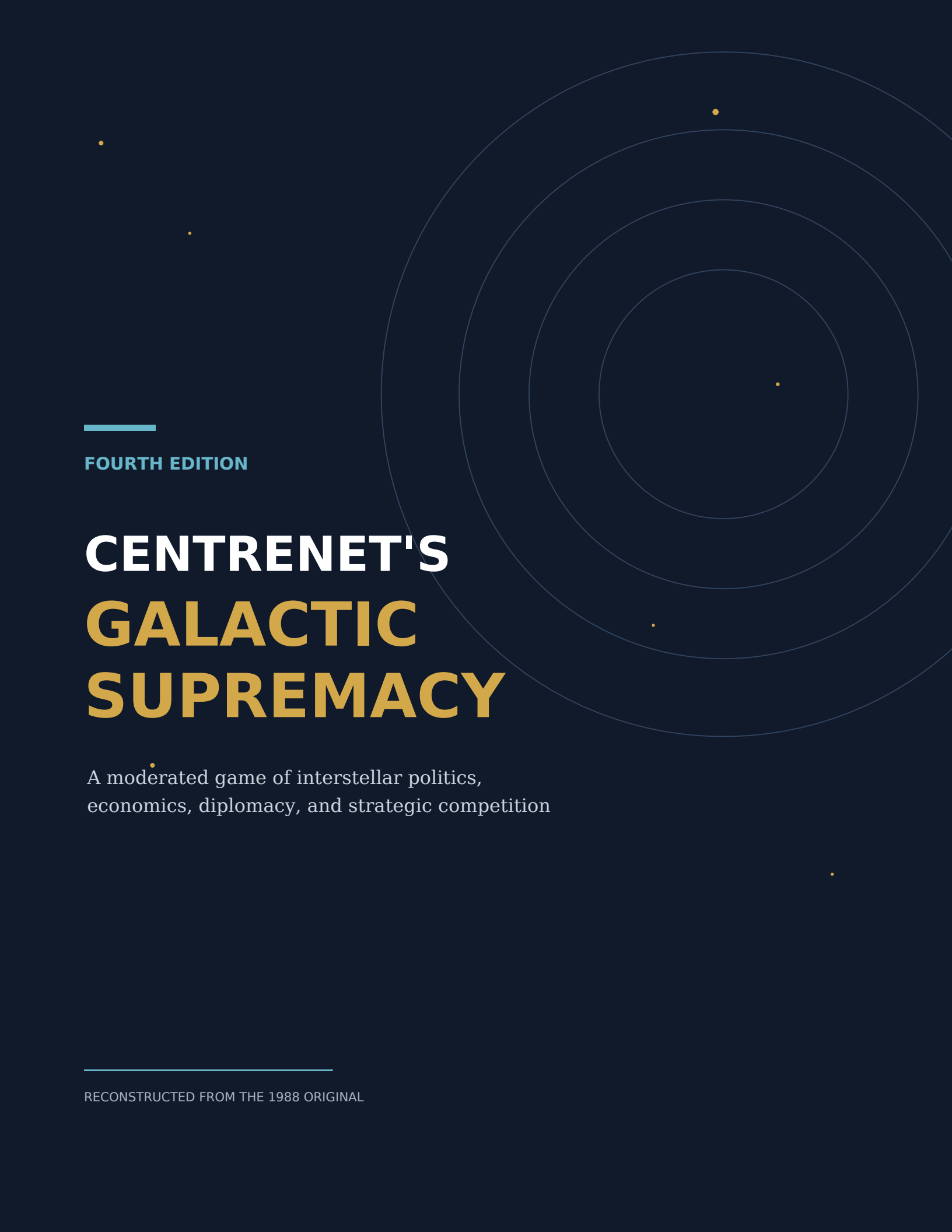


The background is a dark navy blue. On the right side, there are four concentric circles in a lighter blue-grey color. Scattered across the background are several small, bright yellow dots, resembling stars or distant galaxies. A thin horizontal line is positioned above the text 'FOURTH EDITION'.

