

## Imperium Galactica

In Imperium Galactica you are the leader [ President, King, Primt Minister, Caesar, Emir, Dictator, and so on] of a country on earth, or one of Earth's now-independant colonies. Your goal is, in the new race to the stars, bring your country out ahead; by trade, conquest, exploration or by any other means necessary. This is not to say there is no place for peaceful diplomacy, but that it must serve as a tool for eventual supremacy!

The Year is 2379. Man has had faster than light star travel through the Kinetic Overload Drive since 2198's, and only a handful of planets in star systems near earth have been colonized, and in the political turmoil from 2230-2335 many merely faded away into the unknown. The three surviving colonies of any importance are the Vegan colonies, Sirius colonies, and the planets of g-cygni (just FYI: a number like -3 after a system name refers to the planet number).

### MAP OF KNOWN SPACE

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. *2 .....  
.....  
..... *3..  
..... *1.....  
.....  
..... *4.....  
.....
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#### KEY:

- \* - A Star. The Number Is for the list of stars (see below)
- . - Empty Space. To Make It Easier to count distances.

Stars:

- 1 - Sol.2\_planets: Mars:1 Nation, Terra:Hundreds of Nations, 4 "SUPERPOWERS", Luna: (Moon < Terra) 1 nation.
- 2 - Sirius. 2 planets, unified nation. S\_3: Terrestrial planet (rocky, lightly populated), S\_4: Gas Giant; sparse cities on slid areas, S\_4\_2: (2nd moon < S\_4) Thin but breathable atmosphere; heavy industry; lightly populated.
- 3 - G-Cygni. 1 planet. G-C\_3: Marshy terrestrial world; well populated; strong agriculture.
- 4 - Centauri. No nations, but well known and aproprate for military bases, and startegically located for exploration.
- 5 - Vega. 3 planets. Iskat(V\_4): Terrestrial; high agriculture; strong population, V\_2: Rockball; only marginally inhabitable; very good natural resources. V\_8\_1: (moon (1st) < V\_8) Heavy industry (pressurized cities); sparse population.

## PLAYING THE GAME:

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Playing IMPERIUM GALACTICA is simple. Each turn you are given a 'FINANCIAL RECORD SHEET' which lists resources, populations, industries, and military forces. Just Right the amount of money to allocate to each of the items in the box beside it.

You are also given a 'COST SHEET' listing various items you can purchase and their costs. NOTE: Costs can and often will vary from turn to turn. Look at the prices before writing down your purchases.

It is recommended that you examine both the financial record sheet and the cost sheet BEFORE writing anything down. Having to change something over and over is very frustrating if you have 30 territories with 39 cities.

\*\*\* Finally, you must submit a TURN SHEET. \*\*\*

## THE TURN SHEET

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The form you use to write down your turn is up to you. The moves MUST however contain:

1. WHO/what is doing it
2. WHO/what/where it is doing it to
3. WHAT #1 is doing.

In terms of the moves themselves, use your imagination. Anything can theoretically be done.

## Items

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These are the standard items available to anyone. You may have other items available to you, so LOOK at your cost sheet before you decide "Ah... I'll get 50 armies." or something like that:

### **Armies. (ARMY)**

-Armies are rated by SIZE and EFFECTIVENESS. Each unit of size is about 100-250 men. You pay for them by SIZE, and effectiveness is a function of the amount of budget you give to the military, your morale, and a random factor.

### **Transport Ships. (TS#)**

-These are rated by speed, which is based on the level of the ship. see your cost sheet for the various speeds available to you. IE: a TS1 is the standard 4 Ly per week speed. a TS2 has a speed of 6, and a TS 3 has a speed of 8. Thus the formula is  $SPD=2X+2$  where X is the rating of the ship. A TS can carry 10 size units of army. One TS has a DEFENSE of 2 and a CREW of 2. (see COMBAT)

### **Military Ships. (MS#)**

-These are rated by: NUMBER OF FIGHTERS, SPEED, DEFENSE, FIREPOWER and CREW (see COMBAT). They are listed as: MS1=Destroyer, MS2=Cruiser. For the specific ratings or what MS3,MS4,etc. are (if they are available to you), SEE YOUR COST SHEET

### **Commercial Ship. (CS)**

-Commercial ships carry 20 cargo units (ie: units of Food, NatRec, or Goods) or specific passengers. They have a speed of 4, and a DEFENSE of 1, and a CREW of 1. (see COMBAT)