

Galaktikos: A Galactic Strategy Game Game Rulebook

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1 Introduction

1.1 Caution: Beta

This game is in development; it may not work very well (or at all).

1.2 Overview

Galaktikos simulates civilization on a pan-galactic scale. Each player controls a sovereign interstellar state, including its population, infrastructure, and military. The object of the game is to become the most powerful civilization in the galaxy, generally through territorial expansion and probably warfare. The game is intended to be simple, clean, and relatively free of bookkeeping.

Physically, the game is played on a galactic hex map, whose hexes are marked according to their value. Tokens on the map represent the populations, infrastructure, interstellar spacecraft, and territory markings of each player.

Broadly, on a player's turn, resources are expended to grow populations, expand territory, and build infrastructure. Conflicts may arise when players begin to encroach on one another's territories. Massive space fleets will then position themselves strategically, attack one another, and attempt to cut each other off from resupply. Eventually, one player will grow to dominate the galactic population, and so win the game.

1.3 Inventory of Parts

- The Game Map is a hex map looks and functions as a real-world galaxy. Each hex is marked according to its stellar density and therefore its value as a settled territory.
- Territory Tokens are color-coded transparent glass stones that mark the physical area claimed by each player.
- Population Tokens are color-coded wooden blocks. They abstractly measure how many people live in each hex.
- Infrastructure Tokens are plastic chips. There are two types:
 - Habitat Tokens, which increase the settlement capacity of each hex, and
 - Shipyard Tokens, which allow a hex to produce fleets of starships.
- Resource Tokens are produced by settled hexes, and come in denominations like money or poker chips. For convenience, they come in four denominations, one for each type of hex, and are valued accordingly.
- Fleet Tokens are the way in which military force is represented in the game. They are color-coded.

- Supply Failure Tokens are placed to show that a fleet of starships is not being resupplied with consumables.
- Occupation Tokens are color-coded semitransparent glass stones. They are used to mark that an unfriendly population is occupied by the player given by the color.

A few items are not strictly essential to gameplay, but make the game run more smoothly:

- Player Reference Sheets are color-coded for each player, and in conjunction with
- Status Tokens, which are transparent glass stones, keep track of the player's status.

1.4 Hex Types

There are four kinds of hexes:

Table 1: Hex Types

Type	Habitat	Resources	Description
Empty	0	1	Essentially empty
Sparse	1	2	A few stars
Dense	2	4	Many stars
Core	3	8	Near-incandescence

1.5 Definitions

For the definitions below, "you" is the current player, or whomever a piece in question belongs to.

Friendly: A hex is friendly to you if it is within of your territory. A fleet is friendly to you if it is your fleet. A population is friendly to you if it is your population.

Neutral Hex: A hex is neutral if it is not part of any player's territory.

Settled Hex: A hex is settled if a population is present within the hex. Hexes become settled through migration.

Occupied Hex: A hex is occupied if fleet tokens are present in the hex. Whomever owns the fleet tokens is the occupying player.

Occupied Population: The population of a hex is considered occupied if it is marked with an occupation token. The owner of the token is the occupying player.

2 Victory Conditions

The standard way to win the game is by population: The first player to outpace the others by a given ratio is the winner.

2.1 Two Player Games

In a two player game, a player wins if his population (both friendly and occupied) accounts for more than three quarters of the total population of the galaxy.

2.2 Three or More Players

In a game with three or more players, a player wins if his population (both friendly and occupied) accounts for more than two thirds of the entire population of the galaxy.

2.3 Variant Victory Conditions

For a different sort of Galaktikos experience, use one of the following conditions:

- Race: First player to reach a certain goal (say, the center of the galaxy) and hold it for three turns is the winner.
- Conquest: The last player left in the game is the winner (A player is eliminated from play if he has no more population tokens, either occupied or friendly).

Team-based games, etc, are also possible.

3 Game Setup

Before beginning play, each player sets up the beginnings of their civilization. During setup, no tokens may be placed in core hexes, nor in any hex that is adjacent to a core hex.

Setup proceeds as follows:

1. Taking turns, each player places, all in a single hex:
 - A Population Token,
 - A Shipyard Token, and
 - A Fleet Token.
2. Players then take turns placing a single Population Token in an unoccupied hex, until each player has placed three tokens.
3. Each Player then places a territory marker in each of the territories that they have settled.
4. Each player places Status Tokens on their Reference Sheets according to their current status. See Gaining and Losing Access to Resources below for details.

Gameplay then begins with the first player's first turn.

