

## Imperium Galactica

In Imperium Galactica you are the leader [ President, King, Prime Minister, Caesar, Emir, Dictator, and so on ] of a country on earth, or one of Earth's now-independent 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, for indeed it is one of a leader's most powerful tools, but that it must serve as a tool for eventual supremacy!

The Year is 2259. Man has had faster than light star travel through the Kinetic Overload Drive since 2190's, but only planets in star systems near earth have been colonized, and in the political turmoil from 2200-2243 most merely faded away into the unknown. The three surviving colonies of any importance are the Vegan colonies, Sirius colonies, and the planet at Barnard's Star.

There may well be more out there... and many planets will be inhabited by beings who do not wish to lose the independence they have recently enjoyed.

### KNOWN SPACE

Star (Coordinates: Coreward, Upspin)

Sol (0,0)

3 planets:Mars:1 Nation, Terra: 4 Nations,Luna: (Moon of Terra) 1 nation.

Sirius (+4,-7) d - 8

2 planets, 1 nation.

Barnard's Star (+6,0) d - 6

1 planet, 1 nation

Proxima Centauri (0,-4) d - 4

1 planet, No nations

Vega (-7, -25) d - 26

3 planets, 1 nation

### 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.

### Basic Moves

ATTACK [PROVINCE, SHIP OR FLEET] WITH [ARMY, SHIP OR FLEET]

Obvious. Attacker must be on same world or system as the intended victim.

BLOCKADE [PROVINCE, NATION, OR WORLD] WITH [SHIP OR FLEET]

This prevents commerce by the blockaded entity. If blockading nation, must be all on one world. (Example: You couldn't blockade VEGA nation, though would be possible to do separate blockades on the different worlds)

PURCHASE [Something]

See cost sheet to see what you can buy.

QUERY [Question]

This gets more detailed information on something not involved with the rules. Ask GM rules questions in person.

RESEARCH [Something]

returns cost and time estimate for researching whatever. Some items are developed automatically by the research department. You get 1 free of anything researched. This represents the prototype.

SCAN [System or Planet]

returns data on a system or planet as discovered by a probe or ship.

SELL [Something]

Must have QUERIED price first.

SEND [SHIP] FROM [PROVINCE] TO [PROVINCE OR COORDINATES]

Fairly obvious. Coordinates are in light years from terra - use pythagorean theorem after adding coordinates to get distance. If provinces are on different planets or systems list in [STAR / PLANET / PROVINCE ] format.

SEND LETTER TO [PLAYER OR NATION]

Instructs GM to give a letter accompanying turn to said player, or the player of said nation.

SPY ON [PLANET, PROVINCE, NATION] WITH [SHIP]

Costs something, QUERY first to know how much. Variable by distance, and enemy (presumably) defenses, and a random factor.

### ITEMS

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. Each unit of size is about 100-250 men. You pay for them by SIZE. 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.)

**Military Ships.** (MS#)

-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, or 5 pop units (ie: units of Food, NatRec, or Goods) or specific passengers. They have a speed of 4

**Aerospace Fighters.** (FT)

-Fighter wings are rated like armies by size, but one unit of size equals 1 fighter. Their primary use is to defend a planet against enemy ships or to engage enemy fighters, but can support armies. (less effective than bombers for support)

**Bombers.** (BMB)

-These count as a Fighter wing of SIZE 2 or a similarly sized ARMY for transport. They are used to support armies. (see COMBAT)

**Morale**

Morale is an arbitrary representation of the satisfaction of your citizenry and army with your rule. Morale is effected by many factors, including your country's economic level of prosperity, the populations being well fed, and Morale ranges from -9 to +10, with 10 being utopia and -5 or below being revolts, below -2 being riots and discontent, 0 - -2 being grumbling, 1-3 being most people happy most of the time. Armies are more efficient if the soldiers are happy.

