

Imperium Galacticum: **a card game for 2 players by A. Propst**

The Goal of the Game:

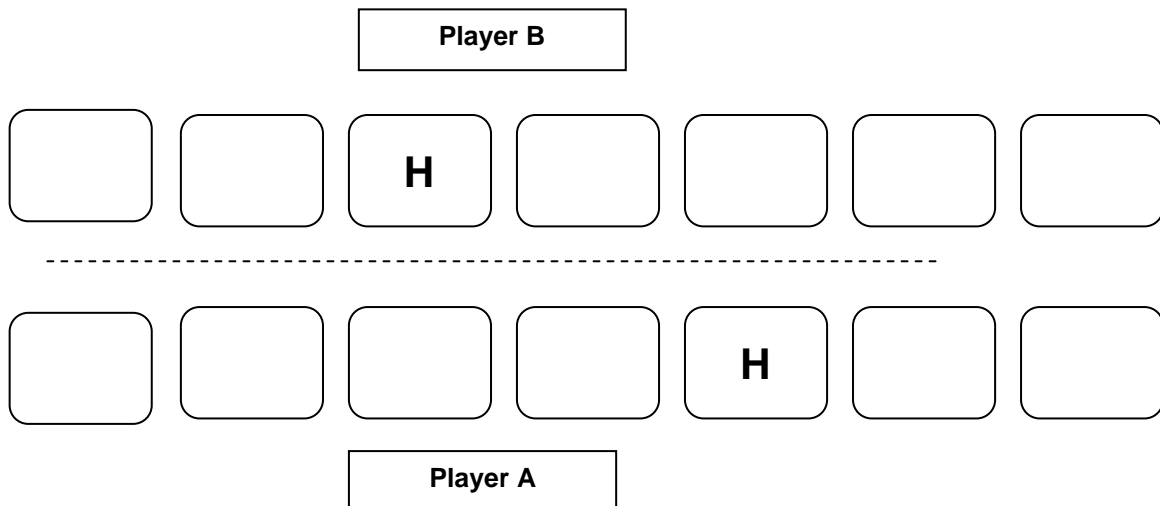
Is to collect 10 Victory Points or to conquer all enemy planets. If both Players agree, you can also play for more or less than 10 Victory Points. Each Planet as well as certain Research Projects are worth a Victory Point. The Player with the highest total population gets an additional Victory Point. He or she gets a Population Counter.

Card Types:

There are Space cards (Planets and Deep Space), Planetary Structures and Orbital Structures as well as Research Projects and Events. Spaceships are represented by tokens.

Preparations:

Each Player picks a homeworld. You can choose between Humans and Atrayids. The 30 Space cards are shuffled. Then, draw 12 cards from this pile face down and arrange them on the table as depicted in the diagram below. Put the rest aside. They are not needed any more for this game. "H" stands for "homeworld". Homeworlds are placed face-up, with 3 population counters on them. Each player gets a set of Research Projects as well as a set of Orbital and Planetary Structures. Divide the different Structures evenly among the players. Players keep their sets of Research Projects and Structures face down and thus hidden from one another. There is also one common pile of Event-Cards for both players.



Turn Structure:

- 1.) Exploration-Phase
- 2.) Event-Phase
- 3.) Research-Phase
- 4.) Production-Phase
- 5.) Action-Phase

1.) Exploration-Phase: Choose a face down space card to the left, to the right or in front of a face-up space card you control. Besides your homeworld, you only control Planets you have already colonized and Deep-Space next to Planets and Deep-Space you already control. Throw a six-sided die. Turn the space card face up if you throw 1 - 3. On 4 - 6, nothing happens. Face-up Planets may be colonized by any Player.

2.) Event phase: For each planet you control, reveal a card from the Event-Pile and apply its effect to the planet. Then put a population counter on each planet that can sustain more population than it already has.

3.) Research-Phase: If you have no current research project, choose one from your research cards. In order to research a project, you must have already finished researching all preliminary stages of the chosen project. If you want to research a project, put it aside face down and add a number of Research Counters equal to your research rate. Your initial research rate is 1. Research Campuses increase your research rate by 1 each. There is only one “global” research rate for each Player. If the number of Research Counters on a Project equals the research time stated on the card, put it aside. It counts as researched and it takes effect.