FOURTH EDITION

CENTRENET'S GALACTIC SUPREMACY

A moderated game of interstellar politics,
economics, diplomacy, and strategic competition

RECONSTRUCTED FROM THE 1988 ORIGINAL

Contents

Contents	2
Fourth Edition	5
Introduction	5
A Short History	6
Campaign Length	6
I. THE GALAXY	7
1. Galaxy Size	7
2. Player Placement	7
3. The Edge of the Map	7
4. Systems, Not Open Space	8
5. No Armies	8
II. STARTING SYSTEMS	9
6. Population	9
7. Food Production	9
8. Minerals	9
9. Starting Credits	9
10. Starting Specialists	9
11. Starting Fleet	10
III. RESOURCES AND POPULATION	11
12. Food	11
13. Feeding Population	11
14. Population Growth	11
15. Minerals	11
16. Credits	12
IV. SPECIALISTS	13
17. Specialist Capacity	13
18. Specialist Locations	13
19. Specialist Maintenance	13
20. Engineers	13
21. Scientists	13
22. Diplomats	13
23. Diplomatic Contests	14

24. Retraining Specialists	14
V. INFRASTRUCTURE	15
25. Farms	15
26. Mines	15
27. Shipyards	15
VI. THE GALACTIC MARKET	17
28. Published Prices	17
29. Food Market	17
30. Mineral Market	17
31. Market Price Formula	17
32. Market Report	18
VII. SHIP DESIGN	19
33. Ship Attributes	19
34. Ship Costs	19
35. Construction Time	19
VIII. STANDARD SHIPS	21
36. Cargo Ship	21
37. Attack Ship	21
38. Defense Ship	21
39. KwikShip	21
IX. CARGO AND MOVEMENT	22
40. Cargo Capacity	22
41. Ship Speed	22
42. Fleet Speed	22
43. Locked Transit	22
X. CENTRENET	23
44. Mandatory Communication	23
45. Communication Delay	23
46. Official System Messages	23
47. Aliases	23
48. NPC Communication	23
49. Administrator Nature	23
XI. EARLY WARNING AND COMBAT	24

50. Early Warning System	24
51. Hostile Intent	24
52. System Protection	24
53. Combat Initiative	24
54. Attack Resolution	24
55. Damage	24
56. Counterattack	24
XII. FLEET MAINTENANCE	25
57. Ship Maintenance	25
58. Maintenance Priority	25
59. Unmaintained Ships	25
60. Mutiny	25
XIII. RAIDING	26
61. Raiding	26
XIV. ALLIANCES AND SUPREMACY	27
62. Alliances	27
63. Supremacy	27
64. Maintaining Supremacy	27
XV. REMOTE SYSTEMS	28
65. Allied Minerals	28
66. Countermanding Orders	28
67. Remote Infrastructure	28
68. Infrastructure Belongs to the System	28
XVI. CAMPAIGN CONCLUSION	29
69. No Victory Condition	29
XVII. THE MODERATOR'S RULE	30
70. Keep It Simple	30
Index	31

Fourth Edition

Introduction

CentreNet's Galactic Supremacy is a moderated game of interstellar politics, economics, diplomacy, and strategic competition. Each player assumes the role of the Administrator of a star system, managing its population, economy, specialists, infrastructure, and fleet while interacting with a larger galaxy of player- and moderator-controlled systems.

The game began in 1988 as **Galactic Supremacy**, a manually moderated game inspired by Diplomacy, Supremacy, Axis & Allies, and Risk. It borrowed shifting alliances and negotiation from Diplomacy; markets, resources, and economic pressure from Supremacy; production and strategic unit choices from Axis & Allies; and an accessible strategic map and straightforward conflict from Risk.

Galactic Supremacy developed its own identity through the limitations of how it was played. There was no computer managing the galaxy. Players submitted orders to a moderator, results were calculated by hand, and all communication was manually relayed through a fictional network called **CentreNet**.