**RULES ABOUT MORALE:**

1. If you hit -10 you are either dead or out of power for good.
2. For every point below -5 there is a 19% chance of that anyway.
3. If you have a morale greater than 4 then any losses of morale are doubled.
4. Tax revenue is +10% higher for every point above 0 and 10% lower per point below -1
5. Population changes on positive morale by -4 to 5% (random) plus if morale is higher than 2, immigration of  $([MORALE]-2)*1.5\%$ .
6. For every turn TAXES are between 5 and 12%, there is a  $30-([MORALE]*3)\%$  chance that morale will go up by one.
7. For every turn taxes are below 5%, there is a  $50-([MORALE]*5)\%$  chance that morale will go up by 1.
8. For every turn takes are between 25 and 40%, there is a  $25-([MORALE]*2.5)\%$  chance that morale will go down by one, but it won't fall below -5.
9. For every turn taxes are over 40% there is a [TAX RATE]% chance

of morale going down by one.

10. There is a  $[AMOUNT\ OF\ INCREASE]*2\%$  chance of morale dropping by one in the case of any tax rate increase.

11. There is a  $[AMOUNT\ OF\ DECREASE]\%$  chance of morale going up one on any tax rate drop.

12. Population changes on 0 or negative morale by -6 to 5% (random) plus on morale below -1 a  $([MORALE]+1)*2\%$  emigration.

### Current Status

1. Treasury is the total amount of money your government has.

2. Avail is the cash on hand you can spend this turn as leader.

3. Debts is the total amount of money your government owes. The prime interest rate varies from turn to turn between 5 and 20%.

4. Owed is the amount of money that your government has lent out that you can collect at this time.

5. Food Units is the amount of Food you have for allocating or selling. One food unit feeds 3 units of POP. An area's Food unit production is equal to  $75-125\%$  of its AG plus twice its morale  $(125-([1d100]/2)+([MORALE]*2))$ . For every turn that not enough people eat, morale has a 50% chance of DECREASING by 1. Additionally, 4-20% of those people who are over the maximum number of people that your food allocation could feed will die of starvation.

6. Goods is the quantity of consumer products available for sale or allocation. One unit of goods for every 4 POP units is enough in a morale of -1 to +2. 1 goods/3 pop for 3-6 morale, 1 goods/2 pop 7-10 morale. 1 goods/5 pop for -4 to -2, 1 goods/6 pop for -8 to -5, 1 goods/7 pop for -9. A country's morale has a  $(25\% * [NUMBER\ OF\ STEPS\ HIGHER])$  chance of improving by one each turn they are given more goods than necessary. There is a similar chance of morale dropping if insufficient goods are provided. An area's goods production is similar to it's AG, but is a function of IND.

7. Natrc is the quantity of saleable materials taken from natural resources for use by industry or sale.

8. Pop is a representation of population. An area's EFFECTIVE AG + IND cannot be greater than it's pop. If they are, the EFFECTIVE IND will decrease before effective AG.

9. Popularity (on national record sheet) is similar to morale but represents your personal popularity. Similar bad things can happen if your popularity drops below -7 (-3 for sirius!).

### Combat

At some time or other, all nations have to engage in acts of combat, if not all-out war, with their neighbors. The following procedure applies, although certain technologies may effectively modify it.

I. Both sides are arranged.

II. Each side rolls attack success rolls.

III. Each side rolls defense rolls for those attacks which succeed.

IV. Each side modifies the other side's successful attack rolls.

V. Crew are subtracted.

VI. Morale is recalculated, and morale rolls made.

VII. If neither side fails morale, go to II.

## NATIONS

The Following nations are available:

### **The United Republic of Germany** (Chancellor)

-The United Republic of Germany conquered most of Europe during WW III, and later during War of 2088 conquered the rest. It is a stable, and prosperous. The Chancellor has been in power eleven years now, but at age forty-nine shows no signs of slowing down. Germany is allied with Mars.

