

Galactic Conquest: suggested for 2 or 4 players

Basic Round Stages

1. *Economy Stage*
 - a. *First, collect planetary income*
 - b. *Next the players spend income on their fleets and 'General Level and Skills'*
2. *Warfare Stage*
 - a. *First, players secretly plan courses for their fleets*
 - b. *Second, players move fleets according to the hyperspace route*
 - i. *Players then check for any interactions on hyperspace routes, interactions above a planet, or a fleet attacks an Established Base*
 - c. *Next, players settle any conflicts amongst fleets. If no fleets interacted with each other, the next stage begins.*
 - i. *If two fleets interact with each other above a planet or along a hyperspace route, a dogfight begins.*

**Retreat is always an option for a space conflict, but it must be decided before the battle. If one side chooses to retreat, the setup of the game changes to the 'Evacuation' game.*
 - ii. *If one fleet interacts with an Established Base of an opponent, then a planetary conflict occurs. Players randomly select a 'mission' from X-Wing Core Set or certain X-Wing expansions to play. Suggested squad costs are ignored for these missions, and the players play with their respective fleets.*

**Retreat is not an option for either side during a planetary conflict.*
3. *Assessment Stage*
 - a. *Players mark down the victorious fleet in conflicts, and/or which system they now control*
 - i. *If a player destroys another player's fleet over a planet, the victorious fleet controls the planet*
 - ii. *If a player destroys another player's fleet which has been designated as an Established Base on a planet, the attacking player now controls that planet*
 - iii. *If a player destroys another player's fleet in a hyperspace route, no planet has been gained and the victorious fleet starts their turn at the hyperspace crossroad point of battle*
 - iv. *If a player has lost all of their fleets but still has a planet under their influence, they are given a new 200-point fleet which starts on the remaining planet*
 - v. *If a player has lost all of their fleets and has no planets left under their control, that player loses the game*
 - b. *Once the fleet positions and planetary alignments have been marked down, the next round begins.*

Introduction

In Galactic Conquest, players take on the roles of the Rebellion and the Empire, while the fate of the galaxy hangs in the balance. In the following sections of this packet, the rules and procedures for Galactic Conquest will be outlined.

Planning for the Game

Galactic Conquest starts similarly compared to regular X-Wing play. Players choose which side they will play as before the game begins. Once each player has selected their faction of choice, the initial set-up of the game can begin.

**Special note: It is possible to play Galactic Conquest with more than two players. The four player variant is a simple alternative. The players each select which faction they will belong to and create teams of two. The main difference with a four player game is that each team member starts with one, 200-point fleet at the beginning of the game. As game play continues, the faction members share point values for their fleets.*

We suggest that the game is played with an even number of players to ensure maximum participation of all players, but a three player option is also allowed. One player takes the roll of an entire faction, where the other two players split the faction according to the four player variant rules. We do not suggest playing Galactic Conquest with three different factions. Two factions create a straight-forward dynamic, and prevents players from being eliminated too soon. For thematic purposes this game should only be played with Rebellion, Empire, or Scum & Villainy factions.

Each faction begins the game with two maneuverable, 200-point fleets, each originating at the faction's starting planet. Players must develop their fleet according to their 'General Level', which at the beginning of the game is always '1'. A player's 'General Level' controls several important aspects of the game. Your 'General Level' controls the highest level of pilot skill your fleets can hold, how many fleets you are able to control at one time, and your initiative during the Warfare Stage. The different 'General Levels' and their benefits are outlined below.

- Level 1 = Highest Pilot Skill of 3 = 2 Fleets & 1 Established Base*
- Level 2 = Highest Pilot Skill of 6 = 2 Fleets & 2 Established Bases*
- Level 3 = Highest Pilot Skill of 9 = 3 Fleets & 2 Established Bases*
- Level 4 = No Pilot Skill Cap = 3 Fleets & 3 Established Bases*
- Level 5 = No Pilot Skill Cap = 4 Fleets & 3 Established Bases*

Setting Up the Game

Before the game begins, players create an Established Base on their respectively aligned planet (Hoth for the Rebels, and Moraband for Imperials). The players are given a free 200-point squadrons for these planets. These 200-point squadrons are considered the first Established Base for each team. Established Base squadrons are unable to leave the planet they are attached to, but they are free to be modified, upgraded, and fixed, as if they were any other fleet.