Those limitations became part of the game.

Messages take time to arrive. Administrators may communicate openly through an authenticated System Number or conceal themselves behind CentreNet aliases. The moderator participates in the same communications through NPC Administrators and identities whose origins may not be immediately obvious.

Information is therefore valuable and frequently incomplete. An Administrator might receive a reassuring diplomatic communiqué while their Early Warning System reports hostile ships already approaching. An anonymous voice on the public forum might represent another player, an NPC Administrator, or an entirely fabricated persona. Discovering another player's System Number can be strategically important because the common star map immediately reveals their location, neighbors, likely trading partners, and potential allies.

The military game is deliberately limited. There are **no armies, planetary invasions, or territorial conquest**. Ships fight ships. Systems can be blockaded, deprived of resources, or raided, but an Administrator cannot simply invade another system and claim ownership.

Instead, the central political concept is **Supremacy**.

An Administrator establishes Supremacy when another system accepts an alliance in which the first Administrator is recognized as the dominant partner. That relationship might be created through diplomacy, favorable trade, protection, economic dependence, intimidation, starvation, or some combination of them.

Supremacy does not mean ownership.

Alliances cannot be enforced mechanically. An Administrator forced into submission may immediately begin looking for someone willing to help them escape. A system treated as a useful partner may become a reliable ally. A system treated merely as a source of Minerals may eventually decide that another alliance offers a better future.

Maintaining Supremacy can therefore be harder than achieving it.

The economy is intentionally straightforward. Food sustains Population but cannot be stockpiled. Minerals are accumulated and used to construct ships and infrastructure. Credits provide the common

medium of exchange. Farms, Mines, Shipyards, Engineers, Scientists, Diplomats, and custom-designed ships allow Administrators to specialize without requiring a technology tree or detailed economic simulation.

No player is assigned a predetermined strategic role. One Administrator might build a powerful fleet. Another might invest heavily in Mines. Another may use Scientists to manufacture ships cheaply and become a commercial shipbuilder. Another may use KwikShips to move Diplomats quickly through a growing alliance.

Those strategies emerge from the same rules.

A Short History

The **First Edition** of Galactic Supremacy was played in 1988.

A **Second Edition** was later taken over by one of the original players and substantially reconfigured as a struggle for power taking place within CentreNet itself.

A **Third Edition** was briefly revived in 1990 during college.

This is the **Fourth Edition**, reconstructed decades later from the remembered systems, rules, and experiences of those earlier games.

Its purpose is not to turn Galactic Supremacy into a modern, highly detailed 4X game. It is to preserve what made the original work while correcting a few weaknesses that became apparent through play.

It should still be possible for a human moderator to run the game without elaborate software.

That remains an important design constraint.

If a mechanic requires excessive bookkeeping, constant calculation, or a complicated simulation to function, it probably does not belong in CentreNet's Galactic Supremacy.

The mechanics should remain simple enough to leave room for something far less predictable:

the other Administrators.

Campaign Length

CentreNet's Galactic Supremacy has **no formal victory condition**.

Like many political simulations, the galaxy does not stop simply because one Administrator becomes particularly powerful. Alliances continue to change. Markets rise and fall. Subordinate systems become dissatisfied. New relationships form.

A campaign should normally run for a **minimum of 20 Cycles**, or for another duration agreed upon before play begins.

At the scheduled conclusion, the group may choose to continue.

There is no requirement to declare a winner.

An Administrator might finish with the largest alliance. Another might control the most important commercial network. Another might have built the galaxy's dominant shipbuilding industry. Another might simply have maintained independence while larger powers tore each other apart.

The final state of the galaxy is the result of play.

I. THE GALAXY

1. Galaxy Size

Create **5 star systems per player**.

One system per player is player-controlled. All remaining systems are NPC-controlled.

2	10	2	8
3	15	3	12
4	20	4	16
5	25	5	20
6	30	6	24
7	35	7	28

Seven players is the recommended maximum.

