The Galaxy Will Burn

This is a draft set of rules. It lacks many of the images and examples that will be used in the final version of the rules. Playtesting is ongoing, so some of the rules may change before the game on 20 January 2018.

Feedback on the rules can be sent to Dillon Burke at grand.vizier@gmail.com. If you want to help Control the game, or to be involved in a playtest, contact Dillon at the same e-mail address.

Introduction

[Add boilerplate Megagame text, player behaviour guide, etc.]

Playtesters: Paul Mannering, David McClaggan, John Morton, Oliver Poppewell, Graham Streatfield, and Travis Smith.

Player Roles

Players are senior members of the government of the Galactic Empire, and start the game with one of the following four roles:

- Admiral – responsible for security of the trade routes on which prosperity relies
- Governor – responsible for administration of myriad star systems
- Politician – responsible for running one of the central government agencies of the empire
- Media – usually playing as an independent "fourth estate" of journalists, willing to speak truth to power and hold the other players to account for their misdeeds.

During the game players may also acquire the following roles:

- Usurper – someone attempting to use force to take power within the empire
- Pirate – someone raiding the trade routes
- Rebel – someone trying to overthrow Imperial rule
- Warlord – someone subverting Imperial control.

> If you are not having fun during the game – tell Control. We will try and help you out with advice, and perhaps switch your role at an opportune moment later in the game. If you have to leave the game please tell Control – it is not fair on the other members of your team if you vanish mysteriously.

Player Factions

Each player is a member of a faction. Some players may belong to more than one faction, in which case one faction is public and known to all players, and the other faction(s) are secret. Faction leaders will be aware of secret members of their faction. Faction leaders cannot be secret members of other factions.

Each faction will have objectives it is trying to achieve during the game. These factions will relate to goals in the Quadrant or at the Capital, rival factions to be defeat. If a faction accumulates 100 Legacy Points, it unlocks a special event that favours it.

Imperial Capital

The Imperial Capital has a map of the various government agencies that exist at the start of the game. This is where the various crises threatening the empire are resolved, where Emperors are proclaimed and where faction leaders trade megapower to advance their faction's interests.

Restrictions: Imperial Politician players are not allowed to visit the Quadrant Maps. Quadrant Map players are not allowed to visit the Imperial Capital, unless they become a Strong Emperor. Media players are allowed to visit all parts of the game.

Galactic Quadrant Maps

Each Quadrant map represents the administrative sectors and hyperlane trade routes of one of the core regions of major human settlement in the Galaxy. Events in the backwater frontier regions will be handled abstractly by the Imperial Capital. Each Quadrant map can have up to six players assigned to it. Depending on the number of players, there will be up to five Quadrant maps.

Sector: outlined by a blue grid, each sector has a name and two or more Starbase locations.

Hyperlane: a long, narrow, red band, with several starbases along its length. The hyperlane is both a rapid movement route, and a location that ships can be placed along – just think of it as a very long, skinny sector. A *section* of hyperlane is the length between two Starbases on the hyperlane.

Starbase: Starbases are used to build Battleships. If there is no base slot, additional starbases cannot be built in an area.

Loyalty Marker: these heart shaped tokens indicate how loyal the citizens of a sector are to the empire. Loyalty reduces the effect of pirate, rebel and warlord attacks against sectors. Loyalty markers are not placed on hyperlanes.
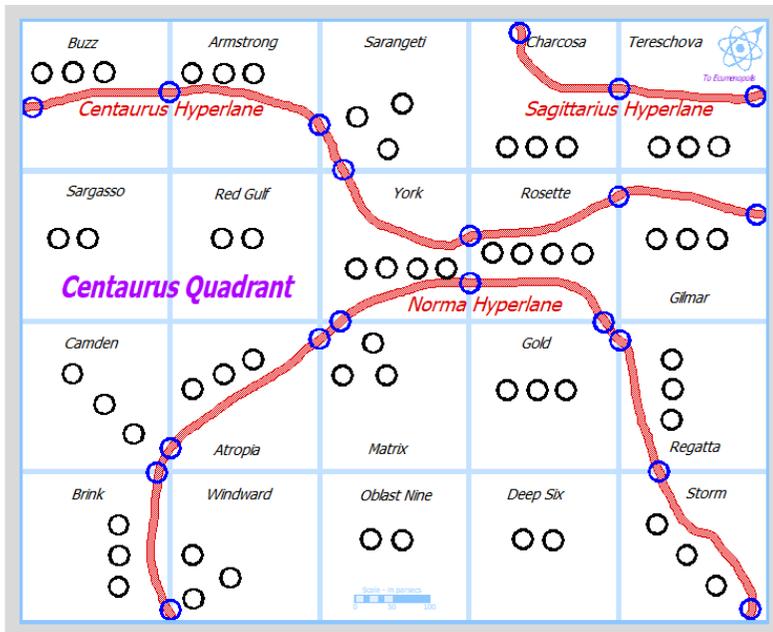
Crises

There is always at least one crisis threatening the *Pax Galactica*. Crisis resolution usually occurs at the Imperial Capital. If the last crisis is resolved, Control will generate a new crisis to replace it. Some crises are player generated, some are a second order effect from resolving other crises, and some crises will be created by Control during the game. If too many crises occur, then the central Imperial government is paralysed until a Strong Emperor is proclaimed.

Strong Emperor

During the game a player can become a strong emperor, either with the support of politician players at the Imperial Capital, staging a Coup d'état from the Deep State or by marching on the capital as an Usurper and defeating the capital's defenders. You cannot become a Strong Emperor if your faction currently has the highest blame score. See the Imperial Politics section for more information.

