

Total Universal Conquest Rules

Mac L'Abbé

Age:

13+

Object of game:

To conquer all of the planets in the universe

Number of players:

2-4

Game contains:

Four character figures, 160 control markers (40 per player), 1 20-sided die, three six-sided dice, a round packet, and 4 Ledgers (paper pads).

Setup:

Each player chooses a character figure, a pack of 40 control markers, and receives a ledger.

When the game begins:

Choose one of the 20 planets to be your home base and place your character piece and a control marker on that planet. Your Starting tech level on your home planet is 2, unless you choose Ba'ku. Ba'ku starting tech. level is always zero because the defending player always gets a +2 bonus. All planets that are not claimed get the tech level assigned to them, these levels are predetermined and are in the round packet.

Alternate Ways to decide starting Tech. Level:

- Each player rolls the 20-sided dice and divides by 4 (round all decimals down) this is the starting technology level (tech level) of your planet.
- All Players agree on a starting tech. level (this can be used to lengthen or shorten the game).

Reminder: Ba'ku always starts with a tech. level of zero due to its defensive bonus

Gameplay:

The beginning of the game marks the beginning of the first round. After all players have taken their first turn round 2 begins etc. At the beginning of each round roll a 20-sided die. Then match the number rolled to the round packet to determine what happens during that round. once you have reached the 25th round and therefore exhausted the round packet, turn to the first page of the round packet and begin again.

Keeping track of Tech. level and troops

Each player uses their ledger to keep track of their planet those planet's Tech levels (will not exceed 10) and the number of troops on each planet. Players may use leftover control markers to denote the amount of troops on a planet, however, keep in mind that you may have more troops in play than left over control markers. You may leave a planet with no troops on it. Also keep in mind, one control marker represents the owner of a planet so if you are using control markers as troops you will have the number of troops plus one.

For example: if you have five troops on a planet and were using control markers to represent them you would have six control markers on that planet.

Short version:

Follow all other rules but after 25 rounds the game is over.

On Your Turn:

Add the number of planets you own and divide by 2 this is the number of troops you can place on your planets (you always get at least one troop). On your turn you can also battle and move troops. Troops can only be moved to other planets (this includes battles) if the planet they're being moved from has a Tech level of 4 or higher.

Moving troops:

Troops can only be moved to planets connected by a travel line (unless that player's tech level is 10 (highest). If their tech level is 10 they may move troops to any planet. A planet may be left without troops.

Gaining tech level:

A player does not increase their tech level when the round packet says so. On their turn, a player may forfeit their attack to attempt to create a scientific breakthrough to increase their tech level on one planet they own. to do this the player rolls 2 six sided dice. on a 9 or above the breakthrough is successful and their planet's tech. level increases. If the round packet says that a planet's tech level increases and that planet is controlled by a player that player gains an additional die on tech. level rolls this round. Example: on their turn the player in control of Ba'ku may attempt to increase their tech. level

by rolling two six sided dice, however, if the the round packet says that Ba'ku increases its tech. level then that player rolls three six sided dice. A planet, not owned by a player, increases its tech level at the beginning of the round if the round packet states it can.

Battling:

A player may attack one planet any number of times on their turn. before any rolls the attacking player must declare how many troops they will move to the new planet in the case of victory, If the attacker wins and has less troops than the declared amount they must move all their troops. When there is an attack each player rolls a six-sided die and adds any modifiers: players get a plus 2 bonus if their character piece is involved in the battle, If a player is defending Ba'Ku they get a plus 2 bonus, and the player with the higher tech level gets a bonus equal to the difference the planet tech level of the planet who is attacking and the planet being defended. Whoever has the higher number rolled wins that battle (if the planet is not occupied by a player the die is still rolled and the attacking player must win 3 battles to conquer the planet this is because of the natives that may live on the planet).

For Example: If a player is attacking Zaxborn from Earth and Zaxborn has a Tech level of 3 and earth has a tech level of four then the player attacking adds one to his attack roll.

If a player attacks Castor from Alpha Leonis and both Tech. Levels are the same but the defending player has their character piece on Castor they add two their roll.

The loser of a battle loses troops equal to the difference in the two players rolls, with a maximum of three, and the winner rolls a six-sided die: on a 1 or 2 the winner loses 1 troop, on a 3 or 4 the winner loses 2 troops, and on 5 or 6 the winner loses 3 troops. If there are no troops on defending player's planet the die doesn't need to be rolled and the attacking player takes over. If the tech levels are unequal an advantage is given to the player with the higher level. To determine this advantage take the difference of the of two tech levels and give the player with the higher level that many more numbers on the die Your character piece also counts as a troop and It is defeated last in any battle if your character piece takes part in. If your character piece is defeated it is put on a different planet. Once a planet is conquered put a control marker on it as well as all the troops that fought for its conquest.

Winning the game:

The game is won by the player who controls all the planets or, if playing the short version, the player who controls the most at the end of 25 turns.