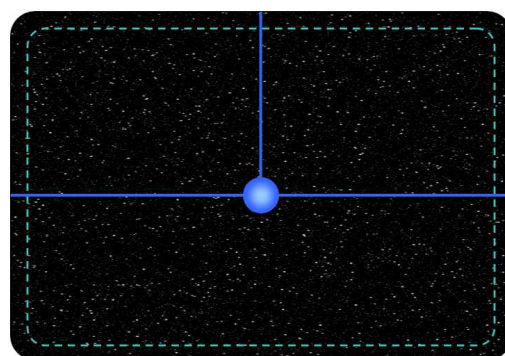
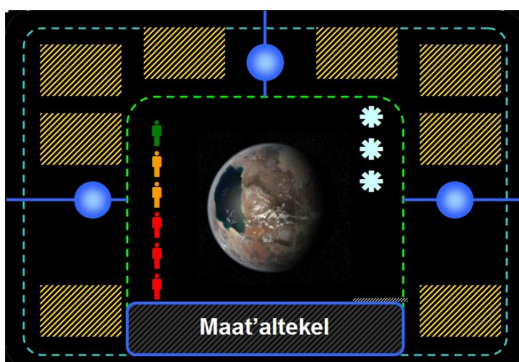
4.) Production-Phase: You may have any number of building projects on a planet. If a planet has no current building project, you may start new ones. Each planet has an initial production rate of 1. Unfinished building projects are placed face down under the planet where they are built. During your Production Phase, each planet produces a number of Production Counters equal to its production rate. Distribute those counters in any way among the projects located on that planet. If the number of Building Counters on a project equals the building time stated on the card, turn it face up and consider it as built. If you want to build a Ship, building counters are placed on the orbital shipyard.

5.) Action-Phase: You may do the following things in any order:

- Move ships
- Attack with ships or Structures
- Colonize or invade planets
- Dismantle ships and structures you own

Card Types:

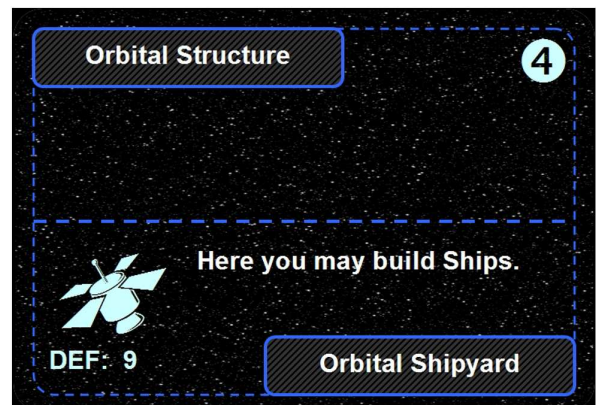
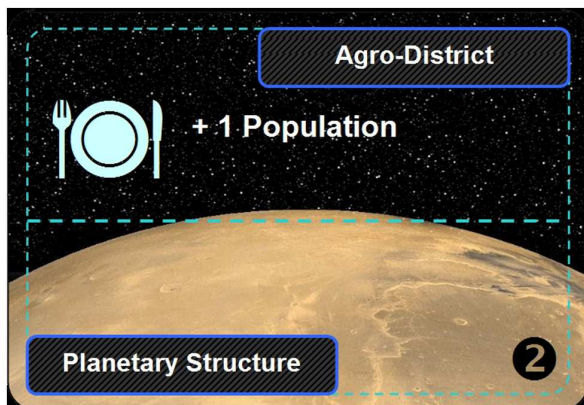
- **Space Cards:** There are two subtypes of Space Cards: Planets and Deep Space.



Planets have 8 orbit slots for spaceships, a population indicator, a size indicator and three distance markers to the left, to the right and above the planet. The population indicator to the left of the planet shows how much population a planet can currently sustain (green symbols) and how much it could sustain by building Agro-Districts (orange symbols). Each newly colonized or conquered planet has an initial population of 1. Population grows by 1 each turn. Industrial Complex, Research Campus and Barracks need 1 population each to operate. If the population of a planet is too low to operate all Structures, you choose one: It becomes inactive. If you build a structure and have no population left to operate it, you cannot choose one of your other structures to become inactive. In this case, the newly built structure is inactive. The size indicator to the right of the planet shows how many orbital and planetary structures a planet may have. A Planet of size X may have X planetary and X orbital structures.