Cards

There are five types of cards used in the game:

- A deck of ordinary playing cards is used for Budgets and Battles.
- Privilege cards (purple border) are one use cards obtained for Quadrant map players by their faction leader at the Imperial capital.
- Benefit cards (red border) are cards obtained from having the highest score on one of the Trade tracks.
- Prestige cards (green border) are gained for the situation on the Quadrant map, except for the Viceroy which is a political appointment from the capital.

- Players use Action cards (black border) to plan their actions in the game.

Time

Time in the game is progressed through turns. There are three levels of turn management:

- Cycle Turn
- Round Turn
- Action Turn

Cycle Turn

Each full game cycle consists of three rounds played at the map tables, and a break for diplomacy and negotiations, and concludes with a media presentation on the state of the game.

- Map Phase: the part of the cycle where rounds and action turns are resolved at the map tables.
- Diplomacy Phase: the part of the cycle turn devoted to talking and trading. Control will have a short meeting during each Diplomacy Phase to compare notes on the emerging game narrative.
- Media Phase: the end of the cycle where the Media players briefly sum up what is happening in the game, putting their own spin on events.

Round Turn

Each Map Phase consists of three Round Turns. In each Round all players do the following:

- Buy or sell Megapower tokens
- Public Actions

- Secret Action
- Bonus Action (if available)

At the start of the round players determine their initiative and budget. At the end of the round, Control activates any undefeated Pirates, Rebels and Warlords and attacks players with them.

Action Turn

The smallest unit of time in the game is the Action. In each Action Turn every player resolves one Action card. Each Action card can be used once per Round Turn. Action cards refresh for use at the end of the Round Turn.

Map Cycle Turn Sequence

Map Round turns are resolved in the following sequence:

1. Initiative
2. Budget
3. Planning
4. First Round Megapower
5. First Round Starbase action
6. First Round Build action
7. Second Round Megapower
8. Second Round Public Action
9. Second Round Resolve Secret Action
10. Third Round Megapower
11. Third Round Public Action
12. Third Round Resolve Secret Action
13. Control resolves Pirate, Rebel and Warlord Attacks!
14. Players Choose New Actions
15. Control Administration.

After resolving cycle of three rounds, the table takes a 20 minute rest break to allow for player diplomacy.

Initiative

Each Quadrant player randomly gets an initiative chit. This is used for cases where knowing which player makes a decision first is important.

Budget

Choose how many Budget cards you wish to draw. This can be from four to six cards. You cannot change your mind after drawing the cards.

Budget card value: An Ace has a value of one, all Face cards and the Jokers have a value of ten, and all other cards have their face value.

1. Draw four to six Budget cards.
2. Place one Budget card in the Budget slots for the three Rounds.
3. Place Atomic Power tokens on each Budget card, equal to the card's value.
4. Unused Budget cards are handed to Control, who will use them to generate events (see below) while player's complete planning.
    a. **Exception:** if you have a Joker, discard the unused budget cards.

Mulligan: you can choose to hand all of your budget cards to Control, and draw your Budget cards again, with one less card in your hand.

Budget Cards and Control Events

Budget cards not used by players or discarded by a Joker are used by Control to generate game events while players are planning their actions:

- ♥ Control removes Loyalty markers equal to card value.
- ♦ Increase the Alien Resentment track by the card value.
- ♣ spawn Warlord units equal to card value in the Warlord holding box. Increase the Warlord Threat rating by +1.
- ♠ spawn Pirate units equal to card value in the Pirate holding box. Increase the Pirate Menace rating by +1.

The Alien Resentment track indicates the potential strength of an alien uprising. The Warlord Threat and Pirate Menace ratings are used to automatically increase the spawn of Warlords and Pirates in future turns.

Planning

This is the stage when you plan all of your actions for the three rounds of the cycle, and allocate Atomic Power to these actions:

1. From their hand of available Action cards, players allocate one Action card to each Action slot.
    a. Public Action cards are placed face up.
    b. Secret Action cards are placed face down.
2. From each Round's Atomic Power budget, allocate Atomic Power to actions, placing it in the action slot and on top of the action card.
3. Each player quickly verifies the spending allocations against the original budget cards. Fix errors, the hand the budget cards back to Control so they can be shuffled.

Megapower

Buying Megapower is an optional player choice after budget cards are allocated, but before actions are planned. It costs four to six Atomic Power to buy one Megapower token, depending on the round in which they are purchased.