Every system has a unique **System Number** and appears on the common hex map.

2. Player Placement

Player systems are assigned randomly.

Players are not guaranteed equally advantageous positions. Two Administrators may begin near one another while another has more room to expand.

This asymmetry is intentional.

After generating systems and placing players, the moderator performs a **viability check**. A system should have:

- a credible way to solve its Food requirements
- reasonable access to NPC systems
- more than one plausible strategic path.

Only clearly nonviable positions should be rerolled or relocated.

Galactic Supremacy does not guarantee equality. It does guarantee a credible path to success.

3. The Edge of the Map

The playable galaxy is surrounded by **God Ships**.

God Ships prevent vessels from leaving the map and are effectively unbeatable.

Their purpose is simply to establish the boundary of play.

4. Systems, Not Open Space

The precise position of ships between systems is not tracked.

A ship or fleet is either:

- **At a system**, or
- **In transit to a system.**

A transit record contains only its destination and Cycles remaining.

Fleet Alpha → System 12

Arrival: 3 Cycles

There are no encounters in interstellar space.

All combat takes place at star systems.

5. No Armies

CentreNet's Galactic Supremacy has no armies, marines, invasion forces, or ground combat.

Systems cannot be militarily occupied or conquered.

Ships can destroy ships, blockade systems, eliminate protection, raid resources, and create economic or political pressure.

Supremacy must ultimately be political.

II. STARTING SYSTEMS

6. Population

Starting Population is:

$$5 + 2d10$$

Range: **7-25**

Maximum Population during play:

$$50$$

7. Food Production

Starting Food Production is:

$$2d12$$

Range: **2-24 Food per Cycle**

8. Minerals

Starting Minerals are:

$$3d6 \times 100$$

Range: **300-1,800 Minerals**

Minerals carry over between Cycles.

9. Starting Credits

Calculate:

$$((\text{Food Production} - \text{Population}) \times 100) + \text{Starting Minerals}$$

A system always begins with at least **500 Credits**.

Thus:

$$\text{Starting Credits} = \max(500, \text{calculated amount})$$

10. Starting Specialists

A system receives:

$$1 \text{ Specialist per } 5 \text{ Population, rounded down}$$

The Administrator chooses how these positions are divided between:

- Engineers
 - Scientists
 - Diplomats
-

11. Starting Fleet

Every player begins with:

- 3 Cargo Ships
- 1 Attack Ship
- 1 Defense Ship

Every player home system also begins with **1 Shipyard**.

These ships and the Shipyard do not reduce starting Credits or Minerals.

III. RESOURCES AND POPULATION

12. Food

Food is produced every Cycle.

Food cannot be banked.

During the Cycle, Food can be consumed, sold, transferred, or used for Population growth.

Any Food unused at the end of the Cycle is lost.

13. Feeding Population

Each Population requires:

1 Food per Cycle

If local production is insufficient, Food may be purchased from the Galactic Market.

If the system fails to completely feed its Population:

Population falls by 1.

The size of the shortage does not matter.

14. Population Growth

Population never grows automatically.

A system may grow by **no more than 1 Population per Cycle**.

To grow Population by 1:

- 1 Completely feed the existing Population.
- 2 Commit **1 additional Food**.
- 3 Pay **100 Credits**.
- 4 Submit a Population Growth order.

Food purchased from the market may be used for growth.

Maximum Population is **50**.

15. Minerals

Minerals are stored indefinitely.

Minerals are handled in increments of:

100 Minerals

16. Credits

Credits are stored indefinitely.

There is no automatic Credit income.

Credits are primarily acquired through trade and sale of resources, ships, personnel, and other assets.

For transport purposes:

100 Credits = 1 Cargo Space

IV. SPECIALISTS

17. Specialist Capacity

A system supports:

1 Specialist per 5 Population

Maximum Population 50 therefore supports **10 Specialists**.

