and a Diplomatic Sector of **5**; his vote total is **7** (2 + 5 = 7). The other players vote against him with a vote of **11** to **7**; thus, he is not allowed to Conquer the System, even though his Operation was a success. When voting, a player may withhold all, some, or none of his votes as he chooses.

CASES:

[7.1] REASONS FOR CALLING SPECIAL SESSIONS

The following is a list of the causes for which a Special Session may be called. Additional rules for some causes are found in other rules Sections.

1. To decide whether or not LA'DAU is a Confederation System (see 25.1).

2. To obtain a Treaty with a System the player already controls (see 19.0).

3. To contest the playing of a Diplomatic Success chit (see 9.22). At the moment a player attempts to gain possession of another player's System by play of this chit, the defending player may call a Special Session. If no Session is called then, the player may not call for one later. The Session votes to decide the rightful owner of the System. If it is judged to be the player who played the chit, then the owning player must relinquish control or risk immediate Expulsion (see 7.2). If it is judged that the original owner is the rightful owner, then the chit played by the other player is, in effect, wasted. A tie results in the original player retaining control. **Note:** A player whose Government has been Toppled in the current Round may not contest a Diplomatic Success chit (see 9.16).

4. When a player breaks a Binding Agreement (see 4.3).

5. To contest the Conquest of a System through a Communications Operation (see 14.0). A player who has a System Conquered by another player's Communications Operation must call for a Special Session immediately (before the play of another Year Card). The Session may not be called later. The Session decides the rightful owner. If the rightful owner is determined to be the player who called the Session, he maintains control of the System. If it is judged to be the opponent, the original owner must immediately give up possession or face automatic Expulsion (see 7.2). If the Session results in a tie, the player who called the Session retains control of the System.

6. When a player forms a Treaty with the Hive (see 19.3).

7. When a player violates Atjayan space (see 8.1).

8. When a player wishes to be reinstated into the Confederation (see 7.2). A player who has been Expelled from the Confederation may call a Special Session *once per Round* to decide whether the Expelled player should be reinstated.

[7.2] EXPULSION FROM THE CONFEDERATION

A player who owns a System in the bounds of the Confederation and is thus a Confederation member may be *Expelled* for transgressing certain limitations.

[7.21] The effects of Expulsion are:

1. The Expelled player may not vote in any

Special Sessions (he may still vote to end the game, see 25.2).

2. The Expelled player is considered to have Unique Race and Ideology characteristics. Thus, it is more difficult for him to advance his cause.

[7.22] A player may be readmitted to the Confederation if he still controls a Confederation System and his Government is Toppled by an Event chit (see 9.16). In addition, the player may be readmitted by a vote of the other members of the Confederation. The Expelled player may not vote in the Session of his own readmission. A vote for readmission can be called only once per Round per Expelled player.

[7.23] The causes for possible Expulsion are:

1. For defying a vote of the Confederation (see 7.1, 3 and 5).

2. For breaking a Binding Agreement (see 4.3).

3. For making a Treaty with the Hive (see 19.3).

4. For violating Atjayan Space (see 8.1).

[7.3] THE BOUNDARY OF THE CONFEDERATION

The Confederation of Worlds is composed of those Systems which lie within the boundary of the old Atjayan Empire. The boundary is printed on the map. The System LA'DAU may or may not be a Confederation World, depending on the vote in a Special Session (see 25.1). Ownership of a Confederation World allows the owner to be a member of the Confederation and to vote in Special Sessions. He may lose this right if Expelled or if he loses all his Systems within the boundary of the Atjayan Empire. Each Confederation System, except Atjay (see 8.4), adds one vote to the owning player's vote total in a Special Session. The boundary is a permanent game feature and it does not change during the game. This may seem odd for the Galactic Cycle Scenario, but it is used nonetheless to speed play and assure continuity with the other Scenarios.

[8.0] ATJAY

GENERAL RULE:

Atjay is the Seat of the Confederation of Worlds. It is also the home System of a very powerful and advanced people which at one time ruled most of the Systems of the Galaxy. These Systems are indicated on the map by the Confederation boundary. Atjay is a symbol of stability and continuity for the Governments which make up the Confederation. An attack on Atjay is, in effect, an attack on all the Governments of the Confederation. Thus, Atjay has special properties and effects in the game. A player who transgresses the rights of Atjay does so at the risk of Expulsion from the Confederation and the possibility of *Total War* being declared against him by the members of the Confederation.

CASES:

[8.1] VIOLATING ATJAYAN SPACE

A player is considered to have violated Atjayan space when he has done one of the following:

1. A player has traced a path through Atjay when conducting an Interstellar Operation (see 11.6). Atjay need not be the Target; the mere fact that Atjay was one of the Systems which the player traced his Operation through is a violation.

2. A player has undertaken any Interstellar Operation against Atjay. Thus, the player has violated Atjayan space whenever Atjay is the Target System of a Conquest, Raid, or Communications Operation.

[8.2] EFFECTS OF VIOLATING ATJAYAN SPACE

At the moment a player violates Atjayan space, a Special Session may be called (see 7.0). If the Session is not called immediately (i.e., before the play of another Year Card), the Session may not be called. Once called, the Special Session has three options to vote on: whether to Expel the violating player from the Confederation; whether to Expel the player *and* declare Total War against him; or whether to let the transgression go unopposed. The *violating player* may vote in this Special Session. If the violating player is not a member of the Confederation, Total War must be declared (see 8.3). If the player is a member, Total War may be declared but is not mandatory, nor is Expulsion (see 7.2).

[8.3] TOTAL WAR

Total War may be declared against a player if and when he violates Atjayan space (see 8.2). Total War represents a sort of holy war declared against the Empire which threatens the political stability of the Confederation. Total War lasts for one Round, the object of which is the Conquest of the Seat of Empire of the violating player.

[8.31] When a Special Session declares Total War against a player, this commits the members of the Confederation, with the exception of the violating player, to one Round of attempted Conquest of the Seat of Empire of the player against whom the war has been declared. The procedure for conducting Total War is as follows:

1. Declare Total War. The Special Session declares Total War by a vote of its members, or declaration is automatic if the violating player is not a member of the Confederation.

2. Undertake Conquest, Raid, or Communications Operations against the violating player's Seat of Empire. Each player who is a member of the Confederation must undertake five Interstellar Operations against the violating player in his first Player-Turn after Total War has been declared. The Operations are undertaken by priority: Conquest, Raid, then Communications. The player must undertake Conquest if possible. Only if it is impossible may he switch to Raid and, if Raid is impossible, Communications. If it is impossible for the player to undertake one of these Operations against the Seat of Empire of the violating player, he must instead attack the violating player's System with the highest Tech Level. Thus, each player must attempt to attack the Seat and, if this is impossible, the player must switch to the next System with the highest Tech Level; this is done until the player is able to attack some System belonging to the violating player. If this is impossible, then the player passes altogether and turns up his Cards for Sector Checks only (see 6.22).

3. End Total War. Total War ends automatically as soon as each player who is a member of the Confederation has undertaken one Round of Operations against the violating player. The players *must* undertake the Operations in their *first Player-Turn* following the declaration of war. Total War also ends the moment a player Conquers the Seat of the violating player's Empire. Should this occur before all the players have had a chance to undertake Operations against the offending player, the players are relieved of their obligation to attack; in other words, the war is over immediately.

[8.32] Should Total War be declared on the last Round of the last Game-Turn of the game, the game continues for an extra Round. Thus, the game may not end before one Round of Total War

has been undertaken against the violating player. This rule is included to avoid late game Conquests of Atjay.

[8.4] EFFECTS OF CONQUERING ATJAY

[8.41] Should Atjay be Conquered by a player, the following effects occur:

1. The Conquering player has his Confederation vote total increased by 5 starting with the Round after he Conquers Atjay. Thus, the increase does not count when and if a Special Session is called to decide whether or not to Expel him or to declare Total War against him (see 8.2).

2. The Conquering player may collect Resource Points by taxing Atjay. If Atjay enters Unrest, the Conquering player collects the taxes, but the number of Resource Points that are collected is reduced by one.

3. The Conquering player may not Colonize Atjay (see 24.0).

4. The Conquering player may not convert the Ideology of Atjay (see 23.0).

5. Each time the Conquering player undertakes a Stellar Operation against Atjay, he must perform a Rebellion Check (see Unrest and Rebellion, 20.0).

[8.42] Should Atjay be Conquered by an Outworlder, the following effects occur:

1. All players who are members of the Confederation must vote on a new temporary home of the Confederation. The System chosen should be an independent System of Republican Ideology. If no such System exists, the players nominate Systems and then vote. Once a System has been chosen, the Confederation is considered to be located there until the Outworlder leaves play, at which point the Confederation moves back to Atjay. While the Confederation is relocated, the number of votes a player has depends on his Diplomatic Level *only*. The number of Confederation Systems and the Confederation Influence chit (9.23) are ignored.

2. No player may be Expelled from the Confederation until the Outworlder leaves play. If a player is currently Expelled when Atjay falls, the players may vote to let him rejoin the Confederation (see 7.2).

3. Should the Draka Conquer Atjay and destroy its population through Genocide (see 21.3), the Confederation is destroyed as well. There are no more Confederation Special Sessions; it is every man for himself. The players should band together to destroy the Draka should the Draka Conquer Atjay.

[8.43] Once a player has Conquered Atjay, he is the owner for all purposes. If another player attempts a Conquest, Raid, or Communications Operation against Atjay after the player has Conquered it, the attacking player is violating Atjayan space and is subject to 8.2. **Example:** Player A Conquers Atjay. The other players declare Total War, but fail to Conquer Atjay. Next Round, player B attacks Atjay and thus violates Atjayan space. Total War may be declared by vote, only this time player A receives 5 extra votes.

[8.5] ATJAYAN TECH LEVEL

The Tech Level of Atjay is not subject to Tech Advance or Tech Decline chits. If the Tech Level of Atjay falls below 3, the Level is increased by one at the beginning of each Round until it again reaches 3. If Genocide is being undertaken against Atjay by the Draka (see 21.3), the Tech Level does not automatically advance; instead, the Tech Level declines one Level per Round as it would for any other System which is subject to Genocide.

[9.0] EVENT CHITS

GENERAL RULE:

There are 50 Event chits included in the game. These are divided into two types: Random Event chits and Holding chits. Random Event chits trigger certain events over which the players have no control, such as Revolution and Toppled Governments. Holding chits are held by the player who owns them until that player decides to use them to aid his cause.

PROCEDURE:

Before play begins, the players should place all 50 Event chits in a large mouthed opaque cup to ensure random pick of chits. At the beginning of each Player-Turn of each Round, the player draws one chit. If a Random Event chit is drawn, it is immediately revealed and the action is performed. If the chit is a Holding chit, the player may retain it or play it immediately. All player or discarded chits are kept aside and *are not returned to the cup* until all 50 have been picked. Holding chits still in the possession of a player are not returned to the cup when the 50th chit is picked.

CASES:

[9.1] RANDOM EVENT CHITS

The effects of a Random Event chit must be *applied immediately* (i.e., before the player undertakes an Operation or Taxation). Random Event chits may or may not affect the player who picks them. The following Cases describe the rules for each Random Event chit. An abbreviated version of these rules appear on the Summary Sheet.

[9.11] Technology Advances

This represents the breakthrough in a Technology that materially advances the general Tech Level of a System. The Tech Level is increased by one Level. The Technology Advances chit has a number printed on it which represents the number of times the player rolls on the System Assignment Table (9.3). The resulting Systems have their Tech Levels raised by one. A System may not be increased by more than one, and if the same System is rolled twice, ignore the second roll and roll again until a different System is obtained. A System which is already at Level 3 may not increase, but the player *does not re-roll*.

[9.12] Technology Declines

This represents a breakdown in a technology which causes the Tech Level of a System to decline. The Tech Level is reduced by one Level for that System. The number on the chit indicates the number of affected Systems. Roll on the System Assignment Table (9.3) a number of times equal to the number on the chit (see 9.11). A System may decline only once and, if the same System is rolled twice, ignore the second roll and roll again until a different System is obtained. Roll again if a -3 System is indicated on the System Assignment Table.

[9.13] Revolt

This represents the rapid spread of the theocratic philosophy founded in the System Fontain-Grelot. Theirs is a revolution of peaceful refusal to submit to any governmental authority. If not stopped, the revolution will spread throughout the galaxy and the Empires will collapse. Revolt may be triggered as many times as the chit is drawn unless Fontain-Grelot has been subjected to Genocide (see 21.36).

1. *Place Revolution chit.* The player who picked the chit replaces the Tech Level marker on Fontain-Grelot with the Revolution Tech Level marker. Fontain-Grelot is immediately independent (regardless of previous status). All Trade Connections and Treaties with Fontain-Grelot are immediately broken.

2. *Revolution spreads.* The player who picked the Revolt chit must Conquer Fontain-Grelot during his current Player-Turn or else the revolution spreads to all Systems which have Tech Levels of *less than zero*. Systems to which the revolution spreads become independent and have independent Tech Level markers placed in their System Registers. All Trade Connections and Treaties with the revolting Systems are immediately removed from those Systems' Registers.

3. *Revolution spreads to Tech Level zero Systems.* If the previous player was unable to Conquer Fontain-Grelot and the revolution spreads, then the next player must Conquer Fontain-Grelot or th Revolution will spread again, this time to those Systems with a Tech Level of zero. If not Conquered by the next player, the revolution will spread to Systems with a Tech Level of 1. If still not Conquered, the revolution spreads to all Systems with a Tech Level one higher than the previous Player-Turn. This may continue until all the Systems on the map are in revolt and independent except the Seats of Empire and Atjay. These Systems never Revolt. Once Fontain-Grelot is Conquered, the Revolt is over and collapses.

[9.14] Tech Failure

Because of a resource shortage or popular uprising, one of the primary Technologies of an Empire is crippled. The Tech Level of each System in the player's Empire which has a positive value is reduced by one Level.

[9.15] Tech Breakthrough

The player who picked the chit has the Tech Level of his Seat of Empire immediately increased to 2; if already at 2, it is increased to 3; if at 3, there is no effect for this chit.

[9.16] Government Toppled

The player who picked the chit must immediately make a Sector Check for all three Sectors (see 6.2), and all his Trade Connections and Treaties with Systems he does not possess are removed. Then the player checks his Systems to see if any enter Unrest or Rebellion (see 20.0). The chits trigger different Unrest and Rebellion Checks depending on the letter code on the chit. The codes are:

A. All Systems in the player's Empire (including the Seat) enter Unrest. Check for Rebellion, and if a "no effect" result is achieved for a System, then the Unrest marker is removed from that System.

B. Same as **A**, except only those Systems which have an Ideology unrelated to the Seat of Empire enter Unrest (check for Rebellion as in **A**).

C. Same as **A**, except only those Systems with a negative Tech Level enter Unrest and check for Rebellion.

D. Same as **A**, except only those Systems with a different Race *and* Ideology unrelated to the Seat of Empire enter Unrest and check for Rebellion.

After a player has checked his Systems for Rebellion, he may move his Seat of Empire to any System in his Empire with the same Race as the original Seat (note that a player would be forced to move his Seat, were his Seat to Rebel).

[9.17] Epidemic

The player who picked the chit has the Tech Level of *all* his Systems reduced by one Level.

[9.18] LynLynan's Syndrome

Off-map near the Lund System lies the LynLynan System. From this System comes the LynLynan Syndrome, which is a deadly disease that attacks carbon-based life. The LynLynan Syndrome may be triggered *only once per game*. When the chit is drawn, the players determine which Systems are affected by the Syndrome. The Syndrome lasts only the one Round in which it is picked (the players check each System only *once*). The procedure is as follows:

1. Reduce the Tech Level of Atjay by two levels.

2. Each System must have a Syndrome check made for it by rolling one die and adding the Tech Level of that System to the result; if the modified total is 6 or more, the Tech Level of the System is reduced by 2. If the modified total is 5 or less, there is no effect. Aquan Systems, Hive Systems, and Harvest are not affected because they are not populated by carbon-based life. **Example:** The Syndrome strikes; a check is made for Barton, which has a Tech Level of 2; the die roll is 5 $(5+2=7)$; therefore, the Tech Level of Barton is reduced two levels to zero.

[9.19] Barnz' Moon

The player who picked the chit rolls one die. On a result of 1 or 2, the affected System is Barnz; on a result of 4 through 6, the player consults the System Assignment Table to determine the affected System. Then another die roll is performed: on a result of 1 through 3, the moon in that System has exploded and that System's Tech Level is reduced by 2; on a result of 4 through 6, that moon has been found rich in rare metals and the Tech Level of the System is increased by 1.

[9.2] HOLDING CHITS

When a player picks a Holding chit, he is not compelled to play the chit immediately. Rather, he may retain the chit indefinitely without revealing it. It may be *played at any time* during the game. Some Holding chits are discarded after use and some are retained. A player may *never have more than three* Holding chits in his possession at one time (revealed or unrevealed); should he then draw a fourth, he must immediately discard (without playing) one of his chits. A player may discard a chit at any time he wishes.

[9.21] Treaty Signed

If a player possesses a System to which no other player has a Treaty, that player may obtain a Treaty to the System by playing this chit. A player who possesses a System to which one or more other players have Treaties may obtain a Treaty by forming a Trade Connection with the System and then playing a Treaty Signed chit.