Figure 1. Quadrant Planning Mat

Figure 1. Quadrant Planning Mat
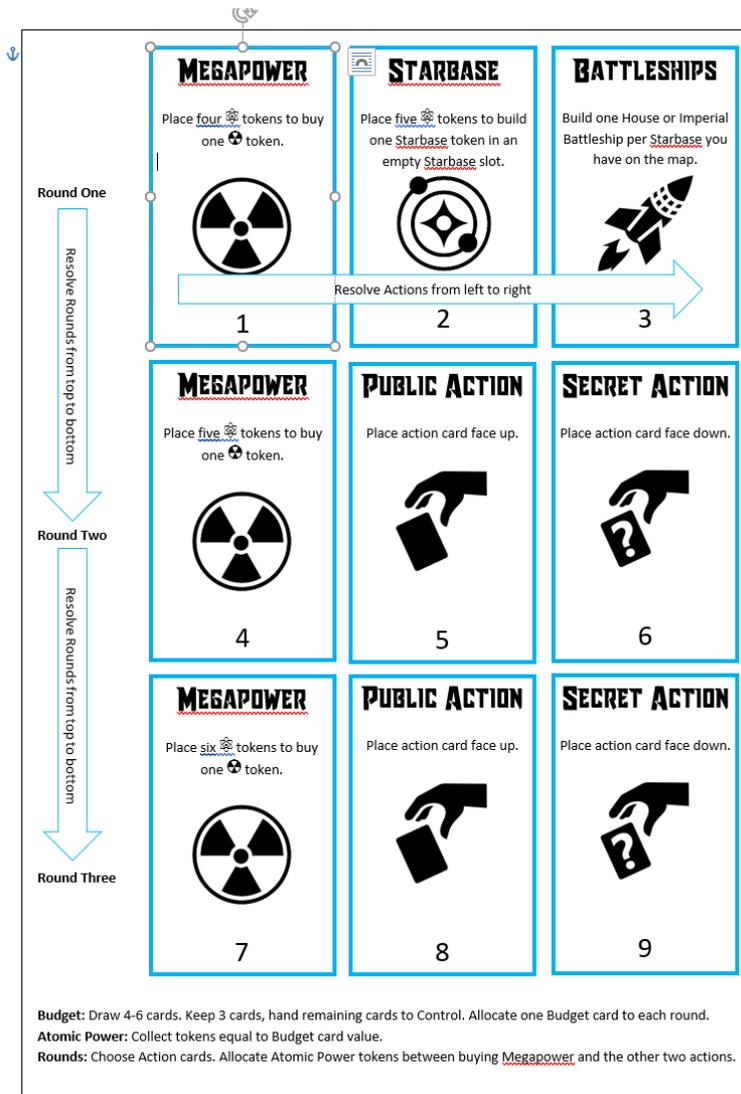
Megapower tokens are used by faction leaders at the Imperial capital, and may be required for some privilege cards used at Quadrant maps.

Actions

Each Quadrant player has their own set of four *Action cards*. They may also acquire *Privilege cards* from the Imperial Capital, some of which are one use Action cards, and some of which can be played in addition to an Action card. Each Action card can be used once per cycle.

List of Governor Actions

Each Governor player starts with a set of standard action cards:

- Trade
- Move
- Govern x2.

List of Admiral Actions

Each Admiral player starts with a set of standard action cards:

- Trade
- Move
- Patrol x2

Note: It is deliberate that no Quadrant players start with Battle actions, i.e. in the first game turn other players cannot attack you.

Pirate, Rebel and Warlord Attacks

After all player actions are complete, Control resolves attacks by Pirates, Rebels and Warlords:

- Pirates prefer to attack hyperlanes
- Warlords prefer to attack sectors

- Rebels prefer to attack imperial units rather than faction units.

Sectors and Hyperlane sections that have been patrolled cannot be attacked. Pirates, Rebels and Warlords who have no battleships do not attack.

New Actions

Each cycle players get the opportunity to choose one of the following actions and add it to their pool of action cards:

- Trade
- Build
- Govern
- Move
- Patrol
- Battle.

If all of the cards for a particular action have been taken, you have to choose another option.

Action Descriptions

Brief descriptions of the standard Quadrant actions.

Battle

Triggers a battle, with a combat bonus based on the atomic power you spent. **Public Action:** can only attack Rebel, Warlord, or Pirates. **Secret Action:** can attack faction units. Some privilege cards can allow other attack combinations.

Battleships

This action lets you build Battleships equal to the number of faction Starbases you control. You can build either faction Battleships or Imperial Battleships, but not both.

Control should build one Imperial battleship per Imperial Starbase, and place them as they see fit.

Govern

Place loyalty markers and make a policy statement (which is important for recruiting pawns to help your faction in the Imperial Capital).

Megapower

The first action of each round gives the opportunity to buy Megapower tokens.

Move

Move faction or Imperial Battleships:

- From a sector to an adjacent sector
- From a sector to an adjacent hyperlane
- From any section of a hyperlane to any other section on the hyperlane

Note: faction starbases can block hyperlane movement.

Patrol

Reduces the threat of attack from pirates or warlords, and makes one sector or hyperlane section immune to attack that turn.

Starbase

This action lets you to build Starbases at a cost of five Atomic Power tokens each. The Starbase can be placed in any empty Starbase slot. If no slots are free, the Starbase cannot be built.

Trade

If you successfully draw a block from the GENGA tower, you get to advance up the trade track based on how much atomic power you spent. If you have the highest score for that track, take its benefit card.

If the GENGA tower collapses, all trade tracks reset to zero and no one can do Trade actions until a privilege card from the central government restores the GENGA tower.

Note: It is against the spirit of the game to deliberately knock the tower over.

Battle

Players initiate battles with Battle action cards. Control can also trigger attacks on faction or Imperial units from pirates, rebels or warlords. This usually occurs at the end of each cycle, but can also occur mid-round if triggered by a crisis.

A Battle takes place in one sector or section of hyperlane.

There are four main steps to resolving combat:

1. Calculate Battle strength
2. Draw and choose Battle cards
3. Battle Resolution
4. Glory.

If this is all starting to look complicated, here is the simple guide to making sure you win battles:

1. Attack with as many Battleships as possible.
2. Better yet, attack with a Megaship!
3. Hope you draw better cards than your enemy.

Calculate Battle Strength

Battle strength is equal to:

- The number of Battleships
- + the Atomic Power (if any) spent
- + 50 for a Megaship.

