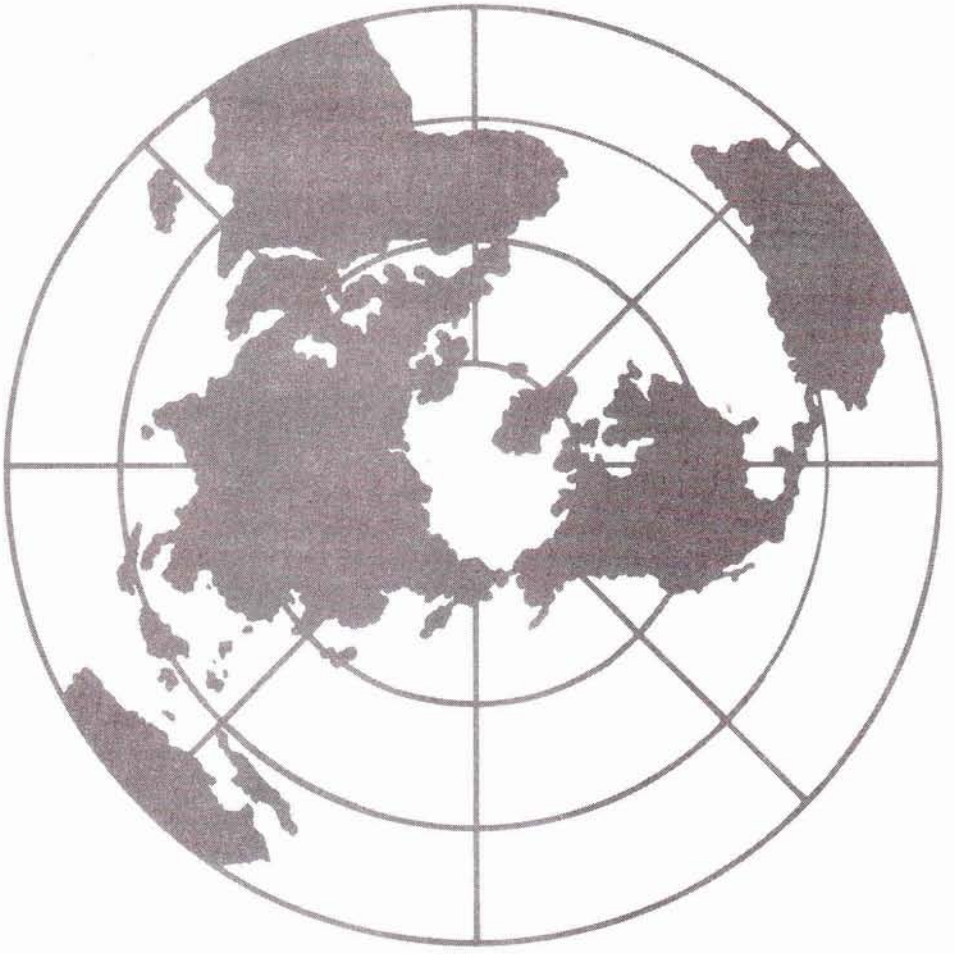
IMPERIUM

Empires in Conflict: Worlds in the Balance



Rule Book

GDW GAMES

CC0205/R1

IMPERIUM

Imperium is a science-fiction game about interstellar war. Several hundred years from now, Terra reaches the stars, only to find that they are already owned by a vast, sprawling interstellar empire: the Ziru Sirka (the Grand Empire of Stars or Imperium). The heavy hand of the Imperium and the expansionism of Earth lead naturally and inexorably to interstellar war. **Imperium** is a boardgame of that conflict.

A single game is one war. One player is Terra, and the other is the Imperium. Each has the opportunity to move forces to strategic positions, to attack the enemy, and to invade enemy-held locations. *Economics* (dependent on the territory a player controls) plays an important role in the production of new and replacement combat forces. *Strategy* is important in determining when and where to attack the enemy; *tactics* are important in resolving individual battles. Victory for either side depends on the state of the Imperial player's reputation, evaluated in glory points and based on territorial gains and losses.

At the end of each war, the peace treaty determines what forces will remain on the map and where they will be. When the next war begins (there is always a next war), these positions and forces are the starting point for hostilities.

A campaign consists of several wars and ends only with the conquest of the entire star map by one side or the other. While a war may be fought in an evening, a campaign is fought over the course of several weeks.

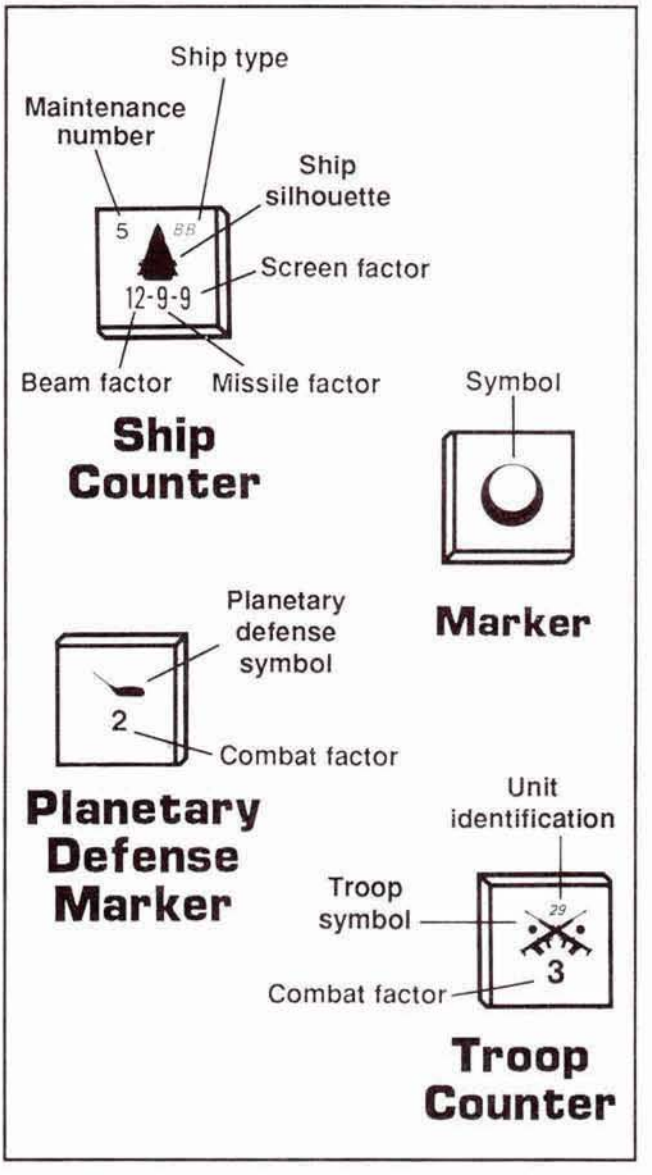
GAME COMPONENTS

Imperium includes as components a map board, two sheets of counters, a rule booklet, a set of charts, and one die. The box serves to store components between games.

Rules: This rules set describes the game and contains detailed rules governing play. Sections also cover the campaign game and how to combine each individual game into a series of interstellar wars. It is suggested that you read the rules completely before beginning the game; the familiarity thus gained should enable you to refer to specific sections of this booklet as questions arise during the game.

Dice: While playing the game, it is necessary to generate random numbers to simulate the unpredictability of the universe when individuals attempt to manipulate it. Thus, when attempting to do battle or to use faulty starships, the participants can rarely guarantee that a specific result will occur. Dice are used to generate random numbers which introduce an element of uncertainty to such activity. That is not to say that the game is one of chance; winning depends on skill and expertise. One die is provided with the game.

Charts: Some information is most valuable when readily available during the course of the game. To this end, stiff card charts are provided. These contain the combat tables and other data which players use constantly.



Counters: Two sheets of die-cut counters and markers are provided to represent the forces available during the game. Each of the two players receives one sheet of 176 counters, which includes such items as starships, troops, planetary defenses, and possession markers. Counters are color coded: Imperial forces are red; Terran forces are blue and green. Specific variations to this scheme are noted in the Color Code Chart, and are used to differentiate between interstellar and interplanetary forces, between jump and regular troops, and between world and outpost markers. Bookkeeping markers are used to denote the current turn and the current balance of resource units and glory points available.

Information on the counters is presented in a specific format for ease of assimilation. Counters contain a symbol, and may have one or more factors (numbers) representing various strengths. The charts indicate the formats for the various types of counters and also define the meanings of alphabetic codes. Players can quickly learn to identify counters as to strengths and abilities using this information.

Game Board: The map is the playing surface for **Imperium**; it is a graphic display of stars and planetary surfaces. At one edge appears a descriptive map legend.

Centered on the map is a two-dimensional display showing the stellar neighborhood of Sol at a scale of one-half parsec (about 1.67 light-years) per hex and extending to a radius of about six parsecs. Map symbols represent stars, planetary surfaces and jump routes. The following terms are used in the rules to refer to the map and to map locations.

Most hexagons (called hexes) on the map are black and blank. These are *interstellar space hexes*. The presence of a *jump route line* or of lettering has no effect on an otherwise blank hex.

A *stellar hex* is any map hexagon which has one star in it; a hex with two stars in it is a *binary stellar hex*. Most stellar and binary stellar hexes are the endpoints of *jump routes*.

In general, the term stellar hex includes binary stellar hex unless a point of differentiation is being made.

Those stars which have planets are marked with an adjacent *planetary surface box*, representing the combined surfaces of the planets in the system for purposes of maneuver, development, and control. Each planetary surface box is printed in a hex adjacent to the star, but represents a location within the stellar hex. The planetary surface box should not be confused with the interstellar space hex in which it is printed.

Binary stellar hexes, in some cases, have two planetary surface boxes—one for each star with planets. Stars such as white dwarf companions—like Sirius—do not have planets and thus do not have planetary surface boxes.

Planetary surface boxes are further classified (color-coded) by the quality of the planets represented. Naturally habitable worlds are classed as *primary* and coded white; all others are classed as *secondary* and coded red.

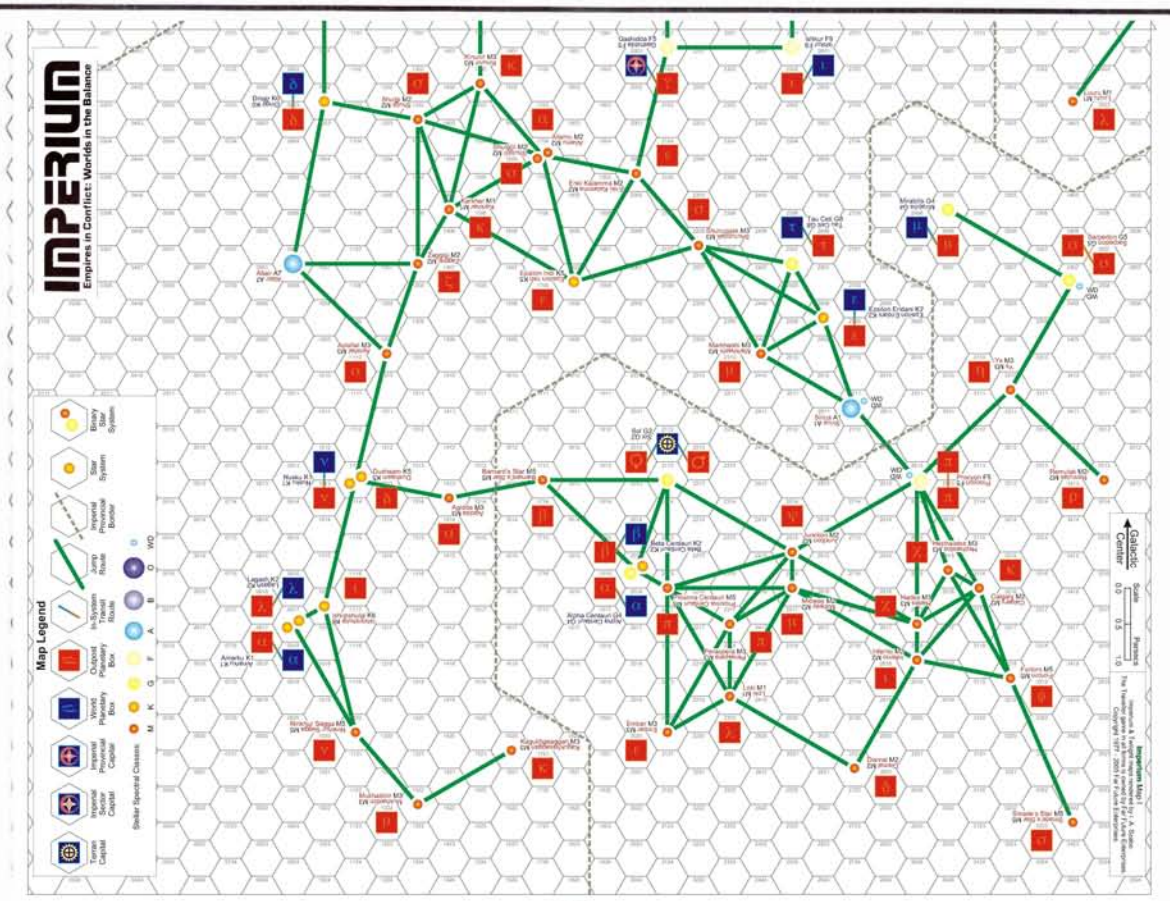
In the course of the game, world markers may only be placed in primary planetary surface boxes; outpost markers may be placed in any box, but are generally placed in secondary planetary surface boxes.

A stellar hex together with its adjacent planetary surface box or boxes is considered to be a *system*. This term is used to designate possible locations for starships or other forces.

For example, a starship in a system could be in the stellar hex (in space) or in a planetary surface box (on the ground).

Primary systems have a primary planetary surface box, and the name of the star is printed in white.

Secondary systems have a secondary planetary surface box, and the name of the star is printed in red. The quality of the Nusku/Dushaam system is dependent upon the planetary surface box in use; if one player controls both boxes, he has a choice as to which box (and thus system type) controls a situation. Tertiary systems have no planetary surface box (as in the case of Sirius).



GAME TURN SEQUENCE OF PLAY

Turns proceed in the following sequence of play.

Terran Player Turn

A. Terran Maintenance and Production Phase.
  1. Income Computation.
  2. Maintenance.
  3. New Production Received.
B. Terran First Movement Phase.
C. Terran First Combat Phase.
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.
D. Imperial Reaction Movement Phase.
E. Imperial Reaction Combat Phase.
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.
F. Terran Second Movement Phase.
G. Terran Second Combat Phase.
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.

Imperial Player Turn

A. Imperial Maintenance and Production Phase.
  1. Income Computation.
  2. Maintenance.
  3. New Production Received.
  4. Imperial Intervention Table.
  5. Appeals to the Emperor.
B. Imperial First Movement Phase.
C. Imperial First Combat Phase
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.
D. Terran Reaction Movement Phase.
E. Terran Reaction Combat Phase.
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.
F. Imperial Second Movement Phase.
G. Imperial Second Combat Phase.
  1. Space Combat Subphase.
  2. Planetary Surface/Space Interaction Subphase.
  3. Surface Combat Subphase.

A player (in his player turn) is allowed two opportunities for movement (the First and Second Movement Phases) and combat (the First and Second Combat Phases). Between these two opportunities, the enemy player is allowed a limited opportunity to move (the Reaction Movement Phase) and attack (the Reaction Combat Phase).

SEQUENCE OF PLAY

Imperium is played in turns. We call them *game turns* to distinguish them from player turns. A game turn is one complete cycle of two player turns. Each game turn represents two standard Terran years.

Each game turn consists of two *player turns* (one for each of the two players). Everything is divided into *phases* and *subphases* in order to carefully state what moves and decisions can be made at what times. Game activity not allowed by the sequence of play, or activity which is performed out of sequence, is prohibited.

The Phasing Player: At various points in these rules, we distinguish between players based on who is currently moving or performing activity. The player designated in the title of the current phase is defined as the phasing player. Conversely, the nonphasing player is the phasing player's opponent.