[9.22] Diplomatic Success

This chit enables a player who has a Trade Connection with a System to obtain a Treaty with that System. Immediately, whenever the chit is played, the player receives a Treaty with the System. The chit may also be used by a player who has a Treaty with a System to gain possession of that System. When the chit is played, the player immediately takes possession of the System *unless* the System is owned by another player. If so, that opponent may call a Special Session to contest the takeover (see 7.0). Through the Special Session, the players decide whether the opponent must relinquish possession. If the Session results in a decision that the opponent must relinquish possession and he refuses to do so, he is immediately Expelled from the Confederation (see 7.2). **Important:** If the Diplomatic Success chit is played against an opponent whose Government was just Toppled by the Government Toppled chit, then the player with the Toppled Government *may not contest* the Diplomatic Success. Players should note that this chit is a powerful weapon and proper use of it is very important. Once the chit is played, it must be discarded. There are two types of Diplomatic Success chits:

A. Enables the player to obtain a Treaty with or possession of *one System*.

B. Enables the player to obtain Treaties with or possession of a group of Systems, all of which must have a Trade Connection or Treaty with the player. In addition, the group of Systems must all be of the same Ideology. When the chit is played,

he obtains Treaties with those Systems to which he has Trade Connections and possession of those with which he has Treaties.

[9.23] Confederation Influence

These chits are played during Special Sessions and allow the owning player to receive *five additional votes* during the voting. A player may play more than one chit in a given Session, and his vote total is increased by five for each chit. Discard this chit after use.

[9.24] Trade Disruption

By playing one of these chits, a player may remove a foreign Trade Connection from one of his Systems. Discard after use.

[9.25] Resource Ouput Growth

Once played, this chit allows the owning player to collect one Resource Point over and above the Resource Point total he would collect normally during Taxation each Round. If, after this chit is played, the player's Government is Toppled (see 9.16), the chit is immediately lost.

[9.26] Weapons Advance/Tactical Advance

These chits represent those weapons and tactics developed by an Empire which for a short time allow it a significant advantage in Military Operations. When played, these chits increase the Effectiveness Rating by three for Conquest and Raid Operations. Moreover, when the owner uses one of these chits during an Intercept Operation, the attacking player's Effectiveness is reduced by three in addition to the normal reductions (see 15.31). Both chits may be played at once, which would increase the previous modifications to six. A player may use these chits indefinitely until he suffers a Tech Level decrease as a result of using them during a Conquest or Raid Operation, or if a System he defends by Intercepting is Conquered.

[9.27] Ideological Fervor

Each time a player plays this chit during Conversion, the initial Conversion Differential is halved (see 23.0). This chit may be kept indefinitely and played repeatedly. It is never involuntarily lost.

[9.28] Hive Surge

When this chit is played, the player who controls the System Dom immediately receives two Resource Points. In addition, if played during Taxation, the player who owns Dom gains one Resource Point per Hive Race planet taxed in addition to the normal tax yield; the Unrest and Rebellion Value of the planets are unaffected by the extra yield. Discard after use.

[9.29] Greer's Port Breakthrough

Greer's Breakthru

When played, the System Greer's Port immediately gains a StarGate. No Resource Points are spent or Operation undertaken to build it; it is free. This chit may be used only once per game.

[9.3] SYSTEM ASSIGNMENT TABLE
(see charts and tables)

[10.0] RESOURCES, TAXATION AND EXPLOITATION

GENERAL RULE:

Resource Points represent a general wealth increment which is made up of the natural and corporal wealth of an Empire. The players should view Resources in a broad sense because they are not merely money or minerals. The amount of Resource Points a player owns are recorded on the Resource Track on the map for that player. The players move their Resource Track markers up and down the track to indicate the gain or loss of Resources. Resources are used to undertake Operations and to influence the actions of other players. Resources are gathered by Raiding another player's System, by Taxation or Exploiting one's own Systems, or by taking bribes ("aid") from other players.

PROCEDURE:

There are two methods of gaining Resource Points from one's own Systems.

Taxation. The player announces which System he is Taxing and how many Resource Points he is attempting to gain. The player then determines the Rebellion Value of the System he is Taxing (see 20.0) and makes a Rebellion Check. If the result is "no effect" or Unrest, the player has successfully Taxed the System. If the result is *Rebellion*, the System immediately goes independent and the player collects *no Resource Points*. The Taxing player carries out this procedure for each of his Systems that he wishes to Tax during his Player-Turn. He then announces that he has finished, and he resumes play of Year Cards (or allows the next player's turn to begin).

Exploitation. A player may Exploit his Systems only during the Taxation Segment of his Player-Turn. He announces which Systems he will Exploit and performs the following procedure:

1. The Tech Level of the System being Exploited is automatically reduced by one Level. A System with a Tech Level of − 3 may not be Exploited.

2. The System being Exploited immediately enters Unrest, if not in that state already. If the System is already in Unrest, it is immediately checked for Rebellion. If it Rebels, it becomes independent, and the Exploitation attempt has failed. **Important:** When making the Rebellion Check, assume the player is attempting to obtain three Resource Points.

3. If the System did not go independent in step 2, the player determines the amount of Resource Points he gains by rolling one die. The Resource Value of the Exploited System is added to the die total, and the final result is located on the Raid/Exploitation Table (13.3) to determine the amount of Resource Points gained.

4. The Resource Points gained are recorded on the player's Resource Track on the map.

CASES:

[10.1] TAXATION

During each of his Player-Turns, a player may Tax those Systems in his Empire which have *positive Tech Levels*. A player may initiate Taxation at any point during his Player-Turn — before he has played any Year Cards, after he has played all his Year Cards, or at any point in between. Once a player has announced that he is Taxing his Systems, he must Tax all those Systems he intends to Tax during that Player-Turn, before the play of another Year Card.

A player may obtain a number of Resource Points equal to the Tech Level of the System being Taxed. Thus, if a System were at Tech Level 3, the player could attempt to obtain 3 Resource Points through Taxation. **Important:** Systems with a Tech Level of zero or less *may not be Taxed*; they may only be Exploited (see 10.2) to obtain their Resources.

[10.11] Taxation is purely voluntary. A player is never required to Tax his Systems.

[10.12] Each System may be Taxed only once during a given Player-Turn. There is, however, no limit to the number of times a given System may be Taxed over the course of a game.

[10.13] A player may elect to Tax a System for fewer Resource Points than its Tech Level. A player may never Tax a System for more Resource Points than its Tech Level. Thus, a System with a Tech Level of 3 could be Taxed for 1, 2, or 3 Resource Points.

[10.14] For each Resource Point a player attempts to obtain from a System through Taxation, one is added to the Rebellion Value of that System (see 20.0).

[10.15] A player may *always Tax his Seat of Empire without risk* of Unrest or Rebellion. Thus, when a player Taxes his Seat, he does not make a Rebellion Check. In effect, a player may automatically collect Resource Points equal to his Seat's Tech Level, provided the Level is positive.

[10.2] EXPLOITATION

Exploitation is a special form of Taxation by which a player may obtain Resource Points from a System without a positive Tech Level. To be Exploited, a System must have a Tech Level higher than − 3. A System with a Tech Level of − 3 may not be Exploited. A System with a positive Tech Level may be Taxed or Exploited, but not both in the same Player-Turn. A given System may be Exploited only once during the owning player's Player-Turn. Exploitation affects the Rebellion Value of the Exploited System (see 20.5).

[11.0] OPERATIONS

COMMENTARY:

The Operation is the basic element of play in the game. An Operation represents the concerted effort of a Government to affect some aspect of its realm or the realm of another Empire. Operations are very complicated affairs involving the efforts of hundreds of thousands of beings and the coming and going of countless StarCruisers. The total Government effort adds up to what is, in game terms, an Operation. The players should picture the Operation as a directing of Imperial will rather than as a military operation as we know it.

GENERAL RULE:

There are seven Operations a player may undertake in a game. These are divided into two classes, *Stellar* and *Interstellar*, depending on the type of space travel involved in accomplishing the Operation. An Operation uses one Sector of a player's Government. The Sector used in part determines the final Effectiveness Rating of the Government in accomplishing its Operation. The player who is undertaking an Operation in his Player-Turn is termed the *active player*. The only Operation which a non-active player may undertake is Intercept. Once the active player has announced his Operation, figured his Effectiveness Rating, and modified his Rating for enemy Intercept Operations, he turns over one of his Year Cards to determine the outcome of the Operation. Most Operations require the expenditure of Resource Points, and the player will have the option of expending more Resource Points than required in the hope that the extra Resources will further guarantee success. Operations will be either successful or unsuccessful and, regardless of success, may affect the Tech Level of the Operation's Base or Target.

OPERATIONS SUMMARY

Stellar Operations

OPERATION	SECTOR
Intercept	Military
Govern	Administrative
GuardianWeb	Administrative
StarGate	Administrative

Interstellar Operations

OPERATION	SECTOR
Conquest	Military
Raid	Military
Communications	Diplomatic

PROCEDURE:

At the beginning of the Round, the players receive five Year Cards each. These may not be examined until played during an Operation or, if they are left unused, at the end of the Round. The players take turns undertaking Operations. The order of these Player-Turns is determined during the Initiative Determination Phase of each Round (see 5.0). The Player-Turn is performed in the following order:

1. Operation announcement. The active player announces which Operation he is undertaking, the Target of the Operation and, if it is an Interstellar Operation, the Base of Operations.

2. Initial Effectiveness Determination. The active player determines the Governmental Effectiveness Rating for his Operation by taking into account the Government Sector used in the Operation and the other modifiers summarized in 11.7. These are totalled to determine the *Initial* Effectiveness Rating which may later be modified by an enemy Intercept Operation.

3. Expend Resource Points. The active player expends the number of Resource Points necessary to undertake his Operation. In addition, he may expend more Resource Points to increase the Effectiveness Rating for the Operation. The player records the Resource Point expenditure by reducing his total Resource Points on his Resource Track (see map).

4. Intercept option. Eligible non-active players have the option of playing Intercept Operations. Interception may be undertaken only against enemy Conquest or Raid Operations. The Intercepting player(s) expends Resource Points for the Intercept Operation (see 15.0).

5. Final Effectiveness determination. The active player computes his Governmental Effectiveness Rating, taking into account enemy Intercept Operations (if any) to arrive at the final Effectiveness Rating for the Operation.

6. Reveal Year Card. The active player turns one of his Year Cards drawn for the current Round face up. For each Intercept Operation that has been played, the opponent also turns up one of his Year Cards.

7. Determine results. The active player compares his final Government Effectiveness Rating with the results printed on his Year Card for the Operation undertaken. The Operation will be either successful or unsuccessful. All results are recorded on the map immediately by adjusting the appropriate markers.

8. Sector Check. If a Sector Check is required by the Card just played by the active player, he now checks his Government's Sector Levels. If a Sector Check is required on the Card played by an opponent who played an Intercept Operation, the opponent checks the Sector Level of his Government (see 6.2).

9. Repeat 1 through 8. The active player may undertake an Operation for each of his remaining Cards, repeating steps 1 through 8 each time.

CASES:

[11.1] EFFECTIVENESS RATING DETERMINATION PROCEDURE

A Government's Effectiveness Rating must be determined for each Operation undertaken during a player's turn. Each time an Effectiveness Rating is determined, the numerical basis for the Rating is the active player's Government Sector Level (Military, Administrative, Diplomatic) being employed for the particular Operation undertaken. Modifications for various System characteristics in each situation are then added to and subtracted from the Government Sector Level. As an aid to learning the Effectiveness Rating procedure, summaries of the factors affecting each Operation have been provided (see Operation Effectiveness Summary, 11.7). These summaries are used in the following manner:

1. Add together all the figures for factors described in Section A. Retain the sum.

2. Add together all the figures for factors described in Section B. Retain the sum.

3. Subtract the sum of Section B from the sum of Section A. The difference is the Governmental Effectiveness Rating.

Note that in each section, both negative and positive figures may appear. Consequently, the sum of either section may be negative or positive. Remember, adding a negative number is the same as subtracting the number's *absolute value:*

e.g., $(+4) + (-2) = (+2)$

and subtracting a negative number is the same as adding that number's absolute value:

e.g., $(+2) - (-2) = (+4)$

A Government's Effectiveness Rating must be determined separately for each Operation undertaken, except Intercept. An Intercept Operation affects the Effectiveness Rating of the active attacking player (see 15.0).

[11.2] EFFECT OF SEAT OF EMPIRE ON OPERATIONS

Each Empire has a specific Seat of Empire which is the System that dominates the Empire in both social and military senses. Thus, when computing a Government's Effectiveness Rating, the Race and Ideology of the Seat are used. These are then compared to the Race and Ideology of the Target System in order to determine the final Effectiveness Rating.

[11.3] OPERATION RESULTS

A list of results for each Operation, except Intercept, is printed on each Year Card. Upon playing a Year Card, the player compares the results listed on the Card with his Effectiveness Rating for that Operation. If the result is within the range indicated for a result, that result is *applied immediately*. Note that more than one result will apply in some cases. The following is a brief summary of the results (see the rules Section for each Operation for more detail):

+1(#▷) The Tech Level of the Target System or Base of Operations (whichever column the result appears in) is increased one Level, provided the active player's Effectiveness Rating is equal to or greater than the number (#) in parentheses. **Example:** A result of **+1(3▷)** would require an Effectiveness Rating of 3 or more to be in effect.

−1(#▷) Identical to **+1(#▷)**, except that the affected System's Tech Level is *reduced* one Level.

−1(◁#) Identical to **−1(#▷)**, except that the active player's Effectiveness Level must be equal to or *less than* the number in parentheses. **Example:** A result of **−1(◁1)** would require and Effectiveness Rating of 1 or less to be in effect.

C(#▷) A Conquest result is achieved, provided the active player's Effectiveness Rating is equal to or greater than the parenthesized number.

R(#▷) The active player *may* receive Resource Points after consulting the Raid/Exploitation Table (13.3), provided his Effectiveness Rating is equal to or greater than the number in parentheses.

T(#▷) A Trade Connection is formed, provided the active player's Effectiveness Rating is equal to or greater than the number in parentheses.

T/C(#▷) A Diplomatic Conquest is achieved, provided the active player's Effectiveness Rating is equal to or greater than the parenthesized number. Otherwise, a Trade Connection is formed.

G(#▷) A GuardianWeb is constructed, provided the active player's Effectiveness Rating is equal to or greater than the number in parentheses.

S(#▷) A StarGate is constructed, provided the active player's Effectiveness Rating is equal to or greater than the number in parentheses.

[11.4] EXPENDING EXTRA RESOURCE POINTS

The active player may voluntarily increase his Government's Effectiveness Rating for *any* Operation by spending Resource Points in *excess* of the ordinary Operations cost. The player does so by expending one Resource Point for each point of Effectiveness. Thus, if a player were to spend three Resource Points in excess of those required, his Effectiveness Rating would be increased by three. The player must announce how much he is expending *before* his opponent announces whether or not he is playing an Intercept Operation. Once announced, the active player may not change his mind and retract his Resource Points or change their amount.

[11.5] RESTRICTIONS ON OPERATIONS

[11.51] The active player *must* play at least one Year Card during his Player-Turn. The other four may be used for play as Intercept Operations. Note that Cards reserved for Intercept Operations that remain unplayed at the end of the Round must be turned over before the next Round begins to determine if they require a Sector Check (see 6.22). A player may never play more than five Cards in a single Round.

[11.52] The Intercept Operation is the only Operation a player may ever undertake in another player's Player-Turn.

[11.53] A player may not undertake an Operation if he does not possess sufficient Resource Points to pay for that Operation.

[11.54] A player may not undertake an Operation for which his Government's Effectiveness Rating is *less than zero*. If the active player commits himself to an Operation (i.e., turns over a Year Card) and then realizes his Government's Effectiveness Rating is less than zero, *only* those results that are detrimental to the active player are applied.

[11.55] If a player uses one of his Systems that is in Unrest as a Base of Operations for an Interstellar Operation or as a Target for a Stellar Operation, and through that Operation he causes the System's Tech Level to decrease, that System is subject to possible Rebellion (see 20.1).

[11.56] The *Base of Operations* for an Interstellar Operation must always be a System in the active player's Empire. Moreover, the *Target System* for a Stellar Operation must always be a System in the active player's Empire.

[11.6] EFFECTS OF RANGE ON INTERSTELLAR OPERATIONS

All Interstellar Operations are affected by the

distance from the Base of Operations to the Target System. The distance is measured by counting the number of Systems from the Base (exclusive) to the Target (inclusive). Thus, the Range from Nelldon to VeRee is two Systems. This number is then added to the defending System's Target Modifiers when determining the Effectiveness Rating. Moreover, one additional Resource Point must be spent for each System of Range between Base and Target for Conquest and Raid Operations. **Example:** If a player were undertaking a Raid from VeRee to Nelldon, the number of Resource Points the player would be required to spend for Range would be two.

[11.61] The Tech Level of the Base of Operations limits the Range at which the active player may undertake an Interstellar Operation. A player may *not exceed* his Range for a given Base, although he may use less than the maximum if he so desires. Following are the Range limits for each Tech Level:

Level 3: 3 Systems distance or less

Level 2: 2 Systems distance or less

Level 1 or less: Adjacent System *only*

The Range is added to the defending player's Target System modifiers (see 11.7). **Example:** Windstar is a Base of Operations for a Conquest Operation against Perkis, which is a Range of **2**. Thus, **2** would be added to the Target System's modifiers.

[11.62] When tracing Range, the most direct path must always be chosen. When there are two or more equidistant paths, the active player has his choice of paths. He must announce his path at the time he announces the Operation. If the path is traced through a System in the Empire of a player *other than* the player whose System is under attack, that player has the option to play an Intercept Operation. Thus, an Intercept Operation may be undertaken by players who are not themselves under attack. Each player may play only one Intercept Operation, regardless of the number of his Systems through which the path of the Operation passes. **Example:** VeRee has a Tech Level of **3**, so the owning player decides to undertake a Conquest Operation against Barton. The path of the Operation is traced through Brandon and Nelldon, which are owned by a non-Target player. That player decides to help his ally, the owner of Barton, by Intercepting the active player's Operation. Thus, the Operation would be affected by two Intercept Operations — the defending player's and that of the owner of Brandon and Nelldon.