Draw and choose Battle Cards

Players draw one Battle card, plus one Battle card for each of the following:

- If they hold the Strong Admiral prestige card
- If they control more Starbases in the area than the enemy
- If they control a Megaship in the area
- If they have more Megapower than the enemy.

Pirates, Rebels, and Warlords draw one card for every 10 Battleships they have (rounded up).

Each side then selects Battle cards up to its combat strength. You cannot play battle cards with a total value greater than your combat strength. If you are unable to play a Battle card your battle score is zero.

Pirates and Warlords, play cards to their highest possible score.

Resolve Battle

Players choose the Battle cards they are using, and reveal them simultaneously. Control plays Battle cards for Pirates, Rebels and Warlords up to the Battle Strength.

- The side with the highest Battle card score wins. In a tie, the side that triggered the battle wins.
- **Exception:** a side playing a Joker wins, regardless of combat strength. If both sides play Jokers, treat the Jokers as having a value of zero.
- The winner loses Battleships equal to their lowest Battle card value. If they had a Megaship, it takes one Critical Hit.
- The losing side loses Battleships equal to the value of their highest Battle card value. Any surviving ships are retreated by Control. If they had a Megaship, it takes two Critical Hits.

Side Effects

Apply side-effects from the highest battle card used by each side:

1. ♥ Control removes a Loyalty marker from a nearby sector.
2. ♦ Control removes an Imperial Starbase (if available) or a House Starbase (if not) from the area.
3. ♣ spawn Warlord units equal to card value in the Warlord holding box.
4. ♠ spawn Pirate units equal to card value in the Pirate holding box.
5. Joker: Winning player: x2 Glory gained (x4 if both Jokers were played). Pirate, Rebel or Warlord: trigger a *Military Crisis!*

Glory

The winner of the battle gets Glory equal to the highest card they played, plus the lowest card the loser played. The loser gets one Glory if any of their battleships survived.

Example of Combat Resolution

For example, Jane has six Battleships in the Crimsonia sector, when she plays a secret battle action with eight Atomic Power tokens and attacks the ten Battleships in Crimsonia controlled by Petrov, who is holding the Strong Admiral card. Neither player has a Megaship, they both have the same number of Megapower tokens, but Jane has two Starbases in Crimsonia, while Petrov only has one.

Jane draws two Battle cards and gets ♣8 and ♦7. Jane cannot play both cards for a battle score of 15 because her total Battle strength score is only 14. She decides to gamble and only play the ♦7. She might lose, but this will stop Warlords from spawning.

Petrov draws ♠6 and ♥A. With a Battle strength of ten, he can play cards to get a score of 1, 6, or 7. Suspecting that this is probably not going to be good enough to win (as the average value of a card draw is 7, and Jane drew two cards), Petrov plays the ♥A to minimise his losses and to prevent more Pirates from spawning.

Jane wins with a score of seven to Petrov's score of one. All of Jane's six Battleships are destroyed. Petrov loses one Battleship. Control retreats his remaining nine Battleships to an adjacent sector. Looking at the side effects, Control removes Petrov's Starbase in Crimsonia, and one Loyalty marker from Crimsonia. Control then awards Jane eight Glory.

Imperial Politics

The Imperial Capital is the hub of Imperial Politics. This is where faction leaders use the Megapower tokens their followers give them, to do the actions that will make their faction more powerful and acquire privileges from the central government that can be used to advance faction interests on the Quadrant maps. Media players also interact at the Capital map, triggering scandals from the blame tokens that accumulate through government action (or inaction).

Blame: tokens that represent potential scandals and public disapproval about the actions of politicians and the government.

Branch: one of the three most important parts of the Imperial government, the Executive, the Legislature, or the Judiciary.

Galactic Values Map: a display representing the current policy positions of the factions, and the policy preferences of the media agencies and quadrant populations.

Office: a major agency of government power, and a source of privilege cards.

Pawn: a meeple token that represents influence a faction has in a branch or office of government. The faction with the most pawns controls that part of government, which is important for determining who can use special powers.

Voting: Voting is done with Yes/No cards. Players who abstain from voting are assumed to have supported the winning side for the purposes of calculating the removal of pawns.

The Universal Mechanic for the Capital

Each roll of the dice requires three six sided dice, one black die (the "blame die") and two red dice (the "power dice"). A die roll can have up to a +10 or -10 modifier.

Success: A natural or modified roll of 14+ is always a success.

Failure: a modified die roll of 12- is always a failure.

Disaster: a natural or a modified roll of exactly 13 is always a disastrous failure. An "unlucky 13" roll is the worst possible result for the empire. *For example, a player rolls a 5, 2, and a 3 on a roll with a +3 modifier, 10+3=13, so this triggers a disaster. With a +4 modifier it would have succeeded, with a +2 modifier it would have merely failed.*

Blame: the number on the blame die is the number of blame points generated by the die roll. Exactly where this blame is placed in a branch or office of government depends on the success or failure of the roll.

Effect: a successful die roll will usually have a stated effect. This effect is improved if the player rolls a double or a triple on the die roll.