Next the players are allowed to select an adjacent planet from their first Established Base. This will be the first planet to be aligned with each respective team. Players will start with their fleet either on their first Established Base. Players will create separate squadron lists for each Fleet. Players can field multiple copies of generic pilots, even across multiple fleets, but unique pilots and unique upgrade cards cannot be fielded more than once, and cannot be used in multiple fleets.

Fleet, squadron, and Established Base lists need to be recorded and pre-generated before fleet movement. Whenever a new fleet or a new base is Established, the controlling player must create a new squad list. Players are not required to completely fill out squads, as they are entitled to purchase pilots later on, but squads may not change before the Warfare Stage.

**As players advance their 'General Level', they are entitled to purchase more pilots for their fleets. New pilots, along with upgrade cards, must be written down before any fleet movement occurs. Any pilots or upgrade cards left off the list when the Warfare stage begins, will be treated as if they were not purchased, but are instead eligible for purchase next round.*

Once the initial fleet lists have been written down, all players are ready to play Galactic Conquest!

Playing Galactic Conquest

The game consists of three stages. These stages are, the Economy Stage, Warfare Stage, and the Assessment Stage. These stages will be discussed in depth, so players will know what actions they are able to and unable to make. This section will also go over the different rules of the game, and will let players know the different specific details in how to run their own Galactic Conquest.

The Stages

- I. **The Economy Stage-** *The Economy Stage is the time period where players collect resources based on which planets are under their influence or control.*
 - a. **Collect Planetary Income-**
 - i. *Players collect **20 credits per round** for each planet under their influence.*
 - ii. *Players are allowed to spend their income on two main categories. The first is **Fleet Upkeep**, the second is **General Level and Skills**.*
 1. **Fleet Upkeep-** *Players may spend currency on **Fleet Repair**, **Fleet Upgrades**, or **Ships & Pilots**. After players modify their fleets, they need to mark down their fleet lists and keep the list on hand.*
 - a. **Fleet Repair-** *If a player wants to repair ships in their fleet, they are to repair each ship on an individual basis. Repairing a ship removes all damage and adds back all shields that the ship and pilot began with. The cost of repairing a ship is one half of the total point value for the ships and all of its upgrade cards at the time. Upgrade cards that were discarded, by the ship's owner, are not factored into the repair cost. Players mark down the hull and shield value of all of their ships on their fleet cards.*
 - b. **Fleet Upgrades-** *Upgrade cards are available for purchase for the normal point value on each upgrade card. Upgrade cards that have been discarded, such as co-pilots, astromechs, ordinance, etc., may be repurchased for secondary use. The only exception to this rule is if a unique upgrade belonged to a ship that was destroyed. Any unique characters or upgrades that are destroyed are unavailable for the rest of the game. Players mark down their upgrades on their fleet cards.*
 - c. **Ships & Pilots-** *Players may purchase ships or pilots for their fleets. The cost of purchasing a new ship and pilot is the same as the cost on the pilot card. If a player wants to remove a ship and pilot from their fleet, that player needs to pay half of the total pilot cost, rounded up. Upgrades are included in this cost. If a player wishes to move a ship and pilot to a new fleet, or Established Base, they must pay the full cost of that pilot, including upgrades. Players mark down their pilots on their fleet cards.*
 - i. *If a player moves a ship or pilot to a new fleet, the receiving fleet is unable to move for that turn.*
 2. **General Level and Skills**
 - a. **Upgrading General Level-** *General level dictates when a player activates their fleets, the total amount of fleet points they are allowed to have, the max level of pilot skill they are allowed to have, and the max number of fleets or Established Bases they*

are allowed to have. The cost of raising your **General Level** is **100 credits multiplied by current General Level**.