If Population falls below a threshold, the Administrator chooses which specialist position is lost.

18. Specialist Locations

Specialists exist physically at systems or aboard ships.

1 Specialist occupies 1 Cargo Space.

19. Specialist Maintenance

Each specialist costs:

5 Credits per Cycle

The expense exists whether the specialist is actively assigned or idle.

20. Engineers

Each Engineer assigned reduces construction time by 1 Cycle.

Multiple Engineers compound.

Unless stated otherwise:

Minimum construction time = 1 Cycle

21. Scientists

Each Scientist assigned reduces Credit cost by 200 Credits.

Scientists do not reduce Mineral costs.

Unless otherwise stated:

Minimum Credit cost = 100 Credits

22. Diplomats

Diplomats represent political and administrative influence.

They may influence NPC systems, contest rival Diplomats, administer allied Mineral resources, maintain remote interests, and countermand political orders.

They must physically be present in the relevant system.

23. Diplomatic Contests

When opposing Diplomats contest an uncertain result:

$$\text{Chance of Success} = \text{Your Diplomats} \div \text{Total Diplomats involved}$$

Three Diplomats opposing two therefore have a **60%** chance of success.

24. Retraining Specialists

Retraining costs:

- **500 Credits**
- **1 Cycle**

Scientists may reduce the Credit cost normally.

Minimum:

100 Credits

V. INFRASTRUCTURE

25. Farms

Each Farm produces:

1 Food per Cycle

Construction:

- 1,000 Credits
- 5 Cycles

Minimum after specialist reductions:

- 100 Credits
- 1 Cycle

Maximum Farms per system:

40

26. Mines

Each Mine produces:

100 Minerals per Cycle

Construction:

- 1,000 Credits
- 5 Cycles

Minimum:

- 100 Credits
- 1 Cycle

Maximum Mines per system:

40

27. Shipyards

A Shipyard permits ship construction and maintenance.

Construction:

- **1,500 Credits**
- **5,000 Minerals**

- **7 Cycles**

Minimum:

- **500 Credits**
- **5,000 Minerals**
- **2 Cycles**

Maximum Shipyards per system:

5

VI. THE GALACTIC MARKET

28. Published Prices

CentreNet publishes Food and Mineral prices at the beginning of each Cycle.

All transactions use those prices.

Current activity changes the price for the following Cycle.

Commodity purchases are always fulfilled.

29. Food Market

1 Food = 1 Market Unit

Starting price:

100 Credits

30. Mineral Market

Minerals trade only in lots of:

100 Minerals

Thus:

1 Mineral Market Unit = 100 Minerals

Starting price:

100 Credits per 100 Minerals

Mineral orders must be submitted in multiples of 100.

31. Market Price Formula

Let:

- **P** = current price
- **B** = units purchased
- **S** = units sold
- **D = B - S**

If $D = 0$:

Next Price = P

If $D > 0$:

$$\text{Next Price} = P \times 1.08^D$$

If $D < 0$:

$$\text{Next Price} = P \times 0.93^{-D}$$

Round to the nearest whole Credit.

Minimum market price:

1 Credit

Transactions use the current price. The new price applies next Cycle.

32. Market Report

Every System Report includes:

- Food price
- Food units bought and sold
- Mineral price
- Mineral units bought and sold

Buyer and seller identities are not revealed.

VII. SHIP DESIGN

33. Ship Attributes

Ships have:

- Hull
- Speed
- Attack
- Defense
- Cargo

Hull	1-10
Speed	1-10
Attack	0-10
Defense	0-10
Cargo	0-10

34. Ship Costs

Attack	200	500
Defense	300	500
Cargo	100	100
Hull	200	600
Speed	300	400

35. Construction Time

Base ship construction time is:

1 Cycle per Hull point

Engineers reduce construction time.

Scientists reduce Credit cost.

Ships require a Shipyard.