[11.63] The effects of Range may also be avoided by use of a StarGate. The StarGate also prevents the other players from Intercepting his Operation because the active player does not *trace* a path of Operations. Thus, the only player able to Intercept would be the owner of the Target System. For use of StarGates, see 18.0.

[11.64] Stellar Operations are not affected by Range in any way.

[11.7] **OPERATIONS EFFECTIVENESS SUMMARY** (see charts and tables)

[11.8] **RACE/IDEOLOGY MODIFIER INDEX** (see charts and tables)

[12.0] CONQUEST

GENERAL RULE:

Conquest is an *Interstellar Operation* used to capture an independent System or a System owned by another player. Once Conquered, that System becomes a part of the Conquering player's Empire. Systems that contain more than one planet require *Multiple Conquest* to be fully Conquered. In addition to a Conquest result, a Conquest Operation may change the Tech Level of the Base and/or Target Systems.

CASES:

[12.1] CONQUEST OPERATION COSTS

A player must expend *one Resource Point* each time he undertakes a Conquest Operation, plus *one additional Resource Point* for each System of *Range* between the Base of Operations and the Target System (see 11.6). A player may elect to spend additional Resources to increase his Effectiveness Rating (see 11.4).

[12.2] CONQUEST RESULTS

There are three possible results for Conquest on the Year Cards:

C (Conquest). The Target System has been Conquered by the active player, and it becomes a part of his Empire (however, see 12.3). Remove the System's Tech Level marker and replace it with one of the active player's Tech Level markers. If the System contains a GuardianWeb, it is reduced (see 16.31). An Unrest marker is placed on the Conquered System's Register (see 20.3).

−1(♯▶) **(Target System's Tech Level reduced).** The Tech Level of the Target System is reduced *one Level*. Move the Tech Level marker to reflect the new Level.

−1(◀♯) (Base System's Tech Level reduced). The Tech Level of the Base of Operations is reduced *one Level*. Move the Tech Level marker to reflect the new Level.

[12.3] MULTIPLE CONQUEST PROCEDURE

To fully Conquer a System with only one inhabited planet, the player needs only one successful Conquest Operation result. To Conquer a System with more than one inhabited planet, the player needs to achieve a number of successful Conquest Operations equal to the number of planets.

When Multiple Conquest is necessary, the attacking player keeps track of the number of successful Conquest Operations he has undertaken against a given System by placing a Partial Conquest marker on the Target System that reflects the number of successes so far achieved. When the number of successes achieved equals the number of inhabited planets in that System, the Partial Conquest marker is removed, as is the System's Tech Level marker, and the attacking player places his own Tech Level marker there to indicate that the System has been Conquered.

[12.31] A System may remain Partially Conquered indefinitely. The player who has Partially Conquered a System may not use it as a Base of Operations for an Interstellar Operation or as a Target for a Stellar Operation.

[12.32] To fully Conquer a System, the Conquest Operations need not be undertaken in consecutive Year Cards. Moreover, they need not be undertaken in the same Round or Game-Turn.

[12.33] A player may use more than one of his Systems as a Base of Operations to Conquer a System. Each Partial Conquest should be kept track of separately (use a piece of scratch paper). When the total of Conquest results equals the number of planets, the System is Conquered.

[12.34] The *owner* of a Partially Conquered System may use the System as a Base of Operations or as a Target System for Stellar Operations.

However, when he does so, his Effectiveness Rating is reduced by a number equal to the number of Partial Conquests achieved against the System.

[12.35] Partially Conquered Systems may be taxed by their owner, but the number of Resource Points is reduced by the number of Partial Conquest results against the System.

[12.36] A player may remove an enemy's Partial Conquests by achieving a successful Conquest against the System used by the enemy as the Base of Operations for those Partial Conquests. For each successful Conquest, one enemy **C** result against the active player's System is removed. *Only* when all the enemy **C** results from a given System are removed can a Partially Conquered System be used as a Base of Operations to actually *Conquer* the enemy System and inflict **C** results on the opponent's System. In effect, the player must clean up his own Base before he can attack his enemy.

[12.37] When a System is Conquered, all Partial Conquests achieved by that System are removed.

[12.38] If two or more players are simultaneously attempting to Conquer a System with two or more inhabited planets, each player must attempt to achieve a number of **C** results equal to the number of planets. The first player to do so Conquers the System, and the other player's Partial Conquests are removed.

[13.0] RAID

GENERAL RULE:

Raid is an *Interstellar Operation* used to decrease the Tech Level of an independent System or a System owned by another player and, at the same time, gather Resource Points. A Raid Operation may *never* be undertaken against a System with a Tech Level of **−3**.

CASES:

[13.1] RAID OPERATION COSTS

A player expends *no Resource Points* to undertake a Raid Operation, unless the Range between the Base and Target is one or more, in which case *one Resource Point* is spent for *each System of Range* (see 11.6). A player may elect to spend more Resource Points to increase his Effectiveness Rating (see 11.4).

[13.2] RAID RESULTS

There are three possible Raid results on the Year Cards:

−1(♯▶) Target System's Tech Level decreased by one Level.

−1(◀♯) Base System's Tech Level decreased by one Level.

R The active player receives Resource Points. The number received is determined by rolling one die and finding the result on the Raid/Exploitation Table (13.3).

[13.3] RAID/EXPLOITATION TABLE
(see charts and tables)

[14.0] COMMUNICATIONS

GENERAL RULE:

Communications is an *Interstellar Operation* by which a player may establish Trade between his Seat of Empire and another System. Trade

represents the interchange of ideas, personnel, and technology as well as critical resources. Trade is an important tool in obtaining a Treaty with another System (see 19.0). Trade also serves as an offensive and defensive tool through its effect upon Unrest and Rebellion. A people who are economically satisfied are more likely to conform to a Government's wishes than one that is broke and out of work. Communications is the only Operation that uses a Government's Diplomatic Sector.

CASES:

[14.1] COMMUNICATIONS SPECIAL RULES

[14.11] The Base of Operations for a Communications Operation may be any System in a player's Empire.

[14.12] A System which contains a functioning StarGate may be used as a Base of Operations for a Communications Operation against any System on the map regardless of the Range (see 18.32).

[14.13] A player may establish Trade with any System, within or without his own Empire. A player may not, however, have more than one Trade Connection to a given System at one time. He may still undertake Communications Operations in hopes that the Operation will bring him a bloodless Conquest as a **C** result. **T** results would be ignored.

[14.14] Any number of players may have concurrent Trade Connections with the same System.

[14.15] Whenever a Communications Operation is undertaken against a System which belongs to an opposing player, that opposing player's Diplomatic Sector is automatically subtracted from the active player's Effectiveness Rating. Independent Systems are always considered to have a Diplomatic Sector of **3**, except Atjay, which has a Diplomatic Sector of **5**. Thus, when undertaking Communications against an independent System, **3** is subtracted, while an independent Atjay would call for a subtraction of **5**. Since Atjay is the Seat of the original Empire, it still contains some of the craftiest and most skilled diplomats and negotiators in the known Galaxy.

[14.2] COMMUNICATIONS OPERATION COSTS

A player expends *one Resource Point* to undertake a Communications Operation. A player may elect to expend additional Resources to increase his Effectiveness Rating (see 11.4). **Note:** The players do not expend Resource Points for Range, although Range still affects the active player's Effectiveness Rating (**Exception:** StarGate, 18.32).

[14.3] COMMUNCATIONS RESULTS

There are two possible Communications results on the Year Cards:

T. The active player has achieved a *Trade Connection* with the Target System. Place one of the active player's Trade markers on the Target System's Register.

C. The Target System has been *Conquered* by a bloodless Diplomatic Conquest. Replace the System's Tech Level marker with one of the active player's Tech Level markers. This may trigger a Special Session (see 14.32).

T/C. The Target System is Conquered, provided the active player's Effectiveness Rating is equal to or greater than the parenthesized number. Otherwise, a Trade Connection is formed.

[14.31] When a player achieves a **C** result, the Conquest is total, regardless of the number of planets in the System. Moreover, the System does *not enter Unrest* and the System's GuardianWeb (if any) is taken over intact (unlike Military Conquest, see 16.31).

[14.32] If, through a Communications Operation, an active player who is a member of the Confederation Conquers a System belonging to an opponent who is also a Confederation member, the opponent may contest the Conquest by calling for a Special Session of the Confederation (see 7.1).

[14.4] EFFECTS OF TRADE

In general, a player may obtain a Treaty with a System only after he has successfully established a Trade Connection. This varies with the System's status. The procedures for obtaining Treaties are fully described in 19.0.

[14.41] Trade Connections affect Rebellion Values (see 20.0) in the following manner:

1. The Rebellion Value of a System is *reduced by two* if the owning player has a Trade Connection to the System.

2. The Rebellion Value of a player's System is *increased by two for each opponent* who has a Trade Connection to the System. An opponent may, however, temporarily waive the effect of his Trade Connection, if he so desires. If more than one opponent has a Trade Connection to the System, all or some may waive their Connections.

[14.42] A Trade Connection can be broken only as a result of a Trade Disruption Holding chit (see 9.24), or if the player who established the Connection decides to remove it. There is no limit to the longevity of a Trade Connection.

[15.0] INTERCEPT

GENERAL RULE:

Intercept is a *Stellar Operation* by which a non-active player may reduce the Effectiveness Rating of the active player's Conquest or Raid Operation. The Intercepting player may be the owner of the Target System *or* the owner of a System through which the active player traces his path of Operations (see 11.62). Intercept is the *only* Operation undertaken during another player's turn. The player must announce his intention to Intercept before the active player plays his Year Card. The active and Intercepting players then reveal their Year Cards simultaneously. Then the results of the Operation are determined.

PROCEDURE:

The active player announces his Raid or Conquest Operation and then pauses. The defending player and any player through whose System the path of Operations passes then has the option to Intercept *if* he still has an *unplayed* Year Card. The active player computes his Effectiveness Rating. He may increase this by spending extra Resource Points (see 11.4). Then each Intercepting player announces how many Resource Points he is expending to reduce the active player's Effectiveness Rating. The active player may not expend more Resource Points at this time, but computes his Effectiveness Rating again, taking into account the Military Sectors and Resource Points spent by the Intercepting players. The Operation is then resolved and results applied.

CASES:

[15.1] INTERCEPT OPERATION COSTS

A player expends *one Resource Point* to undertake an Intercept Operation. *In addition*, he may expend as many extra Resource Points as he wishes; each Resource Point spent in addition to the one required reduces the active player's Effectiveness Rating by one.

[15.2] INTERCEPT RESTRICTIONS

A player may *never* conduct more than *four* Intercept Operations per Round. Each Intercept Operation requires the play of one Year Card. Consequently, if a player has used all five of his Year Cards for a given Round during his own Player-Turn, and that player is subsequently attacked, he would be unable to come to his own defense (although other players along the path of Operations may be able to do so). Whether or not a player along a path of Operations Intercepts is left purely up to that player. Intercept is never mandatory according to the rules.

[15.3] EFFECTS OF INTERCEPT OPERATIONS

[15.31] The play of an Intercept Operation reduces the active player's Effectiveness Rating by a number equal to the Military Sectors of the Governments of the Intercepting players *in addition* to the reductions for additional Resource Point expenditures (see 15.1). **Example:** The active player is Intercepted by two players: the owner of the Target System and one player along the path of Operations. The Military Sectors of the two are **3** and **5** respectively, which when added together would reduce the active player's Effectiveness Rating by **8**. To this the Intercepting players could add more Resource Points, thus increasing the number subtracted from the active player's Effectiveness Rating.

[15.32] Operation results on a Card played by an Intercepting player are ignored. However, the Intercepting players *do not* ignore Sector Checks which are called for on the Year Cards they play.

[15.33] Should an attacking player's Effectiveness Rating fall below zero as a result of Interception, he must nonetheless play his Year Card. In this situation, any **C** or **R** result is ignored. If an − **1(◄#)** result is obtained, that result is applied.

[16.0] GUARDIANWEB

GENEAL RULE:

The GuardianWeb Operation is a *Stellar Operation* which allows a player to construct a system of interconnected defensive stations in a given System to aid in that System's defense. When a GuardianWeb (or simply Web) is in place, it reduces the Effectiveness Rating of a player who is conducting a Conquest or Raid Operation against that System by a number equal to the strength of the Web. Moreover, the Rebellion Value of a System is reduced by a number equal to the Web strength (see 20.0). The presence of a Web is indicated by placing a friendly Web marker on the System Register indicating its strength, which starts at **2**. The strength may be increased to **3** by the successful play of a second GuardianWeb Operation. Three is the maximum Web strength possible. During the course of play, Webs may be damaged, eliminated, or change hands.

CASES:

[16.1] GUARDIANWEB OPERATION COSTS

A player must expend *two Resource Points* each time he attempts a GuardianWeb Operation. A player may elect to expend additional Resource Points to increase his Effectiveness Rating.

[16.2] GUARDIANWEB RESULTS

There are two possible GuardianWeb results on the Year Cards:

G (GuardianWeb successfully constructed). If this is the first Web constructed, place a Web marker with the **2** side face up on the System Register. If the System already has a Web of **2**, the marker is flipped to its **3** side.

− 1(#▶**)**. The Tech Level of the Target System is reduced by one Level. Adjust the Tech Level marker accordingly.

[16.3] GUARDIANWEB DESTRUCTION

[16.31] When a player, by means of a Conquest Operation, fully Conquers a System in which there is a Web at a strength of **3**, the player removes the enemy Web marker and replaces it with one of his own indicating a strength of **2**. When a System with a Web strength of **2** is Conquered (by Conquest Operation), the Web marker is removed altogether and is *not* replaced by a Web marker of the Conquering player.

[16.32] When a player Conquers a System by means of a Communications Operation, the player replaces any Web marker in the System's Register with one of his own markers. The *strength* remains the *same*.

[16.33] A player may voluntarily reduce the strength of his Webs in his own Systems during his own Player-Turn.

[17.0] GOVERN

GENERAL RULE:

Govern is a *Stellar Operation* by which a player attempts to increase the Tech Level of his Systems. In addition, the Govern Operation is used to quell Systems in a state of Unrest.

CASES:

[19.1] GOVERN OPERATION COSTS

There is *no mandatory cost* to undertake a Govern Operation. A player may, however, expend Resource Points to increase his Effectiveness Rating (see 11.4).

[17.2] GOVERN RESULTS

There are two possible Govern results on the Year Cards:

+ 1(#▶**)**. The Target System's Tech Level increased by one. Adjust the System's Tech Level marker.

− 1(◀#**)**. The Target System's Tech Level decreased by one. Adjust the System's Tech Level marker.

[17.3] QUELLING UNREST

When a player undertakes a Govern Operation in a System that is in Unrest (see 20.0), the Unrest marker is *immediately removed* if the player achieves a **+ 1(**#▶**)** result or no result. Thus, a System's Unrest marker remains in place only if the result obtained is **− 1(**◀#**)**.

[18.0] STARGATE

StrGate

GENERAL RULE:

A StarGate is a network of very complex, high energy satellites which allow StarCruisers to enter HyperSpace and reappear at known points in the Galaxy. StarGates require tremendous amounts of energy in order to propel the ships into HyperSpace. StarGate is a *Stellar Operation* by which a player may construct a StarGate. The StarGate may then be used to allow other Interstellar Operations to be undertaken without modification for Range.

CASES:

[18.1] STARGATE COSTS

A player must expend *two Resource Points* each time he attempts a StarGate Operation. A player may elect to expend additional Resources to increase his Effectiveness Rating (see 11.4). Using a StarGate increases the cost of the Operation undertaken (see 18.34).

[18.2] STARGATE RESULTS

There are two possible StarGate results on the Year Cards:

S. The StarGate is successfully built. Place a StarGate marker on the System Register to indicate the presence of a StarGate.

− 1(#▶**)**. The Tech Level of the Target System is reduced by one Level. Adjust the Tech Level marker accordingly.

[18.3] STARGATES AND INTERSTELLAR OPERATIONS

When a System contains a StarGate and the System's Tech Level is **2** or higher, that StarGate may aid the owning player in his Interstellar Operations.

[18.31] A StarGate may be utilized only if it is located in a System with a Tech Level of **2** or **3**.

[18.32] The StarGate allows the owning player to undertake Interstellar Operations from that System without tracing a path of Operations or suffering the effects of Range (see 11.6). The Operation may be made from the Base to any other System. The only Operations that utilize the StarGate effect are Interstellar Operations. StarGates have no effect on Stellar Operations.

[18.33] An Operation is always completed even if the result of the Operation causes the Base's Tech Level to fall below the **2** necessary for StarGate utilization.

[18.34] The cost to undertake an Interstellar Operation is increased by one Resource Point if a StarGate is used in the Operation. This Resource Point does not add to the Effectiveness Rating; rather, it is the mandatory cost to use the StarGate. This cost is *not* spent if both the Base of Operations and the Target System contain StarGates.

[18.4] STARGATE DESTRUCTION

[18.41] When a player, by means of a Conquest Operation, fully Conquers a System in which there is a StarGate, the Conquering player gains control of the StarGate.

[18.42] A player may voluntarily destroy a StarGate in his own System during his own Player-Turn.

[18.5] STARGATE MAINTENANCE

During the StarGate Maintenance Segment of each Game-Turn, each player who owns a StarGate must expend one Resource Point for that StarGate or remove it from play. If the player has more than one StarGate, he pays one Resource Point per StarGate. A player may decide not to pay for a StarGate, in which case it is removed from the map and lost.

[19.0] TREATIES

GENERAL RULE:

A player who has a Treaty with a System places one of his Treaty markers on that System. At the beginning of the game, a player will have Treaties with all the Systems of his Empire. During play, players attempt to maintain Treaties they possess and gain new Treaties. Players obtain Treaties

through Trade Connections and through certain Event chits. At the end of the game, a player receives Victory Points for those Systems he both controls and has a Treaty with. Any number of players may have Treaties with the same System; however, each player may have only one Treaty per System.