Imperial Capital Turn Sequence
1. Initiative
2. Strong Emperor?
3. Choose Actions and allocate Megapower to actions 4-9
4. Resolve First Public action
5. Resolve First Secret action
6. Buy Privilege cards
7. Resolve Second Public action
8. Resolve Second Secret action
9. Buy Privilege cards

10. Players Choose New Actions
11. Control Administration.

Figure 2. Capital Planning Mat
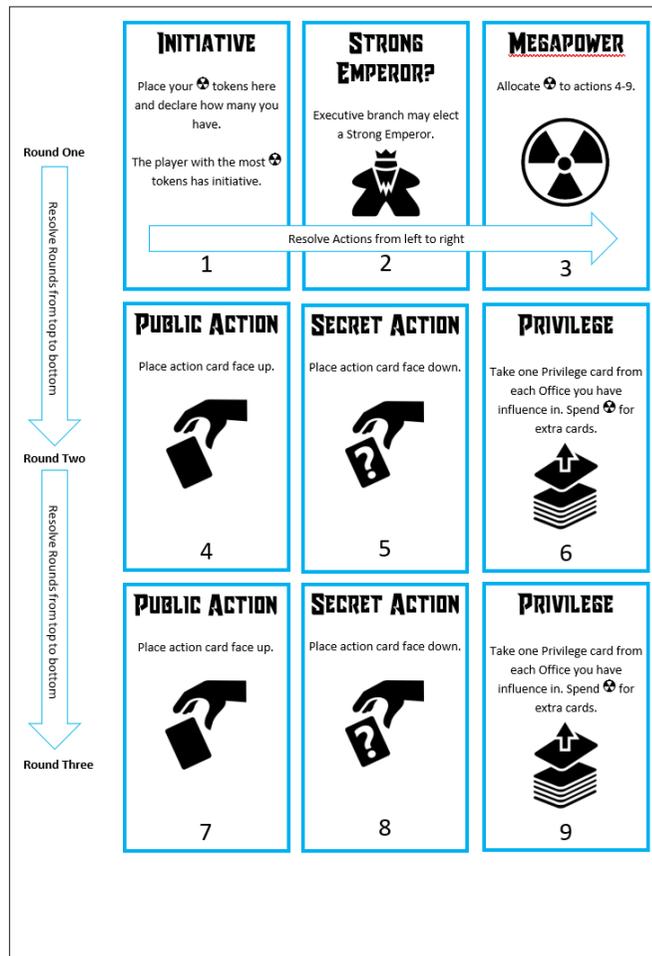
Initiative

Faction leaders declare how many Megapower tokens they have. The faction leader with the most tokens has initiative. In the event of a tie, the Media players present vote to determine who has initiative.

Strong Emperor

If Control announces that the empire is paralysed by the crises that afflict it, a Strong Emperor must be appointed. Otherwise a Strong Emperor *may* be appointed. The player(s) with the most pawns in the Executive branch each nominate one candidate. The faction with the highest blame score cannot be nominated. Each player then votes with votes equal to the number of pawns they have in the Executive branch.

If the empire is paralysed, the Judiciary cannot veto the appointment.

When a Strong Emperor is appointed, all active crises are removed from play with no side effects.

The Strong Emperor reigns for one minute, during which time they can issue commands to Control, who will attempt to implement them in the game. Commands need to be specific. When the reign finishes, the normal sequence of play resumes, and Control triggers new crises to threaten the empire.

Megapower

Allocate Megapower to actions 4-9. Most political actions are more effective with Megapower.

List of Political Actions

All politicians start with the following actions.

- Recruit Pawn (x1)
- Policy Action (x1)
- Executive (x1)
- Legislation (x1)

At the end of each cycle of rounds, each politician can add one new Political Action to their hand, including the Corruption action.

Recruit Pawn

Recruit pawns and place them in government branches or offices. You always recruit at least one Pawn, plus one Pawn for each of the following:

- Each Megapower token spent on recruitment
- Each corner position on the *Galactic Values Map* where your faction token is closer than any other faction token, with double effect if your token is actually in the corner
- Each Quadrant position on the *Galactic Values Map* where your faction token is closer than any other faction token, with double effect if your token is actually in the exact same value space as the Quadrant marker.
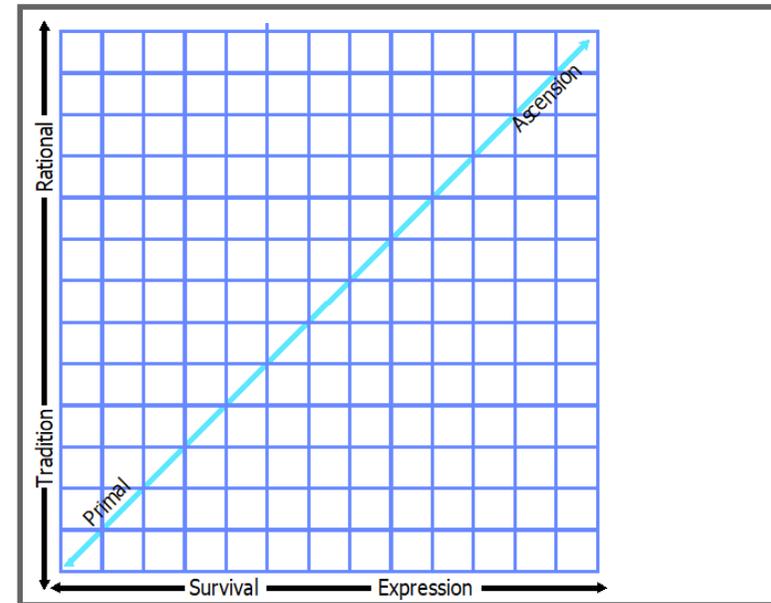
Policy Action

With a Policy Action you can announce changes in your faction's policies that attempt to either:

- Change your faction's value settings on the on the *Galactic Values Map*
- Change a Quadrant's value preferences on the on the *Galactic Values Map*[1]

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[1] The Galactic Values Map is based on the *Inglehart-Welzel Cultural Map* that is used in the World Values Survey.