VIII. STANDARD SHIPS

36. Cargo Ship

Hull 2 / Speed 1 / Attack 0 / Defense 1 / Cargo 3

Cost:

1,300 Credits / 2,400 Minerals

37. Attack Ship

Hull 3 / Speed 1 / Attack 2 / Defense 1 / Cargo 1

Cost:

1,700 Credits / 3,800 Minerals

38. Defense Ship

Hull 3 / Speed 1 / Attack 1 / Defense 3 / Cargo 0

Cost:

2,000 Credits / 4,200 Minerals

39. KwikShip

Hull 1 / Speed 3 / Attack 1 / Defense 1 / Cargo 1

Cost:

1,700 Credits / 2,900 Minerals

The KwikShip is one of the first commercial designs available and demonstrates the value of specialization, particularly rapid personnel transport.

IX. CARGO AND MOVEMENT

40. Cargo Capacity

One Cargo Space carries:

- 1 Food
 - 100 Minerals
 - 100 Credits
 - 1 Specialist
-

41. Ship Speed

Travel time is:

$$\text{Hex Distance} \div \text{Speed, rounded up}$$

42. Fleet Speed

A fleet travels at the Speed of its **slowest member**.

43. Locked Transit

Ships in transit cannot receive new orders until arrival.

There is no combat in transit.

X. CENTRENET

44. Mandatory Communication

All active-game communication passes through **CentreNet**.

45. Communication Delay

Messages follow:

Send → Process → Receive

No ship or technology can shorten this process.

46. Official System Messages

Messages sent under a System Number are authenticated.

System Numbers cannot be spoofed.

47. Aliases

Aliases hide the originating System Number.

They may represent players, NPCs, organizations, or invented identities.

48. NPC Communication

NPCs may initiate public messages, direct communiqués, authenticated messages, and alias messages.

49. Administrator Nature

Labels such as **Metal Mind** and **Biobeing** have no mechanical effect.

XI. EARLY WARNING AND COMBAT

50. Early Warning System

EWS warns a system when ships are approaching with declared hostile intent.

51. Hostile Intent

An attack must be declared before arrival.

A peacefully arriving fleet cannot immediately attack without a later order.

52. System Protection

A system cannot be raided while at least **one protecting ship** remains.

53. Combat Initiative

Average fleet Speed determines initiative.

$$\text{Average Speed} = \text{Total Speed} \div \text{Number of Ships}$$

Higher average attacks first.

Equal average Speed results in a **50/50 initiative roll**.

54. Attack Resolution

$$\text{Chance of Success} = \text{Attack} \div (\text{Attack} + \text{Defense})$$

A successful attack inflicts damage equal to the attacking group's full Attack Strength.

55. Damage

Damage is applied to ships beginning with the **lowest current Hull**.

A ship is destroyed when Hull falls below **0**.

56. Counterattack

After first-strike casualties are removed, surviving ships on the slower side counterattack.

There is no simultaneous fire.

XII. FLEET MAINTENANCE

57. Ship Maintenance

Each ship costs:

15 Credits per Cycle

A maintained surviving ship begins the next Cycle at full Hull.

58. Maintenance Priority

If Credits are insufficient, maintenance is paid in this order:

- 1 All ships at the Home System.
 - 2 Damaged ships outside the Home System, nearest first.
 - 3 Remaining ships, nearest first.
-

59. Unmaintained Ships

An unmaintained ship:

- retains Hull damage
- counts as Speed 0 for combat initiative
- risks Mutiny.

Travel Speed remains unchanged.

60. Mutiny

Mutiny Chance = distance from Home System in hexes %

A ship 8 hexes away has an 8% chance of Mutiny.

Ships at home have no Mutiny chance.

For ships in transit, use the distance from the Home System to their destination.

A mutinous vessel becomes moderator-controlled.

XIII. RAIDING

61. Raiding

Once all protecting ships are eliminated, an attacker may raid:

- Minerals
- Credits

Food cannot be raided.

Raiders require Cargo Space to carry stolen resources away.

