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Game: **GALACTIC EMPEROR**  
Pub: **Crosscut Games (2008)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# Galactic Emperor

## Setup

Each player chooses a color and takes all **ships**, a **reference card**, a **Home Starbase token** and a number of **Empire tokens** of that color:

- 3 players:** 11 Empire tokens
- 4 players:** 10 Empire tokens
- 5 players:** 9 Empire tokens
- 6 players:** 8 Empire tokens

The solid color side of an Empire token is an **Empire**, the symbol side is a **Starbase**.

A player **controls** a planet sector if he has an Empire or Starbase on it. Sector tiles without planets cannot be controlled.

Place the **home sector** tiles matching each player's color and the **Omega sun** tile and place them on the board, following the diagrams on page 3 of the rules.

Set aside the **Black Hole** tile. Shuffle the remaining sector tiles into 2 facedown stacks: plain backs, and atomic symbol on backs (including unused home sectors). Put the Black Hole tile facedown on top of the atomic stack and the plain stack on top of that.

Turn faceup 1 sector tile for each person playing, plus 1 more.

Place the Technology cards faceup near the board.

Place the **Role cards**, **Galactic Marks**, **Resources** and a number of faceup **Victory Points** (VP) on their labelled pools on the board. The *Explorer/Warlord* Role card starts with the *Explorer* side faceup.

- 3 players:** 115 Victory Points
- 4 players:** 130 Victory Points
- 5 players:** 145 Victory Points
- 6 players:** 160 Victory Points

VP totals are kept secret during the game, but all other player items must be kept in clear view.

Each player takes 5 Marks, and places 1 blue **metal** and 1 yellow **energy** resource cube on a **Storage Facility card** (its capacity is 3 energy and 6 metal).

Choose a player to receive the **Throne card**.

## Game Rounds

At the start of each round, the player with the Throne card points the **Direction marker** to the left or right to indicate the direction of play.

The Throne holder then chooses a **role**. The choosing player receives a **special ability** bonus on his turn, then everyone takes the action allowed for that role, in the order indicated by the Direction marker.

After everyone takes the action, the next player in the turn order chooses a role and the process repeats (with the choosing player taking his action first).

At the beginning of the game there are 7 roles. When the *Explorer* role is finished, it is flipped to become a second *Warlord*. The *Scientist* is removed from the game when the Omega Sun explodes.

### End of the Round

The round ends when the last player chooses a role and everyone takes its action. Then:

1. If the *Explorer* role was not chosen, turn up 1 more sector tile.
2. Put all chosen roles back in the pool.
3. Each player receives 2 marks from the bank.
4. Pass the Direction marker to the player who now holds the Throne card.

A new round begins and play continues.

## Explorer

**Each player selects 1 sector tile from the faceup tiles, and places it on an empty space on the board.**

**Special Ability:** Immediately claim the sector you select with one of your Empire tokens (unless the sector is placed under enemy ships). Also, place all leftover turned-up sector tiles after everyone has chosen a tile.

After all tiles are placed, turn faceup 1 sector tile for each person playing, plus 1 more.

When all of the sector tiles are on the board, flip the *Explorer* role over.

### The Black Hole

The player who chooses the **Black Hole** tile (when it is faceup and available) swaps it with the central **Omega Sun** tile. Remove the *Scientist* role from the game.

## Merchant

**Special Ability:** Receive 3 marks from the bank. Then set the current price for each resource by rolling 4 dice. Discard one, and assign the remaining 3 to the market spaces on the board—the lowest to **food**, the middle to **metal**, and the highest to **energy**.

**Each player may then:**

**Harvest Food:** Take the amount of green food cubes shown on your controlled sectors from the pool. You may also collect food placed during a previous *Merchant* role on controlled sectors.

**Buy and Sell:** Buy and sell resources as much as desired. Sold resources are returned to the pool; purchased metal and energy are placed in your Storage Facility (do not exceed its capacity).

**Fund Metal/Energy Production:** Put food cubes on your controlled sectors that generate metal/energy. These sectors can hold a maximum of 2 food cubes. Any excess food must then be sold (returned to the pool) for the current market price.

## Steward

**Special Ability:** Immediately place 1 metal or energy resource, for free, in your Storage Facility (do not exceed its capacity).

**Each player may produce metal and energy.** Return 1 food from each controlled sector to the pool to produce the metal and/or energy shown. You cannot remove more than 1 food per sector. Place the blue and yellow cubes shown in your Storage Facility (do not exceed its capacity). Discard excess to the pool.

## Engineer

**Special Ability:** Take a free fighter if one is available in your reserve, and immediately deploy it to one of your Starbases.