4 Gameplay

Play proceeds in turns, clockwise around the table (feel free to roll to see who goes first for the first turn), until a victory condition is met (see above).

5 Turns

Each player's turn consists of two parts: a beginning part and a main part, in which actions are taken.

5.1 Beginning the Turn

The following things happen at the beginning of each player's turn:

5.1.1 Collect Resources

Each hex settled by friendly, unoccupied populations provides resources according to its population, up to a maximum equal to the resource value of the hex. That is, one unit of population is needed to "harvest" each unit of available resources.

At the beginning of each player's turn, that player collects resource tokens accordingly, and may save up resources from turn to turn if desired.

5.1.2 Claim Territory

Any neutral or unfriendly hexes may be claimed as a player's territory at the beginning of their turn if a player wishes, as long as a friendly fleet begins the turn in that hex. Mark the hexes forming the frontier of your territory with territory tokens.

5.1.3 Occupy Unfriendly Populations

A hex containing an unfriendly population may be occupied if a friendly fleet begins the turn in that hex. An occupied population is marked with a colored occupation token, and is removed whenever no friendly fleets begin the turn in that hex.

5.2 Performing Actions

Once the beginning steps are finished, the player may perform actions. Each of these is resolved completely before the next is begun. Players may also take no actions at all if they wish.

Actions trigger other game events in some circumstances. These are resolved as soon as they are triggered, and before any other actions may be performed.

6 Actions

Most actions must be paid for by expending resources. Obviously, an action may only be performed if preconditions are met and likewise no action may violate any associated restrictions.

6.1 Building and Growing

These actions allow one to place a new piece on the board, including fleet, infrastructure, and population tokens.

6.1.1 Building Shipyards

Cost: 4 resources per shipyard

Procedure: Place a shipyard token in any friendly, populated hex.

6.1.2 Building Habitats

Cost: 2 resources per habitat

Procedure: Place a habitat token in any settled, friendly hex, or any unsettled, friendly, occupied hex (that is, if you have no population there, you must have a fleet presence there instead).

6.1.3 Building Fleets

Cost: 4 resources per fleet token

Procedure: Place a fleet token in any friendly hex in which a shipyard is present. Only one fleet token may be added to a hex per shipyard per turn.

6.1.4 Growing the Population

Cost: 2 per population token

Procedure: Add a population token to any friendly, settled hex. Each turn, a population may not grow beyond twice its original size.

6.2 Moving and Migrating

Both fleets and populations may be moved around the galaxy. Each costs resources per unit per hex.

6.2.1 Moving Fleets

Cost: 1 resource per fleet token per hex travelled

Procedure: Move the fleet tokens from hex to hex until the destination is reached. Fleet tokens may not enter a hex unless all occupying players grant permission (Alternatively, you may destroy the occupiers first; see below).

6.2.2 Migrating Populations

Cost: 2 resources per population per hex travelled

Procedure: Move the population tokens from hex to hex until the destination is reached (no, they can not cause overpopulation problems while in transit). A hex may not be entered unless all occupiers have granted permission, and the hex is friendly or neutral. The final destination hex must be friendly.

6.3 Aggression and Conquest

These actions are all performed either by fleets directly or with fleets in attendance.

6.3.1 Attack

Cost: 2 resources per participating friendly fleet token

Procedure: See the section titled Warfare below for full rules.

6.3.2 Converting an Occupied Population

Cost: none

Procedure: No more than once per hex per turn, a single population token belonging to another player but currently in a hex occupied by one of your fleets may be removed, and replaced by a population token from your side.

7 Other Game Events

In addition to player actions, some events occur at certain times or whenever certain conditions are met. Their effects happen immediately.

7.1 Gaining and Losing Access to Resources

As noted above, each hex provides resources according to its population, but is limited by the hex's natural wealth.

So, when a player settles a hex, adjust the player's resource status on the Reference Sheet accordingly. Likewise, these values may need adjustment whenever a player's population increases or decreases.

Note that when an unfriendly population is occupied, it does not produce resources for the occupying player (yes, populations that have become friendly due to conversion produce resources normally).

7.2 The Effects of Overpopulation

If, at any time during the game, the population of a hex becomes greater than the hex's maximum (add the number of habitat tokens to the hex's habitat value), the population is immediately reduced to that maximum.

7.3 Fleets And Supply Failures

A fleet may only act freely if it is supplied. As a convenience, mark fleets that are not currently supplied with a supply failure token. A fleet is Supplied only if one of these conditions are met:

- The fleet is in friendly territory.
- There is a Shortest Path from the fleet to friendly territory that is not obstructed by foreign fleets.