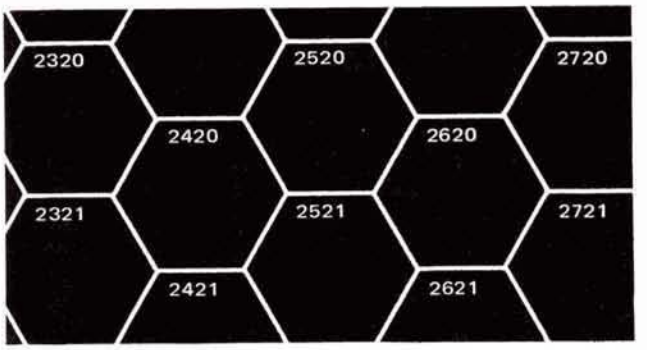
For example, in the Terran First Movement Phase, the phasing player is the Terran, and his opponent is the Imperial. In the Imperial Reaction Combat Phase, the phasing player is the Imperial, and his opponent is the Terran.

In the first game, the Terran player moves first. The sequence of play shows the Terran player turn occurring first. In later games, the loser of the previous game moves first; in those cases, reverse the order of player turns.

Player turns are nearly identical; they differ for the most part only because they name a different player in their titles. Two player turns make a game turn.

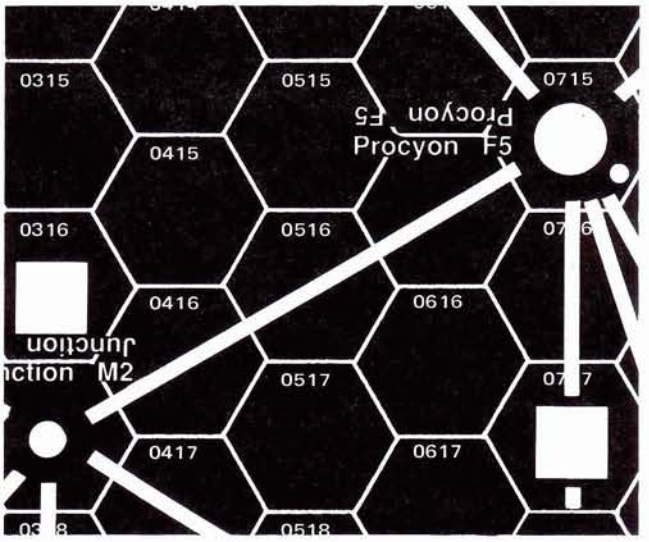
MOVEMENT

Ships may move from place to place on the map. Both troops and supplies can be carried by ships. Starships use hyperspace jumps to move along jump routes, or travel just below light speed to move using the map hex grid (at one hex per turn). Fighters and missile boats (due to their small size and lack of endurance) may not use sublight movement. Fighters and monitors (because they lack jump drives) may not make hyperspace jumps. Troops, outposts, planetary defenses and fighters may be carried from location to location in transport ships. Monitors, all other ships except fighters, and world markers may not be transported.



Sublight Movement: Sublight movement involves interstellar cruising at speeds approaching 80 to 90% of

the speed of light. In game terms, this is a movement of one hex per game turn, executed during the owning player's First Movement Phase.



Hyperspace Jump: Hyperspace jump involves movement directly between stellar hexes at faster-than-light speeds. Jumps are possible only along the routes printed on the map; each jump route is a green line connecting two stellar hexes.

In game terms, each hyperspace jump is expressed as movement from one stellar hex to another stellar hex along a jump route. The ship does not actually enter the intervening hexes and cannot be affected by forces in those hexes.

Jumps may be made in the player's First and Second Movement Phases, and in the player's Reaction Movement Phase.

A jump must be from a stellar hex to a stellar hex. It may not begin or end on a portion of a jump route lying between the ends.

Each player is allowed an unlimited number of hyperspace jumps during each of his Movement Phases. Each of the player's ships may continue making hyperspace jumps until a hex containing one or more enemy starships is entered.

The moving ships must then stop and attack the enemy ship or ships in the following Combat Phase. Ships may end their movement at any time, or they may elect to remain in their present hexes.

Transport, tanker, and mothership counters have no attack factors and are incapable of combat. Ships jumping to a hex containing only these types of ships may ignore them and continue to move. Those ships which stop to do battle must wait to continue movement until the following Combat Phase.

During the Reaction Movement Phase, the phasing player may designate any one stack of ships (including any cargo which is already embarked) as his reaction force.

A stack is any group of ships in a single hex or in a single planetary surface box. This force may make up to three jumps (subject to all restrictions which apply to normal jumps—must use jump routes, must stop upon entering a hex with enemy ships, etc). Ships in the reaction force need not all jump to the same destination.

Refueling: All ships use hydrogen as fuel. This hydrogen fuel supply may be supplied from the oceans of a habitable planet or from the atmosphere of a gas giant. Enemy forces usually cannot prohibit ships from refueling in a system. However, the tertiary system (Sirius) cannot easily provide refueling opportunities for ships.

Ships jumping to the Sirius system are unable to refuel and thus may not jump out of the system under ordinary circumstances (though unrefueled ships could still exit the system using sublight movement).

Tankers are capable of manufacturing fuel directly from stellar atmospheres. When such a ship moves to a tertiary system, it is immediately capable of refueling friendly ships, enabling them to leave the hex using hyperspace jumps.

A tanker automatically provides itself fuel to leave the hex.

TRANSPORTATION

Nonships (troops, unplaced outposts, planetary defense markers) and fighters may be transported through space by some ships.

One counter (representing the cargo) may be carried by a transport. The cargo should be placed under the transport ship counter to indicate that it is being transported.

Capital ship counters (M, B, B1, B2, and BB) may each carry one troop counter, but no other type of cargo. Mothership counters may each carry three fighters, but no other type of cargo.

Ships may always embark or disembark a cargo in a friendly system (a system which contains a friendly world or outpost marker): A single transporting ship may not carry more than two distinct cargoes (or three fighters each in the case of the mothership) in a single Movement Phase.

If a ship is delivering a cargo in a system which is nonfriendly (but which is not necessarily an enemy system), then movement from space to the planetary surface box must take place during the Planetary Surface/Space Interaction Subphase (subphase 2) of the Combat Phase.

In the Reaction Phase, starships transporting cargoes may embark or disembark cargo, but not both. Such transports would necessarily be part of the reaction force.

Cargoes may not be transferred between ships in space. A mothership may both launch and retrieve fighters while in space, but no other ships are allowed to do so.

When a ship is destroyed in combat, its cargo is also destroyed.

COMBAT

Each Combat Phase consists of three subphases, allowing space combat, planetary bombardment and planetary defense fire, and surface combat.

Space Combat

Space combat is a series of rounds. Each is an exchange of fire between enemy ships in the same hex and takes place during the Space Combat Subphase. Space combat usually occurs in stellar hexes, but may occur in any hex. Each player prepares for space combat by laying out his ships (all ships, including transports with cargoes) in a blank area of the map or table. If a mothership is present, it may launch or take on fighters at this time, and at the beginning of each combat round. The phasing player is the attacker; his opponent is the defender. Each combat round consists of range determination, ship allocation, and combat resolution.

Range Determination: Space combat occurs at one of two ranges. *Long range* allows the use of only missiles in the attack; *short range* allows the use of missiles (but at reduced factor) or beams. *Range for the first combat round is automatically long.*

To determine the range in each subsequent combat round, each player rolls one die. The player with the smaller force (the fewer ship counters present, not counting fighters) may add one to his die roll. The player achieving the higher die roll has the option of changing range. Such a change may be from long to short, or from short to long. If the range determination die roll comparison is a tie, range automatically remains the same in the current round, and changes to the other range in the following combat round. No range determination is then necessary in that second round. All starships in a hex are at the same range, and all starships change range together. Starships belonging to one player may not occupy different ranges.

Either player may decide to break off the engagement in any combat round provided a suitable exit route exists. Immediately after range determination, the player indicates that he is breaking off. All forces remain in combat for the current combat round but may not fire. All of the player's starships incapable of hyperspace jumps may, and must, remain behind and continue the action after the jump-capable ships leave at the end of the break-off round.

Ship Allocation: After range is determined, players allocate their ships to specific attacks. The defender moves forward one of his starships, and the attacker allocates one of his ships against that ship. The defender then moves forward another starship to be matched by another attacking ship. This procedure continues until all defending starships have been moved forward, or until there are no more attacking starships. Extra ships at this point (unmatched defending ships or extra attacking ships) may be allocated to any enemy ships, doubling or tripling up for maximum effect (there is no limit to the number of extra ships which may be allocated against an enemy ship). Extra ships may alternatively elect to sit out the combat round, being screened from fire by the ships engaged in combat.

After specific ships have been allocated, their types of fire are declared. The attacker first declares his fire options (such as beam fire, short-range missile fire, suicide attacks, high-intensity fire, etc.). The defender declares any options he may wish and notes any defensive fire which has become available to him. The attacker then notes any defensive fire which has become available to him by reason of the defender's fire allocation. (The various fire options are detailed in later sections of this rule.) Combat is then resolved.

Combat Resolution: During the combat round, each ship fires at an enemy ship matched against it. Each starship may fire *once* per combat round. If more than one enemy ship is matched against a ship, it may choose which enemy ship it fires on.

To fire at an enemy ship at *long range*, a player notes the missile factor of his ship and the screen factor of the target. The Missile Combat Results Table is then consulted. The proper missile factor row and screen factor column are located; at the intersection of the row and column is the *hit number* required for the destruction of the target. The attacker then rolls one die and compares that result with the hit number; if the result is equal to or greater than the hit number, the target is destroyed and removed from play. If the result is less than the hit number, the attack has no effect. At long range, an attacking ship may elect to use high-intensity fire (detailed below), and his missile factor is doubled.

To fire at an enemy ship at *short range*, the procedure is much the same, but more options are available, and beam factors are the primary weapons used. The attacking beam factor and the target's screen factor are used to determine the required hit number (and the Beam Combat Results Table is consulted). One die is rolled and the effect noted. At short range, a ship may elect to make a suicide attack (described below), gaining a +1 die roll modification by first undergoing enemy defensive fire. Missiles may be fired at short range at *half* the ship's missile factor (rounded down) if the ship does not fire beams and survives beam fire in the round.

Space combat is normally considered to be simultaneous within a combat round. All possible attacks are made and destroyed starships are allowed to fire before being removed from play (except for the victims of defensive fire). Both players may attack within the round using all available starships. All space combat is resolved before play proceeds to the next subphase (the Planetary Surface/Space Interaction Subphase).

Fire Options

Fire options are described below.

High-Intensity Missile Fire: A starship may expend its entire supply of missiles in a single attack in an attempt to overwhelm its target with a high intensity of fire.

The ship's missile factor is doubled (to a maximum of 12), and the attack resolved. The ship has then exhausted its missile supply, and its missile factor is reduced to zero for the remainder of the current Combat Phase.

Short-Range Missile Fire: Starships may fire missiles at short range (disregarding the fact that the superiority of beams at short range drastically reduces the effectiveness of missiles). Missile fire at short range is made at *half* the ship's missile factor (fractions rounded down). The firing ship may not attack until all beam fire has been resolved. Ships destroyed by beam fire may not fire missiles at short range. A ship at short range may elect to fire missiles and also to make an attack (such as a high-intensity attack). In some cases, the doubled missile factor (previously rounded down) may not now equal the full normal factor.

Suicide Attacks: A ship with a beam factor may make a suicide attack if at short range provided it first undergoes defensive fire from its target. Suicide attacks must be declared before any combat occurs in the combat round. The attacker declares suicide attacks first, and those ships making suicide attacks may not themselves be attacked in this manner.

The target of a suicide attack is entitled to defensive fire using beams at full factor or missiles at half factor (rounded down). High-intensity missile fire may not be used in defensive fire. The target may fire on the attacker, and if it destroys that ship, the suicide attack is foiled and not resolved. The suicide attacker is not allowed to fire at all during the combat round and is removed from play *immediately*. If the suicide attacker survives the defensive fire, it then attacks in the normal manner, but may add one to its die roll before comparing it to the required hit number.

Normally, a ship may only fire once in the firing round. However, if more than one suicide attack occurs against a single ship, that ship may make defensive firing attempts once against each of the attacking ships.

A ship which has made defensive fire has used its ability to fire and may not fire normally.

Disrupted Starships: Ships may become disrupted as a result of faulty maintenance. Disrupted starships subtract one from the die roll when attacking. When a disrupted starship is attacked, the attacking vessel may add one to its die roll. Disrupted starships may make suicide attacks, but may not conduct high-intensity fire.

Terminating Combat: Space combat may end in one of two ways: by the complete destruction of one side, or by one side breaking off the engagement.

If one side is destroyed, the other player's forces have won, and the hex is now controlled by the victor.

Either side may elect to break off an engagement and effectively surrender the hex in question to the enemy. Immediately after range determination, a player indicates that he is breaking off. All forces remain in combat for the current combat round but may not fire.

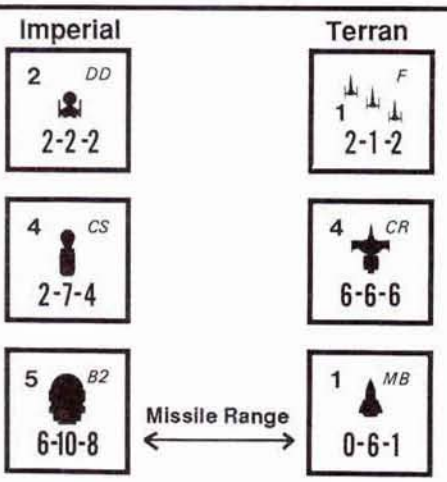
At the end of the round, all surviving ships capable of hyperspace jumps then jump out of the hex. A priority for jump exists: If possible, the break-off jump must be to a friendly system (one jump away) with no enemy ships present. Failing that, the break-off jump must be to an empty system (one jump away). If either of these two circumstances are not available, breaking off cannot occur.

Ships which cannot perform hyperspace jumps (monitors, fighters, reaction forces which have already jumped three times, and disrupted starships unable to make the required die roll) are left behind to carry on the battle alone. When breaking off is performed, all ships capable of breaking off do so; all others remain.

Deep Space Combat: In the rare event that both sides have forces in an interstellar space hex, the combat between them occurs in the Combat Phase which follows the movement of the attacker. Breaking off is not possible, and such combat becomes a duel to the death.

General Notes: No ship may fire more than once per combat round (except when allowed to by defensive fire). Several ships may not *combine* their fire against a single target; targets each defend *individually*.

Space Combat



The ships have been paired off at missile range.

DD attacks F at missile 2 vs. screen 2. It rolls 6 and destroys the F. F counterattacks at missile 1 vs. screen 2, rolls a 4, and has no effect.

CS attacks CR at missile 7 vs. screen 6. CR declares high-intensity missile fire. CS rolls a 4 and has no effect. CR fires missile 12 vs. screen 4 and rolls a 4, destroying the CS.

B2 fires against MB with missile 10 vs. screen 1. MB declares high-intensity missile fire. B2 rolls a 3 and destroys the MB. Since it is destroyed by this defensive fire, it cannot return fire.

Ships now reallocate. B2 now faces the surviving CR, while screening the DD.

B2 fires missile 10 vs. screen 6, rolls a 5, and destroys the CR. CR fires missile 6 vs. screen 8, rolls a 6, and destroys the B2. The remaining DD is the only ship left. The Imperium wins the battle.

Planetary Surface/ Space Interaction

After space combat, ships which are in possession of a system hex may interact with the associated planetary surface box. If the planetary surface box is already friendly, landings may be made. If the box is not friendly (not necessarily enemy), bombardment may occur, planetary defense firing attempts may be made, and landings may then be performed.

Planetary Bombardment: Ships may elect to bombard enemy forces in a planetary surface box by allocating missile factors. Each enemy counter in the box is a target. More than one target may be attacked in this subphase, but no target may be attacked more than once. No ship may bombard more than once; however, several ships may combine their missile factors to attack a target.