PROCEDURE:

The following is a list of ways by which a player may obtain a Treaty with a System. Because these procedures refer the player to the rules for Trade Connections and certain Event chits, players should read this list in conjunction with rules Sections 9.0 and 14.0.

1. At start. Each player begins the game with a Treaty to each of the Systems in his Empire.

2. System possession and a successful Trade Connection. A player who possesses a System to which *no other player has a Treaty* may automatically obtain a Treaty by forming a Trade Connection with the System. Thus, the player gains both a Trade Connection *and* a Treaty (14.0).

3. System possession and play of a Treaty Signed Holding chit. A player who possesses a System to which *no other player has a Treaty* may automatically obtain a Treaty by play of a Treaty Signed Holding chit (see 9.21).

4. System possession with Trade Connection and play of a Treaty Signed Holding chit. A player who possesses a System to which one or more other players have Treaties may obtain a Treaty by forming a Trade Connection with the System and then playing a Treaty Signed Holding chit (see 9.21).

5. System possession with Trade Connection and a success during Special Session. A player possessing a System to which one or more other players have a Treaty may obtain a Treaty by forming a Trade Connection with the System and Calling a Special Session of the Confederation (see 7.0). He receives the Treaty if the voting members vote the Treaty in.

6. Trade Connection and play of Diplomatic Success Holding chit. A player may obtain a Treaty with any system to which he has a Trade Connection by playing a Diplomatic Success Holding chit (see 9.22). A player may obtain a Treaty this way regardless of whether or not other players have Treaties with the System.

CASES:

[19.1] TREATY LIMITATIONS

[19.11] A player may never have more than one Treaty with a given System.

[19.12] There is no restriction to the number of Systems with which a player may have Treaties.

[19.13] There is no restriction to the number of players who may have concurrent Treaties with a given System.

[19.2] FORMING TREATIES THROUGH SPECIAL SESSIONS

A player who calls for a Special Session to obtain a Treaty (see procedure 5) is attempting to have the Confederation configure the Treaty. As in any other Special Session (see 7.0), the Treaty dispute is settled through balloting. The question to be decided is whether the Treaty will be formed.

[19.3] FORMING TREATIES WITH THE HIVE

The Confederation does not approve of members forming Treaties with Systems of the Hive Race. The Confederation views the Hive as an aggressive enemy of all other starfaring peoples. Any player who makes a Treaty with a System of the Hive

Race is subject to Expulsion from the Confederation (see 7.2). When the Treaty is formed, another member of the Confederation may call for a Special Session to vote on the Expulsion of the member making the Treaty. A vote is taken, and if the member forming the Treaty loses, he loses his Confederation membership. However, if a Session is not called at the time the Treaty is formed, it may not be called later. A new Session may be called each time a Treaty is made with a Hive System.

[20.0] UNREST AND REBELLION

GENERAL RULE:

The people of a Star System will occasionally resist the authority of the Empire which governs their fate. This is represented in the game by *Unrest* and *Rebellion*. There are a number of different circumstances when a player's System will enter Unrest and/or Rebellion. When a System Rebels, it becomes an independent System. When there is a cause, the player will be required to make a *Rebellion Check*. As a result of the Check, the System will either be unaffected, enter a state of Unrest, or will Rebel. Unrest may only be quelled by a friendly Govern Operation (see 17.3).

PROCEDURE:

To perform a Rebellion Check, the player first determines the *Rebellion Value* of the System. The value is determined as follows:

1. The basic Rebellion Value is zero.

2. Add to or subtract from the basic Rebellion Value the values which apply to that System as summarized in the Rebellion Value Modifier Index (see 20.5).

3. The resulting number is the Final Rebellion Value which is then located on the Unrest and Rebellion Table (20.6). The player rolls two dice and cross-indexes the result with the Final Rebellion Value to determine the result of the Rebellion Check.

CASES:

[20.1] CAUSES OF REBELLION CHECKS

The following is a list of the reasons calling for Rebellion Checks. Players should read them closely, since each cause and circumstance for checking is different.

1. Taxation. Whenever a player taxes one of his Systems (see procedure, 10.0).

2. Exploitation. When a player Exploits a System (see 10.0) which is not in Unrest, that System automatically enters Unrest. When a System which is already in Unrest is Exploited, the player must check for Rebellion.

3. Failed Operation. When a player uses a System that is in Unrest as a Base of Operations for an Interstellar Operation or as a Target for a Stellar Operation, and that Operation results in the Tech Level of that System being reduced, an immediate Check is made. This is done only in the System that was already in a state of Unrest.

> Govrnmt
> Toppled
> C

4. Government Toppled Event chit. These chits may cause some or all of a player's Systems to enter Unrest. Then, each of the Systems in Unrest must check for Rebellion (see 9.16).

5. Undertaking a Stellar Operation against Atjay. If a player controlling Atjay undertakes a Stellar Operation against Atjay, a Rebellion Check must be made (see Atjay, 8.4).

[20.2] UNREST AND REBELLION TABLE RESULTS AND EFFECTS

There are three possible results to a Rebellion Check on the Unrest and Rebellion Table:

U (Unrest). The System being checked enters a state of Unrest. If already in Unrest, there is no additional effect, and it remains in Unrest. Place an Unrest marker on the System Register. If the System enters Unrest as a result of Taxation, the taxing player collects the Resource Points.

R (Rebellion). The System being checked rebels and immediately becomes an independent System. The System's Tech Level marker is replaced by an independent Tech Level marker. If the system was in Unrest at the time it Rebelled, the Unrest marker is removed. If there was a GuardianWeb in the System when it Rebelled, its strength is reduced from three to two, or from two to zero. If the System Rebels as a result of a Taxation attempt, the taxing player collects no Resource Points.

- (no effect). There is no change in the status of the System. If the System was being Taxed, the Resource Points are obtained.

[20.3] CONQUEST OPERATIONS AND UNREST

When a player *fully* Conquers a System by means of a Conquest Operation, that System immediately enters Unrest. When the player changes the Conquered System's Tech Level marker, he also places an Unrest marker on the System Register. **Note:** The state of the System *before* it was Conquered has no effect on the state of the System after it is Conquered. **Exception:** See 21.12.

[20.4] LIMITATIONS ON SYSTEMS IN UNREST

A System which is in a state of Unrest is subject to the following restrictions:

1. The System may be used as a Base of Operations or as a Target of Operations normally. However, if the Operation fails, the System must be checked for Rebellion.

2. A System in Unrest may be Taxed or Exploited normally. However, the Rebellion Value of the System is increased by five when making the subsequent Rebellion Check.

3. A System in Unrest may not be used as a Base of Colonization or as a Target of Colonization (see 24.2).

[20.5] REBELLION VALUE MODIFIER INDEX (see charts and tables)

[20.6] UNREST AND REBELLION TABLE (see charts and tables)

[21.0] OUTWORLDERS

GENERAL RULE:

Outworlders represent the coming to power in a System of a local Government strong enough to throw off the reins of Imperial domination and, in fact, to embark on a series of Conquests itself. These Governments are short lived, but they can cause the players many problems. The appearance of Outworlders depends on a die roll, and their control is determined by the following procedures and is not in the hands of the players.

PROCEDURE:

During the Outworlder Phase of each Round, the players determine whether and where a new Outworlder Government will come to power in that Round. The procedure is as follows:

1. Roll on Outworlder Appearance Table (21.4). One player rolls a die and finds the result on the Outworlder Appearance Table. **Important:** If there are already three Outworlders currently active, no die roll is made. There may never be more than three active Outworlders at one time.

2. If Outworlder appears, consult the System Assignment Table (9.3). The System Assignment Table will determine which System the Outworlder Government takes over. Roll two dice and cross-index the results to determine the System.

3. The Outworlder Government gains control of the System. If the System the Outworlder is assigned to in step 2 is independent or in Unrest, it becomes the Seat of Empire for that Outworlder. If the System is owned by a player and is not in Unrest, then the Outworlder does not appear at all. A System which becomes the Seat of Empire for an Outworlder becomes an independent System if previously controlled by a player. The Outworlder Seat counter is placed on the System Register to denote its new status.

4. The System Tech Level is raised to Tech Level norm. When the Outworlder takes over, the Tech Level of his Seat System is raised to Tech Level norm, if it is below norm when the takeover takes place.

5. The Outworlder receives five Year Cards. The Outworlder receives five Year Cards and, during the Outworlder Phase, the players undertake Operations on behalf of the Outworlder.

CASES:

[21.1] PROCEDURE FOR OUTWORLDER OPERATIONS

All Outworlders, except the Draka, have a Military Sector of **5**. Their Ideology and Race characteristics are those of the System in which they appear. The other Sector values are irrelevant and are not used. An Outworlder *never expends or collects Resource Points*. During the Outworlder Phase, the Outworlder will undertake either Conquest or Raid Operations using the following procedure:

1. The Outworlder automatically undertakes a Conquest Opeation against the System with the highest Tech Level which is the closest to the Seat of the Outworlder's Government. If there are two or more Systems with the highest Tech Level and they are equidistant, the Outworlder attempts to Conquer the one most similar to his Seat in Ideology and Race. If there is another tie, roll a die to determine the Target System. Each time an Outworlder Conquers a System, the next Target System is chosen from all the Systems which are nearest to all the Outworlder controlled Systems. If the Outworlder gains control of a StarGate, the StarGate is always used by the Outworlder, but the System targeted for the Operation is still the closest System with the highest Tech Level.

2. If the Conquest Effectiveness Rating of the Outworlder against a System is zero or less, but its Effectiveness Rating to Raid the System is above zero, then the Outworlder Raids the System until either Conquest is possible again or a Target change is necessary because there is a System available with a higher Tech Level.

[21.11] An Outworlder must always undertake four Conquest and/or Raid Operations during the Outworlder Phase. One of the Outworlder's Cards must always be reserved for Intercept. The reserved Card is automatically used to Intercept the first Conquest or Raid Operation taken against a System belonging to the Outworlder.

[21.12] When an Outworlder Conquers a System, replace the Tech Level marker for that System with

one for that Outworlder. These remain on the map until the System is reconquered or until the Outworlder is forced to make a Sector Check (21.2). A System Conquered by an Outworlder does not enter Unrest.

[21.2] HOW OUTWORLDERS LEAVE PLAY

Any Outworlder, including the Draka, immediately ceases to be active when a Sector Check is indicated for Sectors with a value of 5 on any Year Card the Outworlder plays. No Sector Check is made; instead, the Outworlder controlled Systems immediately become normal independent Systems. The Outworlder Tech Level markers are removed and replaced with independent Tech Level markers. An Outworlder also leaves play when all of its Systems are Conquered.

[21.3] THE DRAKA AND GENOCIDE

The Draka appear when a player rolls a six on the Outworlder Appearance Table. They always appear in the System Harvest *regardless of the status of that System* (exception to procedure step 3). The Draka are a very racist and militaristic people who inhabit the Harvest System. When the Draka go on the march, on a jihad, it is a special and dreaded event.

[21.31] The Draka may appear only once per game. After they have appeared, the Draka result on the Outworlder Appearance Table is treated as a normal Outworlder appearance.

[21.32] During each Outworlder Phase, the Draka receive 10 Year Cards instead of the usual 5. All 10 Cards must be used for Conquest and Raid Operations and none may be withheld for Intercept.

[21.33] The Draka Military Sector Value is 9. In addition, the Effectiveness Rating of the Draka is never reduced because of Racial or Ideological differences or similarities (see 11.8).

[21.34] When the Draka Conquer a System, they immediately begin Genocide of the System's population. Each Raider Phase *after* the one in which a System is Conquered, the Tech Level of the Conquered System is automatically reduced by one. **Example:** The Draka appear on Round One and Conquer Perkis, Phage, and Skysworld. At the beginning of the next Outworlder Phase, if the Draka are still active, the Tech Levels of each of these Systems would be reduced one level.

[21.35] When the Draka have reduced the Tech Level of a System to − 3, or one Round after they Conquer a − 3 System, the population of the System is considered eliminated and only the Draka remain there. When the Draka leave play, the System is left void of all intelligent life. Another player may repopulate the System by either Conquering it from the Draka, in which case it immediately becomes a System with the same Race and Ideology as the Base of Operations for that Conquest; or by performing a successful Communications Operation against the System once the Draka have left play, in which case the repopulated System has the Race and Ideology of the Seat of the new owner's Empire. **Example:** A player retakes Fontain-Grelot from the Draka by using Skysworld as a Base. Since Fontain-Grelot had its original population destroyed, the new Ideology and Race of the System are Republicanism and Avian.

[21.36] Should the Draka Genocide on Fontain-Grelot be complete, the One Faith is destroyed and the Revolt Event chit is no longer used (9.13).

[21.37] The Draka may destroy the Confederation when they Conquer Atjay (see 8.42).

[21.4] OUTWORLDER APPEARANCE TABLE (see charts and tables)

[22.0] RAIDERS

GENERAL RULE:

The populations of certain Systems are very militaristic and regimented. They periodically go out and do military damage to other peoples for their own gain. These people, called Raiders, will periodically come into play. Their appearance depends on a die roll. Once they appear, they will undertake Raid Operations on neighboring Systems. Their actions are not in the hands of the players.

PROCEDURE:

During the Raider Phase of each Round, the players determine whether or not a Raider will be active that Round. The procedure is as follows:

1. Roll on the Raider Appearance Table (22.1). One player rolls a die and finds the result on the Raider Appearance Table.

2. If a Raider appears, consult the Raider Location Table (22.2). The Raider Location Table determines the location of the Raider. Roll a die and find the result; the result includes the name and Base of the Raider. If the Raider is based in a System controlled by a player, the Raider will only be active if the System is in Unrest. If in Unrest, the System immediately goes independent. A Raider is always active from an independent Base. If the Base is not in Unrest and/or is not independent, the Raider does not appear.

3. Military Sector Value determination. If a Raider is active, roll on the 3 column of the Sector Check Table (6.6) to determine the Sector Value of the Raider. The only Sector which applies to Raiders is the Military Sector.

4. The Raider receives 5 Year Cards. The Raider receives five Year Cards and, during the Raider Phase, the players undertake Raid Operations on behalf of the Raider.

Raiders always undertake Raid Operations (only) with all five of their Year Cards. The Target System of the Raid must be the closest System with the highest total of Tech Level plus Resource Value. In the case of ties, the players determine the System by a die roll. Determine the Effectiveness Rating of the Raider by using the characteristics of his Base System. The Raid Operation is carried out normally except that the Raider neither expends nor collects Resource Points. A Raid may not be made if the Effectiveness Rating of the Raider is less than zero. **Important:** If a Raider attacks a System owned by a player, that player may Intercept the Raid (see Intercept, 15.0). If an Intercept Operation drops the Raider's Effectiveness Rating to less than zero, the Raider's Year Card must still be played. In effect, the Raider was committed to the Operation, just as a player would be. Raiders are active for only one Round at a time; there is no disactivation procedure as there is for Outworlders.

CASES:

[22.1] RAIDER APPEARANCE TABLE (see charts and tables)

[22.2] RAIDER LOCATION TABLE (see charts and tables)

[23.0] POLITICAL CONVERSION (Optional Rule)

GENERAL RULE:

A player may Conquer a System without changing the basic political network of the System. The Conquest would represent a garrisoning of the System by the military while the actual System Government structure would remain in place, but controlled by the Conquering player. To change the political Ideology of a System requires the Conquering player to *Convert* the System. This is done by military force through the use of Conquest Operations. Once a System has been Converted, it will retain the Ideology of the Converting player until some other player Converts the System.

PROCEDURE:

In order to Convert a System's Ideology, a player must possess the System and announce his intention to Convert the System. The player then figures the Conversion Differential by subtracting the Proselytic Ability Rating of the player's Ideology from the Convictional Strength Rating of the System to be Converted. These Ratings are summarized on the Conversion Rating Chart. The Conversion Differential equals the number of times that the player must achieve a C result through Conquest Operations against the System. Note that the player will be attacking a System he already controls, but the Operation is undertaken in the usual manner. However, each time the Tech Level of the System is reduced as a result of the Conquest Operation, the System enters Unrest and a Rebellion Check must be made. If the System Rebels, a Conquest Operation to regain possession of the System does not count toward Conversion. The player should record the number of C results he achieves against a System on a piece of paper. When the number of C results achieved equals the Conversion Differential, the System is Converted, and a blank chit of the Converting player's color is placed on the System Register.

CASES:

[23.1] PARTIAL CONVERSION

A player need not Convert a System by undertaking all the Conquest Operations against it successively. A System may remain Partially Converted for any length of time. However, if a System which is Partially Converted is Conquered by another player, all the first player's Conquest results are negated and any subsequent Conversion efforts he might undertake must start from scratch. If a System changes hands other than by means of a Conquest Operation, that System's Partially Converted status may, upon agreement, be transferred.

[23.2] CONVERSION DIFFERENTIAL MODIFICATIONS

If the Converting player possesses an Ideological Fervor Holding chit (see 9.27), the Conversion Differential is automatically halved (fractions rounded down). The Conversion Differential is automatically halved if the Converting player has a Trade Connection with the System (round fractions down). If a player has both a Trade Connection and an Ideological Fervor Holding chit, the Conversion Differential is quartered (round down).

[23.3] AUTOMATIC CONVERSIONS

If the final modified Conversion Differential is 5 or less, then all the independent Systems of that specific Ideology are Converted at the same time that the first System is Converted. This is not true for Systems which are part of another player's Empire, Atjay, or Hive Race Systems; these must be Converted individually. **Example:** The final Conversion Differential against the System Postnovo is 4. When the Converting player successfully Conquers Postnovo for the fourth time, then Postnovo, Neromadra (if independent), and Greer's Port (if independent) are all Converted.

