

GALACTIC IMPERIALISM

Game Manual

Digital Edition — Version 1.0.0

A game of exploration, colonization and conquest

by Calvin Glomb and Terry Meadows

(C) 1985, 1986, 1987, 2026 — Tron Software Ltd. & TerryJon Systems Ltd.

Published on the Tronsoft Games Portal

1. The Story

There has been Peace throughout the Galaxy for Eons. The weapons of war have been forgotten. The Galaxy is divided into six sections controlled by the six great Star Empires, and peace has been kept by the Great Council for six thousand years.

That peace is now threatened by an ever-growing Pirate Empire near the galactic core. The Great Council has ruled that the pirates be eliminated — and that the Star Empires may go in and grab all they can hold. You command one empire in that scramble. Take a remote star, establish a base, build ships, draft troops and raise stellar credits to conquer the largest share of the Pirate Empire before the game ends.

2. Objective

Control the largest part of the Pirate Empire when the game ends. Your final score is the number of systems you hold multiplied by their total base value multiplied by your technology level. The highest score wins.

3. Getting Started

From the start screen, choose a technology target that sets the game length — **55** points for a shorter game or **79** for a longer one — and press **Begin**. You then spend 300 stellar credits assembling an opening invasion fleet; press **Recommended** for a balanced force, then **Launch Invasion**. Your units appear at your empire's entry edge of the galaxy.

4. The Map and Controls

The galaxy is a grid of hexes. Star systems are drawn as suns, ringed once for each point of their base value, and coloured by their current owner. This edition is played with the mouse:

- Left-click a hex to select it; during movement, click a highlighted hex to send the selected fleet there.
- Roll the mouse-wheel to zoom toward the cursor; click-and-drag to pan.
- The +, - and reset buttons at the bottom-right also control the view.
- Hover any stack badge to see exactly which units it contains.
- The right-hand panel runs the current phase; the blue button advances to the next phase.

5. Sequence of Play

Each player takes a full turn of eight phases before passing to the next. The phases are:

#	Phase
1	Collect Income & Perform Events
2	Purchase Technology Research
3	Load/Unload Troops and Move Ships
4	Perform Space Combat
5	Drop Troops and Perform Land Combat
6	Build Ships and Draft Troops
7	Place New Ships and Troops

6. Income, Research and Technology

Income equals the sum of the base values of the systems you hold, plus one credit per system for each level of technology you have reached. **Research** is bought during Phase 2: each die costs 8 credits and yields 1–6 technology points (maximum two dice per turn). Reaching the point thresholds below raises your Tech Level, unlocking better ships and adding income to every system.

Level	Player total	Unlocks
1	0	Frigate, Freighter, Garrison, Assault, Militia
2	8	Destroyer
3	20	Cruiser, Corvette, Elite troops
4	36	Jump Ship
5	56	Dreadnought
6	80	
7	108	
8	140	

7. Movement

Ships move up to their speed in hexes; enemy ships never block your movement. Select one of your fleet hexes, then dial in how many of each ship type to move — moving only some splits off a new fleet and leaves the rest behind. Troops are carried by transports (or one aboard a Dreadnought). At a system you own you may **Load** garrisoned troops onto ships or **Garrison** aboard troops down to defend the system.

8. Combat

Space combat occurs where opposing warships share a hex. Each warship rolls one die; a roll less than or equal to its attack/defense value destroys that many enemy ships, but a roll of 6 always misses. Star bases fight like ships. Transports have no combat ability and are lost if left unescorted. Both sides fire simultaneously and there is no retreat.

Land combat follows once you control the space over a system: drop troops to invade. Attackers use their attack value, defenders their defense value; a roll at or below that value scores that many losses. Warships or a star base overhead grant an extra die, as does a higher tech level. Survivors garrison the captured world. A round-by-round **Combat Review** shows every battle — yours and your rivals'.

9. Units

Unit	Cost	Move	Atk	Def	Cargo	Tech
Frigate	5	3	1	1	-	1
Destroyer	10	3	2	2	-	2
Cruiser	20	4	3	3	-	3

Dreadnought	55	5	5	5	1	5
Freighter	10	2	-	-	4	1
Corvette	15	4	-	-	2	3
Jump Ship	12	5	-	-	1	4
Garrison	4	-	1	3	-	1
Assault	4	-	3	1	-	1
Elite	10	-	4	3	-	3
Militia	3	-	2	2	-	1

Star bases cost ten times the new number of star bases over a system, serve as shipyards and defend like ships (defense equal to the number of star bases plus one, maximum 5). Guardians are the Pirate Empire's defenders, fighting at the independent tech level.

10. Events

Each turn you draw one event card. 'Play Now' cards (Act of God, Economic Turmoil, Apathetic Society, Pro-Colonial Government, Luddite Uprising) resolve at once. 'Save' cards (Piracy, Sabotage, Espionage, Security, Intelligence, Surprise, Patriotic Fervor, Insurrection) are held in hand and played at the right moment.

11. Winning

The game ends when any empire reaches the technology-point target chosen at setup. Final scores are then compared: systems held, times total base value, times tech level. The largest number wins the Pirate Empire. An empire stripped of every system and unit is eliminated.

— Have fun! —