- **Secret Action:** you can attempt to change another faction's value settings. This is more difficult than changing your own values.

Figure 3 Galactic Values Map

Policy Action Process:

1. Announce intended values shift goal.
2. Roll 3d6, adding:
   a. +1 per Megapower token you spend
   b. +1 per Treasury pawn you have (changing faction or quadrant values) or -1 per Treasury pawn a target faction has (changing another faction's values)

c. +/- as assessed by Control on how favourably media have portrayed the faction.

3. **Success:** shift value marker a number of places equal to the effect, and Blame tokens on an Office or Branch of your choice.
4. **Failure:** your faction gains Blame.
5. **Disaster:** your faction gains the reverse of the intended effect. *For example, if you were seeking to shift towards Rationalism and roll 6, 6, and 1, then you shift two points towards Tradition.*

Corruption

Gain one Megapower token for each other player that spends Megapower in the action phase when you play a *Corruption* action. Place one Blame token for each Megapower token you get, anywhere where you have faction pawns.

Executive

Propose a solution to a Crisis that threatens the Empire.

Executive Action Process:

1. Announce the crisis you want the Executive to resolve, and the solution you propose to resolve it with. You can select any option on the crisis card, or propose your own – Control will adjudicate.
2. All players with Executive Pawns secretly select a Yes/No card to indicate their support, and place any Megapower tokens they are spending on top of their vote card.
3. Roll 3d6,
   a. +/-1 per Megapower token players spend
   b. +/- any modifier for the proposed solution
   c. +/- Pawns from supporting/opposing players.
4. **Success:** gain legacy tokens equal to the effect, and place the Blame tokens in any branch or office of government.

5. **Failure:** place Blame tokens in the Executive branch.
6. **Disaster:** as per failure, but replace the crisis with <u>two</u> new crises.
7. All players who supported the "winning side" and anyone who abstained on the vote lose pawns equal to the effect.

If a Crisis is ignored and the timer runs out, add 13 Blame tokens to the responsible agency listed on the Crisis.

Privilege

If you have a Pawn in an Office you can take a Privilege card of that Office. If you have the most Pawns in an Office, you can take two Privilege cards. For each Megapower you spend, take an additional card.

Privilege cards grant one use of a special action power. Once used it is returned to the office or viceroy that issued it.

Privilege cards will be powerful. Here are a few examples:

- *Contract* – an order to build 10 Battleships at no cost
- *Megaship* – an action that allows a Megaship to both Move and Battle in the same action, rather than over two actions
- *Imperial Offensive* – a Battle action that doubles Glory gained.

Legislation

Propose a law that changes how the Imperial Government works.

Process:

1. Announce the law change you want the Legislature to make, and any modifier for centralisation or decentralisation that you want to include.

2. All players with Legislature Pawns secretly select a Yes/No card to indicate their support, and place any Megapower tokens they are spending on top of their vote card.
3. Roll 3d6,
   a. +/-1 per Megapower token players spend
   b. +1-10 from centralisation or decentralisation
   c. +/- Pawns from supporting/opposing players.
4. **Success:** implement the law change and any change to centralisation or decentralisation, gain legacy tokens equal to effect, and place Blame tokens in any branch or office of government.
5. **Failure:** no law change, place Blame tokens in the Legislature branch.
6. **Disaster:** as per failure, and trigger a *Constitutional Crisis*.
7. All players who supported the "winning side" and anyone who abstained on the vote lose pawns equal to the effect.

Law Changes

A Law Change can:

- Implement the effects of a Law Bill privilege card
- Reassign privilege cards between government offices and/or Quadrant Viceroys
- Establish a new government office
- Disestablish an existing government office.

A Law change cannot:

- Assign privilege cards to branches of government
- Establish or disestablish a branch of government.

Reassign Office cards

You can propose to reassign any or all of an office's Privilege and Warrant cards to a different office or a Quadrant Viceroy. You cannot assign cards to a branch. You cannot reassign an office's last card.

Disestablish an Office

You can propose to disestablish an office, removing all of its pawns, and reassigning all of its cards and powers to other offices.

Disestablishing an office increases decentralisation by one per remaining office. *For example, there are 12 offices, and you eliminate one office, decentralisation increases by 11.*

Establish an Office

You can propose to establish a new office, giving it a name and function, naming a player to take charge of it with a free pawn placement, and assigning one or more cards and/or powers from other offices.

Establishing an office increases centralisation by one per office the government now has. *For example, there are 12 offices, and you create a 13th office, centralisation increases by 13.*

> Something we will be looking at in playtesting is making the law changes more of a creative act by players (i.e. propose anything you like, with Control adjudicating the outcomes proposal), or if we make up some pre-set Law Bills that we put into the game as Privilege cards.
>
> But you won't be able to pass an "I win" law.

Blame

Blame is always generated when a player rolls 3d6 to resolve a Policy, Executive, or Legislative Action. Corruption actions usually generate blame. The only political action that does not generate blame tokens is the Privilege action.

Some offices have the ability to move Blame markers, or to remove Blame markers before they are pinned to a faction.

Pinning Blame to a Faction

Blame has little effect until it is pinned to a faction, which can occur as a side effect from some crises and actions by media players. It is entirely possible to be blamed for the misdeeds of other players – that is part of politics!

The main mechanical effect of Blame is that the faction with the highest Blame score cannot become Strong Emperor. Blame may also influence how other players view your faction, and how Control adjudicates actions and events.