[23.4] VICTORY POINTS FOR CONVERSION

A player receives five Victory Points for the Conversion of a System to the Ideology of his Seat's Government. Once the Victory Points are earned, they are never lost, even though another player may reconvert the System.

[23.5] CONVERSION RATING CHART
(see charts and tables)

[24.0] COLONIZATION (Optional Rule)

GENERAL RULE:

A player may change the Race of a System within his Empire by undertaking Colonization. Colonization is a very slow process which represents the migration of beings from one System to another, the forced changing of a System's culture, and the takeover of the political *and* social network by the Conquering peoples. Colonization is undertaken automatically and does not require Resource Point expenditure for Operations. Colonization is performed by the accumulation of Colonization Points. When the number of Points equals the Colonization Value of the System being Colonized, the System has been successfully Colonized.

PROCEDURE:

A player initiates Colonization by simply announcing his intention during his Player-Turn. The player announces which System will be Colonized and which System will be used as a Base of Colonization. The player then places a Colonization marker to indicate the ongoing Colonization. The actual Colonization procedure is as follows:

1. Determine the Colonization Value of the System to be Colonized. The Colonization Value depends on the number of inhabited planets in the System: one planet calls for 50 Points; two planets for 100 Points; three planets for 150.

2. Determine the Colonization Differential between the Target and Base Systems. This differential is determined by adding the Tech Level and Resource Value for the Base of Colonization, then doing the same for the Target System. The resulting Target Value is then subtracted from the Base Value (either one of which may be positive or negative). The result is the number of Colonization Points that the Colonizing player has accrued for that Colonization attempt.

3. Record accumulated Colonization Points. The Colonizing player must keep a running total of the number of Colonization Points he has accumulated against a System. When the number of accumulated Points equals or exceeds the Colonization Value of the Target System, it has been successfully Colonized.

4. Change the System's Race. When Colonization has been completed the Colonization marker is turned over to indicate that the Race of that System has been altered. Players should record the new Race on a separate sheet of paper for future reference.

CASES:

[24.1] COLONIZATION RESTRICTIONS

[24.11] A player may undertake Colonization only against a System in his own Empire, and the Base for the Colonization must also be in his Empire.

[24.12] When Colonization has been announced, the player announces the Base or Bases of Colonization. Each Base must be able to undertake an Interstellar Operation against the Target System in order for Colonization to be performed; in other words, the Base and Target must be within Range of each other.

[24.13] When a player uses more than one System as a Base for the same Colonization, the Values are added together when determining the Colonization Differential. Thus, the more Bases used, the quicker the Colonization. Each Base must be of the exact same Race and Ideology in order to be combined, however. Once a System has been designated as a Base of Colonization, it must be used until the Colonization is completed.

[24.14] A given System may be used as a Base of Operations for only one Colonization attempt per Round.

[24.15] At any given time, a player may never currently be undertaking more than two Colonization attempts.

[24.16] If a System that a player is Colonizing is Conquered by another player or goes independent for some reason, the number of Colonization Points that the player has scored against the System is immediately halved (round down). Should the Colonizing player later retake the System, he may continue Colonization.

[24.17] When a player finishes Colonizing a System, all other Colonization Points against the System scored by other players are lost (see 24.16).

Unrest

[24.2] COLONIZATION AND UNREST

A System which is in Unrest at the time it is to be used as a Base of Colonization may not be used at all. No Colonization Points are gained by that Base. A System which is being Colonized and which is in Unrest may not be Colonized that Round. No Colonization Points may be gained against it until the Unrest is quelled (see 17.3).

[25.0] SCENARIO ORGANIZATION

GENERAL RULE:

Each Scenario in *Sword and the Stars* is a separate game in its own right. After a player has read the rules, he should set up the first Scenario, which is a solitaire game, and play it to familiarize himself with the game system. The number of players who may play the game depends on the Scenario chosen. Totals vary from one to five players.

CASES:

[25.1] THE LA'DAU VOTE

The Star System of LA'DAU was the last System incorporated into the Atjayan Empire before the final phase of that Empire's collapse. As such, LA'DAU's legitimacy as a Confederation System has always been contested. To reflect this, the players vote in Special Session (see 7.0) to determine whether or not LA'DAU is a full Confederation member. A Special Session to vote LA'DAU into or out of the Confederation may be called *once per Round*. The owner of LA'DAU is eligible to vote, and LA'DAU is worth one vote (as a regular Confederation System) if it is a member of The Confederation at the time of the vote. If voted out, the System is considered a normal non-

Confederation System for all purposes; conversely, as a member it is considered a normal Confederation System for all purposes.

[25.2] VOTING TO END THE GAME

Some Scenarios will list two possible times the game may end. The first Game-Turn number is the mandatory number of Game-Turns which must be completed before the players may vote to end the game instead of playing it through its last Game-Turn. When the listed number of mandatory Game-Turns have been completed, the players may vote to end the game (see Sequence of Play, 5.0). The players may vote at the end of each Game-Turn after the mandatory limit has been reached, but the game ends automatically with the completion of the last Game-Turn (**Exception:** see Total War, 8.32). A player receives votes equal to the total number of Systems he controls *plus* one additional vote for each Confederation System he controls. **Example:** A player who controls 2 Confederation Systems and 4 non-Confederation Systems would have a total vote of 8 $(2+2+4=8)$. The actual voting (as judged by a simple majority) ends the game. If a tie occurs, the game continues.

[25.3] DROPPING OUT OF THE GAME

When a player, for whatever reason, decides to leave the game and the other players wish to continue, the following procedure is used to divide up the leaving player's Empire.

[25.31] All Systems belonging to the player who drops out are placed in Unrest, and all the leaving player's Trade Connections and Treaty markers are removed from play.

[25.32] At the moment the player leaves, a player who has an *exclusive* Treaty with a leaving player's System immediately gains control of that System. No Year Card is played; the new System remains in Unrest, but becomes a full member of the new owner's Empire.

[25.33] When one of the leaving player's Systems has Treaties with more than one player (see 25.32), ownership of the System goes to the first of the players with a Treaty with that System who performs a successful Communications Operation against the System. Remove the other Treaty markers once the Communications Operation is successfully completed.

[25.34] Those of the leaving player's Systems with no Treaty markers belonging to active players on them are up for grabs like any other independent System. First remove all Trade Connection markers from the System Register. The System is then simply an independent System which happens to be in Unrest. The Unrest has no effect on play until after the System is Conquered by another player. It is then treated like any other Unrest marker.

[25.35] The leaving player has the option of giving his Resource Points to any other player or to give them to no one. His Holding chits are returned to the cup and may not be given to other players.

[25.4] VICTORY POINTS

The player with the most Victory Points at the end of the game is the winner. Victory Points are earned by a player for each of his controlled Systems in which he could undertake a Govern Operation (able to muster at least a zero Effectiveness Rating). The number of Points awarded per System is determined in the following way: 3 is added to the current Tech Level of the System. Thus, a System with a Tech Level of -2 would be worth only one Victory Point, while one with a Tech Level of $+3$ would be worth six. *In addition* to these Points, a player receives 3 Points for each System he possesses with which he has a Treaty. Each player also receives 5 Victory Points for each

successful Conversion and Colonization he carries out in the game, regardless of the status of the System at the end of the game.

[25.5] COUNTER LIMITATIONS

The number of counters included in this game is in no way a limit on the actual number a player may use. Players should make their own if necessary, or use counters for multiple purposes. **Example:** A player could use Treaty markers to mark both the Treaty and Tech Level of a System. In addition, certain Scenarios will call for more counters for an Empire than are called for in the game. In this case, use two sets of counters for that Empire, or improvise.

[25.6] SCENARIO ORGANIZATION

Each Scenario uses the following format.

[25.61] Scenario Parameters

This section lists the number of players. When there is more than one possible number of players listed, it is preferable to play the Scenario with the highest number of players indicated. The *Game Length* is given as either a Game-Turn limit or two Game-Turn limits. When two Game-Turns are listed, the first is the mandatory number of Game-Turns which must be completed before the players may vote to end the game (see 25.2). The second number is the maximum length of the game.

[25.62] Empire and Independent System Specifications

Government Sector Levels. Military, Administrative, and Diplomatic, respectively.

Controlled Systems. Lists all the Systems owned by that Empire and the Seat of Empire.

Treaties. Each Empire begins play with a Treaty with each of its Systems and, in some Scenarios, there will be other Systems listed as well.

GuardianWeb. Web location followed by the strength of the Web.

StarGate. Some Systems being play with a StarGate, which is indicated here.

Resource Points. The number of Resource Points on that Empire's Resource Track.

Independent Systems always begin play with no Tech Level on their System Register. A Tech Level marker is only placed if a change forces the Tech Level to a Level other than Tech Level norm.

[25.63] Special Rules

Some Scenarios have special rules which apply only to those Scenarios and take precedence over standard procedures.

[25.64] Victory Conditions

Victory is determined by the accumulation of Victory Points (see 25.4). The player who has the most Victory Points at the end of the game is the winner.

[25.7] PREPARING FOR PLAY

Once the players have decided which Scenario to play, they must decide which Empire each will control. Each player then receives a set of colored markers, which will serve as his markers during the game. The location of his Seat, his controlled Systems, Sector Levels, and other information are included in the Scenario information (see 25.5). The set up procedure is as follows:

1. Place Seat of Empire. The players place their Seat of Empire markers on the Tech Level track of their Seat System in the Tech Level norm space (the number in brackets).

2. Place Tech Level markers. Each player places one Tech Level marker on each System with which he begins play. The Tech Level markers are placed on the Tech Level norm spaces unless Scenario instructions say otherwise.

3. Place Sector Level markers. Each player places his three Sector Level markers on spaces of his Resource Track which match the Sector Level Values given in the Scenario. Players have their choice of which Resource Track to use.

4. Place Resource Track markers. The players place their Resource Track markers on spaces of the Resource Track which equal their initial Resources for the Scenario.

5. Place StarGates, GuardianWebs, Treaties, and Trade Connection markers. the Scenario instructions indicate the number and location of these markers.

6. Place independent Tech Level markers. Independent Systems which start a Scenario with a Tech Level other than their Tech Level norms are indicated in the Scenario instructions. Independent Tech Level markers are placed on these System Registers to indicate their Tech Levels.

7. Place the Game-Turn and Round markers. These markers are placed on the first space of their respective tracks.

8. Shuffle Year Card deck.

9. Place Event chits in cup. The players should use a large-mouthed coffee cup to hold their Event chits.

[25.8] MISCELLANEOUS INFORMATION CHART
(see charts and tables)

[26.0] THE RISE OF EMPIRE

COMMENTARY:

The earliest histories record that the Aquans were the first race to develop a star-faring technology. Their rise began in the Fontain-Grelot System and spread from there to other Systems with liquid environs. Their realm, at its largest, included the Systems of HaGen'star, YavaY, Leandri, and Atjay. Atjay was never completely settled and revolted soon after it was conquered. For several hundred years, Atjay stood at the edge of the realm as a warning to the Aquan Empire that expansion could lead to repulse. Suddenly internal strife in the form of a religious revolt destroyed the Aquan Empire in four short years. The One Faith had made its first appearance, led by its prophet, MaJar the Grey. The religion was violently opposed to organized stellar and interstellar government and swiftly carried the Aquan Empire away into history. This left Atjay alone with the knowledge and ability to use interstellar travel. The world government of Atjay finally unified the planet in the desire for space exploration. Exactly 350 years after the initial Aquan conquest, the Atjayan Empire was born. The first System to fall to the Atjayans was Brandon, followed in short order by Nelldon and Barton. Atjayan met Aquan for the first time in over 100 years when the Atjayans began the conquest of Leandri. The Leandri System was very rich in natural resources, and the Aquans there were cultured, unified, and absolutely determined to resist conquest. The War of Leandri was the last time the Atjayan Empire would attempt to wrest a System from its former masters. The "victory" on Leandri was pyrrhic at best. The Atjayan growth slowed after the Leandri campaign and, for the next 150 years, Systems were added to the Empire at those times when a militarist government was in power. The Empire spread to the sprial arm with the conquest of Windstar and nearby Systems. The Atjayans made progress because of their republican attitude.

When a System was conquered, the political system of the new possession would be left intact at the local planetary level. The Atjayan Chancellor who ruled the System acted as an overseer who kept his charges in close watch but on their own authority. In this way, the Atjayans were able to keep the good will of the conquered peoples. The last System the Atjayan Empire attempted to conquer was LA'DAU, but by this time the Empire itself was beginning to crumble from within.

The following Scenario is included to help new players learn the game system. It follows the rise of the original Atjayan Empire.

CASES:

[26.1] SCENARIO PARAMETERS

Number of Players. One

Game Length. Two Game-Turns

[26.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[26.21] Atjayan Empire

Government Sector Levels. 9-9-9

Controlled Systems. Atjay (Seat)

Treaties. Atjay only

GuardianWeb. None

StarGate. None

Resource Points. 10

[26.22] All other Systems begin at Tech Level norm and contain no GuardianWebs or StarGates.

[26.3] SPECIAL RULES

Colonization (24.0) and Political Conversion (23.0) are not used in this Scenario. In addition, Outworlders (21.0) and Raiders (22.0) are optional. It is suggested that the player play one game without Raiders and Outworlders to speed learning of the game.

[26.4] VICTORY CONDITIONS

At the end of the game, the player totals the Victory Points he has scored (see 25.4) and compares his total with the following schedule:

VICTORY POINT TOTAL	PERFORMANCE LEVEL
91 or more	Excellent
71–91	Very Good
61–70	Good
51–60	Mediocre
41–50	Poor
40 or fewer	Very Poor

[27.0] TWO NEW EMPIRES ARE BORN

COMMENTARY:

After the conquest of LA'DAU, the Atjayan Empire began to rupture from within. The split itself occurred when the Chancellor of the VeRee System, Temlow the First, got control of the Confederation of Worlds. His enemy and Chancellor of Nelldon, Asan of Nell, immediately took his world out of the Confederation and declared it an independent System. In reaction, the Confederation expelled its erstwhile leader, Temlow, and with that VeRee declared independence as well. In the Confederation Chamber on Atjay, a troubled group of Chancellors met to determine what action, if any, should be taken against the two

upstart Systems. It was decided that the best course of action was to turn the two new Empires against each other. Once this declaration of intent was settled upon, the Chancellor of Barton took his System out of the Confederation to join the Nelldon Empire. The stage was set, and the Atjayans had very cleverly made the two new Empires arch enemies while protecting Atjay itself.

CASES:

[27.1] SCENARIO PARAMETERS
Number of Players. Two

Game Length. Two Game-Turns

[27.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS
[27.21] VeReen Empire
Government Sector Levels. 3-5-3

Controlled Systems. VeRee (Seat), AV'LEM

Treaties. With Ambrel, VeRee, AV'LEM

GuardianWeb. VeRee (2)

StarGate. None

Resource Points. 10

[27.22] Nelldon Empire
Government Sector Levels. 5-2-2

Controlled Systems. Nelldon (Seat), Barton

Treaties. With Brandon, Nelldon, Barton

GuardianWeb. Nelldon (2)

StarGate. None

Resource Points. 8

[27.23] Independent Systems
All other Systems begin at Tech Level norm. Atjay begins with a GuardianWeb (3) and Harvest begins with a StarGate.

[27.3] SPECIAL RULES
Neither player may undertake Operations against Atjay.

[27.4] VICTORY CONDITIONS
Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[28.0] THE BEGINNING OF THE END

COMMENTARY:

The VeReen-Nelldon War had worked to the satisfaction of the Atjayan government. The Nelldon Empire was crushed by the VeReen, but only at a terrible cost. Once Nelldon was gone, the VeReen Empire itself lost its unity of purpose and began to fragment. When the critical moment came, the Atjayans gave the VeReen a push, and the Empire came tumbling down like a house of cards. The VeReen Systems, all except VeRee itself, rejoined the Atjayan Empire. The Atjayan Peace lasted for 45 years, during which time VeRee rebuilt and prepared for another war, this time against the mother System itself. During the Atjayan Peace, a new race was located in the sprial arm beyond Bluemoon. The new race was collectivist in ideology and insect-like physically. For a few short years after they were discovered, they were seen as no more than a curiosity until the *Expansion* began. The Expansion was the simultaneous coming to life of the Hospodar League, the VeReen declaration of war on Atjay, and the birth of the Hive Empire. The Atjayan Empire reeled as the VeReen made conquest after conquest, the Hive came nearer and nearer, and the League grew to Imperial scale.

CASES:

[28.1] SCENARIO PARAMETERS
Number of Players. Three

Game Length. Three Game-Turns

[28.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS
[28.21] The Hive
Government Sector Levels. 5-5-5

Controlled Systems. Dom (Seat)

Treaties. Dom

GuardianWeb. None

StarGate. None

Resource Points. 5

[28.22] The Hospodar League
Government Sector Levels. 5-2-3

Controlled Systems. Hospodar

Treaties. Hospodar, Asak, Nur

GuardianWeb. None

StarGate. None

Resource Points. 3

[28.23] VeReen Empire
Government Sector Levels. 5-5-3

Controlled Systems. VeRee (Seat)

Treaties. VeRee, Ambrel, Atjay

GuardianWeb. None

StarGate. None

Resource Points. 5

[28.24] Independent Systems
The other Systems begin independent at Tech Level norm. Atjay begins play with a GuardianWeb (3), and there is a StarGate on Harvest.

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Hive
Surge
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[28.3] SPECIAL RULES
The Hive player begins play with the Hive Surge Holding chit (see 9.28). He picks his other Event chits normally; the only difference is that he begins play with an extra chit which he may play at his choosing.