The missile factors allocated against a target are totalled, and one die is rolled. This roll is then indexed to the Planetary Bombardment Table, and the result is noted. Three results are possible on the Planetary Bombardment Table: no effect, target neutralized, and target destroyed. A neutralized target is inverted, and remains so until the end of the player turn; it may not attack (either with planetary defense fire or against troops) but defends normally. A destroyed target is immediately removed from play.

A target destroyed result which is obtained against a world or outpost marker is automatically altered to a target neutralized result.

Planetary Defense Fire: World, outpost, and planetary defense markers may fire at incoming ships in an attempt to destroy them. Ships which have conducted bombardment and ships wishing to land on the planetary surface box must undergo planetary defense fire.

Each marker (of the three noted above) may fire at each incoming ship. For example, if a planetary surface box contains a world marker and a planetary defense marker, each would fire at each enemy starship which is vulnerable. Each firing marker fires once at each vulnerable ship by rolling one die and consulting the Planetary Defense Fire Table. If the target starship has a screen factor of 7 or greater, add one to the die roll before consulting the table (thus, starships with a higher defense factor are less vulnerable to planetary defense fire). The die roll is indexed to the table and the column corresponding to the marker firing. The result is noted.

Two results are possible on the table: no effect and target destroyed. A destroyed target is immediately removed from play. The destruction of a ship also destroys any cargo it is carrying.

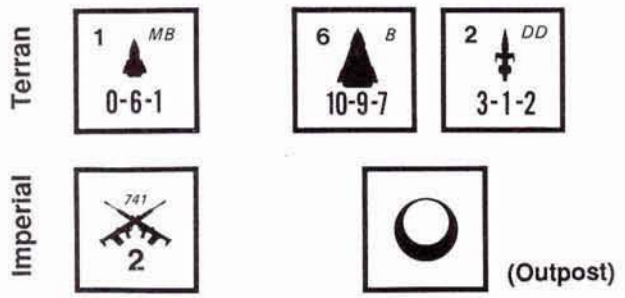
Jump troops are capable of landing directly from space without being transported down by a ship. Such units are ejected in space by the transporting ship, and each is then subject to planetary defense fire individually (the ship is not subject to firing attempts). Jump troops are treated (for the purposes of planetary defense fire) as having a screen factor of 7 and are thus allowed the die roll modification when landing. Note that planetary bombardment can destroy or neutralize planetary defense markers before they are able to fire, thus allowing undisturbed landings by starships or troops.

Surface Combat

Surface combat is a series of combat rounds, each being an exchange of fire between enemy forces in the same planetary surface box and occurring during the Surface Combat Subphase. Surface combat must occur in a planetary surface box.

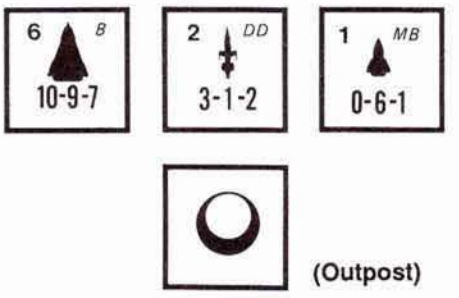
The phasing player is the attacker; his opponent is the defender.

Preparation: Each player temporarily removes his counters from the specific planetary surface box to some clear area of the map or table. As was done in space combat, the defender moves forward one troop counter (regular or jump troop): The attacker responds by matching this unit with one of his troop counters. This



B chooses to bombard Imperial Troop 741 with 9 missile factors. He rolls a 1, and the troop is neutralized.

MB and DD choose to bombard the Imperial outpost marker with 7 missile factors. They roll a 2, and there is no effect.



The Imperial outpost fires once at each ship, and rolls a 2 against the B (no effect), a 1 against the DD (destroyed), and a 3 against the MB (no effect).

Surface/Space Interaction

Troop units have been paired off, and the Imperial outpost marker is screened. It cannot be attacked this phase.

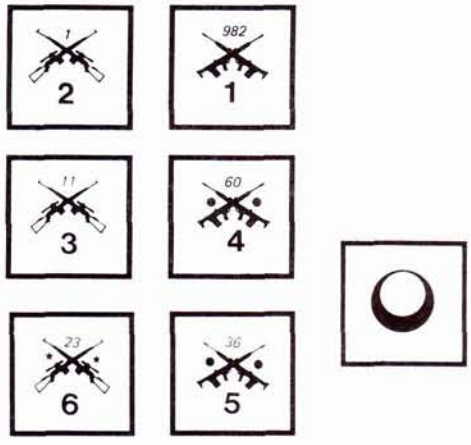
Troops are identified by their factors.

Troop 2 attacks Troop 1 at +1, rolls a 1, and destroys it; Troop 1 first counterattacks at –1, rolls a 2, and destroys Troop 2.

Troop 3 attacks Troop 4 at –1, rolls a 2, and destroys it. Since Troop 4 is a jump troop, it cannot fire back (defensive fire rules).

Troop 6 attacks Troop 5 at +1, rolls a 2, and destroys Troop 5. Troop 5 counterattacks at –1, rolls a 4, and misses.

Since all Imperial troops are destroyed, surface combat is ended.



Surface Combat

procedure continues until either the defender or the attacker has no more troops available. Neutralized troops may be used by either player in this procedure; they may be attacked, but may not themselves attack.

If the attacker has fewer troops than the defender, the defender may commit his excess troops against attacking troop counters, doubling or tripling up (or more) for maximum effect. If the defender has fewer troops than the attacker, the defender must now move forward nontroop counters (planetary defense markers, ship counters, and lastly world or outpost markers), each to be matched by an attacking troop counter.

All defending counters not involved in this preparation are now screened, and do not participate in surface combat at any time during this subphase. Set them aside. After each combat round, troops and other counters involved in surface combat may be reallocated as losses occur, but the screened forces may not participate (or be forced to participate) in surface combat.

A theoretical limit is imposed on would-be conquerors by this rule. A planetary surface box cannot be conquered in one subphase if the number of attacking troops is less than the number of defending counters.

Combat: Once units have been allocated (roughly in pairs), the attacking and defending counters are each allowed one attack (but nontroop counters and neutralized troop counters may not attack—they may only defend). Troop counters are each printed with the factor with which they attack and defend. Planetary defense counters defend with their printed factor of 2; all other counters (including starships) defend with a factor of 1. Sol and Gashidda have higher defense values (each is a 10) under the optional homeworld rule (see page 16).

Combat is resolved using a combat differential. Each troop counter may fire at one or more of the counters matched against it, subtracting the defense factor total of the counter or counters from the firing troop counter's factor (this result may be a negative number). The correct column of the Surface Combat Results Table is noted, one die is rolled, and the result is implemented.

Two combat results are possible on the Surface Combat Results Table: no effect and target destroyed. A destroyed result indicates that the target unit or counter is removed from play. When a world counter receives a result of destroyed, it is instead neutralized. A world can never be destroyed as a result of combat.

Combat is simultaneous, and all units firing may fire before any combat results are implemented in a combat round. A single unit may fire at one, some, or all counters which are matched against it. If several units are matched against one or more targets, they may sum their factors and fire on one of the targets only. There is no requirement that all counters must be attacked or that they must attack.

Each troop unit may fire once in a combat round.

Defensive Fire: Because jump troop units are only lightly equipped (to enable them to jump), they are at a disadvantage when defending against regular troops. In any situation where a jump troop attacks a regular troop (including situations where more than one counter per side is involved, but each side is using homogeneous forces of jump troops or regulars), the regular troop is allowed a defensive firing attempt. If the jump troop is destroyed by defensive fire, it is immediately eliminated, and may not itself fire before being eliminated.

Terminating Combat: Surface combat is terminated when all combatant troops are eliminated. For the defender, this includes all committed troops, but not those forces screened during the initial preparation. If all attacking troops are eliminated, all other attacking forces (transports or other ships, unplaced cargoes, etc.) are also eliminated.

Reaction Fire

Certain restrictions apply to the Reaction Combat Phase. Only those counters involved in Reaction Movement (the single stack allowed to move during the phase) may participate in the Reaction Combat Phase. If those counters enter a situation where other friendly forces are also present, they may join the attack. Enemy forces present in such locations may defend normally by taking part in the action.

STARSHIPS

Each starship counter represents a squadron of individual ships. Each counter is marked with beam, missile, and screen factors, a maintenance number, and an abbreviation for ship type. Counters also carry a ship silhouette which is used for recognition.

Support Ships

Support ships provide basic services to the fleet, although they are not effective fighting ships.

Transports (TR) are cargo-carrying ships capable of moving unplaced outposts, planetary defense markers, troops, and fighter counters from place to place. One transport carries one counter as a cargo.

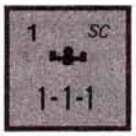
Production Cost: 1 RU.

Tankers (AO) are mobile stations capable of manufacturing fuel directly from stellar atmospheres. A tanker is required to properly refuel starships so that they may jump from a tertiary system hex (though unrefueled ships could still exit such a hex using sublight movement).

Production Cost: 1RU.

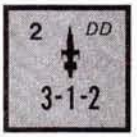
Small Combatants

Small combatants are lightly armed and armored ships intended for escort or exploration duty.



Scouts (SC) are small, lightly armed ships originally designed for exploration and courier duties.

Production Cost: 1 RU.



Destroyers (DD) are small fleet units designed for escort duty and limited independent operations.

Production Cost: 3 RU.

Cruisers

Light, strike, attack, and heavy cruisers form the major heavy fleet elements of any force, due to their relatively low maintenance cost and high firepower.

Light cruisers (CL) are the smallest of the cruiser-type ships.

Production Cost: 6 RU.

Strike cruisers (CS) are characterized by high missile factors, lending themselves to a variety of missions (especially planetary bombardment).

Production Cost: 10 RU.

Heavy cruisers (CR), the standard cruiser, exhibit a homogeneous beam-missile-screen armament.

Production Cost: 12 RU.

No Terran CA's

Attack cruisers (CA) are uniquely Imperial, featuring an increased beam factor.

Production Cost: 14 RU.

Capital Ships

The general class of capital ship includes dreadnoughts, improved dreadnoughts, battleships, and monitors. Capital ships are each capable of carrying one troop counter as cargo and of ejecting jump troops for invasions.

Capital ships are better equipped to defend against planetary defense fire because each has a screen factor of 7 or greater. All capital ships (except monitors) require two turns for construction. Monitors require only one turn.

Dreadnoughts (Terran abbreviation: B; Imperial abbreviation: B1) are heavily armed and armored starships intended as the mainstay of the fleet. Maintenance costs for such vessels greatly hinder their usefulness.

Production Cost: 16 RU.

No Terran B2's

Improved dreadnoughts (B2) are evolutionary Imperial developments of the dreadnought.

Production Cost: 18 RU.

Battleships (BB) are the ultimate in capital ships with the highest available firepower and armor.

Production Cost: 20 RU.

Monitors (M) are heavily armed ships incapable of performing the hyperspace jump; they may only move using sublight drive. Monitors are predreadnought in design, with Imperial models concentrating on missiles and Terran models concentrating on beams. One Terran-pattern monitor is available to the Imperial player should such construction prove to be in his best interests. Monitors, because they do not have hyperdrive and because they are often assigned to the defense of outposts, may pay for maintenance (see the Maintenance Rule on page 12) when in a system with a friendly outpost, rather than perform the die roll.

Production Cost: 6 RU.

Special Ships

Special ship types perform a variety of missions.

Missile boats (MB) are a strictly Terran development and represent the installation of missile launching equipment in small, easily produced hulls. This development is a reaction to the high Imperial missile factors in common use. Missile boats are equipped with hyperdrives, but do not have the endurance to allow sublight movement.

Production Cost: 4 RU.

Fighters (F) are small craft designed for tactical combat. They are incapable of either sublight movement or hyperspace jumps, but may be carried as cargoes. Fighters require a base before they may operate. A base may be a friendly world or outpost, or it may be a mothership (see below).

Production Cost: 1 RU.

Motherships (MS) are carriers capable of transporting, launching and retrieving fighters for combat. One mothership can carry up to three fighters and can launch and retrieve that number per combat round. Disruption of a mothership also disrupts its fighters if they are aboard. A mothership may launch or retrieve fighters at the beginning of each space combat round. If fighters are being carried (inside the mothership), they are ignored; if they are not being carried, each counter is treated separately. Fighters are not included in the production of a mothership.

Production Cost: 7 RU.

TROOPS

The two troop types are jump troops and regular troops.

Regular troops represent the ordinary military manpower of Terra and the Imperium. Each counter represents one reinforced division. Because regular troops include the firepower of heavy artillery, regulars are allowed a defensive first fire against jump troops (which are not so equipped).

Jump troops are the elite of the armed forces of both sides. Each counter represents a highly trained and specially equipped division characterized by high combat factors and jump capability (see Planetary Surface/Space Interaction on page 8).

Troop units may be raised by paying the required RUs and placing the counter on the Turn Record Chart to appear in the next friendly player turn. The specific counter (and thus the specific strength) is determined by placing all available counters of the correct type (jump or regular) face down, and randomly selecting one. The strength of the unit does not influence its cost. Troops destroyed in combat return to the pool of counters and may be produced through payment of the amount and use of the random draw. Troops are not subject to maintenance costs. Troops may operate only in planetary surface boxes and perform no function while in space as cargo.

Production Cost: 3 RU (regular) or 2 RU (jump).

MARKERS

Markers include world, outpost, and planetary defense.


World markers represent civilization, population, and industrial centers in primary systems. World markers are placed prior to the first war, and change hands only in limited circumstances. World markers may not be manufactured, nor eliminated as a result of combat; adverse results may only neutralize them.


Outposts represent the (sometimes extensive) establishments to exploit and hold secondary systems. Outposts may be manufactured and held in reserve until needed; at such time, each must be transported to the correct planetary surface box. An outpost does not become operational until all enemy forces in the planetary surface box are eliminated. Only one operational outpost may be in a planetary surface box; an outpost may be placed in a planetary surface box with a neutralized enemy world (if that world marker is the only enemy force in the box) and made operational. In such case, the outpost denotes ownership and keeps the enemy world marker permanently neutralized.

Planetary defense markers represent extensive batteries of missile and beam installations as well as supporting fire control provisions. Planetary defenses provide antistarship fire. Because each defends in surface combat with a factor of 2, such installations also serve well as defensive ground forces. Planetary defense markers are manufactured and must be transported into place. Each becomes operational at the *end* of the player turn in which it is placed.

Bookkeeping markers are included for the players' convenience. Each player receives a blank counter to mark the turn on the Turn Record Chart. The Imperial player places his glory marker on the 5 of the Resource Unit Chart, moving the marker to indicate changes in the glory level. The war/peace marker is used on the War/Peace Chart. Each player also has markers printed 0 and 00. Using the 0 marker for ones and the 00 marker for tens, resource units available to each side can be indicated to a maximum of 99 RU.

ECONOMICS

Although the basis for income differs between the two players, each counts his resources in resource units (RU). These RU are used to pay for maintenance costs, the production of new starships and other forces, and the creation of new outposts. Each player computes his income during his Maintenance and Production Phase and notes the new balance on the Resource Unit Chart. Although the chart only allows tracking up to 99 units, you may have more. Computation of income occurs as the first step in the phase.

Imperial Income: Imperial income is based on the Imperial budget (10 RU per turn), plus 1 RU tribute from each world (connected or not), and 1 RU from each connected outpost. The Imperial Income Table shows the amounts received. In addition, the Imperial player may receive income as a result of Imperial intervention or as a response to an appeal to the emperor.

Terran Income: Terran income is based on worlds under Terran control: connected worlds (8 RU), unconnected worlds (6 RU), and connected outposts (1 RU). Unconnected outposts produce no RU. The Terran Income Table shows the amounts received.

