

Turn #: _____ Points: _____ Morale: _____
MCreds: _____ Subjects: _____ Game Date: _____

[illegible]

SHIPS:

EV: _____ PC: _____ TS: _____ BS: _____ DS: _____ HC: _____ FG: _____
LC: _____ LF: _____ GB: _____ CV: _____ LN: _____ MN: _____ XL: _____

STATS

Inf. Effectiveness:_____ AsFt. Effectiveness:_____

Nav. Effectiveness: _____

Province	M. Battalion	I. Battalion	F. Wing	Ships

Introduction

Game World:

Imperium Galactica takes place starting in the year 2247. Mankind has had the KOD Faster-Than-Light (KOD-Ftl) drive for 49 years, and has established two colonies outside of the solar system, Sirius and Vega, both of whom became independant due to the inability by Earth governments to maintain any sort of control. Since then (2203/2207) scientists in Japan, and on Sirius have made two major breakthroughs, the K-Rad scanner, which allows ships to 'see' other ships at a range of 0.75 parsecs, and the Tachyon-Beam communicator, which changed the time for a message to either of the colonies from weeks to minutes.

The political situation on earth has calmed down, allowing the countries there to again lick their lips as they ponder the riches awaiting them beyond the outer planets.

Game System:

Every turn, you get a 'Turn Sheet', containing your economic and military statuses. You will also get a sheet containing more detail on your status, results from last turns orders (if any), and any bulletins to you.

All notes to other players, and bulletins should be on separate sheets of paper, not on the same sheet as the orders sheet or each other.

You should then consider what you are going to do. Some simple orders:

GO TO:

ex. EV tycho/Luna/SOL to IS/SOL

(the location is expressed: [province if necessary]/[planet or area such as 'IS'-infra system]/[System or Coordinates])

This moves a ship or army between to locations.

CONVOY:

ex. EV tycho/Luna/SOL convoy 3 Bats I/Tycho/Luna/Sol to IS/SOL

This tells a ship to carry a battalion of troops (or a wing of fighters) from a location to another location.

ATTACK:

ex. 1BAT Mexico/Terra/Sol attack Panama/Terra/Sol

This has a set of troops (1BAT means one battalion) attack another province. Or they can attack a specific ship or set of troops in that province.

RESEARCH:

ex. RESEARCH ecm devices

This starts research. On the next turn you will get an estimate of the number of turns it will take before it might be ready and how much it will cost per turn of research. Research will continue until it works unless you do:

CANCEL RESEARCH ecm devices

MAP:

ex. EV IS/2c3b,9e0 map

This maps out a system, giving you the number of planets and

provinces on inhabitable planets, and the cost to terraform any terraformable non-inhabitable planets. This also lets you name the system, planets, and provinces. A minor honor, but fun to do.

As long as you make sure I know (A) who or what is doing it, (B) who or what it is being done to, and (C) what is being done, Your move is fine. If I can't understand your move, I'll try to contact you, but if not then that order is invalid and nothing happens.

Gazeteer of Nations:

Ones on Earth

Iran-Iran is ruled by a Shah or an Ayatullah. It has very good natural resources, but not very good soil for agriculture. It has rather undeveloped industry and agriculture. Its military is small but fanatic, and it has almost no navy. (Rank 7). It is traditionally allied with Columbia and the USSR, and traditionally an enemy of the US, Japan, and Vega.

The USA- The U.S. is ruled by a President, now elected for life. It has good resources and soil, good agriculture, a huge industrial base, and a large population. Its armies are large and effective. It has a large, but low power space navy. (Rank 1). It is traditionally allied with england, and enemies with Iran, Sirius, Vega, and the USSR

Russia- The russians are ruled by a General Secretary. They have good agriculture, soil, and natural resources, but little industry. Their navy is large, but relatively antique. They have a huga army and a monstrous population, but their army is ineffective.

Columbia- is ruled by a Drug Kingpin. It has a small but effective army, low population, good soil, some agriculture, and virtually no industry. The navy consists of 3 Gunboats, and an obsolete (USSR Surplus!) Corvette. (Rank 6). It is traditionally allied with the USSR and Iran, and enemies with basically everyone else.

Japan- is ruled by the Emporer. It has a large and effective army, with a small but extermely powerful navy. (Rank 3). It has the highest technology level outside of Sirius. It controls most of southern and eastern asia. It has good agriculure and industry, but has substandard natural resources.

England- is ruled by a King. It has a decent sized and relatively modern navy, combined with a small but powerful army. (Rank 9). It is lightly populated, with severly limited agriculure. Its industrial base is also small. It has no traditional enemies, but is allied with the US.

In the Solar System

Luna-is ruled by a prince. The moon has a large, and decently modern navy, the biggest in the solar system. Its got virtually no army, but it has a decent airforce. It has tremendous natural resources, but no agriculure at all, and as such is dependent upon earth for food. It is allied with britain and the US, and is at war with the

USSR and Japan.(Rank 10).

Mars-The red planet is a corporate state, selling the planet's industrial produce and raw materials for huge amounts. Its industry is second to none. (Rank 8). It has a huge mercantile fleet, but no heavy warships. It has a low population, and small, rather incompetent army. It has no traditional allies or enemies, but trades with everyone. For some reason, Mars has never successfully been invaded, nor have any of the attacking troops ever returned to say why...

Beyond...

Vega-Is ruled by a Duke. It is allied with Japan and at war with Sirius, Mars, Luna, the USSR, and Iran. It has good industry and agriculture, with decent natural resources and soil. It has a low population. (rank 4). Its army is large and very effective, and it has a medium sized navy of modern but light ships. It suffers in trade because of its position 26 ly from earth, a three week trip.

Sirius- is controlled by a Director General. It is very underpopulated, but it has great soil, and good natural resources. Its agriculture is only minimal, but can easily feed siriuses tiny population. Its army is minisual but very effective. Its navy is medium sized, but consists of the heaviest and most modern ships. It is allied with no one, and is at war with Vega and The USA.

Independant provinces on earth.

Brazil,Spain,Italy,India,and South Africa