[28.4] VICTORY CONDITIONS
Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[29.0] THE ATJAYAN EMPIRE AT BAY

COMMENTARY:

Once the Confederation of Worlds was broken by VeRee, Nelldon, and Hospodar, it was only a matter of time until Windstar joined the new Empires. The Skysworld States were born as the Hive, Hospodar, and VeRee were taking apart the old Empire. The leaders of Skysworld saw their future in the System Windstar and, to fulfill this future, a war was begun to gain control of it. Skysworld and its dominions began a war called the War of the Four Empires. During this war, Atjay managed to retake VeRee and Hospodar and thus crush the revolt at its head. The governments of VeRee and Hospodar moved to Barnz and Asak respectively. From there the War of the Five Empires began. Atjay was forced to defend itself from enemies on four sides, the Hive in the far arm, the Asak Empire near Hospodar, the Barnz Confederation near VeRee, and the new Skysworld States in the near arm. The outcome of the war was predetermined. Atjay could not fend off all comers at once, and diplomatic attempts to turn the other Empires against each other failed. Atjayan power was decisively broken.

CASES:

[29.1] SCENARIO PARAMETERS
Number of Players. Three to five

Game Length. Two Game-Turns to vote; three Game-Turns maximum

[29.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS
[29.21] Atjayan Empire
Government Sector Levels. 1-2-3

Controlled Systems. Atjay (Seat), Windstar, Bluemoon, Prantis, Postnovo, Delpodar, Flute, Hospodar, Radix, Ambrel, VeRee, Brandon, Nelldon, Barton, Leandri

Treaties. With all owned Systems

GuardianWeb. Atjay (3), Windstar (2), Ambrel (2), Barton (2)

StarGate. None

Resource Points. 5

[29.22] Skysworld States
Government Sector Levels. 5-5-5

Controlled Systems. Skysworld (Seat), Perkis, Phage, HaGen'star

Treaties. With all owned Systems and Atjay

GuardianWeb. None

StarGate. None

Resource Points. 15

[29.23] Barnz Confederation
Government Sector Levels. 5-3-9

Controlled Systems. Barnz (Seat), Lund, Uraic, AV'LEM

Treaties. With all owned Systems and Atjay

GuardianWeb. None

StarGate. None

Resource Points. 13

[29.24] Asak Empire
Government Sector Levels. 5-3-1

Controlled Systems. Saar, Asak (Seat), Nur, Kalaf, Greer's Port

Treaties. With all owned Systems and Atjay

GuardianWeb. None

StarGate. None

Resource Points. 12

[29.25] The Hive
Government Sector Levels. 5-5-3

Controlled Systems. Dom (Seat), eDom One, eDom Two, eDom Three

Treaties. With all owned Systems and eDom Four

GuardianWeb. None

StarGate. None

Resource Points. 9

[29.26] Independent Systems
The other Systems begin at Tech Level norm. Harvest begins with a StarGate.

[29.3] SPECIAL RULES
Only the Atjayan player begins play with a Seat on the Confederation. The first Confederation System (except LA'DAU) that a player other than the Atjayan player Conquers becomes the Seat of Empire for that player. The System may not become the new Seat until any Unrest in the con-

quered System is quelled. **Example:** The Barnz Confederation player Conquers VeRee during the third Round with a Conquest Operation. His Seat moves from Barnz to VeRee as soon as the Unrest in VeRee is quelled. **Important:** Seat relocation in this manner may occur only once per player per game.

[29.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[30.0] THE ATJAYAN EMPIRE IS NO MORE

COMMENTARY:

Twenty years after the conclusion of the War of the Five Empires, there began a series of maneuvers to gain control of what was left of the original Atjayan Empire. The action started in the Confederation of Worlds with each of the new upstart Empires attempting to gain control of Atjayan Systems with political influence. The newly named Avian Republic gained control of Bluemoon this way, and the VeReen gained control of Ambrel (although the people of Ambrel were very much against the takeover). The politics became hot and heavy as Empire struggled against Empire. Finally, war broke out. Atjay was prostrate and unable to alter the course of affairs and the war came, sparked by the heated debate over who would be the rightful owner of the Radix System. The Hospodar League claimed it as their own because of the System's ties to Mudlow, which they controlled, and the VeReen claimed it by way of Treaty, Race, and Confederation vote. The League declared war on VeRee and within days the other Empires had joined. Each Empire had the desire to gain as many Atjayan Systems as possible to avoid becoming a backwater Empire.

CASES:

[30.1] SCENARIO PARAMETERS

Number of Players. Three to five

Game Length. Two Game-Turns to vote; four Game-Turns maximum

[30.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[30.21] Atjayan Empire

Government Sector Levels. 3-3-3

Controlled Systems. Atjay (Seat), Delpodar, Flute, Barton (Unrest), Nelldon (Unrest), Brandon (Unrest)

Treaties. With all owned Systems and Windstar, VeRee, Hospodar, Brandon

GuardianWeb. Atjay (3), Barton (2)

StarGate. None

Resource Points. 12

[30.22] Avian Republic

Government Sector Levels. 3-5-1

Controlled Systems. Windstar (Seat), Bluemoon, Skysworld, Prantis

Treaties. With all owned Systems and Atjay

GuardianWeb. Windstar (2)

StarGate. None

Resource Points. 12

[30.23] VeReen Empire

Government Sector Levels. 5-3-2

Controlled Systems. VeRee (Seat), Ambrel (Unrest), Barnz, Lund

Treaties. With all owned Systems and Atjay, Radix

GuardianWeb. VeRee (2)

StarGate. None

Resource Points. 12

[30.24] The Hospodar League

Government Sector Levels. 3-5-3

Controlled Systems. Hospodar (Seat), Nur, Asak, Mudlow

Treaties. With all owned Systems and Atjay, Delpodar, Saar

GuardianWeb. None

StarGate. None

Resource Points. 15

[30.25] The Hive

Government Sector Levels. 3-2-5

Controlled Systems. Dom (Seat), eDom One, eDom Two, eDom Three

Treaties. With all owned Systems and Atjay, eDom Four

GuardianWeb. None

StarGate. None

Resource Points. 12

[30.26] Independent Systems
The other Systems begin at Tech Level norm. Harvest begins with a StarGate.

[30.3] SPECIAL RULES

The Atjayan player is the first player in each Round of the first Game-Turn, regardless of Initiative. The other players determine Initiative normally. During the second and subsequent Game-Turns, Initiative is determined normally for all players.

[30.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points a the end of the game is the winner.

[31.0] THE FIVE EMPIRES STALEMATE

COMMENTARY:

Although the Atjayan Empire was destroyed, the Confederation itself held together as a forum with considerable power. Each of the four conquering Empires attempted to gain control of the Confederation. In the vacuum left after the fall of the Atjayan Empire came a time of terrible upheaval. The One Faith roared across the Galaxy, sweeping Imperial governments from System after System. Fontain-Grelot was finally conquered, and the One Faith again went underground. The Empires had lost over half their Systems to the dreaded Revolt of Peace. The Confederation of Worlds was powerless to bring the revolting Systems back into line, so a line was adopted whereby each Empire was free to attempt to retake what it lost. This led to disagreements, most of which were settled in the Chamber of the Confederation. It was a time of unprecedented Confederation accord. The Systems in revolt, however, would simply not return to the fold without war. Thus, each Empire began a war of its own against those Systems it previously owned. The peoples of the Confederation watched breathlessly to see whether or not general war would break out. War came again when the VeReen Empire gave birth to a rejuvenated Nelldon Empire.

CASES:

[31.1] SCENARIO PARAMETERS

Number of Players. Four or five

Game Length. Five Game-Turns to vote; eight Game-Turns maximum

[31.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[31.21] VeReen Empire

Government Sector Levels. 3-3-5

Controlled Systems. VeRee (Seat), Ambrel, AV'LEM, Barnz

Treaties. With all owned Systems and Atjay, Lund

GuardianWeb. VeRee (2)

StarGate. None

Resource Points. 15

[31.22] Nelldon Empire

Government Sector Levels. 5-2-2

Controlled Systems. Nelldon (Seat), Horton, Uraic, Brandon

Treaties. With all owned Systems and Atjay, Barton

GuardianWeb. Nelldon (2)

StarGate. None

Resource Points. 15

[31.23] Avian Republic

Government Sector Levels. 2-5-3

Controlled Systems. Windstar (Seat), Skysworld, Prantis, Phage

Treaties. With all owned Systems and Atjay, YavaY

GuardianWeb. Windstar (2)

StarGate. None

Resource Points. 12

[31.24] The Hospodar League

Government Sector Levels. 3-2-5

Controlled Systems. Hospodar (Seat), Saar, Asak, Nur

Treaties. With all owned Systems and Atjay, Kalaf

GuardianWeb. Hospodar (2)

StarGate. None

Resource Points. 15

[31.25] The Hive

Government Sector Levels. 3-3-3

Controlled Systems. Dom, eDom One, eDom Two, eDom Three

Treaties. With all owned Systems and eDom Four

GuardianWeb. None

StarGate. Dom

Resource Points. 10

[31.26] Independent Systems
The other Systems begin at Tech Level norm. Harvest begins with a StarGate and Atjay with a GuardianWeb (3).

[31.3] SPECIAL RULES

There are no Special Rules for this Scenario.

[31.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[32.0] THE GREAT GALACTIC WAR

COMMENTARY:

The war which began with the splitting off of Nelldon and its fellow discontented VeReen Empire Systems lasted on and off for 200 years. Each Empire would climb to new heights of power, only to be brought low again by the other four Empires working together. The Great Galactic War continued for another 100 years, until each Empire was in ruins. The One Faith came again to the peoples of the Galaxy at a time when they were the most discontent in known history. The result was that each Empire was gutted by revolt, even as Empire fought Empire for ever lessening gains. The Confederation of Worlds took on the character of a Galactic caretaker by providing military intervention into troubled areas and by providing certain governments with needed leadership. Even this was not enough to stem the tide of revolt and war throughout the Galaxy.

CASES:

[32.1] SCENARIO PARAMETERS

Number of Players. Five

Game Length. Four Game-Turns to vote; six Game-Turns maximum

[32.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[32.21] VeReen Empire

Government Sector Levels. 5-2-9

Controlled Systems. VeRee (Seat), Barnz, AV'LEM, Lund, Ambrel

Treaties. With all owned Systems and Atjay, Uraic

GuadianWeb. VeRee (3)

StarGate. VeRee

Resource Points. 10

[32.22] Nelldon Empire

Government Sector Levels. 5-1-5

Controlled Systems. Nelldon (Seat), Barton, Brandon, Uraic (Unrest), Horton

Treaties. With all owned Systems and Atjay, LA'DAU

GuardianWeb. Nelldon (3)

StarGate. Nelldon

Resource Points. 8

[32.23] Avian Republic

Government Sector Levels. 1-3-5

Controlled Systems. Windstar (Seat), Neromadra, Skysworld (Unrest), Prantis, Perkis, Phage (Unrest)

Treaties. With all owned Systems and Atjay, Bluemoon

GuardianWeb. Windstar (3)

StarGate. Windstar

Resource Points. 5

[32.24] The Hospodar League

Government Sector Levels. 5-3-2

Controlled Systems. Hospodar (Seat), Mudlow, Saar, Asak, Nur, Kalaf, Delpodar (Unrest), Greer's Port (Unrest), Mozarab (Unrest)

Treaties. With all owned Systems and Atjay

GuardianWeb. Hospodar (3)

StarGate. Hospodar

Resource Points. 12

[32.25] The Hive

Government Sector Levels. 5-1-3

Controlled Systems. Dom (Seat), eDom One, eDom Two, eDom Three, eDom Four (Unrest), YavaY (Unrest), Bluemoon (Unrest)

Treaties. With all owned Systems

GuardianWeb. Dom (2), YavaY (2)

StarGate. Dom

Resource Points. 12

[32.26] Independent Systems

The other Systems begin at Tech Level norm. Harvest begins with a StarGate, Fontain-Grelot begins with a GuardianWeb (2), and Atjay begins with a GuardianWeb (3).

[32.3] SPECIAL RULES

This Scenario has no Special Rules.

[32.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[33.0] THE EMPIRES RE-EMERGE

COMMENTARY:

At the height of the One Faith revolt and the Great Galactic War, a new force entered the Galaxy. This force was the Draka. The people of the System Harvest were known to be dangerous and militarily powerful, but too disorganized to act. This all came to an end when Markel Dra unified the System, threw off the weak local government, and launched his genocidal war. The Draka swept the Galaxy, overrunning weak Systems and by-passing strong ones. The Draka were finally defeated when Markel died. The Draka had done the unthinkable, genocide on a planetary scale. Uninhabited shells were left of what were once thriving worlds. The Five Empires took many years to recover from the three horrors: galactic war, genocide, and revolt. Like all peoples at all times in history, the people of the remaining worlds recovered, and the Empires sprang to aggressive life again. There would be more wars, conquest, and unhappiness, but this time the Confederation of Worlds would be destroyed.

CASES:

[33.1] SCENARIO PARAMETERS

Number of Players. Three or four

Game Length. Four Game-Turns to vote; five Game-Turns maximum

[33.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[33.21] VeReen Empire

Government Sector Levels. 2-3-5

Controlled Systems. VeRee (Seat), Barnz, Ambrel, Lund, Brandon

Treaties. With all owned Systems and Atjay

GuardianWeb. VeRee (3)

StarGate. None

Resource Points. 3

[33.22] Nelldon Empire

Government Sector Levels. 9-5-5

Controlled Systems. Nelldon (Seat), LA'DAU

Treaties. With all owned Systems and Atjay, Brandon

GuardianWeb. Nelldon (3)

StarGate. None

Resource Points. 6

[33.23] Avian Republic

Government Sector Levels. 2-2-5

Controlled Systems. Windstar (Seat), Skysworld, Prantis, Phage

Treaties. With all owned Systems and Atjay, Postnovo

GuardianWeb. Windstar (3)

StarGate. None

Resource Points. 2

[33.24] The Hospodar League

Government Sector Levels. 1-3-5

Controlled Systems. Hospodar (Seat), Asak, Saar, Nur, Kalaf

Treaties. With all owned Systems and Atjay, Delpodar

GuardianWeb. Hospodar (3)

StarGate. None

Resource Points. 4

[33.24] Independent Systems

The other Systems (**Exception:** see 33.3) begin at Tech Level norm. Harvest begins with a StarGate and Atjay with a GuardianWeb (3).

[33.3] SPECIAL RULES

The Draka have come and committed genocide throughout a large portion of the Galaxy, thus 24.0 must be used (it is not optional). The following Systems are devoid of population (see 24.3): Dom, eDom Three, eDom Four, Harvest, HaGen'star, Bluemoon, Perkis, Barton, YavaY, Leandri, and Fontain-Grelot. These Systems may be Colonized by any player using the procedure in 21.3. The Revolt Event chit is not used in this Scenario since the population of Fontain-Grelot has been destroyed and, along with it, the One Faith.

[33.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[34.0] THE PHOENIX

COMMENTARY:

125 years after the passing of Markel Dra and the end of the Drakan terror, the Confederation of Worlds was no more. As expected, the Five Empires fought over the depopulated worlds with intensity. During the course of the war, the Nelldon Empire attempted to take over Atjay itself and was decisively defeated in the process. The Confederation was forced to move, and thus its continuity was disrupted. Once the Five Empires declared a peace of mutual exhaustion, a new phase of history began. This historic turn began with the birth of the Order of Chancellor Ogive. This political party was born on Atjay and based its ideology on the words and deeds of the Grand Chancellor Ogive from the System Flute. This great man had been dead 400 years when the people of Atjay united behind this small but dedicated party and began a reformation of the Atjayan Empire. The Confederation was almost non-existent and powerless to act in any way. The revived Atjayan people burst upon the galactic scene and retook many of their original Systems before the other Empires could even begin to react.

CASES:

[34.1] SCENARIO PARAMETERS

Number of Players. Four or five

Game Length. Four Game-Turns

[34.2] EMPIRE AND INDEPENDENT SYSTEM SPECIFICATIONS

[34.21] Atjayan Empire

Government Sector Levels. 9-9-9

Controlled Systems. Atjay (Seat)

Treaties. None

GuardianWeb. Atjay (3)

StarGate. Atjay

Resource Points. 10

[34.22] VeReen Empire

Government Sector Levels. 2-2-1

Controlled Systems. VeRee (Seat), Nelldon (Unrest), Barnz, Ambrel, Lund, LA'DAU (Unrest)

Treaties. With all owned Systems

GuardianWeb. VeRee (3)

StarGate. None

Resource Points. 0

[34.23] The Hospodar League

Government Sector Levels. 3-2-3

Controlled Systems. Delpodar (Seat), Asak, Nur, Hospodar, Kalaf, Flute (Unrest)

Treaties. With all owned Systems

GuardianWeb. None

StarGate. None

Resource Points. 2

[34.24] The Hive

Government Sector Levels. 3-5-2

Controlled Systems. eDom One (Seat), eDom Two, Neromadra, Mozarab (Unrest)

Treaties. With all owned Systems

GuardianWeb. eDom One (2)

StarGate. None

Resource Points. 3

[34.25] Avian Republic

Government Sector Levels. 2-5-5

Controlled Systems. Windstar (Seat), Skysworld, Prantis, Phage, Postnovo

Treaties. With all owned Systems

GuardianWeb. Windstar (2)

StarGate. None

Resource Points. 0

[34.26] Independent Systems
The following Systems may not have Tech Levels increased above 1. In addition, a System with a Tech Level norm of 2 would be reduced to a Tech Level norm of 1: Dom, eDom Three, eDom Four, Harvest, HaGen'star, Bluemoon, Perkis, Barton, YavaY, Leandri, and Fontain-Grelot. The independent Systems begin at Tech Level norm, except those affected by this restriction.

[34.3] SPECIAL RULES

The Revolt Event chit is not used in this Scenario, since the One Faith has been destroyed by the Draka in the previous Scenario.