PROVINCES: GERMANY, NORTHERN EUROPE, SOUTHERN EUROPE

### **Empire of Japan** (Emperor)

-The Empire of Japan conquered China during the war of 2088 and gobbled up most of eastern asia after that. It has a rich economy, but the island itself is overpopulated and dependent its continental territories for natural resources and food. The Emperor's father just died at age 51, leaving a 17 year old emperor. It is uncertain whether he will be able to keep the country under control. Japan is an enemy of the US and Mars, and is allied with Sirius and the Arab Islamic League.

PROVINCES: JAPAN, CHINA, INDIA

### **The Greater South American Co-Prosperity Sphere and Kingdom of Brazil** (King)

-The GSACS and Kingdom of Brazil control all of South America except for a small portion just south of Panama. It has strong agriculture and natural resources, but suffers from lack of money and industry. The King has been in power twenty years now after murdering his older brother. He commands respect, but is disliked. Brazil is allied with the USA and Vega, and is an enemy of Mexico.

### **The United States Of America** (President)

-The United States is more glorious than it ever was, with the conquest of Canada making up for its losses to Mexico. It is strong of economy in most ways, but the specter of a huge national debt hangs over every penny spent by the government. President John V has been in power since his father suffered a stroke seven years ago at age 91. John is now sixty-five, but is not having trouble. The US is allied with Brazil and Vega, and is an enemy of Mexico and Japan.

### **The Democratic Commonwealth of Sirius** (Director-General)

-Sirius is one of the few democratic states left. For its size and population it is very rich in natural resources and land, but its low population restricts its ability for growth, and its Director-General is under much greater pressure to maintain morale. It has a strong industry and agriculture. It has a large naval force but very limited ground forces because of its small population. Sirius is an enemy of Vega and the US, and is allied with Japan and Mexico.

### **Islamic Dominion of Celestial Luna** (Ayatullah)

-Luna is under the control of a board of Ayatullahs (player represents the whole board) and is run in a strict islamic-fundamentalist fashion. It is rich in industry and natural resources, but must import all of its food. Luna is allied with Mars. Luna is an enemy of the A.I.L.

**Corporate Hegemony of Martian States** (Chief Executive Officer)

- Mars is *rich*. It has massive natural resources, strong industry, and self-sufficient agriculture. But it has very low potential for expansion, and a small armed forces. The martian government does not announce changes of CEO. Mars is allied with Luna and Germany. Mars is an Enemy of Japan.

**Confederate Republic of Barnard's Star** (Prime Minister)

- The Republic of Barnard's Star is small, with good agriculture and natural resources. It has a medium sized population, and self-sufficient industry. Its Prime Minister is appointed by a council of major landholders and corporations. Barnard's star is officially neutral but does a lot of business with luna and mars.

**Prime Directorate of Vega** (Boss)

- Vega is rich in natural resources and agriculture, but it's industry is barely enough to support itself. Its faraway position restricts its commercial power, but also gives it protection. Its Boss is the grandson of the first boss, who led the revolution. The Boss holds absolute power. Vega is allied with the USA and Brazil. Vega is an enemy of Sirius.

**Arabian Islamic League** (Shah)

- The Arab Islamic League is in many ways similar to Luna, but has a much more liberal government. It has sufficient industry and agriculture, and strong natural resources. It has a strong Army, but has virtually no naval capacity. The AIL is allied with Japan, and is an enemy of Luna.

**Mexican Republic** (Presidente)

- The Republica de Mexico is a wealthy state, with massive agriculture and natural resources, coupled with good industry. It has a good army and navy. Unfortunately, it has two very powerful enemies. The U.S. still wants Texas and California back, and Brazil needs to expand. Mexico is allied with Sirius.

**Soceinorate of Polaris** (Soceinor)

- This nation was completely unknown until it announced that it had FTL warship capability three years ago. Every aspect of life on the planet is controlled by the government, and every aspect of the government is under the control of the Soceinor.

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|----- I added in polaris when I got one more players than I has slots open.

Final Note

I think this speaks for itself. Anyway, two things I believe I should add are MG, TG and CG (non-FTL MS, TS and CS) plus more on-planet military types for the people on earth. Obviously I need more provinces, and some NPC nations might be useful. And rules need to be written for a lot of stuff.