Income Terms: The term *world* refers to a world marker of the correct player placed in a primary planetary surface box. An *outpost* refers to an outpost marker of the correct player placed in any planetary surface box. A world is *connected* if a path may be traced from it to Sol (for the Terran) or to any friendly world (for the Imperial) via any number of continuous jump routes; system hexes along the route must be free of enemy starships other than tankers or transports. An outpost is *connected* if a path may be traced from it to any friendly world via any number of continuous jump routes; system hexes along the route must be free of enemy starships other than tankers or transports. Several unconnected worlds may each have one or more outposts connected to them, with each outpost creating income as a connected outpost. In order for a path to be traced through a tertiary system hex, a friendly tanker must be present at the time the path is traced. Luuru is not connected by a jump route; an outpost placed there produces income as if it were a connected outpost.

Maintenance: Maintenance expenditures are necessary on a recurring basis to ensure that starships remain functional and in fighting trim. Each starship has a maintenance number which expresses the unit's relative maintenance burden. This number is used in several operations, including determining maintenance cost, making hyperspace jumps while disrupted, and frontier maintenance. Maintenance is a required operation for the phasing player during his Maintenance and Production Phase; it must be undertaken each game turn. Maintenance is of two types: civilized maintenance (performed on starships in systems with a friendly world) and frontier maintenance (performed in all other hexes).

Civilized maintenance applies to all starships in a primary system marked with a friendly world marker in the planetary surface box. The owning player must expend RUs equal to the maintenance number for each starship to perform maintenance. If he chooses not to, the ship becomes disrupted. Ships in a location mandating civilized maintenance must perform it by payments of RUs (rather than the frontier maintenance procedure described below). Maintenance and payment of necessary costs occurs before newly produced units appear and new production is initiated. Maintenance is not required for new units on the turn in which they appear.

Frontier maintenance applies to all other situations, including starships in interstellar space hexes, in system hexes with friendly outposts, and system hexes with enemy worlds. The owning player must roll one die for each starship: If the result is equal to or greater than the ship's maintenance number, maintenance has been successfully performed. If the system does not contain a friendly outpost, the player must decrease the die roll result by one before comparing it with the ship's maintenance number. Failure to make the throw indicates that the starship is disrupted. Ships not in a location mandating civilized maintenance must undergo frontier maintenance (exception: monitors, as explained under Starships on page 10). A player with ships in the Nusku/Dushaam system who controls both the primary and secondary planetary surface boxes may select the form of maintenance to be performed on his ships. Disruption is indicated by inverting the affected starship counter.

Effects of Disruption: Starships which have been disrupted as a result of poor maintenance (the only way in which they may become disrupted) are hindered in their ability to conduct hyperspace jumps and to conduct combat. A disrupted starship must successfully roll its maintenance number or greater on one die before each hyperspace jump it attempts (from a system to a system). Failure to achieve the required die roll prevents the starship from making the hyperspace jump—it may move no farther in the player turn. A disrupted starship in combat must subtract one from its attack die roll before consulting the Beam Combat Results or Missile Combat Results Table. Any ship attacking a disrupted starship may add one to its attacking die roll before consulting these tables. When planetary defenses (worlds, outposts, planetary defense markers) fire on a disrupted starship, each may subtract one from the die roll before consulting the Planetary Defense Fire Table. Disrupted ships otherwise capable of carrying cargos remain capable of carrying cargos. Disrupted motherships may continue to carry, launch, and retrieve fighters.

Recovering from Disruption: A ship which has become disrupted remains disrupted until recovery can be accomplished. Recovery takes place during the Maintenance and Production Phase.

- In a primary system with a friendly world marker present, the disrupted ship must pay its maintenance number plus one in RU, and becomes undisrupted immediately.

● In any situation calling for frontier maintenance, the disrupted ship must roll one die. If this result exceeds the ship's maintenance number, the ship becomes undisrupted immediately.

Ships may move (subject to restrictions on movement) to a location favorable to recovery.

Production: During the Maintenance and Production Phase, the phasing player removes newly produced forces from the Turn Record Chart and brings them into play; he then expends resource units to initiate production of other forces needed or desired. The costs associated with forces are shown on the Production Cost Table. As ships and forces are purchased, the counters for each are selected from the counter mix (troop counters must be selected randomly) and placed on the Turn Record Chart to appear on the next game turn. Capital ships of types B, B1, B2, and BB must be placed so as to appear in two turns. There is no limit to the number of ships or other forces which may be produced in a turn, provided the player has available sufficient resource units to pay for them. Newly produced forces may appear at any friendly world or at any outpost connected to a friendly world. Starships may be placed anywhere in the system (in space or in the planetary surface box); all other forces must appear in the planetary surface box. Outposts and planetary defense markers appear in an unplaced state and must be moved to their ultimate location during the movement phases.

Imperial Production Restrictions: As a matter of policy the Imperium controls the production of starships, restricting the types which may be locally produced. As a result, the Imperium prohibits (at least initially) the production of major starships (specifically, types CR, CA, B1, B2, and BB). They may appear only as a result of Imperial intervention or after receiving permission from the emperor to build such ships locally. All other ship types may be built without restriction.

Imperial Replacements: The Imperium lends its industrial might in support of local operations by replacing destroyed starships as time and facilities permit. At the end of each player turn all Imperial starships (but not other forces) which were eliminated during the player turn are placed on the Turn Record Chart so that one will appear per turn. These starships should be placed inverted to note that they are Imperial replacements. While the Imperial player may select the order in which they are placed on the Turn Record Chart, future losses to be replaced must be placed on turns after the current replacements. As this procedure creates a backlog of replacements, the Imperial player may elect to scrap any of his replacements before they appear and move all replacements forward to fill the gaps. The appearance of replacements may not be reshuffled or their order redistributed after they are placed on the chart.

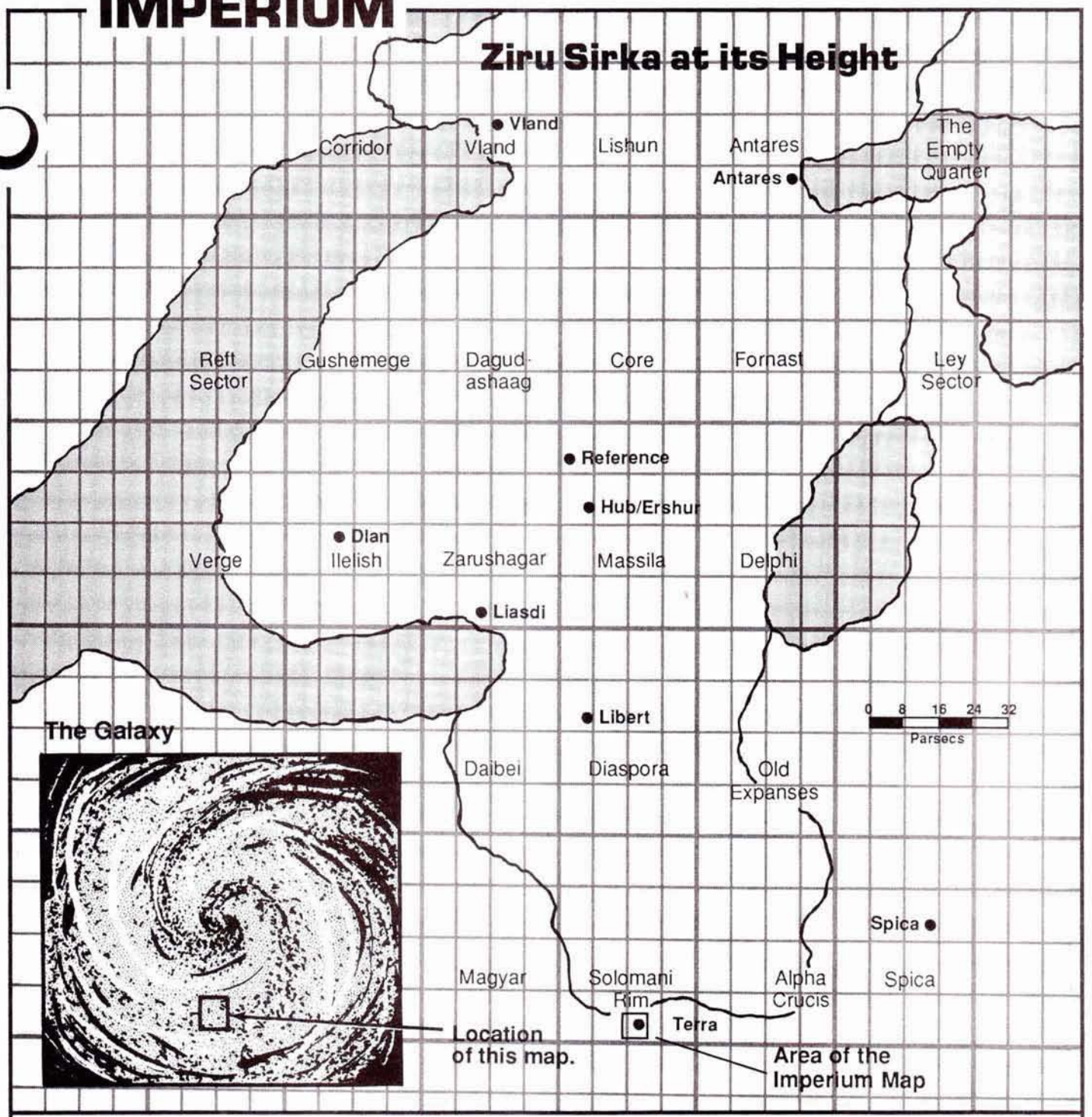
GLORY

The Imperium extends far off-map and encompasses over 10,000 additional stars centered roughly on Antares. The portion of the Imperium on the map is only an Imperial province ruled by the governor at Gashidda. The Imperial player is not the emperor, but only a subordinate, answerable to the emperor and to his bureaucracy. The provincial governor is thus a person of great power and of great ambition. He is vitally concerned with Imperial recognition of his efforts and achievements; such recognition ensures his survival and enhances the progress of his career. This concern is reflected in the Glory Index, which indicates the level of recognition (and degree of esteem) the emperor and the bureaucracy hold for the governor. Glory is obtained or lost only with respect to territorial changes (detailed on the Glory Point Table); nothing of lesser importance matters (including such trivial matters as military reverses or budgetary expenditures). Glory points are recorded by the glory marker on the Resource Unit Chart. Each game begins with glory points set at 5.

All terms refer to the Imperial player, and only the Imperial player receives or loses glory points. Glory point changes are noted immediately, but take effect at the end of each game turn. An Imperial outpost is lost (or a Terran outpost is conquered) if all enemy forces are eliminated from the planetary surface box, including the outpost marker. It is not necessary for the attacking player to place his own outpost in the box. An Imperial world is lost (or a Terran world is conquered) if the world marker is neutralized and all other enemy forces are eliminated from the planetary surface box. Because a world marker may not be eliminated, it must be neutralized. In order for the world marker to remain neutralized until the end of the game turn, the attacking player must maintain troops at least equal to the counter's defense factor in the planetary surface box. The owning player has the opportunity to regain the world by forcing such troops from the box before the end of the game turn. After conquest (or loss) has occurred, a world remains neutralized until the end of the game. Establishing an outpost in any planetary surface box is not conquest of the location; the reward for placing such an outpost is the income which it produces. World and outpost markers continue to produce income until lost.

Victory: Glory is the final determinant of victory. A high level indicates conquests and obtains ample rewards for the Imperial governor; since he has achieved his goals, the war ends. A low level indicates failure; the provincial governor (or perhaps his replacement) negotiates a peace quickly and quietly. If, at the end of a game turn, the glory index has reached zero, the Imperium is defeated, and the game has ended. If the index reaches 10 or greater, the war has ended in Imperial victory.

The Effects of Time: The length of a war also affects glory. As the hostilities drag out, the size of the glory scale decreases. At the beginning of each turn after turn three the length of the glory index is reduced by one on each end (i.e. on turn four the Imperial wins with nine glory points or loses with one). If, at the end of turn eight, the glory index stands at five, the Terran wins.



THE IMPERIUM

Because the Imperium exists beyond the scope of this game, it is not shown. Its influence may, however, be felt. Each turn, during the Imperial Maintenance and Production Phase, the Imperial player consults the Imperial Intervention Table and implements the result. At the same time, the Imperial player may choose to appeal to the emperor for assistance, and such assistance may be granted.

Imperial Intervention. To determine the influence of the Imperium on the game, throw two dice and consult the Imperial Intervention Table. The total die roll indicates the result, if any, which is then implemented.

Appeals to the Emperor. It is possible that a direct appeal to the emperor may result in a favorable response. The Imperial player may, during the Imperial Maintenance and Production Phase, elect to make an appeal, stating directly that he is in need of increased forces or increased finances.

To place an appeal, the Imperial player must reduce his glory point total by two and specify whether the Appeal for Increased Production Table or the Appeal for Increased Finances Table is being consulted. Two dice are thrown, and the result noted.

Glory points may not be expended if they would place the total glory points at zero.

WARS AND PEACE

Imperium is intended to be a campaign game consisting of a series of wars fought until one side controls the entire board.

Each of these wars is a single game, which may be played independently. It is suggested that the endpoint of one war be recorded and used as the starting point for the next game.

A campaign game is begun by mutual agreement using the instructions given in Starting the First War on page 16. At the end of the game, both players then determine the length of the peace before the next war begins and follow the procedure given here to determine initial forces and locations for the next game.

Succeeding games continue until the campaign is won (until all an opponent's outposts and worlds have been conquered).

Length of the Peace: A period of peace will follow the war. Roll one die and consult the Length of the Peace Table. If an asterisked result is achieved, roll the die once more (ignore further asterisks) and add that result to the first. The result is the number of turns of peace after the war.

Repatriation of Forces: All troop and ship forces (except monitors and planetary defenses) are repatriated. They are immediately returned to the owning player's homeworld. Their current location has no immediate importance in this procedure. Any worlds or outposts which are neutralized at this point remain neutralized.

Territorial Exchange: Both sides simultaneously examine the map and remove any untenable outposts. An outpost is considered untenable if it cannot trace a path of jump routes through systems free from unneutralized enemy worlds or outposts to a friendly world. *Note that this definition differs from the definition of unconnected.*

Planetary defense markers and monitors present in a system with an untenable outpost are scrapped and removed from play when the untenable outpost is removed.

If the length of the peace exceeds five turns, any neutralized worlds which have an enemy outpost (not previously removed because its position was untenable) are now converted to world markers of the opposite side. Neutralized worlds with no enemy outpost present now become unneutralized.

If the peace lasts five turns or less, it is possible for a neutralized world with an enemy outpost to be present, and for the next war to begin with this situation.

Interwar Income Phase: Each player now computes income available for war preparation. The loser of the war receives all accumulated RU on the Resource Unit Chart at the end of the war plus an amount equivalent to one full turn's income as normally computed (as of the instant that peace was declared).

The winner receives his accumulated RU balance, plus an amount equal to half of one turn's income.

Postwar Production: Items already paid for (or scheduled as replacements) and on the Turn Record Chart continue to appear through the end of the turns of peace. Forces which would have appeared after that point are scrapped and do not appear.

Interwar Attrition: During extended periods of peace, ships become old and planetary defenses fall into disrepair.

Roll one die for each monitor, planetary defense marker, fighter, and troop counter. Consult the Interwar Attrition Table. If the roll equals or exceeds the number indicated on the chart, the counter is eliminated through attrition.

If jump troops suffer attrition, they are converted to regular troops rather than being eliminated.

Starships (other than monitors and fighters) suffer attrition if each rolls its maintenance number or less on one die. The specific die roll is modified based on the specific number of turns of peace.

One Turn: +4.
Two Turns: +3.
Three Turns: +2.
Four Turns: +1.
Five or More Turns: No die modification.

The die roll for any specific ship may be avoided by making a payment of twice the ship's maintenance number in RU.

Imperial Favor Attrition: The chance exists that the emperor will withdraw permission to build certain ships. The Imperial player rolls on the Imperial Favor Attrition Table.

If the ship type shown is currently available to the Imperial player, permission to use it is withdrawn and those ships are lost.

Interwar Production: Each player may commit his resource units to production of forces for the upcoming war. Any normally available forces may be built; if capital ships are built and the peace is only one turn long, the new production will appear at the beginning of the player's first player turn, rather than as initial forces.