The Atjayan player *always* has his pick first in the Initiative Determination Phase, regardless of Sector Level totals, etc. In addition, the Atjayan player is dealt 10 Year Cards in the first Round of the first Game-Turn. The Atjayan player *must* play at least 5 of his 10 Year Cards. The Atjayan player may ignore any Sector Checks called for on his Year Cards for the first Game-Turn. Beginning with the second Game-Turn, he performs the checks as required on the Cards.

[34.4] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points (see 25.4). The player with the most Victory Points at the end of the game is the winner.

[35.0] THE GALACTIC CYCLE

GENERAL RULE:

The Galactic Cycle Scenario allows the players to rewrite the history of the Galaxy from the beginning. This Scenario may or may not follow the path of the previous Scenarios, because the number of variables is so much greater. It is highly recommended that players play some of the shorter Scenarios before undertaking this one.

PROCEDURE:

To begin the Galactic Cycle Scenario, one player must be chosen to play the Atjayan Empire. This player begins the game by setting up the Rise of Empire Scenario (26.0). The Atjayan player will then play the game solitaire until the other players enter play. The Atjayan player plays the game solitaire until he succeeds in rolling for the entrance of a Raider or Outworlder, at which point the following procedure is undertaken:

1. When the die roll during the Raider and/or Outworlder Phase indicates that one of these events is triggered, a player enters play *instead* of the Raider or Outworlder.

2. When a player is due to enter play, the players should roll a die among themselves to determine which player enters; high roller wins.

3. The entering player rolls on the System Assignment Table (9.3), and the resulting System is the Seat of his Empire, *regardless* of the System's previous status. In other words, the System becomes the Seat regardless of whether or not it is owned by the Atjayan player. The new Seat will automatically enter play at Tech Level norm, unless it is above norm, in which case the Tech Level does not change. The other characteristics of the new Empire are determined by using the procedures in 35.1.

Thus, in the early part of the game, there will be no Raiders or Outworlders until all the players have entered play.

CASES:

[35.1] DETERMINING THE CHARACTERISTICS OF A NEW EMPIRE

The Race and Ideology characteristics of a new Empire are those of the System which the player gained during the Raider or Outworlder Phases (see procedure). Each new Empire begins with 7 Resource Points. Each new Empire begins play with a Military Sector of 5. The other two Sectors are determined by rolling on the 3 column of the Sector Check Table *twice* — once each for the Diplomatic and Administrative Sectors.

[35.2] NUMBER OF PLAYERS

This Scenario is best with five players, but it may be played with fewer. In addition, new players may enter play at any time. Thus, all the players need not be together when the game begins. If a player enters play at least one Game-Turn later than the last entering player, he should be compensated by receiving 5 additional Resource Points for each Game-Turn between his entry and the last player's. Fractions of Game-Turns (additional Rounds) greater than one complete Game-Turn are rounded up when determining this Resource Point addition. Thus, if a player entered one Game-Turn and three Rounds after the previous player, he would be awarded 10 additional Resource Points.

[35.3] CHANGING THE SEAT OF EMPIRE

Once during the Galactic Cycle Scenario, each player may *voluntarily* change his Seat of Empire. A change made necessary by the Conquest of a Seat by another player *would not count* as the one free change. To change his Seat, the player merely announces the System he controls to which the Seat is moving. This System need not be of the same Race or Ideology as the one from which the change is being made. A player forced into Exile who controls a System may use his free Seat change to one of those Systems. When a player *voluntarily* changes his Seat, the Race and Ideology of his Empire becomes that of the *new Seat*. When the change is made, the System is automatically placed at Tech Level norm, or the Tech Level remains the same if it was above norm. Unrest in a System to which the Seat moves is immediately quelled.

[35.4] SPECIAL EXILE RULES

In the Galactic Cycle Scenario, it is very possible for the Atjayan player to wipe out each player as he appears for quite a while. This will lead to all the players being in Exile and unable to ever enter if the usual rules are used. To prevent this, each player leaves the game altogether when he loses all his Systems. He is then eligible to re-enter during the Raider and Outworlder Phases as if he had never entered before (see procedure). Players begin to go into Exile *only* after the Atjayan player has picked a Government Toppled chit (see 9.16). Once this has occurred, all players are subject to the usual Exile rules.

[35.5] GAME LENGTH

The players should determine the length of play before they begin the game. A minimum of 10 Game-Turns should be played. In addition, the players should agree on a Game-Turn after which they may begin to vote to end the game. This limit may be on or after Game-Turn Ten.

[35.6] ALTERNATE STARTING POINTS (Optional Rule)

If the players wish to begin the Galactic Cycle Scenario at another point instead of the first Scenario, they merely choose a five-player Scenario and set the game as they would normally. Using alternate starting Scenarios is a good way to balance the initial Systems and Resources with which the players begin the game. Scenario 31.0, the Five Empires Stalemate, is especially recommended for balanced play.

CHARTS & TABLES

[6.6] SECTOR CHECK TABLE

GOVERNMENT'S CURRENT
SECTOR LEVEL

DICE	1	2	3	5	9
2	9	9	9	9	9
3	9	9	5	9	9
4	5	5	5	5	3
5	5	5	5	5	3
6	3	3	3	3	3
7	3	3	3	3	5
8	3	5	3	2	2
9	5	3	2	2	2
10	2	2	2	2	2
11	1	2	2	1	1
12	1	1	1	1	1

The number results indicate the Government's new Sector Value. **Important:** When checking all three of a Government's Sectors, roll separately for each Sector using the appropriate Current Sector column.

[9.3] SYSTEM ASSIGNMENT TABLE

1ST DIE	2nd Die 1	2	3	4	5	6
1	Saar	Asak	Nur	Kalaf	Mozarab	eDom 1
2	eDom 2	Mudlow	Flute	Greer's P	eDom 3	Neromadra
3	Radix	Delpodar	Postnovo	Bluemoon	eDom 4	Ordar
4	Ambrel	Skysworld	Barnz	Fontain-G	Leandri	Prantis
5	Perkis	AV'LEM	LA'DAU	Barton	Phage	Harvest
6	Lund	Uraic	Horton	Brandon	YavaY	HaGen'star

[11.7] OPERATIONS EFFECTIVENESS SUMMARY

When determining the Effectiveness Rating for an Operation the active Player consults the following summaries. **Important:** Remember the *absolute value* of numbers is used (see 11.1).

INTERCEPT [15.0]
Cost: 1 RP

Intercept modifies the Effectiveness Rating of Conquest and Raid Operations (see 15.3).

STARGATE [18.0]
Cost: 2 RPs

A. Active Player's Modifiers
Add active player's Administrative Sector
and Tech Level of Target System
and number of planets

B. Target System Modifiers
Add Race modifier (from 11.8)
and Ideology modifier (from 11.8)

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

GUARDIANWEB [16.0]
Cost: 2 RPs

A. Active Player's Modifiers
Add active player's Administrative Sector
and Tech Level of Target System

B. Target System Modifiers
Add Race modifier (from 11.8)
and Ideology modifier (from 11.8)
and number of planets

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

COMMUNICATIONS [14.0]
Cost: 1 RP

A. Active Player's Modifiers
Add active player's Diplomatic Sector
and Tech Level of Base of Operations

B. Target System Modifiers
Add Tech Level of Target System
and Diplomatic Sector of Target System's owner (if independent, Diplomatic Sector is assumed to be **3**; Atjay is **5**, however)
and Range (unless active player is using StarGate)
and Race modifier (from 11.8)
and Ideology modifier (from 11.8)

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

GOVERN [17.0]
Cost: none

A. Active Player's Modifiers
Add active player's Administrative Sector
and Tech Level of Target System (only if Tech Level is at a negative Level)

B. Target System Modifiers
Add Tech Level of Target System (only if Tech Level is at a positive Level)
and Race modifier (from 11.8)
and Ideology modifier (from 11.8)

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

CONQUEST [12.0]
Cost: 1 RP, plus additional for Range and StarGate

A. Active Player's Modifiers
Add active player's Military Sector
and Tech Level of Base of Operations

B. Target System Modifiers
Add Tech Level of Target System
and GuardianWeb strength of Target System
and defending player's Military Sector (if Intercepting only)
and Range (unless attacker is using StarGate)
and Race modifier (from 11.8)
and Ideology modifier (from 11.8)

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

RAID [13.0]
Cost: spent for Range or StarGate only

A. Active Player's Modifiers
Add active player's Military Sector
and Tech Level of Base of Operations
and Target System's Resource Value

B. Target System Modifiers
Add Tech Level of Target System
and GuardianWeb strength of Target System
and defending player's Military Sector (if Intercepting only)
and Range (unless attacker is using StarGate)
and Race modifier (from 11.8)
and Ideology modifier (from 11.8)

SUBTRACT TOTAL B FROM TOTAL A TO DETERMINE THE EFFECTIVENESS RATING.

[11.8] RACE/IDEOLOGY MODIFIER INDEX

OPERATION ▶ Relationship	Conquest	Raid	Communicate	GuardianWeb	Govern	StarGate
Same Ideology	0	2	0	0	0	0
Related Ideology	1	1	1	1	1	1
Unrelated Ideology	2	0	2	2	2	2
Same Race	0	2	0	0	0	0
Different Race	2	0	2	2	2	2

Results are the Race/Ideology modifiers which are inserted in the appropriate places in the Target System Modifiers portion of the Operations Effectiveness Summary (11.7). **Important:** Systems which have Unique Race or Ideology are different from and unrelated to any other System in the Galaxy. Thus, Harvest is totally different from Ordar or any other System. Prantis, on the other hand, has a Unique Race but the same Ideology as Phage and Perkis.

[13.3] RAID/EXPLOITATION TABLE

DIE	RPs Gained	
-2	0	A player who has received an R
-1	0	result on his Raid Operation (see 13.2) or a player who Ex-
0	0	ploits one of his Systems (see
1	0	Procedure 10.0) rolls one die and consults this Table. The die
2	1	result is modified by adding the
3	1	Resource Value of the System
4	1	being Raided or Exploited to the die result. **Example:** A
5	2	Player Raids YavaY; he rolls a
6	2	die result of **5**, the Resource
7	3	Value of YavaY is added to the result yielding a final result of **4**
8	3	[5+(-1)=4] and, thus, one
9	4	Resource Point is gained by the
10	5	Raiding player.

[20.5] REBELLION VALUE MODIFIER INDEX

The Basic Rebellion Value of a System is always zero. To this is added or subtracted the following modifier values which apply to the System for which the Check is being made.

+5 if System is already in a state of Unrest

+2 if System's Race is different from that of the Seat of Empire

+1 if System's Ideology is related to that of the Seat of Empire

+2 if System's Ideology unrelated to that of the Seat of Empire

+1 for each Resource Point attempted to gain in Taxation (see 10.0)

-1 for each GuardianWeb strength point in the System's Register

-2 if the owning Player has a Trade Connection with the System

[23.5] CONVERSION RATING CHART

Ideology	Proslytic Ability Rating	Convictional Strength Rating
Collectivist	0	20
Theocratic	10	16
Republican	8	15
Absolutist	6	14
Unique	0	10
Tribalistic	5	12

1. The Conversion Differential is obtained by subtracting the Proslytic Ability of the player's Ideology from the Convictional Strength of the defender's Ideology (modified by Trade Connections and Ideological Fervor Chit, see 23.2). **2.** Ideologies with a Proslytic Ability of Zero may not spread.

[20.6] UNREST AND REBELLION TABLE

					FINAL REBELLION VALUE FOR THE SYSTEM							
DICE	1 OR LESS	2	3	4	5	6	7	8	9	10	11	12	13 OR MORE
2	U	U	R	R	R	R	R	R	R	R	R	R	R
3	U	U	U	U	R	R	R	R	R	R	R	R	R
4	-	U	U	U	U	U	R	R	R	R	R	R	R
5	-	-	-	U	U	U	U	U	R	R	R	R	R
6	-	-	-	-	-	U	U	U	U	U	R	R	R
7	-	-	-	-	-	-	-	U	U	U	U	U	R
8	-	-	-	-	-	-	U	U	U	U	U	R	R
9	-	-	-	-	U	U	U	U	U	R	R	R	R
10	-	-	U	U	U	U	U	R	R	R	R	R	R
11	U	U	U	U	U	R	R	R	R	R	R	R	R
12	U	U	U	R	R	R	R	R	R	R	R	R	R

RESULTS. U: System enters a state of Unrest. If System is already in a state of Unrest, it remains so. Taxes are collected. **R:** System rebels. Taxes are not collected. **-:** Status of System does not change. Taxes are collected. **Important:** Systems with a Rebellion Value less than one are checked on the **1** column. Systems with a Rebellion Value of **13** or greater rebel immediately when checked.

[21.4] OUTWORLDER APPEARANCE TABLE

DIE	Effect
1	No Outworlder appears
2	No Outworlder appears
3	No Outworlder appears
4	Outworlder appears; roll on the System Assignment Table
5	Outworlder appears; roll on the System Assignment Table
6	DraKa appear in Harvest (see 21.3)

[22.1] RAIDER APPEARANCE TABLE

DIE	Effect
1	No Raider appears
2	No Raider appears
3	No Raider appears
4	No Raider appears
5	Raider appears; see Raider Location Table 22.2
6	Raider apperas; see Raider Location Table 22.2

[22.2] RAIDER LOCATION TABLE

DIE	Raider Name	Base System
1	The Pellon	Lund
2	Baterion	Perkis
3	Klight	Ordar
4	Mozar	eDom 4
5	AV'LEV	LA'DAU
6	The Whicken	Delpodar

Once he determines the Raider and the Raider's Base, the player rolls on the **3** column of the Sector Check Table (6.6) to determine the Raider's Military Sector Value.

[25.8] MISCELLANEOUS INFORMATION CHART

[7.1] Reasons Special Sessions May Be Called

1. To determine if LA'DAU is a Confederation System (25.1).
2. Obtain a Treaty with a controlled System (19.0).
3. To contest a Diplomatic Success chit (9.22).
4. Break a Binding Agreement (4.3).
5. To contest a Communications Conquest (14.0).
6. Forming a Treaty with the Hive (19.3).
7. Violation of Atjayan space (8.1).
8. Reinstatement into the Confederation (7.2).

[7.21] Effects of Expulsion from the Confederation

1. Player may not vote in Special Sessions.
2. Player has Unique Race/Ideology until readmitted.

[7.23] Causes for Expulsion from the Confederation

1. Defying a vote of the Confederation (7.1).
2. Breaking a Binding Agreement (4.3).
3. Making a Treaty with the Hive (19.3).
4. Violating Atjayan space (8.1).

[9.0] SUMMARY OF EVENT CHIT RESULTS

[9.1] Random Event Chits

[9.11] *Tech Advance.* Roll on System Assignment Table (9.3). *Increase* one Tech Level for each resulting System.

[9.12] *Tech Decline.* Roll on System Assignment Table (9.3). *Decrease* one Tech Level for each resulting System.

[9.13] *Revolt.* (1) Fontain-Grelot's Tech Level marker is replaced by the Revolt Tech Level marker. Fontain-Grelot is independent and all Trade Connections and Treaties are immediately broken. (2) Active player must Conquer Fontain-Grelot on that turn. If he does not, Revolt spreads to all Systems with negative Tech Levels with the same results as in 1. (3) Each Game-Turn Fontain-Grelot remains unconquered, Revolt spreads to all Systems with a Tech Level one higher than the Level to which Revolt spread in the previous Game-Turn. Revolt never affects Seats or Atjay.

[9.14] *Tech Failure.* Active player's Systems with positive Tech Levels are reduced by one Level each.

[9.15] *Tech Breakthrough.* Tech Level of active player's Seat goes up to two. If already at two, it goes up to three.

[9.16] *Government Toppled.* Make a Sector Check. All Trade Connections and Treaties with unpossessed Systems are broken. Depending on the letter on the chit, different Rebellion Checks are made: A. *All* Systems enter Unrest; check for Rebellion and, if there is "no effect," remove Unrest marker. B. Same as A, except only Systems with different Ideologies from the Seat enter Unrest and check for Rebellion. C. Same as A, except only Systems with a negative Tech Level enter Unrest and check for Rebellion. D. Same as A, except only Systems with different Ideologies and Race from Seat enter Unrest and check for Rebellion.

[9.17] *Epidemic.* Reduce all of the player's Tech Levels by one Tech Level each.

[9.18] *LynLynan's Syndrome.* Reduce Atjay Tech Level by two. Check all Systems but Harvest, Aquan, and Hive Race Systems. Check by rolling a die and adding the Tech Level of the System. If the result is 6 or more, the System's Tech Level is reduced by two. Check once per System.

[9.19] *Barnz' Moon.* Roll one die. On a roll of 1 or 2, the affected System is Barnz; on a roll of 3 through 6, roll on the System Assignment Table. Roll again. On a roll of 1 through 3, reduce the affected System's Tech Level by two; on a roll of 4 through 6, increase the affected System's Tech Level by one.

[9.2] Holding Chits

[9.21] *Treaty Signed.* Makes a Treaty with any System the player possesses that has no other Treaties; makes a Treaty with any System the player has Trade Connections to and that has at least one other Treaty.

[9.22] *Diplomatic Success.* Makes a Treaty with any System with which player has a Trade Connection, *or* takes control of a System with which player has a Treaty. If this System is owned, owner may contest the Conquest. There are two types of Diplomatic Success chit: A. Obtain a Treaty with or possession of one System. B. Obtain Treaties with or possession of a group of Systems with which player has Treaties or Trade Connections; the group must all be of the same Ideology.

[9.23] *Confederation Influence.* Each chits adds five to the owning player's Confederation vote total.

[9.24] *Trade Disrupt.* Remove one Foreign Trade Connection.

[9.25] *Resource Output Grows.* Increase Tax yield total by one.

[9.26] *Weapon Advance/Tactical Advance.* Effectiveness gain of +3 for Conquest or Raid. When Intercepting, reduce the attacker's Effectiveness by three. Chit may be held indefinitely until chit causes Tech Level to decrease.