A path that leads to friendly territory is "Shortest" if there is no path to friendly territory that is shorter.

If a fleet is in a position to interfere with a supply line, the controlling player determines whether or not the fleet is obstructing the supply lines or not.

A fleet that is unsupplied may not attack, and fleet movement is twice as expensive as usual.

8 Warfare

As part of the attack action, fleets may endeavor to destroy other fleets, populations, and infrastructure. The full procedure for this action is as follows.

8.1 Choosing the Attackers

The attacking player may attack with any number of fleet tokens, provided that all the participating fleet tokens are able to strike the same target. Notice that this implies that the attacker may declare attacks from many hexes at once. Mark attacking ships with a token.

8.2 Choosing a Target

An attacking fleet may have only one target per attack action. Legitimate targets are:

- *Any number* of infrastructure tokens in the same hex as the attackers,
- *Any number* of population token in the same hex as the attackers, or
- *Any number* of unfriendly fleet tokens, provided that *all* of the targeted fleet tokens reside in a *single* hex. (This implies that more than one player may be targeted.)

8.3 Conducting Combat

8.3.1 Fleet to Fleet Battles

For each battle, a *combat die* is rolled two or more times to determine the outcome. It has six sides with the following faces:

- None
- $\frac{1}{4}$
- $\frac{1}{2}$
- $\frac{3}{4}$
- All
- Reversal

When the die is rolled, it tells the *proportion* of fleet tokens that are lost for a particular side. So, rolling a $\frac{1}{4}$ means that a side has lost 25% of its fleet tokens during the battle. Likewise, rolling an ‘All’ means that 100% of the fleet has been lost, while rolling a ‘None’ means that *no* fleet tokens were lost. Always round to the nearest whole number, with one exception: A fleet with only one token can *only* be destroyed by a $\frac{3}{4}$ or All result.

A ‘Reversal’ is special; see Handling Reversals below for details.

Combat Procedure To determine the results of an interfleet battle, follow these steps:

1. Determine if a side is numerically larger than the other. The larger side is the *superior* side, while the smaller side is the *inferior* side. If both sides are equally sized, then the attacker is considered the superior side.¹
2. Determine the superior side’s *advantage* by dividing the superior number of fleet tokens by the inferior number of fleet tokens, and then rounding to the nearest whole number, and then subtracting one from the result:
$$a = \frac{s}{i} - 1 \tag{1}$$
3. Roll the combat die once to determine the superior side’s casualties. The superior side may choose to call for a reroll² any number of times, up to a maximum equal to the advantage.³
4. Repeat the previous step for the inferior side’s casualties. Note that the superior side may still call for rerolls.

¹Technically, it doesn’t matter which side is superior in this case, as you’ll see shortly.

²A reroll means that the old result, whatever it was, is thrown away, and the new result *replaces* it, regardless of whether or not it is better than the old one.

³That is, if the advantage is zero, then no rerolls are allowed at all. Likewise, if the advantage is three, then the superior player may call for up to three rerolls.

Handling Reversals When any combat die roll results in a reversal, flip a coin, and have the person without the advantage call it in the air. If that person wins the toss, the side with the advantage immediately loses it and the side without the advantage immediately gains it. Roll the combat die again and interpret the results as usual (yes, if it's another reversal, it's another reversal).

When a player gains the advantage, the maximum number of rerolls is not changed, and the *current* number of rerolls (that is, how many rerolls have been made so far) is also unchanged.

8.3.2 Attacking Infrastructure

When a fleet attacks infrastructure, roll three combat dice. The *sum* of the results (where None and Reversal count as zero and All counts as 1) multiplied by the number of attacking fleet tokens is the number of infrastructure tokens destroyed.⁴ As usual, when the result is a fraction, round to the nearest whole number.

The attacker chooses which infrastructure tokens will be destroyed after the rolls.

No population tokens are removed unless there is a habitat availability problem caused by the attack (see below for details).

8.3.3 Attacking Populations

When a fleet attacks a population, follow the same procedure as for infrastructure, except for the following:

For every three population tokens destroyed, one habitat token is destroyed.

If there is more than one player inhabiting the hex, the population loss must be spread as evenly as possible among the players, but when a precisely even distribution isn't possible, the attacker has discretion over who suffers the "extras."

⁴Sufficiently Hoopy Froods will observe that the expected value of a combat die in this case is $5/12$, so the sum of three rolls will tend towards $15/12$ or 1.25 .