Interwar Colonization: Each player may place one outpost per turn of peace, provided it is built during the interwar production or is otherwise unplaced and available. The winner places one of his outposts first, then the loser places one outpost. Each placed outpost must be connected to a friendly world.

At this point, a friendly outpost in a primary planetary surface box may be converted to a friendly world marker if it has spent at least five turns of peace in that box.

Redistribution of Forces: All forces except monitors may be redistributed by both sides prior to the start of hostilities. They may be placed in any system containing a friendly world or outpost marker. The winner of the war sets up first.

All forces automatically begin the new game in an undisrupted state.

The Attack: In the next war, the loser of the previous war moves first.

OPTIONAL RULES

The following rules may be included for added latitude in conduct of the campaign. None add unreasonable complexity, and all contribute realistic flavor.

Homeworlds: Each side in **Imperium** has many outposts and worlds, but operates from a single homeworld. The Terran homeworld is (of course) the planetary surface box at Sol; the Imperial homeworld (actually only the ancient provincial capital) is the planetary surface box at Gashidda.

Homeworlds have high populations, extensive construction, and the capability of raising large numbers of local militia. As a consequence, homeworld counters defend in surface combat with a factor of 10. Because planetary bombardment may be construed as directed against communications centers, it may proceed normally and be used to disrupt a homeworld counter. Surface combat, however, requires a larger number of troops to successfully take a homeworld for any period of time.

Terraforming: World counters may normally be placed only in primary systems. Either player may undertake a long-term program of terraformation to ultimately allow the placement of a world counter by converting a secondary system into a primary system.

Terraforming may only be attempted in the secondary planetary surface box of a non-M class star (for example, Sarpedon or Ishimshulge). Such a process requires the placement of an outpost in the box and the continuing expenditure of 3 RU per turn for 50 turns (including turns of peace).

At the end of 50 turns, the system becomes a primary system, and the outpost is converted to a world marker.

The terraforming process must be continuous. The enemy player may halt the process by destroying the outpost. In such a case, the procedure would be forced to begin again. Alternatively, the enemy player may elect to establish his own outpost in place of the destroyed outpost, and continue the expenditure of RU for the process.

Restricted Ship Construction: The Terran player is also subject to restrictions on which ships he may produce. Specifically, battleships (BB) may not be produced until at least one Terran dreadnought (B) is destroyed in combat. Navies have always been slow to produce new models until their worth has been forcibly demonstrated.

IMPERIUM DESIGN CREDITS

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STARTING THE FIRST WAR

The First Interstellar War begins in AD 2113. Territorial frictions between the Imperium and the small, but growing, Terran Confederation finally bring this small section of the galaxy to the verge of war.

Terra: The Terran player receives the forces noted in the Terran Forces List as initial forces. World markers must be placed as noted, as must outposts. Three unplaced outposts may be used during play as the Terran player sees fit. The remaining forces may be placed at any friendly worlds or outposts.

The Terran player sets up first and has the first player turn.

TERRAN FORCES LIST

Force	*Location*
3	Worlds (at Sol, Alpha Centauri A and Alpha Centauri B)
3	Outposts (at Junction, Barnard's Star, and Proxima Centauri)
3	Outposts (unplaced)
2	Planetary defense markers
1	Monitor
1	Missile boat
6	Scouts
2	Destroyers
1	Light cruiser
6	Transports
2	Regular troops
1	Jump troop

The Imperium: The Imperial player receives the forces noted in the Imperial Forces List. World markers must be placed (as noted) at Dingir, Gashidda and Ishkur.

The seven outposts are then placed in systems. After placement of outposts, the remaining three world markers are placed.

Care must be taken that all Imperial outposts and worlds are connected. The remaining forces may be placed in any friendly system.

IMPERIAL FORCES LIST

Force	*Location*
6	Worlds (at Dingir, Gashidda and Ishkur, and in 3 other primary systems)
7	Outposts (placed so as to connect all friendly systems)
3	Planetary defense markers
1	Monitor
2	Scouts
4	Destroyers
2	Light cruisers
1	Heavy cruiser
1	Tanker
4	Transports
3	Regular troops
1	Jump troop

IMPERIUM

COLOR CODES

Counter Type	*Terran Color*	*Imperial Colors*
World	Green with black	Black with red
Outpost	Blue with black	Red with white
Plan. defense	Blue with white	Red with white
Nonjump ships	Blue with white	Red with white
Ships	Blue with black	Red with black
Regular troops	Green with white	Red with white
Jump troops	Green with black	Black with red

Color differentiates worlds from outposts. Ships with white silhouettes (monitors and fighters) are nonjump capable.

SHIP CODES

Code	*Type*	*Imperial*	*Terran*
SC	Scout	1-1-1 1	2-0-1 1
DD	Destroyer	2-2-2 2	3-1-2 2
CL	Light cruiser	2-4-3 3	5-1-4 3
CR	Heavy cruiser	5-5-5 4	6-6-6 4
CS	Strike cruiser	2-7-4 4	0-8-5 4
CA	Attack cruiser	7-5-5 4	—
B	Dreadnought	—	10-9-7 6
B1	Dreadnought	4-9-8 6	—
B2	Imp. dreadnought	6-10-8 6	—
BB	Battleship	7-12-9 6	12-9-9 6
M	Monitor	0-10-7 3	9-0-8 3
MB	Missile boat	—	0-6-1 1
MS	Mothership	0-0-1 1	0-0-2 1
F	Fighter	1-2-2 1	2-1-2 1
TR	Transport	0-0-1 1	0-0-1 1
AO	Tanker	0-0-1 1	0-0-1 1

Factors are B-M-S N *(B:* Beam *M:* Missile *S:* Screen *N:* Maintenance number).

PRODUCTION COST

Cost	*Code*	*Counter*	*Time*
—	—	World	—
4	—	Outpost	1
10	—	Planetary defense	1
2	—	Regular troops	1
3	—	Jump troops	1
1	SC	Scout	1
3	DD	Destroyer	1
6	CL	Light cruiser	1
10	CS	Strike cruiser	1
12	CR	Heavy cruiser*	1
14	CA	Attack cruiser**	1
16	B	Terran dreadnought*	2
16	B1	Imperial dreadnought*	2
18	B1	Improved dreadnought*	2
20	BB	Battleship*	2
6	M	Monitor	1
4	MB	Missile boat	1
7	MS	Mothership	1
1	F	Fighter	1
1	TR	Transport	1
2	AO	Tanker	1

*Emperor must give permission. **Only available in special cases.

BEAM COMBAT RESULTS

Beam Factor	*Screen Factor* 1	2	3	4	5	6	7	8	9
1	4	4	5	6	6	7	7	8	9
2	3	4	5	5	6	7	7	8	9
3	3	4	4	5	6	6	7	8	8
4	2	3	4	5	5	6	7	7	8
5	2	3	4	4	5	6	6	7	8
6	2	3	3	4	5	5	6	7	7
7	1	2	3	4	4	5	6	6	7
8	1	2	3	3	4	5	5	6	7
9	1	2	2	3	4	4	5	6	6
10	1	1	2	2	3	4	5	5	6
11	1	1	1	2	3	3	4	5	5
12	1	1	1	1	2	2	3	3	4

MISSILE COMBAT RESULTS

Missile Factor	*Screen Factor* 1	2	3	4	5	6	7	8	9
1	5	6	6	6	7	7	7	8	8
2	5	5	6	6	6	7	7	7	8
3	5	5	5	6	6	6	7	7	7
4	4	5	5	5	6	6	6	7	7
5	4	4	5	5	5	6	6	6	7
6	4	4	4	5	5	5	6	6	6
7	3	4	4	4	5	5	5	6	6
8	3	3	4	4	4	5	5	5	6
9	3	3	3	4	4	4	5	5	5
10	2	3	3	3	4	4	4	5	5
11	2	2	3	3	3	4	4	4	5
12	2	2	2	3	3	3	4	4	4

The number shown must be rolled or exceeded on one die for the target to be destroyed.

Beams attack at short range; *missiles* attack at long range. Missiles may fire at short range at half factor after all beam fire has been resolved.

Suicide attacks using beams may be made with a die roll modification of +1 provided that the target is allowed a first fire of all his beam weapons.

High-intensity attacks using missiles may be made at double factor (to a maximum of 12), but the attacker may make no other missile attacks in the current combat phase.

Disrupted ships make all attacks with a die modification of −1. Disrupted ships are also attacked with a die modification of +1.

PLANETARY DEFENSE FIRE

Die Roll	*World Marker*	*Outpost Marker*	*Planetary Defense Marker*
1	D	D	D
2	D	D	D
3	D	—	—
4	—	—	—
5	—	—	—
6	—	—	—

D: Target destroyed (if target screen factor is 7+, add one to the die roll).

—: No effect achieved.

APPEAL FOR INCREASED PRODUCTION

Die Roll	*Result*
2	Further appeals prohibited
3	Further appeals prohibited
4	Further appeals prohibited
5	—
6	—
7	Production accelerated
8	CR production permitted
9	B1 production permitted
10	B2 production permitted
11	BB production permitted
12	Any three ships granted

APPEAL FOR INCREASED FINANCES

Die Roll	*Result*
2	Further appeals prohibited
3	Further appeals prohibited
4	Further appeals prohibited
5	—
6	—
7	10 RU granted
8	+1 RU budget increase
9	+2 RU budget increase
10	+3 RU budget increase
11	+4 RU budget increase
12	+5 RU budget increase

Grants of ships or RU are one-time events which take place immediately.

Budget increases made are permanent through the end of a war.

Acceleration of production moves all ships on the Turn Record Chart forward three turns.

Those ships which are then at the current turn appear immediately.

Permission to build ships allows the Imperial player to construct that type of ship (using his own funds for the construction).

Such permission remains in effect until it has been rescinded.

A *prohibition of further appeals* refers to all appeals (on either section of the table) for the duration of this war (but not the duration of the campaign).

Reduce the Imperial player's glory point total by two in order to use the Appeal for Increased Production or Appeal for Increased Finances Table.

WAR AND PEACE

At the end of the current game, you will need to determine the length of the peace before the next war begins. To do this, consult the Length of Peace Table. Then follow the guidelines in the Steps in the Peace Process Table.

Succeeding games continue until the campaign is won (until all opponents' outposts and worlds have been conquered).

LENGTH OF THE PEACE

Die Roll	*Turns of Peace*
1	1
2	2
3	3*
4	4
5	5*
6	6

*Reroll and add the new result to this result.

STEPS IN THE PEACE PROCESS

1. Repatriation of Forces.
2. Territorial Exchange.
3. Interwar Income Phase.
4. Postwar Production.
5. Interwar Attrition.
6. Imperial Favor Attrition.
7. Interwar Production.
8. Interwar Colonization.
9. Redistribution of Forces.
10. The Attack.

INTERWAR ATTRITION

Turns of Peace	*Roll this (or greater) for Attrition*
1	No attrition
2	6
3	5
4	4
5+	3

IMPERIAL FAVOR ATTRITION

Die Roll	*Production Permission Loss*
1	CR
2	B1
3	B2
4	BB
5	No effect
6	No effect

IMPERIAL INCOME

Income Per Turn	*RU*
Budget	10
Per connected outpost	1
Per world	1

TERRAN INCOME

Income Per Turn	*RU*
Per connected world	8
Per unconnected world	6
Per connected outpost	1
Per unconnected outpost	0

PLANETARY BOMBARDMENT

Die Roll	Missile Factors Allocated 0-6	7-13	14-20	21-27	28-34	35-41	42+
1	—	N	N	D	D	D	D
2	—	—	N	N	D	D	D
3	—	—	—	N	N	D	D
4	—	—	—	—	N	N	D
5	—	—	—	—	—	N	N
6	—	—	—	—	—	—	N

N: Target neutralized.
D: Target destroyed.
—: No effect achieved.

SURFACE COMBAT RESULTS

Die Roll	Combat Differential –3	–2	–1	0	+1	+2	+3 or More
1	—	D	D	D	D	D	D
2	—	—	D	D	D	D	D
3	—	—	—	D	D	D	D
4	—	—	—	—	D	D	D
5	—	—	—	—	—	D	D
6	—	—	—	—	—	—	D

D: Target destroyed (or world neutralized).
—: No effect.

Surface combat attacks at differentials greater than +7 are treated as +7. Regular troops attacked by jump troops are allowed a defensive firing attempt before the jump troop attack is resolved.

GLORY POINTS TABLE

Points	Condition
–1	For the loss of an outpost
–4	For the loss of a world
+1	For the conquest of an outpost
+4	For the conquest of a world

Only the Imperial player gains or loses glory points.

IMPERIAL INTERVENTION

Die Roll	Event
2	—
3	Depression
4	Boom
5	Imperial succession
6	—
7	—
8	Imperial attention
9	—
10	—
11	Frontier crisis
12	Token reinforcements
13	Reinforcements
14	Mandated offensive
15	Recentralization

Boom: The Imperium is experiencing increased economic activity. The provincial budget is increased by 10 RU for the current game turn.

Depression: The Imperium is suffering from a period of decreased economic activity. The provincial budget is reduced by 10 RU.

If this reduces the total income, including outpost and world income, to 0 RU or less, then the budget is 1 RU for the next three game turns.

If a boom occurs in a depression, the depression is immediately cancelled, in addition to its other effects.

Imperial Attention: The emperor and his bureaucracy focus their attention on this province for the current turn. All glory point changes (gains and losses, but not expenditures for appeals to the emperor) are doubled in this game turn.

Frontier Crisis: A military emergency in a frontier province of the Imperium creates an overwhelming need for reinforcements; the emperor decrees that they will be provided from this province.

Throw three dice: The result is the number of missile factors which must be committed. Starships totalling or exceeding the required number of missile factors must be sent off the map (through Ishkur, Gashidda, Kinunir, or Dingir).

They return on the second game turn following this turn.

Reinforcements: The emperor decides to provide increased forces in the struggle for this province. Throw one die and multiply by five; the result is the number of RU received in reinforcements (for example, a die roll of 4 produces 20 RU). Reinforcements are taken immediately from available Imperial inventories. There is no production delay.

No more than half the value noted may be taken in nonstarships (such as troops or outposts).

No more than one capital ship may be acquired in this manner.

Any RU received in this manner and not used are lost; local RU may not be combined with this amount.

Forces procured in this manner appear through Ishkur, Kingir, Kinunir, or Gashidda.

Token Reinforcements: The emperor elects (reluctantly) to provide additional forces for the struggle in this province, but more as a matter of form than of commitment.

Throw one die and multiply by two: The result is the number of RU received in reinforcements (for example, a die roll of 4 produces 8 RU). Reinforcements are taken immediately from available Imperial inventories. There is no production delay.

No more than half the value noted may be taken in nonstarships (such as troops or outposts). No capital ships may be acquired in this manner.

Any RU received in this manner and not used are lost; local RU may not be combined with this amount.

Forces procured in this manner appear through Ishkur, Kingir, Kinunir, or Gashidda.

Imperial Succession: The emperor is dead, and with the change of emperor, there is the chance that major policy changes may occur.

IMPERIAL SUCCESSION REPERCUSSIONS

Die Roll	*Result*
1	Civil war
2	Civil war
3	Reroll on Imperial Intervention Table, adding three to the roll
4	Reroll on Imperial Intervention Table, adding three to the roll
5	Reroll on Imperial Intervention Table, adding three to the roll
6	Reroll on Imperial Intervention Table, adding three to the roll

Treat another result of Imperial succession as no result.

Civil War: The Imperial succession has triggered upheaval within the Imperium.

The provincial governor has the opportunity to become involved in the action through the contribution of troops to one side or the other.

The contribution to a faction is computed in terms of missile factors (each troop unit contributed is counted as two missile factors). The Imperial player may elect to support either the insurgents or the loyalists, or may elect not to get involved.

Throw two dice and consult the Civil War Table. Index the die roll to the column corresponding to the faction supported. The die roll may be increased by one for each 20 missile factors committed to the cause. If the insurgent faction is supported, the die roll may be decreased by one for each 10 missile factors committed. Note the result.