Reducing Faction Blame Scores

Blame is hard to reduce. There are three ways to achieve this in the game:

- In the Diplomacy Phase, you can spend Megapower tokens with Control to reduce your Blame score on a one for one basis.
- At the end of the Diplomacy Phase, if your faction receives favourable media coverage, Control may reduce your Blame score.
- If your faction unlocks a legacy achievement, this may reduce your blame score by up to half.

Blame can never be less than zero.

Legacy

You gain a legacy token for your faction when you:

- Do a successful executive action (two tokens for a double, three for a triple)
- Do a successful legislation action (as above)
- Become Strong Emperor (draw one token for each time your faction has been Emperor).
- Building and controlling Monuments
- Govern or win a Battle while Viceroy.

You do not get a legacy token if an action is vetoed. You can trade legacy tokens to other players. When you have 100 points worth of legacy tokens, you unlock a special event that favours your faction.

Legacy events will relate directly to the main goals of your faction. It could result in any of the following:

- Giving your faction members unique privilege cards
- Immediately making your faction leader a Strong Emperor
- Triggering a massive rebellion
- Changing an important rule of play for everyone.

Media

The Media role is quite different from that of the players who are Admirals, Governors and Politicians:

- The position is more focused on roleplaying, than doing game actions at the map tables

- You are free to visit any map, at any point in the game – which allows you to act as a courier or a spy for other factions
- You interact with the maps to do *Policy* and *Pin Blame* actions during the Diplomacy Phase
- At the end of the Diplomacy Phase, media players each have one minute to summarise the *State of the Galaxy*.

Media do have a weakness. The only way they can acquire Megapower tokens is from other players.

Media Actions

Media have a few actions:

- Policy
- Pin Blame
- State of the Galaxy.

Media actions cannot be vetoed by the Judiciary branch.

Policy

Like the factions, each media agency has a preferred set of values that it considers the ideal values for the future prosperity of the Galactic Empire. Unlike the major factions, the smaller media agencies can change their own values easily.

A Media player can shift their own policy values by one point per Megapower token they spend.

A Media player can also initiate one Policy action (as per the political rules above) to influence the policy values of one faction or one quadrant. If you succeed in doing this, you gain Legacy tokens equal to the effect outcome.

Pin Blame

Once per Diplomacy Phase you can attempt to pin blame in one government branch or office to one faction with pawns in that agency. There must be at least one Blame token and one Pawn in the agency.

Pin Blame process:

1. Announce the office or branch, and the faction you are targeting.
2. Roll 3d6:
   a. +1 per Megapower token you spend
   b. +1 per Blame token in that agency
   c. +1 per target faction Pawn in that agency
3. **Success:** gain legacy tokens equal to the effect, remove target faction Pawns equal to the effect, and pin all of the Blame tokens to the targeted faction.
4. **Failure:** remove Blame tokens equal to the Blame die.
5. **Disaster:** as per <u>success</u>, but trigger a *Scandal Crisis*.

Note: the maximum modifier to the 3d6 roll is +10, regardless of how many Pawns or Blame tokens there are in the agency.

State of the Galaxy

At the end of the Diplomacy phase you will get a minute to tell the players what is happening in the game. This is a chance to persuade and influence players, and to break the truth about what is really happening in the Galactic Empire.

Control will be paying close attention to what all the media players are saying. This will influence their adjudication of events in the next game cycle, apply bonuses and penalties to some actions, and may cause Control to adjust faction Blame scores up or down. The more media players sing from the same song sheet, the greater the impact.

Control will award some legacy tokens to the media players, based on their subjective interpretation about which presentations were the best.

Media Legacy

If your media agency manages to accumulate 100 Legacy points, then you trigger an event that changes the Galactic Empire.

Usurpers

A possible outcome of a disaster when resolving some imperial crises is that a **Weak Emperor** crisis is triggered. When this occur, Control will contact the players who hold the Strong Admiral prestige card, and ask them if they wish to declare themselves to be an Usurper and march on the Imperial Capital.

If the Strong Admiral declines, nothing further happens to them. If all Strong Admirals decline, nothing happens until the start of the next cycle, when if there is still a Weak Emperor crisis, all the Strong Admirals will once again be asked if they want to usurp the throne.

If a Strong Admiral accepts, they may convert any actions they have remaining in the round to Move actions. Faction Battleships and Mehaships (if you have a privilege card) can be moved "off map" to the Imperial Capital.

A Battle action is fought between all Usurpers, using the faction units moved to the Imperial Capital, plus any support from Deep State pawns. The winner becomes a **Strong Emperor**. The losers are executed – reduce their Glory scores by half (round down) and return to play at their Quadrant map table as their successor.

Player Pirate, Rebel and Warlords

During the game Control may offer individual players the opportunity to defect from their allegiance to the Galactic Empire, and to become a player leader of either the Pirate, Rebel or Warlord forces at their map table.

- The faction units controlled by that player on that Quadrant map convert into appropriate units of their new faction
- All imperial privilege cards are returned to Control (if you later bribe players to give you privilege cards, you can use them)
- Megapower tokens are retained
- Play proceeds as usual for the player, with the new objective of enjoying the chaos they can create for the Galactic Empire. Convert references to imperial/faction units in the game to be units of the players new allegiance.

Some secret factions may have goals that involve rebellion against the Galactic Empire. All members of a secret faction must rebel at the same time. Due to token colour limitations, only one secret faction at a time can be in a state of rebellion. So if a different secret faction beats you to starting an uprising, you will have to wait until its crushed by the Galactic Empire before you can start your own revolution.