- b. Creating a new Fleet or Established Base-** Creating a new fleet costs **100 credits per fleets you already control**. Creating an Established Base costs **50 credits**.

II. Warfare Stage

a. Planning Phase

- i. During this Phase, players plan their navigational routes in secret. Players will select a course to take, and then reveal their plan based on General Level and in ascending order. Players select hyperspace routes to travel along, and cannot select to move to a planet if there is no route connecting them to it. Players can also opt to leave their fleet in the same spot.*

b. Moving Phase

- i. Players move their fleets in ascending order. A player with a higher General Level may choose to re-route their course, but needs to pay **50 credits** in order to do so.*
- ii. Players then check for any interactions amongst fleets or Established Bases. If there is no interaction, then planets can fall under control of the occupying force for **20 credits**. A planet falls under influence of a player for **no cost** if there was a battle on or above the planet.*

c. Conflict Phase

- i. If two fleets interact with each other above a planet or along a hyperspace route, a dogfight begins.
 - 1. *Retreat is always an option for a space conflict, but it must be decided before the battle. If one side chooses to retreat, the setup of the game changes to the 'Evacuation' game.**
- ii. If one fleet interacts with an Established Base of an opponent, then a planetary conflict occurs. Players randomly select a 'mission' from X-Wing Core Set or certain X-Wing expansions to play. The suggested mission numbers are as follows: 1, 2, 3, 4, 5, 6, 7, and 9. Suggested squad costs are ignored for these missions, and the players play with their respective fleets.
 - a. *Retreat is not an option for either side during a planetary conflict.**
- iii. Multiple fleets can land on the same spot, but only two fleets can battle at the same time. If multiple fleets land on the same planet or interact in the same hyperspace lane, then the lowest-point fleets from opposing teams will battle. If there is an odd number of fleets, the lowest-cost fleets of the two factions will battle first. The two factions will continue to battle until only one faction is entirely removed from a planet. After each round, the remaining fleet has the option to **Fleet Repair**. In the case of a draw, neither faction wins the planet.
 - 1. The only exception to the multiple fleets rule is if four fleets of four different players land on the same planet or interacts in the same hyperspace lane. In this instance, the players can all play in the same battle.**

- iv. *If a fleet lands on a planet who's opponent has an Established Base, and a mobile Fleet occupying it, then the players battle with mobile fleets first. After the first battle is decided, then the attacking player continues to attack the Established Base (and follow the multiple fleets ruling).*

III. Assessment Stage

a. Victory and Influence

- i. *If a player destroys another player's fleet over a planet, the victorious fleet controls the planet at **no cost**.*
- ii. *If a player destroys another player's Established Base, the attacking player now controls that planet at **no cost**.*
- iii. *If a player destroys another player's fleet in a hyperspace route, no planet has been gained and the victorious fleet starts their turn at the hyperspace crossroad point of battle*
- iv. *If a player has lost all of their fleets but still has a planet under their influence, they are given a new 200-point fleet which starts on the remaining planet*
- v. *If a player has lost all of their fleets and has no planets left under their control, that player loses the game*

b. Clean Up

- i. *Players establish and mark down the damage done to the surviving fleets, the upgrades which have been spent or discarded, and the planets which are now under new influence. Once this step is complete, the next Round begins.*

IV. (Optional Stage) Final Battle

a. After 20 Rounds...

- i. *If neither team has won the game, the two factions will play each other in a Death Star II match. The rules of the match are below. Each player will have the opportunity to field a 300-point squadron, or 200-point squadron per player in a 4 player game. These lists must consist of pilots who are already in play for your respective faction. Players create lists based upon the pilots they have purchased during the game. Unique pilots or upgrades cannot return from death, nor can they be purchased at this time. Ships regain full Hull Value and Shield Value for this match.*

The Death Star II Battle

Setup

Players need to utilize a 3x6 play area for this mini game. Players will also need paper to cover the play mat and act as the "surface" and tunnels of the Death Star II. Players also need a Senator's Shuttle token, one play set of asteroids (6), a satellite token, and three tracking tokens to act as the reactor core of the Death Star II.