- If the *insurgent faction* wins (and was supported by the Imperial player) the committed forces return in the number of turns indicated on the table. In addition, a cash grant equal to the RU value of the committed forces is made upon their return.

If the faction loses, one die is thrown for each counter: On a result of 5 or 6, the ship returns to the map after four turns.

Otherwise, the ship is destroyed and is not subject to replacement.

- If the *loyalist faction* wins (and was supported by the Imperial player) the committed forces are returned to the map in the number of turns indicated. In addition, roll one die: The result is the increase in the provincial budget (in RU) effective upon the force's return. This budget increase is permanent.

If the faction loses, roll one die for each ship: Each returns on a throw of 4, 5 or 6 after four turns. Otherwise, the ship is destroyed and is not subject to automatic replacement.

- *If a player's faction loses* (the force commitments themselves are clandestine, and thus no direct retribution may be made against the governor), *or if no faction was supported*, the provincial budget is reduced by 3 RU. If the reduction places the budget at zero or less, the budget instead goes to a level of 1 RU.

The Imperial player is not responsible for maintenance of forces while they are committed to a faction and off the map.

CIVIL WAR

Die Roll	*—Faction Supported—* *Insurgent*	*Loyalist*
2	Win-2	—
3	Win-2	—
4	Win-3	—
5	Win-4	—
6	—	Win-4
7	—	Win-3
8	—	Win-3
9	—	Win-3
10	—	Win-2
11	—	Win-1
12	—	Win-1

Mandated Offensive: The emperor dictates that an offensive be mounted in this province and has provided needed forces. The forces remain available until the turn in which the Imperial player fails to increase his glory point total.

If any of the forces are destroyed, they do not return as replacements. The forces committed to an offensive are determined by the roll of one die, with the result indexed to the Offensive Force Table.

The offensive, and the arrival of the forces, occurs at the beginning of the next Imperial player turn. Forces provided for the offensive appear through Dingir, Kinunir, Gashidda, or Ishkur, and must exit through one of these.

The emperor may order more than one offensive. In the event that some ships noted are not available, they do not appear.

OFFENSIVE FORCE

Die Roll	*Forces Provided*
1	Two B2, two CA
2	Two B1, two CA
3	Two B1, two CA
4	Three B2, two CA
5	One BB, one CA
6	Two BB, one CA

Imperial player is responsible for maintenance costs.

Recentralization: The emperor has expressed displeasure with the lack of centralized production of warships and rescinds all permissions currently outstanding which allow the production of ship types CR, CA, B1, B2, and BB.

Turn Record Chart

One turn equals two years

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Resource Units Chart

0	6
1	8
2	7
3	9
4	5
5	4
6	3
7	2
8	1
9	0

IMPERIUM

Empires in Conflict: Worlds in the Balance

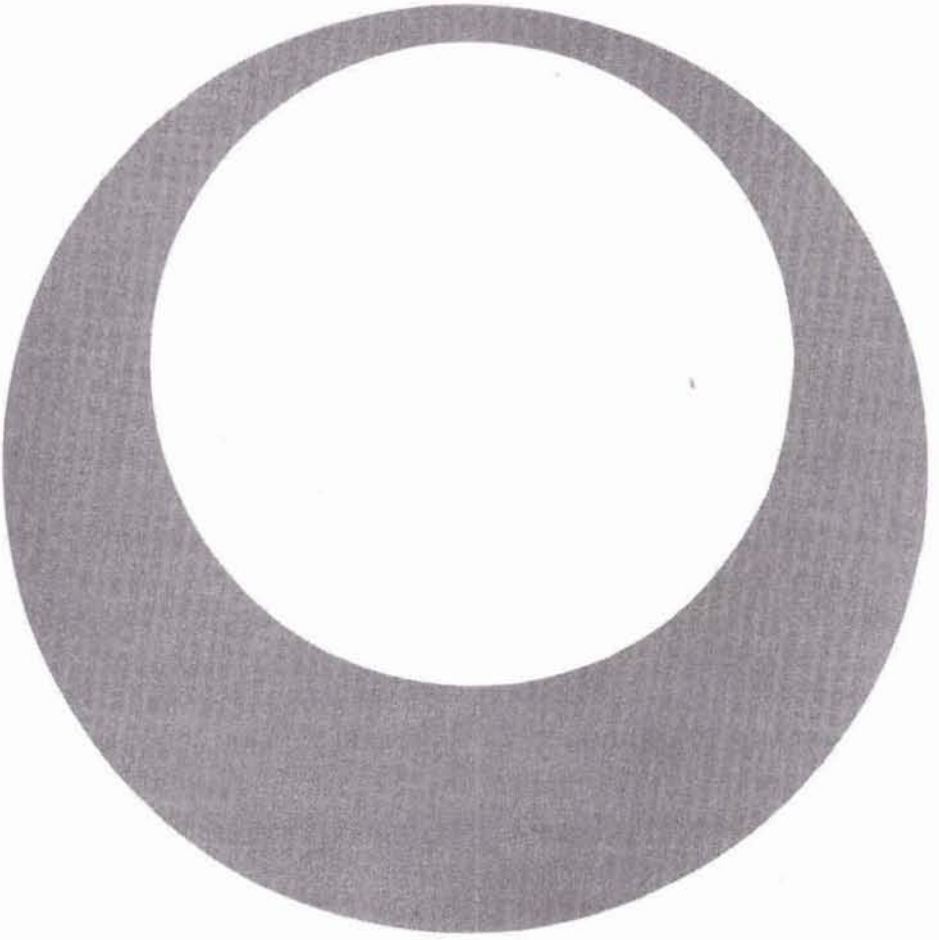
War/Peace Chart

War

Peace

CC0205/T2

History of the IMPERIUM



Argushiigi Admegulasha Bilanidin, Vilani Repository of All Knowledge.
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GDW GAMES

CC0205/R2

A CONCISE HISTORY OF THE VILANI PERIOD (-100,000 TO -2204)

The Vilani name for their Imperium was *Ziru Sirka*—the Grand Empire of Stars. They were able to create their great empire for one basic reason: They reached the stars first.

Early History

The Vilani first explored space in about 5500 BC. They ventured out into their own star system (from their homeworld, Vland) in a region of space about 300 parsecs closer to the galactic core than Terra. They visited every world in their system, colonized a few, and put scientific bases on the rest over a period of about a century. By 5300 BC, the Vilani had reached a point culturally and technologically where they were ready to reach for the stars. They launched sublight interstellar colonization missions aimed at the nearest stars. Tauri, a mere 2.17 light-years away, was the first system visited, but several more were explored in rapid succession. Over the course of the next 500 years, the Vilani created a small interstellar community of six systems, each with its own colonies and scientific stations.

The first Vilani contact with intelligence took place in 4789 BC when an expedition to Tahaver discovered a race of aquatic mantas with a nontechnological culture. The mantas, although intelligent, were easily dominated by the Vilani, and over several hundred years became a servant (some say slave) race, being assigned to fish herding and kelp gathering in Tahaver's vast seas. This first contact with an intelligent race set the tone for future contacts between the Vilani and other intelligent beings: The Vilani seemed naturally suited to rule and to exploit others.

The dramatic key to the expansion of the Vilani was their discovery of the jump drive in about 4714 BC. A research team working on the outer fringes of the Vland system created the first working prototype and demonstrated its effects with a harrowing jump to the nearby Tauri system. The Vilani now had the key to interstellar travel.

Jump Drive

Of course, luck also had a hand in the future of Vland. The elementary jump drive which the Vilani discovered was capable of transporting a starship across the vast interstellar distances at a speed of about 170 times light speed—a full parsec in about a week. But the range of the jump drive (at least the elementary jump-1 drive which they discovered) is limited to about one parsec. Since the average distance between stars is more like two parsecs, ships were greatly restricted as to which stars could be their destinations.

Vland, however, is one world in an immense chain of star systems, each of which lies within one parsec of the next—the Vilani Main. This Vilani Main became the highway over which Vilani ships travelled. Within 10 years, starships had been built and sent to every system within 20 parsecs. By 4400 BC, the Vilani sphere had reached about 10 parsecs in diameter.

Exploration and Exploitation

Between 4400 and 1400 BC, the Vilani explored, exploited, and settled virtually every world they contacted. Initially, their emphasis was on exploration and contact, but over the centuries, Vilani settlement inexorably followed. Worlds closest to Vland were settled first, but the star catalogs were bulging with worlds ripe for colonization and exploitation. Barren worlds were exploited for immediate gain; their resources were strip mined and shipped off to feed Vland's growing industries.

Inhabited worlds were exploited as well, but on a more subtle basis. Exploration revealed a number of technologically primitive races on worlds within 60 parsecs. None had developed interstellar travel; few had advanced even beyond the Iron Age. All were ripe for domination by the Vilani.

The Vilani imposed their culture, their law, and their interstellar economic community on all the worlds they encountered. The subject races made few objections; the rewards were far too great when compared to the sacrifices they were called upon to make. Vilani help (or interference) gradually brought the subject races to a high technology level. The Vilani culture had no concept of a "prime directive" banning interference with local cultures. Instead, Vilani culture and technology were handed out wholesale to bring the many non-Vilani races forward. Early Vilani conquests were not military; they were more subtle exercises in economic subjugation.

The Coming of the Bureaux

This 3000-year period of exploration and exploitation was perhaps the most vital in Vilani history. But an empire more than 60 parsecs across is difficult for any government to rule. By 1480 BC, a starship took more than 60 weeks to cross Vilani territory from border to border. It was impossible for the careful, constant control that the Vilani believed in to be exercised across such vast distances. Over the course of several decades, the Vilani homeworld government established three subordinate governments—the Bureaux—which were each assigned a portion of the overall territory to govern, defend, and exploit. Makhidkarun controlled the territory in the direction of the galactic core. Naasirka received territories nearer to Vland. And Sharurshid, controlled by interstellar merchants, was assigned territories in the direction of the galactic rim.

Each Bureau was a complete interstellar government operated for a profit, but responsible for the welfare of its citizens, control of its subjects, and defense of its territory. Each Bureau had rights of taxation, defense, and legislation in its territory. A Bureau's fleets protected its shipping and trade; its armies defended its installations and conquered new worlds if necessary. Mutual assistance agreements allowed the Bureaux to call upon each other for help. But while each Bureau was a self-sufficient government controlling vast numbers of worlds, all three were nominally responsible to a central ruling council on Vland, the Igsiirdi.

The Igsiirdi ruled Vland. It received tribute (or taxation) payments from the Bureaux and used the funds to administer public works on Vland. It also allocated newly discovered territories to the Bureaux. The three Bureaux appointed the Igsiirdi's members, and in practice, it served as a forum within which the Bureaux could communicate, interact, and eventually reach decisions governing them all.

The Consolidation Wars

Although Vilani territory was 60 parsecs in diameter in 1480 BC, Vilani influence was felt far beyond their established borders. Cultures on the fringes of the Vilani sphere received the benefits of Vilani technology without being subjected to Vilani government. Many such cultures acquired jump drive technology and explored territories even farther beyond the limits of Vilani exploration. It was inevitable that clashes would occur between the Vilani and these independent cultures.

In 909 BC, the Vilani discovered jump-2 and could travel directly to worlds two parsecs distant. Moreover, because of accidents of stellar placement, many jump-2

routes took significantly less that half the time to run than comparable jump-1 routes.

Vilani ships after 909 BC had at least twice their previous speed and a vastly enhanced strategic mobility. The Vilani kept the jump-2 drive a jealously guarded secret for millennia: The drive immediately gave the Vilani the weapon they needed to keep the rest of the universe under control. In 880 BC, after several centuries of sputtering conflict, the Igsiirdi (expressing the will of the Bureaux) launched the Consolidation Wars and committed all of Vland's forces to subjugating the many states on the fringes of the Vilani Empire. When the wars ended in 476 AD, the Vilani had almost tripled the size of their domain.

Consolidation brought a marked change in the texture of Vilani society. Before, it had stressed peaceful expansion as neighboring worlds were assimilated in a trade community and absorbed into Vilani society. Now, armed might and superior technology were used to force any and every neighboring culture into the fold. Over the next 1000 years, the Vilani conquered all of civilized space and absorbed enemies, allies, and neutrals alike. The Vilani jump–2 advantage virtually assured their ultimate victory in the Consolidation Wars.

The Igsiirdi directed the course of the Consolidation Wars. The Vilani Bureaux faced small interstellar states, but each Bureau had a separate military. The Igsiirdi arranged coordination, shared the burden equitably, and prevented over-expansion. The Igsiirdi also allocated conquered territory to the Bureaux. Territory was not allocated to a Bureau upon its discovery. Instead, it was assigned to a governing Bureau once conquered, although the Bureaux generally agreed before the fact how such territories would be distributed.

The Igsiirdi managed the absorption of conquered states. Interstellar states continued to exist as subject states. They were absorbed into Vilani society as much as possible. Races that were unable to fit into Vilani society were severely restricted.

The Grand Empire of Stars

Vland extensively colonized between 700 BC and 521 AD. The last Consolidation War ended in 476 AD. Vland had expanded until no uncolonized civilized states remained on its borders. Beyond those borders were only uncivilized worlds and empty systems. In 476 AD, the Igsiirdi declared the Ziru Sirka. The Vilani calendar dates from this point. The peace imposed by this Imperium lasted for nearly 1200 years, but the cost to the Vilani and to their subject races was immeasurable. The Ziru Sirka initially had no emperor. Within 10 years, the chairman of the Igsiirdi (elected for life by the council) was the *ishimkarun*—the shadow emperor—an unidentified leader who accepted or rejected the decisions of the council. The ishimkarun ruled through published proclamations, never appearing in public. Upon his death, the Igsiirdi elected a successor from its members.

With cultural maturity, the Ziru Sirka reached a pinnacle of interstellar diplomacy. Client states under Vilani protection or patronage numbered in the thousands. This stability led to raised world tech levels, living standards, and trade levels. At its height (1000 AD), the First Imperium contained over 15,000 worlds (worlds garnered from absorbed conquered states, settled regions which graduated from "territorial" to "sector government" status, and continued colonization of explored space).

Stagnation

Vilani culture achieved stability at the cost of stagnation. Maintaining centralized control over this vast expanse created a cultural rigidity. The three Bureaux became

increasingly identical. The old Vilani culture which developed during the First Imperium adhered to a rigid caste structure. Hereditary positions became commonplace in all three Bureaux. Each citizen had a specific and set place in the universe, and it was each citizen's duty to remain in that place. Society could not afford to let individuals do as they pleased.

The Ziru Sirka began a long decline about 1500 AD. The many subject races of the Imperium grew restive, impatient with the imposed culture the Vilani insisted upon. Imperial power was waning and stretched thin, and the Ziru Sirka could no longer afford to absorb new interstellar states. The Imperium had been safe as long as no exterior threat arose. But now, despite all efforts, technology had leaked across the borders to aid new interstellar states developing outside of Vilani control. Many threats pushed at many different places along the border. Some detached small portions of the Imperium; Imperial reactions crushed others.

The Crumbling Empire

About 1800 AD, it was clear even to insiders that the rigid Vilani culture was, in reality, brittle. The young governments took larger and larger chunks of territory, often with the open acceptance of the local citizenry. The texture of Vilani culture was decaying. Officials in the fringe territories began to fabricate their reports rather than reveal the truth to their superiors. Appeals for help or support cost heavily in personal power, so officials simply reported success. Meanwhile, local governors took to hiring and equipping "barbarians" from outside the Imperium for personal power plays. Civil wars, mutinies, and insurrections became increasingly common.

The Imperium used diplomacy to play off enemies against one another where it could. But there was still substantial territorial shrinkage over the centuries, and it gradually lost territory along its coreward and trailing marches. A movement away from the established, civilized territories started as the Ziru Sirka began to fail.

About 2100 AD, the wolf-like barbarian Vargr began pillaging the Imperium's civilized territories in the direction of the galactic core. Between then and 2800 AD, Vargr fleets were a significant factor in the Imperial retreat out of coreward territories. Other border territories were in revolt, and even some interior territories were becoming unruly in their demands for self-government and less rigid controls from above.