XIV. ALLIANCES AND SUPREMACY

62. Alliances

Alliances are political agreements and cannot be mechanically enforced.

Administrators retain control of their own systems and may ultimately leave an alliance.

63. Supremacy

Supremacy exists when another Administrator accepts an alliance recognizing another system as the dominant partner.

Systems remain independent entities.

64. Maintaining Supremacy

Subordinate systems may seek other allies, resist exploitation, negotiate secretly, or leave.

There is no numerical Loyalty score.

XV. REMOTE SYSTEMS

65. Allied Minerals

To direct another allied system's Minerals, an Administrator must have at least **1 Diplomat physically present**.

66. Countermanding Orders

Rival Diplomats may contest control using the normal Diplomat formula.

67. Remote Infrastructure

Farms, Mines, and Shipyards may be built in other systems when political circumstances permit.

A ship or Diplomat must remain present to maintain influence.

68. Infrastructure Belongs to the System

Infrastructure belongs to the system where it was constructed, not permanently to the Administrator who paid for it.

Political control may therefore change.

XVI. CAMPAIGN CONCLUSION

69. No Victory Condition

CentreNet's Galactic Supremacy has no formal victory condition.

A campaign normally runs at least **20 Cycles** or another agreed duration.

At the end of the final Cycle, the moderator may issue a **State of the Galaxy** summary recording major alliances, political relationships, markets, fleets, infrastructure, and unresolved conflicts.

The state of the galaxy is the result of play.

XVII. THE MODERATOR'S RULE

70. Keep It Simple

Before adding a rule, ask:

Does CentreNet's Galactic Supremacy actually need it?

Whenever possible, use existing statistics, simple arithmetic, percentage rolls, player decisions, CentreNet communication, and moderator judgment.

The rules create the pressure.

The players create the game.

Index

Page references use the printed page numbers shown in the rulebook footer.

Administrators	26
aliases	22
alliances	26
allied Minerals	27
armies, absence of	7
Attack	18, 23
Attack Ship	20
authenticated messages	22
blockades	7, 23, 25
campaign length	28
Cargo	18, 21
Cargo Ship	20
CentreNet communications	22
CentreNet, history of	4-5
combat	23
combat initiative	23
construction time	12, 14, 18
counterattack	23
countermanding orders	27
Credits	8, 11, 16, 18, 25
damage	23, 24
Defense	18, 23
Defense Ship	20
diplomatic contests	13, 27
Diplomats	12, 13, 27
Early Warning System (EWS)	23
Engineers	12, 14, 18
Farms	14, 27
feeding Population	10
fleet initiative	23
fleet maintenance	24
fleet speed	21
Food	8, 10, 16, 21, 25
Food Market	16, 17
galaxy size	6
God Ships	6
growth, Population	10
hex distance	21, 24
Home System	24
hostile intent	23
Hull	18, 23, 24
infrastructure	14, 27
KwikShip	20
maintenance priority	24
market prices	16, 17
Mineral Market	16, 17
Minerals	8, 10, 16, 18, 25, 27
Mines	14, 27
moderator	6, 22, 24, 28, 29
movement	21
Mutiny	24
NPC systems	6, 12, 22
Population	8, 10, 12
protection, system	23, 25
raiding	23, 25
remote infrastructure	27
remote systems	27
resources	10, 11
retraining specialists	13
Scientists	12, 13, 14, 18
ship attributes	18
ship construction	14, 18
ship costs	18, 20
ship design	18
ship maintenance	24
Shipyards	9, 14, 18, 27
specialist capacity	8, 12
specialist locations	12, 21
specialist maintenance	12
Speed	18, 21, 23, 24
starting Credits	8
starting fleet	9
starting Food	8
starting Minerals	8
starting Population	8
starting specialists	8
Supremacy	26
system numbers	6, 22
system placement	6
system protection	23
trade	10, 11, 16
transit	7, 21, 24
travel time	21
unmaintained ships	24
viability check	6
victory condition, absence of	28