**Players may build as many ships as they can afford,** but your total force may not exceed your reserve of 8 fighters, 4 cruisers, and 2 dreadnoughts. Pay with resources from your Storage Facility and marks from your supply.

Purchased ships are deployed on any sector where you have a Starbase. There is no limit to the number of ships that can be placed on a tile. You cannot deploy ships to an Empire.

## Warlord

### Moving

Players may move any of their ships, in any order, into empty spaces and sector tiles. Sun tiles can be skipped (they do not count as a space).

**Fighters** move up to 2 spaces

**Cruisers** move up to 2 spaces

**Dreadnoughts** move 1 space

**Empires** and **Starbases** cannot move

When one of your ships moves into an unprotected sector with at least 1 planet, place an Empire tokens there to claim it. The ships may continue to move.

Ships stop and cannot move further when they move to a space with enemy forces. Combat must then be resolved before the end of your turn.

You cannot move into or attack an enemy home sector tile.

### The Black Hole

When ships move into the **Black Hole** and end the *Warlord* role there, they may **warp** to anywhere in the galaxy except Home or Sun sectors on your next *Warlord* turn. All warping ships go to the same destination and may not move further that turn.

If ships warp directly into combat they immediately get one free attack and cannot retreat. The defender cannot return fire but still chooses which units are hit. Combat then begins as normal.

### Firing

Fighters hit on a 5-6 on a 6-sided die. All other units hit on a 4-6.

**Special Ability:** Gain an extra die for 1 ship during each battle when *attacking* (the ship can change on subsequent attacks; choose before phase 1, below).

- Dreadnoughts** fire 3 dice; then remove casualties.
- Cruisers** fire 2 dice, **Empires** fire 2 dice, and **Starbases** fire 3 dice; then remove casualties.
- Fighters** fire 1 die; then remove casualties.

The attacker then decides whether to continue the combat or retreat to their previous sector. Defenders, and attackers who warp moved into combat, cannot retreat.

### Removing Casualties

Attacker and defender combat rolls are resolved simultaneously in each phase. Players choose which of their units are hit; but an Empire may not be assigned hits until all of the defender's ships are destroyed.

**Fighters, Cruisers and Empires** are killed by a hit. **Dreadnoughts** are flipped on the first hit, killed on the second. If it survives the battle, it repairs and flips back to normal.

**Starbases** are flipped on the first hit, turning into **Empires**. They do not repair after a battle.

All casualties are returned to their owner's supplies.

### Ending Combat

If the attacker wins in a planet sector, he claims it with one of his Empire tokens.

If the attacker destroys an enemy Empire, he gets 1 VP.

The defender never receives an award, nor is there a reward if both sides destroy each other.

## Regent

The current owner of the Throne card must place it next to the board.

### 1. Gain Influence

**All players draw 2 Empire tokens from their reserve to use as political influence.**

In player order, each player decides whether to buy 1 (and only 1) extra token. The cost for this extra influence starts at 2 marks, but rises by 1 mark each time influence is purchased.

### 2. Exert Influence

In player order (except the chooser of *Regent* goes last), each player decides which planet sectors to influence. Influence may also be placed on the Throne card.

**Special Ability:** Each Empire you place counts as 1 influence, as Empires on the board do. A Starbase already on the board counts as 2 influence.

You may spread your influence around or put it all in one sector. You may put it on your own sectors to upgrade them to Starbases; expand your territory by putting it on uncontrolled planet sectors; influence enemy planet sectors to downgrade an enemy Starbase to an Empire, or eliminate an enemy Empire.

You cannot put influence on a player's home sector.

## 3. Resolve Conflicts

If 2 or more players have influence on a sector or the Throne card, remove influence from each player evenly until only 1 player has influence left.

If they both have the same amount, the sector or Throne card will be left empty. Removed tokens are returned to player reserves.

**Claim Sectors:** If you have 1 influence left on a sector, leave your Empire token on the sector to gain control. If you have 2+ left, leave a Starbase and take back any excess tokens.

If you lose control of a planet sector where you have ships, you must immediately move them to your nearest Starbase (choose one if more than one are equally distant). The Starbase must have existed before resolving influence.

**Claim the Throne:** If you have 1 or more influence left on the Throne card, take back your Empire tokens and take the card. If no one has influence on it, the card goes to the player who chose the *Regent* role.

### Victory Count

**Players score 1 VP for each planet they control with an Empire or Starbase** (some sectors have 2 planets).

## Scientist

**Players can buy 1 Technology card.**

**Special Ability:** Purchase 1 Technology card for 1 less energy (this may reduce the cost to nothing).

### Ambassador (🟡🟡🟡 *Regent* role)

Immediately after an enemy places an influence tile on a sector (you need not control it, but it cannot be a home sector), interrupt saying "no, that's my personal business", and the opponent must move the token elsewhere.