Players set up the asteroids in the normal manner, but in front of the Rebel's starting edge. Asteroids remain on the rebel's half of the 3x6 (so on the 3x3 mat that the rebels start on). The Rebel player places the Scouting Satellite marker within the asteroid cluster and cannot have less than 2 asteroids below it; this token must remain within the cluster and cannot be placed on the outside of the cluster in order for the Rebel player to gain an advantage.

Players cut out paper to leave lanes open to create the tunnels and Reactor Core of the Death Star II. These tunnels should be at least Range 1 wide, and the Reactor Core should be at least a square of Range 3 by Range 3.

Empire players start within Range 1 of the Death Star's surface. Rebels start within Range 1 of the opposite end of the board.

Special Rules

Rebels: The Senator's Shuttle is considered as a "Military Command Shuttle". The shuttle can move at any 1 maneuver as a green maneuver, but can move at a straight 2 maneuver as a red maneuver. The shuttle is allowed to either boost, evade, or scout as an action. The normal rules of actions, movements, and stress are applied to this ship. If the shuttle bumps into any other ships, it gains one stress token and cannot perform an action that turn. The Shuttle's stats are as seen on the token, and has a Pilot Skill of 0. Any Critical Hits count as two damage. It has no attacking capabilities.

-The role of the shuttle is to travel from the starting area, to the scouting area, and then leave the play mat, through the rebel's starting edge. The shuttle is the only ship that is allowed to travel over the edge of the play mat. The Shuttle begins its turn within range one of the rebel's starting side. The goal of the shuttle is to get within range 1 of the scouting satellite, and then perform a scouting action. After the Military Command Shuttle performs a scouting action, it may evacuate the battle. After the ship either evacuates the mat (any portion of the token is hanging off the rebel end), or it is destroyed, the Rebel player waits one round before placing a new shuttle on the board. The shuttle is then placed on the board within range 1 of the rebel starting edge, and play proceeds as usual. This process is repeated until the end of the game.

Empire: The Tracking Tokens are placed in a triangle shape in the center of the Reactor Core. The tokens must be completely touching each other. Each Token represents one side of the Reactor of the Death Star II. The stats for these are 1 Shield and 2 Hull each, with 0 agility and attack. Any critical hits count as two damage. These tokens do not move, but they can be target locked by the Rebels. If any ship overlaps a token, that ship is immediately destroyed, and one of the overlapped tokens suffers one damage.

Death Star II: If any player's ship overlaps with the Death Star's surface, either during the end of their maneuver, or even if the maneuver template overlaps the surface, that ship is immediately destroyed. In the tunnels of the Death Star II, ships are only allowed to perform straight, bank, or turn maneuvers. If a ship attempts any maneuver such as a K-turn, talon roll, etc., their opponent may select a green maneuver for that pilot instead. Pilots can perform any maneuver they like when they are inside the Reactor Core room.

The objective of this mini-game is to demolish the opposing faction once and for all!

Each team has two win conditions. Either team wins the game if the opposing force is eliminated from the table.

Rebel Victory: The Rebels win the game if they destroy the Reactor Core of the Death Star II, and then perform a successful evacuation with over 50% of their remaining forces (this is calculated using squad point totals). After the Reactor Core has been destroyed, Rebel ships need to evacuate over their starting edge of the game mat. As soon as over 50% (rounded up) of their squad value (at the moment the Reactor Core is destroyed) escapes, they have won the game.

Empire Victory: The Empire wins the game if 3 Military Command Shuttles are destroyed, and they destroy over 50% (rounded up) of the Rebel Fleet's squad points (at the point of the 3rd Military Command Shuttle's destruction).



Galactic Map