[9.27] *Ideological Fervor.* Halve Conversion Differential. Chit may be used indefinitely.

[9.28] *Hive Surge.* Dom owner receives two Resource Points. If player during Taxation, the tax yield is increased one per Hive Race System.

[9.29] *Greer's Port Breakthrough.* Greer's Port receives a StarGate at no cost.

[19.0] Ways to Obtain Treaties

1. At the start of play, each player obtains a Treaty with each System he controls.

2. A player who controls a System to which no other player has a Treaty may obtain a Treaty automatically by forming a Trade Connection (14.0).

3. A player who controls a System to which no other player has a Treaty may obtain a Treaty by playing a Treaty Signed Holding chit (9.21).

4. A player who controls a System to which other players have Treaties may obtain a Treaty by forming a Trade Connection *and* by playing a Treaty Signed Holding chit (9.21).

5. A player who controls a System to which other players have Treaties may obtain a Treaty by forming a Trade Connection and by calling a Special Session of the Confederation (7.0).

6. A player may obtain a Treaty with any System, regardless of whether or not other players have Treaties with this System, to which he has Trade Connections *and* by playing a Diplomatic Success Holding chit (9.22).

[20.1] When to Make Rebellion Checks

1. Whenever a player taxes one of his Systems (10.1).

2. Whenever a player Exploits a System, that System enters a state of Unrest. If the System is already in a state of Unrest, check for Rebellion (10.2).

3. Whenever an Operation fails, forcing a Tech Level reduction, and the Base or Target System is in Unrest.

4. Whenever a Government Toppled Event chit is drawn (9.16).

5. When using Atjay as a Stellar Operation Target (8.4).

[20.4] Limitations on Systems in Unrest

1. The System may be used as a Base of an Operation or a Target of an Operation. However, if the Operation fails, the System must check for Rebellion.

2. The System may be Taxed and Exploited normally. However, if Taxed or Exploited, increase the System's Rebellion Value by five for the subsequent Rebellion Check.

The Sword and the Stars

Card Nr. 1 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–	–
RAID	R(6►)	–1(4►)	–
GOVERN	–	–	+1(3►)
COMMUNICATE	T(6►)	–	–
GUARDIAN WEB	G(4►)	–	–1(◄5)
STARGATE	S(4►)	–	–1(◄5)

Card Nr. 2 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(4►)	–	–
RAID	R(4►)	–1(2►)	–
GOVERN	–	–	+1(2►)
COMMUNICATE	T(5►)	–	–
GUARDIAN WEB	G(3►)	–	–1(◄4)
STARGATE	S(3►)	–	–1(◄4)

Card Nr. 3 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(2►)	–	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1(1►)
COMMUNICATE	T(4►)	–	–
GUARDIAN WEB	G(2►)	–	–1(◄3)
STARGATE	S(2►)	–	–1(◄3)

Card Nr. 4 — SECTOR CHECKS: 1.

Operation	Result	Target	Act. Base
CONQUEST	C(8►)	–	–1(◄7)
RAID	–	–1(1►)	–
GOVERN	–	–	+1(7►)
COMMUNICATE	T/C(5►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 5 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(7►)	–	–1(◄6)
RAID	–	–1(1►)	–
GOVERN	–	–	+1(2►)
COMMUNICATE	T(3►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 6 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(7►)	–1(6►)	–1(◄5)
RAID	–	–1	–
GOVERN	–	–	+1(6►)
COMMUNICATE	T(2►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 7 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–1(5►)	–1(◄4)
RAID	–	–1	–
GOVERN	–	–	+1(5►)
COMMUNICATE	T(1►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 8 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–1(4►)	–1(◄3)
RAID	R(8►)	–1	–
GOVERN	–	–	+1(1►)
COMMUNICATE	T(4►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 9 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄8)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 10 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄7)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 11 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄6)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 12 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄5)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 13 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄5)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 14 — SECTOR CHECKS: 1,2.

Operation	Result	Target	Act. Base
CONQUEST	C(5►)	–1(3►)	–1(◄2)
RAID	–	–1(3►)	–1(◄3)
GOVERN	–	–	+1(4►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(8►)	–	–1(◄8)
STARGATE	S(8►)	–	–1(◄8)

Card Nr. 15 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(5►)	–1(2►)	–1(◄1)
RAID	–	–1(2►)	–1(◄2)
GOVERN	–	–	+1(3►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(7►)	–	–1(◄8)
STARGATE	S(7►)	–	–1(◄8)

Card Nr. 16 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(4►)	–1(1►)	–1(◄0)
RAID	–	–1(1►)	–1(◄1)
GOVERN	–	–	+1(2►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(6►)	–	–1(◄7)
STARGATE	S(6►)	–	–1(◄8)

Card Nr. 17 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(2►)	–1	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1
COMMUNICATE	T	–	–
GUARDIAN WEB	G(5►)	–	–1(◄7)
STARGATE	S(5►)	–	–1(◄7)

Card Nr. 18 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(1►)	–1	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1
COMMUNICATE	C	–	–
GUARDIAN WEB	G(4►)	–	–1(◄5)
STARGATE	S(4►)	–	–1(◄5)

Card Nr. 19 — SECTOR CHECKS: 1,2,3,5.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄7)
RAID	–	–	–1
GOVERN	–	–	–
COMMUNICATE	–	–	–
GUARDIAN WEB	G(1►)	–	–1(◄1)
STARGATE	S(1►)	–	–1(◄1)

Card Nr. 20 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄6)
RAID	–	–	–1
GOVERN	–	–	–
COMMUNICATE	T(8►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 21 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄4)
RAID	–	–1(7►)	–1(◄8)
GOVERN	–	–	–
COMMUNICATE	T/C(8►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 22 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄2)
RAID	–	–1(5►)	–1(◄6)
GOVERN	–	–	–
COMMUNICATE	T/C(7►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 23 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄1)
RAID	–	–1(4►)	–1(◄5)
GOVERN	–	–	+1(8►)
COMMUNICATE	T/C(6►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 24 — SECTOR CHECKS: 1,2,3,5,9.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄8)
RAID	R(6►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(4►)	–	–1(◄6)
STARGATE	S(4►)	–	–1(◄6)

Card Nr. 25 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(4►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(3►)	–	–1(◄4)
STARGATE	S(3►)	–	–1(◄4)

Card Nr. 26 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(3►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(3►)	–	–1(◄3)
STARGATE	S(3►)	–	–1(◄3)

Card Nr. 27 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(2►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(2►)	–	–1(◄2)
STARGATE	S(2►)	–	–1(◄2)

Card Nr. 28 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(8►)	–	–1
RAID	R(1►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(1►)	–	–1(◄1)
STARGATE	S(1►)	–	–1(◄1)

To remove cards, use both hands to very carefully pull gently but firmly along the perforated edges.

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Card Nr. 29 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–	–
RAID	R(6►)	–1(4►)	–
GOVERN	–	–	+1(3►)
COMMUNICATE	T(6►)	–	–
GUARDIAN WEB	G(4►)	–	–1(◄5)
STARGATE	S(4►)	–	–1(◄5)

Card Nr. 30 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(4►)	–	–
RAID	R(4►)	–1(2►)	–
GOVERN	–	–	+1(2►)
COMMUNICATE	T(5►)	–	–
GUARDIAN WEB	G(3►)	–	–1(◄4)
STARGATE	S(3►)	–	–1(◄4)

Card Nr. 31 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(2►)	–	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1(1►)
COMMUNICATE	T(4►)	–	–
GUARDIAN WEB	G(2►)	–	–1(◄3)
STARGATE	S(2►)	–	–1(◄3)

Card Nr. 32 — SECTOR CHECKS: 1.

Operation	Result	Target	Act. Base
CONQUEST	C(8►)	–	–1(◄7)
RAID	–	–1(1►)	–
GOVERN	–	–	+1(7►)
COMMUNICATE	T/C(5►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 33 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(7►)	–	–1(◄6)
RAID	–	–1(1►)	–
GOVERN	–	–	+1(2►)
COMMUNICATE	T(3►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 34 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(7►)	–1(6►)	–1(◄5)
RAID	–	–1	–
GOVERN	–	–	+1(6►)
COMMUNICATE	T(2►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 35 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–1(5►)	–1(◄4)
RAID	–	–1	–
GOVERN	–	–	+1(5►)
COMMUNICATE	T(1►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 36 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(6►)	–1(4►)	–1(◄3)
RAID	R(8►)	–1	–
GOVERN	–	–	+1(1►)
COMMUNICATE	T(4►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 37 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄8)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 38 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄7)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 39 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄6)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 40 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄5)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 41 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–
RAID	R	–1	–
GOVERN	–	–	–1(◄1)
COMMUNICATE	–	–	–
GUARDIAN WEB	–	–	–1(◄8)
STARGATE	–	–	–1(◄8)

Card Nr. 42 — SECTOR CHECKS: 1,2.

Operation	Result	Target	Act. Base
CONQUEST	C(5►)	–1(3►)	–1(◄2)
RAID	–	–1(3►)	–1(◄1)
GOVERN	–	–	+1(4►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(8►)	–	–1(◄8)
STARGATE	S(8►)	–	–1(◄8)

Card Nr. 43 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(5►)	–1(2►)	–1(◄1)
RAID	–	–1(2►)	–1(◄2)
GOVERN	–	–	+1(3►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(7►)	–	–1(◄8)
STARGATE	S(7►)	–	–1(◄8)

Card Nr. 44 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(4►)	–1(1►)	–1(◄0)
RAID	–	–1(1►)	–1(◄1)
GOVERN	–	–	+1(2►)
COMMUNICATE	T	–	–
GUARDIAN WEB	G(6►)	–	–1(◄8)
STARGATE	S(6►)	–	–1(◄8)

Card Nr. 45 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(2►)	–1	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1
COMMUNICATE	T	–	–
GUARDIAN WEB	G(5►)	–	–1(◄7)
STARGATE	S(5►)	–	–1(◄7)

Card Nr. 46 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(1►)	–1	–
RAID	–	–1(1►)	–
GOVERN	–	–	+1
COMMUNICATE	C	–	–
GUARDIAN WEB	G(4►)	–	–1(◄5)
STARGATE	S(4►)	–	–1(◄5)

Card Nr. 47 — SECTOR CHECKS: 1,2,3,5.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄7)
RAID	–	–	–1
GOVERN	–	–	–
COMMUNICATE	T(8►)	–	–
GUARDIAN WEB	G(1►)	–	–1(◄1)
STARGATE	S(1►)	–	–1(◄1)

Card Nr. 48 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄6)
RAID	–	–	–1
GOVERN	–	–	–
COMMUNICATE	T/C(8►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 49 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄4)
RAID	–	–1(7►)	–1(◄8)
GOVERN	–	–	–
COMMUNICATE	T/C(8►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 50 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄2)
RAID	–	–1(5►)	–1(◄6)
GOVERN	–	–	–
COMMUNICATE	T/C(7►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 51 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄1)
RAID	–	–1(4►)	–1(◄5)
GOVERN	–	–	+1(8►)
COMMUNICATE	T/C(6►)	–	–
GUARDIAN WEB	G	–	–
STARGATE	S	–	–

Card Nr. 52 — SECTOR CHECKS: 1,2,3,5,9.

Operation	Result	Target	Act. Base
CONQUEST	C	–1	–1(◄8)
RAID	R(6►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(4►)	–	–1(◄6)
STARGATE	S(4►)	–	–1(◄6)

Card Nr. 53 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(4►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(3►)	–	–1(◄4)
STARGATE	S(3►)	–	–1(◄4)

Card Nr. 54 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(3►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(3►)	–	–1(◄3)
STARGATE	S(3►)	–	–1(◄3)

Card Nr. 55 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	–	–	–1
RAID	R(2►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(2►)	–	–1(◄2)
STARGATE	S(2►)	–	–1(◄2)

Card Nr. 56 — SECTOR CHECKS: None required.

Operation	Result	Target	Act. Base
CONQUEST	C(8►)	–	–1
RAID	R(1►)	–1	–
GOVERN	–	–	+1
COMMUNICATE	–	–	–
GUARDIAN WEB	G(1►)	–	–1(◄1)
STARGATE	S(1►)	–	–1(◄1)

Sword and the Stars Counter Section Nr. 1 (200 pieces): Front
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 2.

1st PLAYER'S EMPIRE

2nd PLAYER'S EMPIRE

3rd PLAYER'S EMPIRE

4th PLAYER'S EMPIRE

Counters include: Tech Level, Trade, Guardian Web 2, Partial 1, Resource Points ×1, Resource Points ×10, Seat, StrGate, Adminis, Military, Diplmcy, Tech Advance 4, Tech Advance 5, Tech Advance 6, Tech Decline 4.

Sword and the Stars Counter Section Nr. 2 (200 pieces): Front
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 2.

Sword and the Stars Counter Section Nr. 2 (200 pieces): Back

Unrest · Treaty · Guardian Web 3 · Partial 2 · In Exile

Sword and the Stars Counter Section Nr. 2 (200 pieces): Front
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 2.

4th PLAYER'S EMPIRE

Counters: StrGate, Tech Level, Trade, Seat, Diplmcy, Military, Adminis

3rd PLAYER'S EMPIRE

Counters: StrGate, Tech Level, Trade, Seat, Diplmcy, Military, Adminis

5th PLAYER'S EMPIRE

Counters: StrGate, Tech Level, Trade, Seat, Diplmcy, Military, Adminis, Guardian Web 2, Resource Points ×10, Resource Points ×1, Partial 1, Game Turn, Round

EVENT CHITS

Tech Advance 5	Tech Advance 5	Tech Advance 4	Tech Advance 4	Tech Advance 4
Tech Decline 4	Tech Decline 4	Tech Decline 6	Tech Advance 6	Tech Decline 6
Revolt	Lynlynan Syndrme	Barnz' Moon	Epidemic	Epidemic
Treaty Signed	Treaty Signed	Treaty Signed	Treaty Signed	Treaty Signed
Trade Disrupted	Resource Output	Ideolgical Fervor	Hive Surge	Weapon Advance
Diplmatic Success B	Diplmatic Success B	Greer's Breakthru	Diplmatic Success A	Diplmatic Success A
Tech Failure	Tech Breakthru	Govrnmt Toppled D	Tactical Advance	Trade Disrupted
Tech Decline 6	Tech Decline 6	Govrnmt Toppled C	Confed Influence	Trade Disrupted
Tech Decline 5	Tech Decline 5	Govrnmt Toppled B	Confed Influence	Trade Disrupted
Tech Decline 5	Govrnmt Toppled A	Treaty Signed	Trade Disrupted	

NEUTRAL MARKERS

Counters: Tech Level, StrGate, Colony, Guardian Web 2, Outwrld 1/2/3 Tech Level, SEAT 1/2/3 Tech Level

Sword and the Stars Counter Section Nr. 2 (200 pieces): Back

ROUND RECORD TRACK

| 1 | 2 | 3 | 4 | 5 |

RESOURCE TRACK

| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

GAME-TURN RECORD TRACK

| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

RESOURCE TRACK

| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

IDEOLOGY CODE GUIDE

Code	Name
1000	TRIBALISTIC SERIES
1100	Fraternalism
1200	Sororalism
1300	Ancestralism
2000	UNIQUE SERIES (unrelated to each other)
3000	ABSOLUTIST SERIES
3100	Totalitarianism
3200	Monarchism
3300	Feudalism
3400	Despotism
4000	REPUBLICAN SERIES
4100	Democracy
4200	Parliamentary
4300	Republicanism
5000	THEOCRATIC SERIES
6000	COLLECTIVIST SERIES

HOW TO READ THE STAR ID NUMBER

General Ideology → 0000 ← ID Number
Specific Ideology, Race

RACE CODE GUIDE

Code	Race	Code	Race
0010	Herd	0040	Avian
0020	Humanoid	0050	Aquan
0030	Hiver	0060	Unique

SYSTEM REGISTER KEY

1213 Nur
−2
Tech Level norm
ID Number
Name
Race
Resource Value
Number of Planets
Tech Level norm of zero.
A Tech Level norm arrow directed at the Star within a System Register signifies a Tech Level norm of zero.
Star with no inhabited planets.

Star systems

- 0 1211 Saar
- 2 1212 Asak
- −2 1213 Nur
- 1310 Kalaf
- 1 2062 Mozarab
- 9001 Perri
- 2 6031 eDom One
- −1 6032 eDom Two
- 1 3410 Mudlow
- 3 1111 Hospodar
- −2 2010 Flute
- 0 4110 Greer's Port
- 0 4141 Neromadra
- 9002 Elkann
- 3 6035 Dom
- 0 6033 eDom Three
- −3 3420 Radix
- 8001 Gedney
- 8002 Udorne
- 2 1112 Delpodar
- 4142 Postnovo
- 2 4341 Bluemoon
- 9003 Forte
- −1 6034 eDom Four
- −2 2061 Ordar
- −3 3121 Ambrel
- 8003 Keltma
- 8004 Telka-4
- 3 4342 Windstar
- 2 4343 Skysworld
- 9004 Pollo-23
- 4 5054 Fontain-Grelot
- 0 3160 Barnz
- 2 3122 VeRee
- 1 3321 Brandon
- 4 4320 Atjay
- 8005 Tukor
- 0 4260 Prantis
- −1 4241 Perkis
- 9005 E-Dan
- −3 3221 AVLEM
- 3 3222 L'ADAU
- 2 3322 Nelldon
- 2 3323 Barton
- 8006 Alexas
- 1 4242 Phage
- 9006 Mur
- 1 2063 Harvest
- 0 3124 Lund
- 1 3123 Uraic
- 0 3324 Horton
- 3 5051 Leandri
- −1 5052 YavaY
- 8007 Kassis
- 0 5053 HaGen'star
- 9007 Serrand

Confederation Boundary

RESOURCE TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

RESOURCE TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

RESOURCE TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

The Sword and the Stars

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