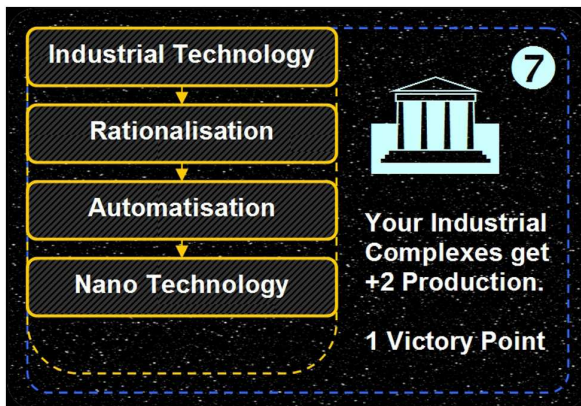
Deep Space cards have distance markers on them. A ship may move a distance of X distance markers, where X is the movement rate of the spaceship. To jump from orbit onto one of the distance markers on a planet requires 1 movement. Ships cannot attack each other while on a distance marker. Ships may only attack other ships that are in orbit around the same planet they orbit. There may be more than one ship on a distance marker at the same time.

- **Planetary and Orbital Structures:**



Planetary and Orbital Structures have a Production Time. It determines how fast a structure can be built. Structures have certain effects on the game. Orbital Structures are placed above the Planet, Planetary Structures below it. Orbital Structures also have a DEF-value. They may be attacked and destroyed by enemy ships. You may dismantle Planetary and orbital structures during your Action-Phase.

- **Research Projects:**



Research Projects have a Research Time. It determines how long it takes to research them.

Events:



Events are handled as described under **2.) Event-Phase**.

Ships:

Ships are represented by tokens. Each ship has a building time, ATK- and DEF-value, movement and building rate. Ships are built in the Orbital Shipyard. When building a ship is finished it is placed in the orbit around the planet the Shipyard orbits. It may perform actions the very turn it is finished. There are 4 types of ships: Colony Ships, Invaders, Cruisers and Destroyers.

- **Colony Ship:** Colony Ships are used to colonize discovered planets, that have not already been colonized by your opponent. They cannot attack targets. If you reach an uncolonized planet with a Colony Ship, that means when the Colony Ship is in an orbit slot of the planet, remove the Colony Ship from the game and consider the planet colonized. You gain 1 Victory point and may now build structures on that planet. The newly colonized planet has an initial production rate of one.
- **Invader:** Invaders are used to take over enemy planets. Each Invader can try to invade a planet once during your Action-Phase. They can not attack orbital structures and ships. If an Invader is in orbit around a planet you want to invade, throw a die. Add 1 to the outcome. If the outcome is lower than the population value of the attacked planet, the invasion fails and the Invader is

destroyed. If the values are the same, nothing happens. However, if the outcome exceeds the population of the attacked planet, the invasion is successful and the planet belongs to you. Remove the Invader from the game, then throw a die for each Planetary Structure on the Planet. Destroy each Structure for which you threw 1 – 3. Surviving Structures now belong to you. After an invasion, the population of the invaded planet is 1.

- Cruiser and Destroyer: Cruisers and Destroyers may be used to attack enemy ships and orbital structures.

Ship Type	ATK	DEF	Movement	Building Time
Colony Ship	-	1D6+2	1	3
Invader	-	1D6+2	1	3
Cruiser	1D6+3	1D6+2	1	3
Destroyer	1D6+5	1D6+5	1	5

Combat:

Cruisers and Destroyers may launch one attack per turn on an Orbital Structure or another ship that is in orbit around the same planet. If a ship attacks another ship, its controller performs an ATK-throw according to the above chart. Then the attacked ship's controller performs a DEF-throw according to the above chart. If the ATK total is equal to or higher than the DEF total, the attacked ship is destroyed. However, if the ATK total is lower than the DEF total, the ship structure is not destroyed. You may combine the attacks of ships and structures on a single target. Simply add up the outcomes of the ATK-throws and compare them with the DEF-throw (for ships) / DEF-value (for Orbital Structures) of the target.

If you want to destroy an Orbital Structure, the outcome of your ATK-throw must be equal or higher than the DEF-value indicated on that Structure. You can also team up two or more ships to attack Orbital Structures. If you attack an Orbital Structure, an opponent may send one or more of his or her ships in orbit around the same planet as the attacked Structure to defend it. You make an ATK-throw as normal and the opponent makes a DEF-throw with his or her ship(s). If your ATK-throw is equal or higher than the opponent's DEF-throw(s), the defending ships are destroyed; your ship has already spent its attack and you can not go on to attack the Structure on the same turn. After having attacked, a ship may not move any further, even if it has Movement Points left.