Only you may put influence on that sector for the rest of the *Regent* role.

### Shield Generators (🟡🟡🟡 *Warlord* role)

Ignore the first hit on your fleet in each battle. If you only have an Empire or a Starbase at the start of a battle, shield generators do not work.

### Ion Cannons (🟡🟡🟡 *Warlord* role)

Your Empires fire 3 dice and your Starbases fire 4 dice in combat.

### Plasma Weapons (🟡🟡🟡 *Warlord* role)

When your ships attack in combat, add +1 to each die result (Dreadnoughts and Cruisers hit on 3-6), Fighters on 4-6). Plasma weapons do not work when defending.

### Fusion Engines (🟡🟡 *Warlord* role)

All of your ships can move 1 extra space.

### Robotics (🟡🟡 *Engineer* role)

Subtract 2 metal from the total cost of all ship purchases this turn (not per ship).

## Protein Fields (🟡🟡 *Steward* role)

Produce metal and/or energy from any 2 sectors without discarding a food resource.

## Saboteur (🟡 *Anytime*)

Stop the use of 1 Technology card for the rest of the round (can be used only once per round). This is used automatically after a player declares they are using a technology. Afterwards, the victimized player may attempt to catch the Saboteur, rolling 1 die: on a 5-6, the Saboteur is caught and removed from the game.

## Diplomat (🟡 *Regent* role)

Your extra political influence token always costs 2 marks (the next player's influence cost is increased as normal).

## Time Warp (🟡 *Anytime*)

Re-roll one die result this round (can be used only once per round). If you dislike the new result, you can re-roll the die one more time. Time Warp can be used on anyone's die result. If used during the *Merchant* role, it must be activated before any dice results are assigned to resource prices.

## Space Pirate (🟡 *Merchant* role)

Take 1 metal resource from an opponent's Storage Facility or 1 food from an opponent's sector.

## Long Range Scanners (🟡 *Explorer* role)

When you choose a turned-up sector tile during the Explorer role, you may draw 1 sector tile from the top of the tile stack that only you see. Choose 1 of these sector tiles and put the other back on top of the tile stack. If you choose the Explorer role, this technology applies only to the first sector tile you select.

This tech cannot affect the Black Hole. If you draw the Black Hole, you must put it back on top of the stack and choose an already turned up tile.

## Game End and Victory

**The game is over when a player:**

- Place his last Empire token to establish control of a planet sector.
- Takes the last Victory Point chit from the pool.

Every player finishes taking a turn for that role.

If the game ends during *Warlord* or *Explorer*, take a final victory count. Each player is awarded 1 VP for each planet he controls (some sectors have 2 planets). If the game ends during *Regent*, do not take a final victory count (a count is already part of the role).

All players with full Storage Facilities receive 1 VP. The player with the most marks receives 2 VP (on a tie, each receives 1 VP).

VPs are received even if the VP chits are depleted.

**The winner is the player with the most Victory Points.** On a tie, the entire remaining space fleets of the 2 tied players with the most controlled sectors move to a neutral sector to battle to determine the winner.

# Galactic Emperor

The player with the Throne card points the **Direction marker** to indicate the direction of play.

He then chooses a **role**. The chooser receives a **special ability** bonus, then everyone takes the role's action, in Direction marker order. The next player in order chooses a role and the process repeats (the choosing player takes his action first). After the last player:

If the *Explorer* was not chosen, turn up 1 more sector tile. Put all chosen roles back in the pool. Each player receives 2 marks. The Throne card holder takes the Direction marker. A new round begins.

## Explorer

**Each player selects 1 sector tile from the faceup tiles, and places it on an empty space on the board.**

**Special Ability:** Immediately claim your selected sector with an Empire token, and place all leftover turned-up tiles. After all tiles are placed, turn faceup 1 sector tile for each person playing, plus 1 more.

When all sector tiles are used, flip the *Explorer* over.

The **Black Hole** tile is swapped with the **Omega Sun** tile and the *Scientist* role removed from the game.

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When all sector tiles are used, flip the *Explorer* over.

The **Black Hole** tile is swapped with the **Omega Sun** tile and the *Scientist* role removed from the game.

## Merchant

**Special Ability:** Take 3 marks; then set the resource prices: roll 4 dice and assign 3 to the market spaces (lowest to **food**, middle to **metal**, highest to **energy**).

**Each player may then:**

**Harvest:** Take food shown on your controlled sectors.

**Buy and Sell:** Buy and sell resources.

**Fund Production:** Put food (2 max) on controlled sectors that generate metal/energy. Sell excess.

## Steward

**Special Ability:** Place 1 metal or energy resource, for free, in your Storage Facility.

**Each player may produce metal and energy.** Spend 1 food (max) from each controlled sector to produce the metal and/or energy shown.