Branches of the Imperial Government

The three most important branches of the central government are the Executive, the Legislature, and the Judiciary:

The Executive

The Executive is the body that deals with crises threatening the *Pax Galactica*. See *Executive Action.* The Executive also has the power to elect a *Strong Emperor*.

The Legislature

The Legislature has the power to change the constitution of the imperial government, i.e. it can change the rules of the game for how the imperial government works. See *Legislation Action*.

The Judiciary

The player with the most Pawns in the Judiciary has the power to veto use of imperial government agency actions, powers and privilege cards. The use of veto power must be declared immediately after a player announces their intended action. Each time you use a veto, remove one of your faction's pawns from the Judiciary. Megapower allocated to an action that is vetoed can be returned to the player's hand.

Note: in reality, a "veto" from a supreme court comes at the end of a long legal process. To speed up game play, the use of veto power is an immediate reaction in order to avoid wasting everyone's time.

The Judiciary cannot veto the following:

- Actions at Quadrant maps
- Veto actions
- Media actions
- Policy Actions

- Strong Emperor candidates if the government is paralysed.

Offices of the Imperial Government

Imperial government offices are important agencies of imperial power, because they are the source of privilege cards that players can use to make actions more effective, or even to be played as special actions in place of a player's standard actions.

The following offices exist at the start of the game:

- Treasury Office
- Bureaucracy
- Naval Office
- Office of Quadrant Affairs
- Office of Alien Affairs

How to Control an Office

The player(s) with the most Pawns in an office control it. This allows them to use the special power of the office.

How to get Privilege cards from an Office

You must have at least one Pawn in an Office to be eligible to collect privilege cards from that office. Privilege cards are acquired during the privilege Action, twice each game turn.

Note: all privilege cards are one use unless otherwise stated.

Treasury Office

The focus of the Treasury is the economy. The Treasury Office is a source of privilege cards that relate to budgets, megapower, and trade. Having pawns in the Treasury office enhances Policy Actions, and if you control

the Treasury office then you can use the *Galactic Bank* special power at any time.

Bureaucracy

The bureaucracy is focused on the internal politics of administering the millions of star systems in the Galactic Empire. Its privilege cards will mainly be used by faction leaders at the Imperial capital map, and will include options for:

- Shifting blame from one agency to another agency
- Shifting pawns from one agency to another agency
- Impartial advice – double the value of the Blame die for determining both the success/failure of a 3d6 roll, and the number of Blame tokens placed.

Naval Office

The Naval Office is responsible for maintaining good order in the Galactic Empire, exploration on the frontier, and coordination of deep space research. It is the source of privilege cards for combat operations and the control of Imperial military units, including the mighty Megaships.

Office of Quadrant Affairs

At the start of the game the game the Galactic Empire exercises direct control over the Quadrants through the Viceroys. As the game progresses, decentralisation may cause the Galactic Empire to delegate more power (and privilege cards) to the Quadrant Viceroys. This is the source of privilege cards for:

- Diplomats who can negotiate with Pirates, Rebels and Warlords for peaceful solutions
- Viceroy appointments
- Inspections that allow politicians to visit Quadrants
- Changing Admiral/Governor Quadrant map assignments.

Office of Alien Affairs

At the start of the game humans dominate the Galactic Empire. The Office of Alien Affairs ensures orderly conduct of relations between aliens and humans, and is the source of privilege cards for:

- Exploiting alien labour, intellectual property and resources
- Defending human colonies against alien terrorists
- Peacefully assimilating primitive alien cultures into the enlightened human civilisation.

The Deep State.

All of the various secret services, paramilitary organisations, palace guards and the reserve Battleships of the Core Fleet make up "the Deep State". As it is not an official government agency, no player ever has control over the Deep State. The Deep State is the source of privilege cards relating to:

- Assassination attempts
- Coup attempts
- Black operations.

Crises

The first rule of crises is that there is always a crisis. When you resolve a crisis, Control will immediately replace it with a new crisis for you to work on.

The second rule of crises is that things can always get worse. A disaster roll when trying to resolve crises will usually result in another crisis hitting the Galactic Empire.

Crises Induced Paralysis

If there are too many Crises, Control will announce that the Imperial Government is paralysed. Until a Strong Emperor is appointed, no actions can be processed at the Imperial Capital. This may result in Megapower assigned to actions being lost without achieving the desired effect.

Example Crisis

Come the Jubilee Year!

Celebrating one thousand years of Imperial rule – but who will pay for the galaxy-wide party and its financial hangover?

Trigger: Random, Unique

Time to Resolve: before start of next Cycle or treat as if a 13 was rolled for resolution.

Lead Agency: Treasury

Resolution Options:

1. *Government Cutbacks* – add +1 per Pawn all players voluntarily remove (max +10)
2. *The People* – add +1 to the die roll for each Loyalty marker each Quadrant Viceroy must remove (max +10).
3. *Imperial Treasury* – add +1 to the die roll per Treasury Pawn the proposer removes (max +10).
4. *Executive Action* – player proposes their own solution to the crisis (Control to adjudicate on die roll modifier and outcome).

Resolution Check:

Die roll	Outcome
14+	**Success:** remove the Jubilee crisis and trigger a new random crisis. All factions who sacrificed to pay for the Jubilee gain Legacy tokens equal to effect.
13	**Disaster:** Trigger an economic crisis at the Capital and a random crisis.
12	**Failure:** Crisis is not resolved at this time.