It was against this background of a decaying empire that the first Imperial contact with Terra took place. In 2113 AD, Terran explorers encountered the Vilani at Barnard's Star. The Terrans were understandably surprised to learn that someone else already owned the stars. The Imperium, on the other hand, dismissed the Terrans as simply another barbarian race of little consequence.

ARRIVAL OF THE TERRANS

Terrans, during this period of vast interstellar colonization, were pursuing their own history while confined to their home world. It was not until the 1960s that Terrans ventured into space, and not until 2000 that they were actually exploring space on a permanent basis. The Terran Confederation dates as a centralized world government to the signing of the Treaty of New York in 2022 (although it was not officially called that for another century). This treaty allowed the placement of the armed forces of the major nations of Terra under the centralized control of the United Nations (until then, a loose organization of nation-states, with no governmental authority).

In 2090, Terrans invented the jump drive.

Initially, it was used only within the solar system: Since the range of a jump-1 drive was insufficient to reach the nearest stars, it was used only for intrasystem jumps. Terrans remained restricted to the solar system for 43 years, and this long incubation period worked in their favor. They developed an extensive variety of jump-capable ships and had produced them for decades when they finally ventured to a neighboring star system.

Meeting the Vilani

An expedition placed intermediate refueling supplies and travelled to a nearby system, Barnard's Star, early in 2113. It encountered a Vilani mining outpost there. The tales its members heard of the Imperium's size staggered them. Joint international expeditions met with the Vilani and explored nearby systems. It came as a shock to the Terrans that most of the worlds beyond a few parsecs away were already claimed. More than a dozen human races had already colonized the worlds around Earth. A quick effort was made to settle Barnard's Star even as Vilani prospectors were working on that world. Individual nations built starships and expanded their armed forces. Outposts were quickly reinforced and strengthened.

Interstellar War

The first interstellar war between the Imperium and the Terran Confederation began when a Vilani trade caravan ignored Terran traffic control signals. Fortunately for the Terrans, the Vilani scarcely knew that a war was going on, as the UN exercised only tenuous control over the several national squadrons. This war, considered a Terran victory, began the period of Terran ascendance and led to strengthening of the central Terran government.

In 2123, representatives from the Terran colonies were admitted to the General Assembly. The Terran government then changed its name to "The Terran Confederation."

The peace that concluded the first war was both uneasy and short. The second through seventh wars were marked by see-saw exchanges of territory, mostly confined to the Dingir and Sol subsectors. The Terrans applied every force they could bring to bear on their enemy. (For example, in 2132 the Terran Navy began purchasing robots, mainly heavy-duty construction types for making temporary structures used as advance bases.) The Terrans believed that their successes in gradually expanding their territory were entirely of their own making. After winning the first three wars, they finally realized the Grand Imperium's immensity. They also realized that they could win in spite of that size.

Other problems than the Terrans preoccupied the Vilani central government. Vilani power, even at this late date, was sufficient to crush the Terrans had it been applied. But the Vilani fought these initial wars with only the forces available to the affected provincial governor. He was charged to win wars and maintain the empire's power on a limited budget. Appeals to the emperor were avoided because they cost heavily in personal power. The local governors often compromised, agreed to some territorial concessions, and then reported victory.

A Major Victory

The eighth interstellar war finally broke open the frontier and ended in the first major Terran victory. After the capture of Dingir, Terran Grand Admiral Manuel Albadawi exploited Vilani confusion by reaching beyond Dingir to seize and fortify other worlds of the Imperium. The Treaty of Ensular (which ended the war) ceded all of the Imperium rimward of Vega to the

Terrans. This series of interstellar wars ended when the Grand Imperium collapsed, as much from its own weight, age, and decadence as from the Terran victories. It collapsed when its leaders lost the support of the people and the will to resist.

Terran Occupation

The Terrans moved quickly to occupy the remaining Vilani territory. Many Vilani subject races, such as the Vegans, welcomed the Terrans. Terran naval officers were dispatched throughout the Grand Imperium. Between 2302 and 2317, over 100,000 naval officers were sent to take control of the reins of government, direct local bureaucracies, and maintain peace and order. The Terran officers carried their technology with them, including robots. Terran naval officers occupied key posts in the Vilani bureaucracy, which was otherwise retained intact. In some cases, Terran ensigns administered whole worlds, and mere commanders ruled whole subsectors. Vilani military forces were incorporated into the Terran forces.

The conquered territories were under military rule from 2302 to 2317. During this period, the Terran Navy learned to deal effectively with the Vilani and to be sympathetic to the Vilani people. That the Vilani openly accepted the Terrans made it easier to view them as friends deserving of respect and protection. The Terrans had to administer an immense empire that had already admitted it could not do the job itself. If the bureaucracy had collapsed (and trade ceased), hundreds of worlds would have died as supplies were cut off.

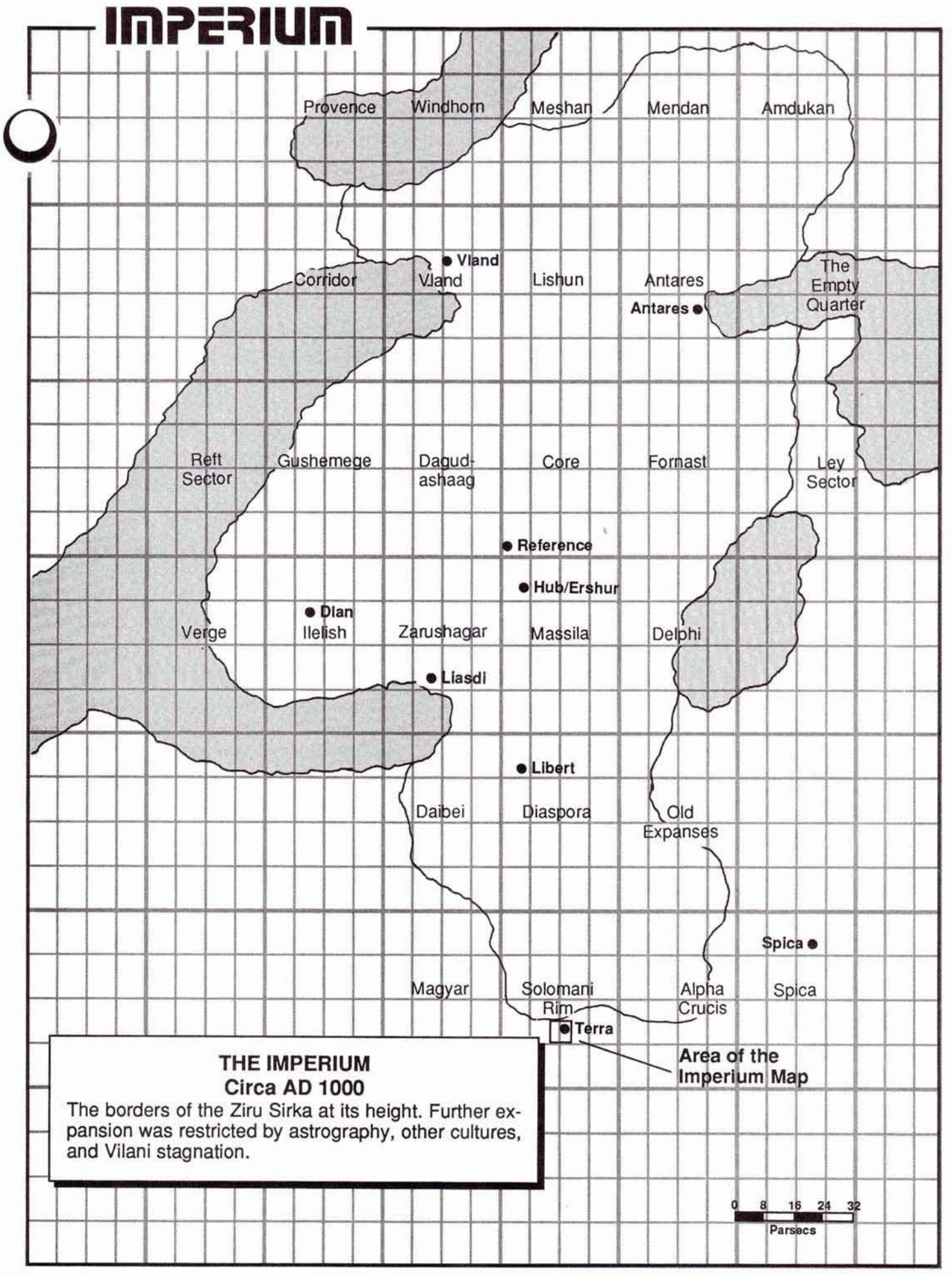
The Rule of Man

In 2317, the Terran Secretariat voted to transfer control of the conquered territories directly to Terra and to incorporate the Grand Imperium into the Terran Confederation. Such a move would have made every Terran a millionaire, but at an untold cost to the citizens of the Imperium. Admiral Hiroshi Estigarribia, the commander-in-chief of the Terran Navy, realized that the Confederation government could not possibly control the vast territories of the Imperium. He proclaimed himself regent of the Vilani Imperium and protector of Terra, with both states now united in the Rule of Man. Nearly all of the fleet sided with Estigarribia because it was composed mainly of colonials (who were under-represented in the Terran Confederation government) and because of his careful preparation.

The Confederation was dissolved without significant resistance. Terran fleet headquarters at Dingir became the capital of the Rule of Man. The bureaucracy remained centered on Vland, although arrangements were made to gradually transfer it elsewhere. Upon Estigarribia's death, his chief of staff succeeded him and crowned himself Emperor Hiroshi II. Estigarribia did not actually assume the crown, but his government is known as that of Emperor Hiroshi I. Hiroshi II transferred all government functions from Dingir and Vland to a more centrally located world, renamed bilingually Hub/Ershur.

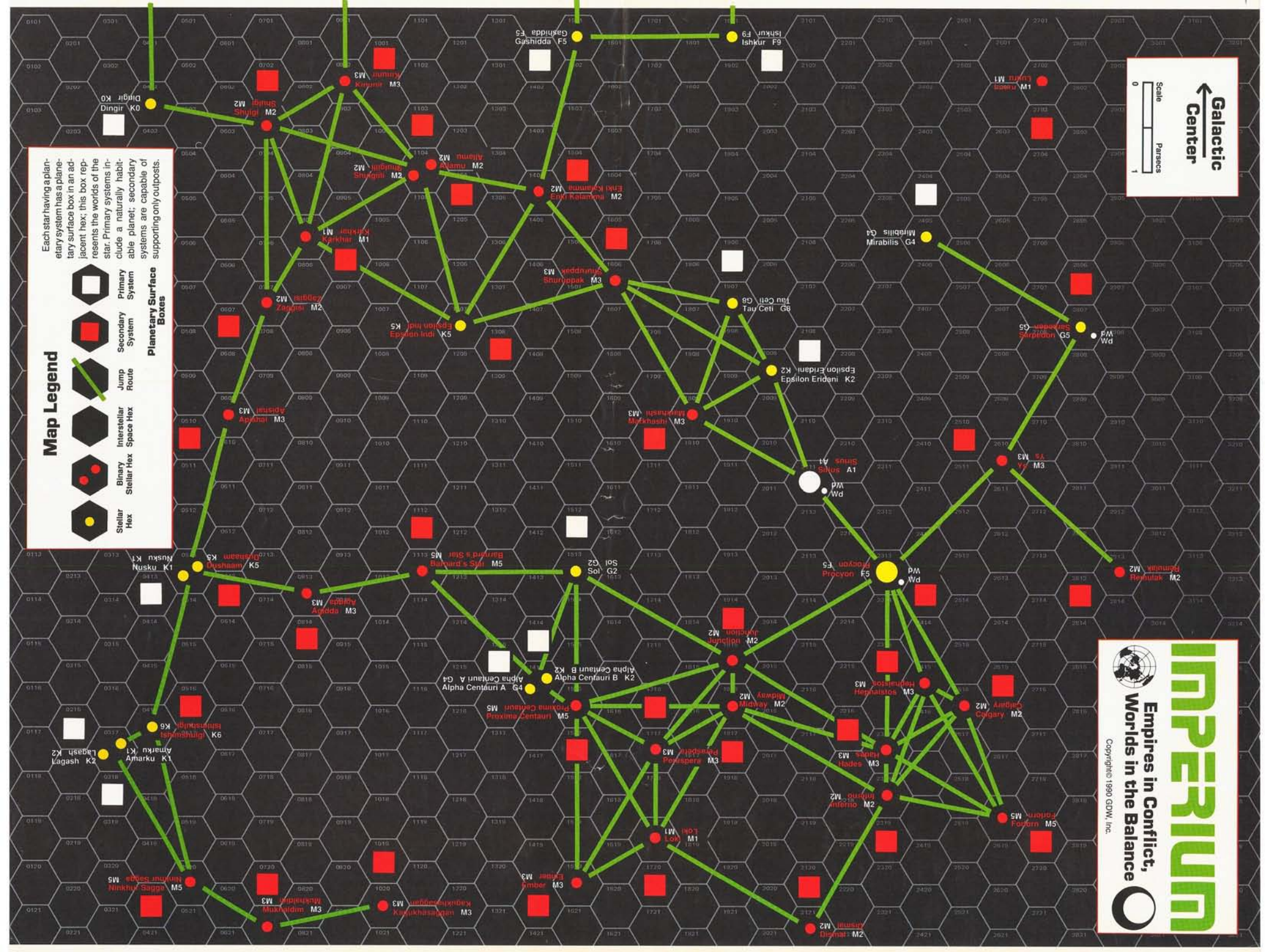
The Fall of Night

This world remained the capital of the Rule of Man for the next 400 years. Unfortunately, Terran rule was no more enlightened or progressive than that of the Vilani. From a tight, paternalistic economic empire, the pendulum swung to a disjointed military empire. Neither was really tenable over such a large domain. The drift toward disintegration was too strongly rooted in the fabric of the Ziru Sirka. All too soon the Long Night, the inevitable result of centuries of oppressive rule, descended over the stars which had been the Ziru Sirka.



THE IMPERIUM
Circa AD 1000

The borders of the Ziru Sirka at its height. Further expansion was restricted by astrography, other cultures, and Vilani stagnation.