## Engineer

**Special Ability:** Take a free fighter and immediately deploy it to one of your Starbases.

**Players may build as many ships as they can afford** and deploy them on any of their Starbase sectors.

## Warlord

**Fighters & Cruisers:** move up to 2 spaces; **Dreadnoughts:** 1 space; **Empires & Starbases:** cannot move.

## Merchant

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## Warlord

**Fighters & Cruisers:** move up to 2 spaces; **Dreadnoughts:** 1 space; **Empires & Starbases:** cannot move.

Claim unprotected sectors (with an Empire token) with at least 1 planet. Ships stop and resolve combat when they encounter enemy forces. You cannot move into or attack an enemy home sector. Ships moving into the **Black Hole** may **warp** to any sector except Home or Sun sectors on your next *Warlord* turn. Ships warping into combat get one free attack and cannot retreat.

Fighters hit on 5-6. All other units hit on 4-6.

**Special Ability:** Gain an extra die for 1 ship during each battle when *attacking*.

1. **Dreadnoughts** fire 3 dice; then remove casualties.
2. **Cruisers** fire 2 dice, **Empires** fire 2 dice, and **Starbases** fire 3 dice; then remove casualties.
3. **Fighters** fire 1 die; then remove casualties.

Attacker decides to continue or retreat. Defenders, and attackers who warped into combat, cannot retreat.

Resolve combat rolls simultaneously. Players choose which of their units are hit: but an Empire may not be hit until all of the defender's ships are destroyed.

**Fighters, Cruisers and Empires** are killed by a hit. **Dreadnoughts** are flipped on the first hit, killed on the second. A survivor repairs and flips back to normal. **Starbases** are flipped on the first hit, turning into **Empires**. They do not repair.

If the attacker wins in a planet sector, he claims it with an Empire token. If the attacker destroys an enemy Empire, he gets 1 VP.

Claim unprotected sectors (with an Empire token) with at least 1 planet. Ships stop and resolve combat when they encounter enemy forces. You cannot move into or attack an enemy home sector. Ships moving into the **Black Hole** may **warp** to any sector except Home or Sun sectors on your next *Warlord* turn. Ships warping into combat get one free attack and cannot retreat.

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If the attacker wins in a planet sector, he claims it with an Empire token. If the attacker destroys an enemy Empire, he gets 1 VP.

## Regent

### 1. Gain Influence

All players take 2 Empire tokens as political influence.

In player order, each player may 1 extra influence token, starting at 2 marks, +1 mark per purchase.

### 2. Exert Influence

In player order (except the chooser of *Regent* goes last), each player decides which planet sectors to influence. Influence may also be placed on the Throne card. You cannot put influence on a player's home sector.

**Special Ability:** Each Empire you place counts as 1 influence. A Starbase on the board counts as 2.

### 3. Resolve Conflicts

Remove influence from each player evenly until only 1 player has influence left.

**Claim Sectors:** If you have 1 influence left on a sector, leave your Empire token there to gain control. If you have 2+ left, leave a Starbase. If you lose control of a planet sector where you have ships, you must immediately move them to your nearest Starbase that existed before resolving influence.

**Claim the Throne:** If you have influence left on the Throne card, take the card. If no one has influence, it goes to the player who chose the *Regent* role.

**Victory Count:** Score 1 VP for each planet you control with an Empire or Starbase.

## Scientist

Players can buy 1 Technology card.

**Special Ability:** Technology card costs 1 less energy.

### Ambassador (🟡🟡🟡 *Regent* role)

Immediately after an enemy places an influence tile on a sector, interrupt, and the opponent must move the token elsewhere. Only you may put influence on that sector for the rest of the *Regent* role.

### Shield Generators (🟡🟡🟡 *Warlord* role)

Ignore the first hit on your fleet in each battle. If you only have an Empire or a Starbase at the start of a battle, shield generators do not work.

### Ion Cannons (🟡🟡🟡 *Warlord* role)

Your Empires fire 3 dice and your Starbases fire 4 dice in combat.

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### Robotics (🟡🟡🟡 *Engineer* role)

Subtract 2 metal from the total cost of all ship purchases this turn (not per ship).

### Protein Fields (🟡🟡 *Steward* role)

Produce metal and/or energy from any 2 sectors without discarding a food resource.

### Saboteur (🟡 *Anytime*)

Stop the use of 1 Technology for the rest of the round (automatically after a player declares it). If the victim rolls 5-6, remove the Saboteur from the game.

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