Map Legend
Each star having a planetary system has a planetary surface box in an adjacent hex; this box represents the worlds of the star. Primary systems include a naturally habitable planet; secondary systems are capable of supporting only outposts.
Planetary Surface Boxes
Primary System
Secondary System
Jump Route
Interstellar Space Hex
Binary Stellar Hex
Stellar Hex
Galactic Center
Scale
Parsecs
0
1
IMPERIUM
Empires in Conflict, Worlds in the Balance
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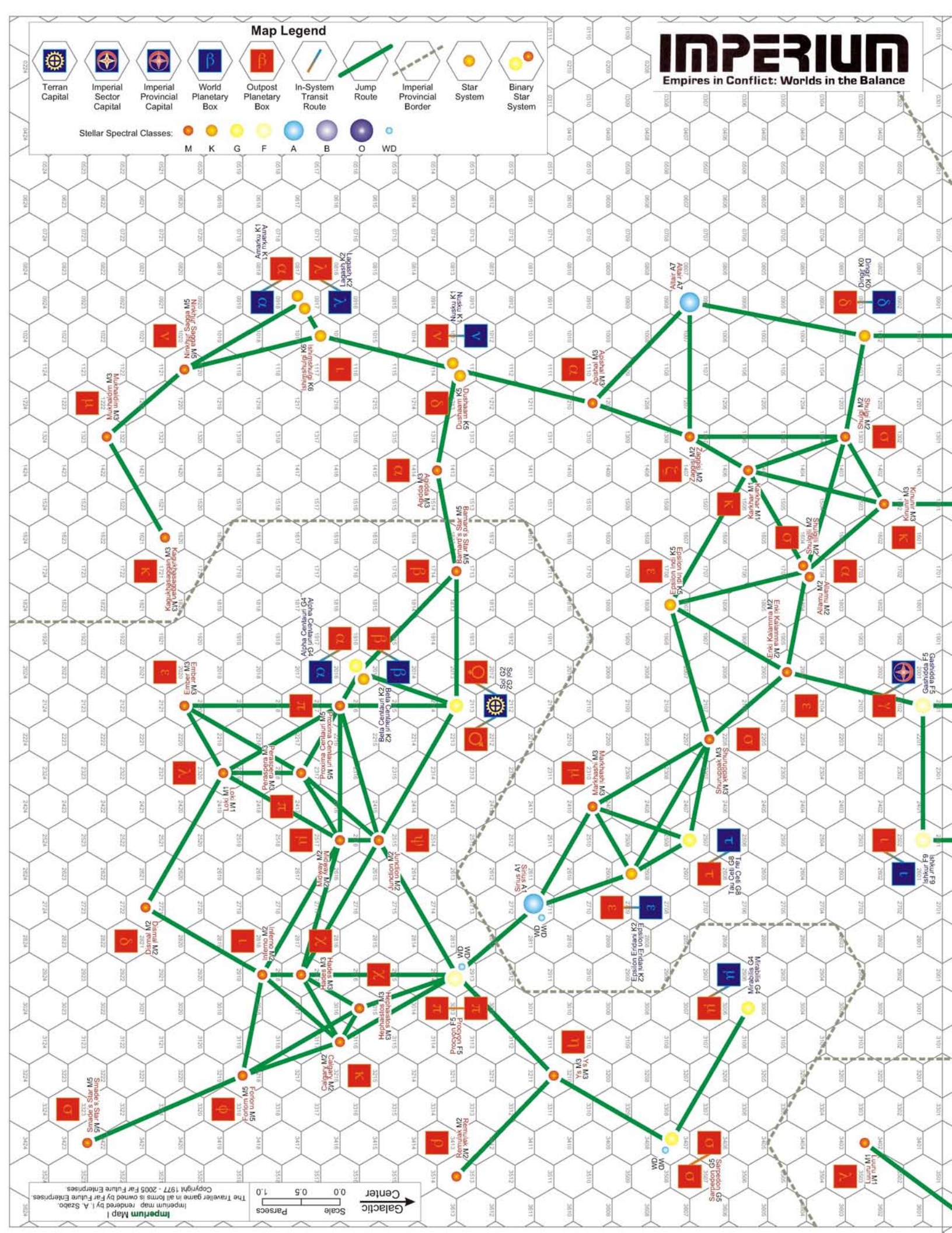
Dingir K0
Shuigi M2
Kurmir M3
Gashidda F5
Ishkur F9
Karkhar M1
Alamu M2
Enki Kalamma M2
Shuruppak M3
Tau Ceti G8
Mirabilis G4
Zagusi M2
Epsilon Indi K5
Epsilon Eridani K2
Sirius A1
Wd
Procyon F5
Apsinal M3
Markhashi M3
Nusku K1
Dushaam K5
Barnard's Star M5
Sol G2
Aridda M3
Junction M2
Alpha Centauri A G4
Alpha Centauri B K2
Proxima Centauri M5
Midway M2
Hephaistos M3
Calgary M2
Lagash K2
Amarku K1
Ishtushigi K6
Persepolis M3
Hades M3
Inferno M2
Forlorn M5
Loki M1
Ember M3
Ninkhur Sagga M5
Mukhaldim M3
Kaqukhasaggan M3
Dismal M2
Remulak M2
Sarpedon G5
Wd


Map Legend
Terran Capital
Imperial Sector Capital
Imperial Provincial Capital
World Planetary Box
Outpost Planetary Box
In-System Transit Route
Jump Route
Imperial Provincial Border
Star System
Binary Star System
Stellar Spectral Classes:
M K G F A B O WD
IMPERIUM
Empires in Conflict: Worlds in the Balance
Galactic Center
Scale
Parsecs
0.0 0.5 1.0
Imperium Map |
Imperium map rendered by I. A. Szabo.
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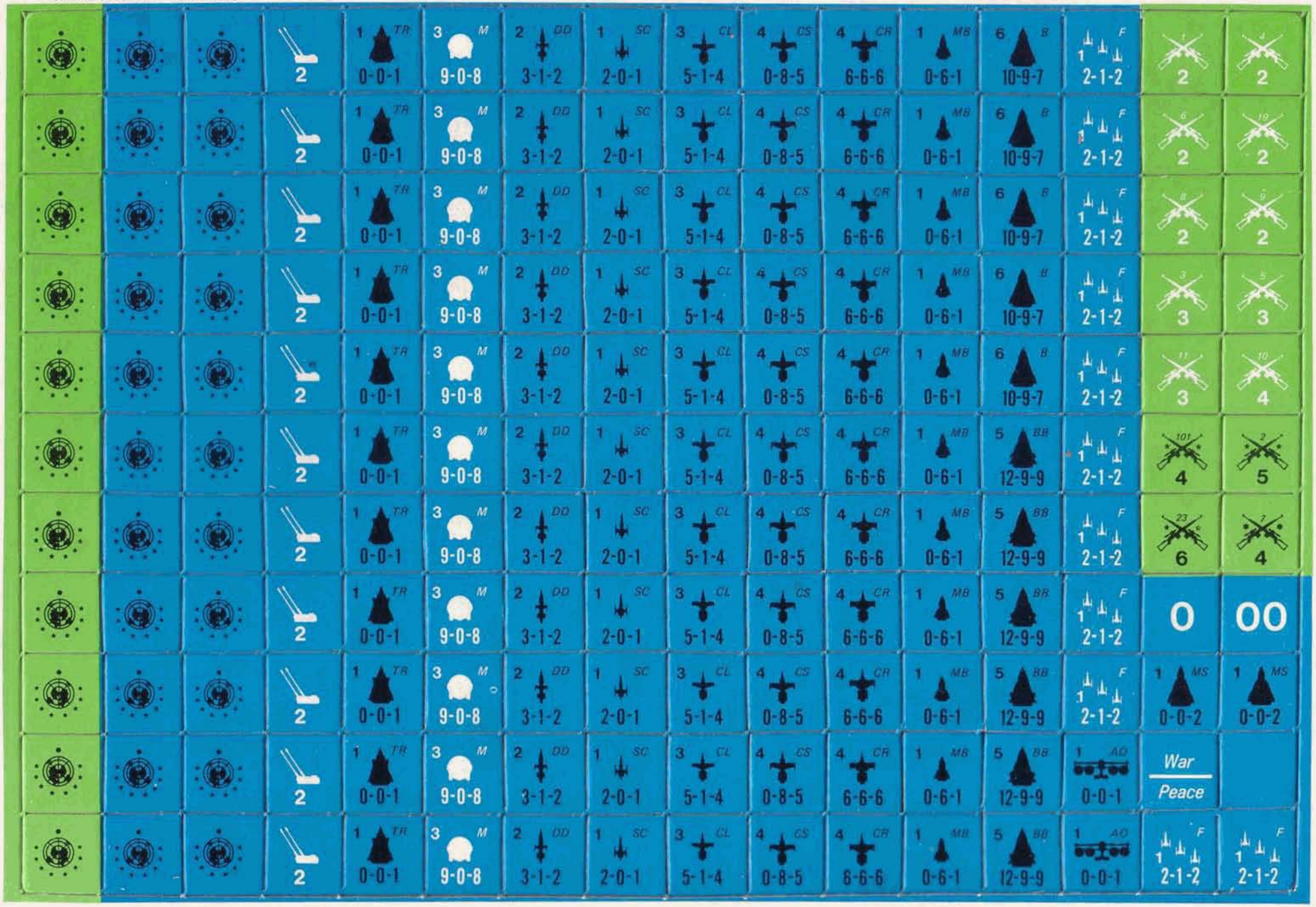
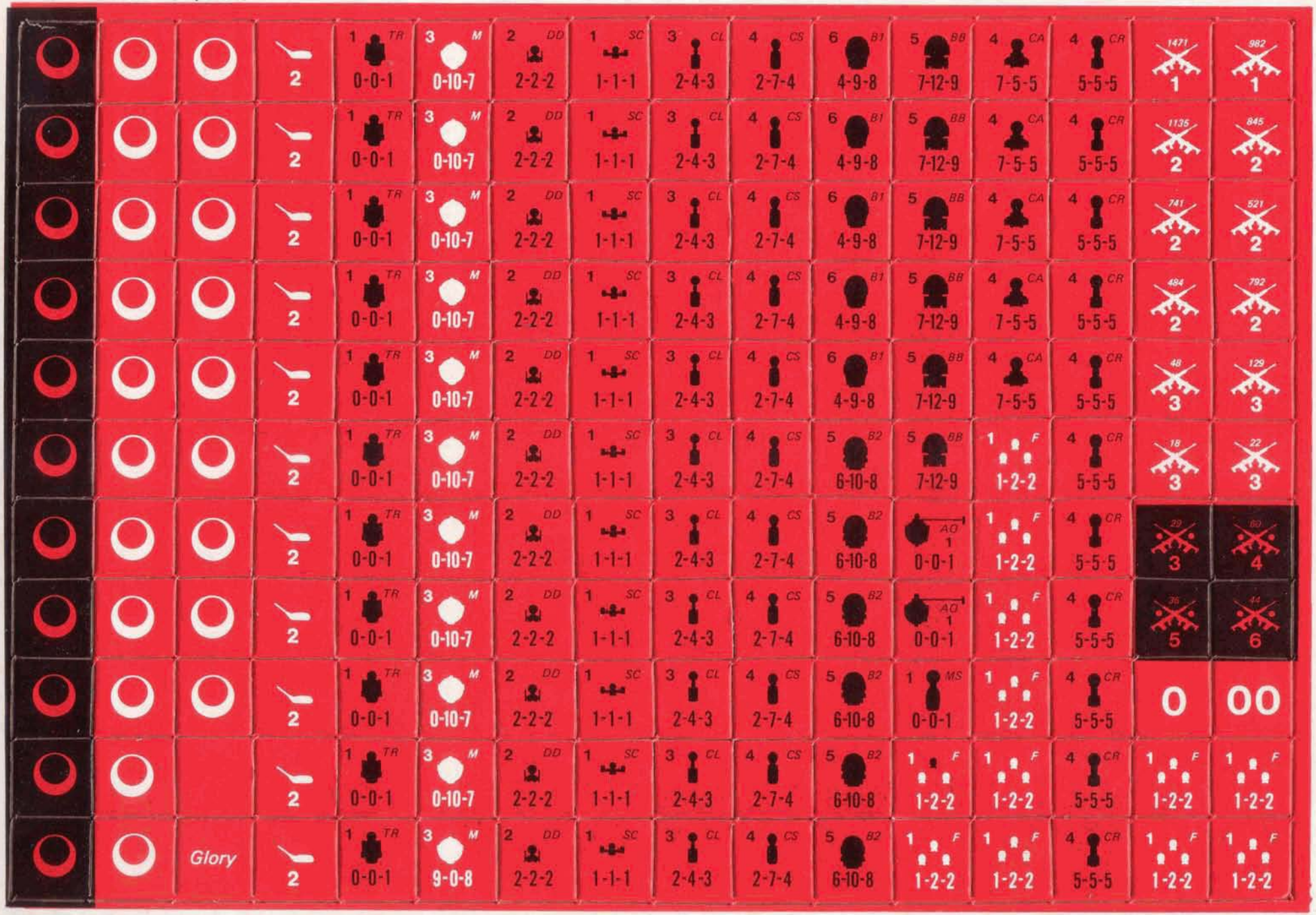
IMPERIUM — Terrans




2
1 TR 0-0-1
3 M 0-10-7
2 DD 2-2-2
1 SC 1-1-1
3 CL 2-4-3
4 CS 2-7-4
6 B1 4-9-8
5 BB 7-12-9
4 CA 7-5-5
4 CR 5-5-5
1471 1
982 1
1135 2
845 2
741 2
521 2
484 2
792 2
48 3
129 3
18 3
22 3
5 B2 6-10-8
1 AC 1 0-0-1
1 F 1-2-2
23 3
80 4
36 5
44 6
1 MS 0-0-1
0
00
Glory
9-0-8

Quantity	Allegiance	Name	Symbol	Color	Color	B-M-S	Combat	Maint	Special Markings and Notes
11	Terran	World	Earth	Green	Black				
22	Terran	Outpost	Earth	Blue	Black				
11	Terran	Planetary Defense	2-tube turret	Blue	White		2		
6	Terran	Regular Troops	Crossed rifles	Green	White		2		1, 4, 6, 8, 9, 19
3	Terran	Regular Troops	Crossed rifles	Green	White		3		3, 5, 11
1	Terran	Regular Troops	Crossed rifles	Green	White		4		10
4	Terran	Jump Troops	Crossed rifles with stars	Green	Black		4, 5, 6		7 (4), 101 (4), 2 (5), 23 (6)
11	Terran	TR Transport	Ship	Blue	Black	0-0-1		1	
11	Terran	M Monitor	Ship	Blue	White	9-0-8		3	
11	Terran	DD Destroyer	Ship	Blue	Black	3-1-2		2	
11	Terran	SC Scout	Ship	Blue	Black	2-0-1		1	
11	Terran	CL Light Cruiser	Ship	Blue	Black	5-1-4		3	
11	Terran	CS Strike Cruiser	Ship	Blue	Black	0-8-5		4	
11	Terran	CR Heavy Cruiser	Ship	Blue	Black	6-6-6		4	
5	Terran	B Battleship	Ship	Blue	Black	10-9-7		6	
6	Terran	BB Battleship	Ship	Blue	Black	12-9-9		6	
11	Terran	MB Missile Boat	Ship	Blue	Black	0-6-1		1	
2	Terran	AO Tanker	Ship	Blue	Black	0-0-1		1	
2	Terran	MS Mother Ship	Ship	Blue	Black	0-0-2		1	
11	Terran	F Fighter	3 fighters	Blue	White	2-1-2		1	
4	Terran	Marker	Varies	Blue	White				0. 00. Blank. War/Peace.
11	Imperial	World	Eclipse	Green	Black				
20	Imperial	Outpost	Eclipse	Blue	Black				
11	Imperial	Planetary Defense	1-tube turret	Blue	White				
2	Imperial	Regular Troops	Crossed rifles	Red	White		3		18, 22, 48, 129
6	Imperial	Regular Troops	Crossed rifles	Red	White		2		484, 521, 741, 792, 845, 1135.
4	Imperial	Regular Troops	Crossed rifles	Red	White		1		982, 1471
4	Imperial	Jump Troops	Crossed rifles with dots	Green	Black		3, 4, 5, 6		29 (3), 36 (5), 44 (6), 60 (4).
11	Imperial	TR Transport	Ship	Red	Black	0-0-1		1	
10	Imperial	M Monitor	Ship	Red	White	0-10-7		3	
1	Imperial	M Monitor	Ship	Red	White	9-0-8		3	Terran pattern Monitor available
11	Imperial	DD Destroyer	Ship	Red	Black	2-2-2-		2	
11	Imperial	SC Scout	Ship	Red	Black	1-1-1		1	
11	Imperial	CL Light Cruiser	Ship	Red	Black	2-4-3		3	
11	Imperial	CS Strike Cruiser	Ship	Red	Black	2-7-4		3	
5	Imperial	CA Cruiser	Ship	Red	Black	7-5-5		4	
11	Imperial	CR Heavy Cruiser	Ship	Red	Black	5-5-5		4	
5	Imperial	B1 Battleship	Ship	Red	Black	4-9-8		6	
6	Imperial	B2 Battleship	Ship	Red	Black	6-10-8		5	
6	Imperial	BB Battleship	Ship	Red	Black	7-12-9		5	
2	Imperial	AO Tanker	Ship	Red	Black	0-0-1		1	
12	Imperial	F Fighter	3 fighters	Red	Black	1-1-2		1	
4	Imperial	Markers	Varies	Red	White				0. 00. Glory. Blank.
1	Imperial	MS Mother Ship	Ship	Red	Black	0-0-1		1	
Number available.	Available to this side.	Basic identity of the counter.	General symbol.	Counter color.	Printing color.	Beams-Missiles-Screens.	Surface combat factor.	Maint	Comments.