



A TWO Players hex & counter space combat game
Fast, brutal and diceless combat !

1. INTRODUCTION

Once again, the Redog (red) and the Cynder (blue) come face to face to conquer a galaxy...the Galaxy of D !!

You are a space war commander who controls a small fleet of ships on the Redog/Cynder side. You spend money to buy ships, then you can move ships around to attack other ships and enemy Starbases. Also, you can take control of planets and asteroids by moving your ships to their sectors. Holding planets and asteroids is important because this gives you a steady income that can be used to buy more ships, but keep in mind that your enemy is going to be competing with you for those same resources.

If you move a Freighter to a planet, it automatically acquires cargo. Once a Freighter has cargo, you can sell it to the Spaceport. Each Freighter can carry one cargo and only Freighters can carry cargo. Just watch out for those pirates!

One last thing. In an act of sabotage, someone turned on your Starbase's self-destruct mechanism. This means that it will gradually destroy itself, assuming that your enemies don't eliminate you first. Really, you have no time to waste. Get to it, commander!

2. THE MISSION

Your goal is to eliminate your enemy's Starbase while protecting your own.

3. COMPONENTS

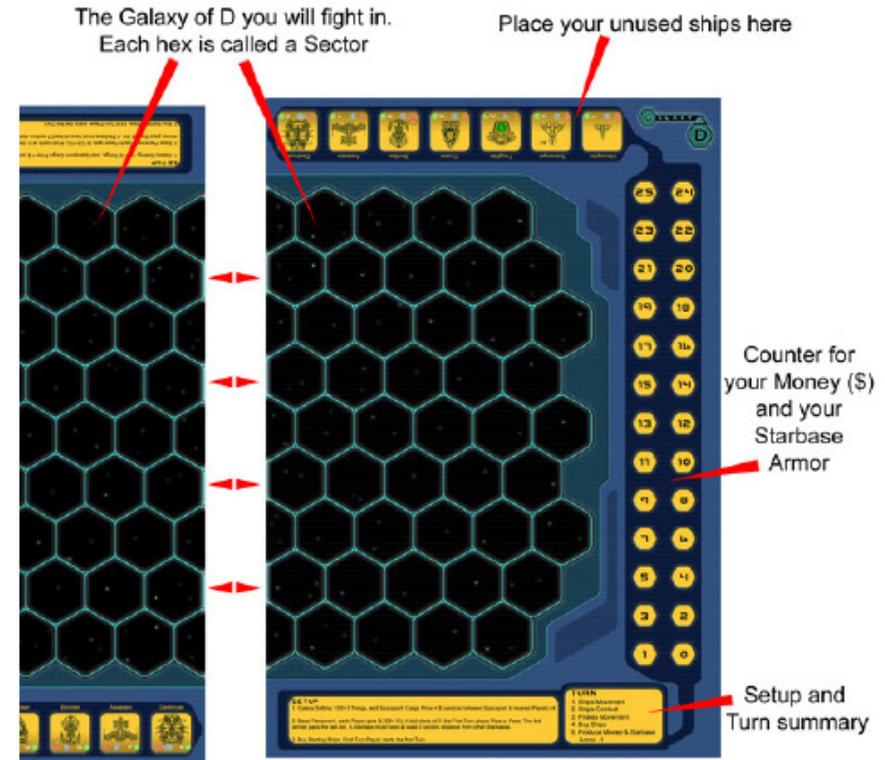
You have to print the Map and the Chits. Print the Chits on a thicker paper to make them easier to pick up during the game.

Note: some Chits (Ships, Starbase Armor and Money Counters) are two sided, I use double-tape to glue both sides.

And please provide 1 six sided die (1D6). This die is used at the beginning of the game to randomize Galaxy of D and the starting Money. In the gameplay this die is used only to move the Pirates.

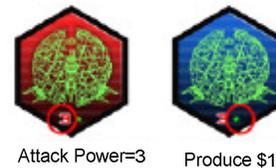
3.1. About the Components: the Map

The war takes place in Galaxy of D (the hexes are called sectors).



To play the game, put together both half-Map so half of Galaxy of D is connected with the other half (Galaxy of D is symmetric). See example on page 8.

3.2. About the Components: the Chits



Two **Starbases**: one for each Player.
Each Starbase starts the game with Armor=20.
Each has an Attack Power of 3 and can produce \$1 each Turn.
If your Starbase is destroyed, you lose !

Starbase Armor Counters and Money Counters :

Each Player will receive one Starbase Armor Counter and one Money Counter.
A Player may have cash at maximum \$25.
In the Starbase Armor Counter, there's a symbol for First Turn Player.



Example 1:
Redog has \$15 and
Redog Starbase Armor=16.
Redog Player is the First Turn Player
(Starbase logo is visible).



Example 2:
Redog has \$16 and
Redog Starbase Armor=16.
Redog Player is not the First Turn Player
(Starbase logo is not visible).

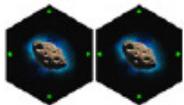
Fifteen (15) Things (the contents of Galaxy of D, will be randomized each game):



One Spaceport



Two (2) Pirates
(count as ships too)



Four (4) Asteroids (will produce \$1 each Turn)



Eight (8) Planets (will produce \$2 each Turn)

Twenty eight (28) Ships for each side (for a total of 56)

Note: each side has identical ships.



Attack Power
Armor
Cost (in \$)
Speed (Slow/ Medium/ Fast)

Slow ships may move up to 1 sector a Turn.
Medium ships may move up to 2 sectors a Turn.
Fast ships may move up to 3 sectors a Turn.

4. THE SHIPS

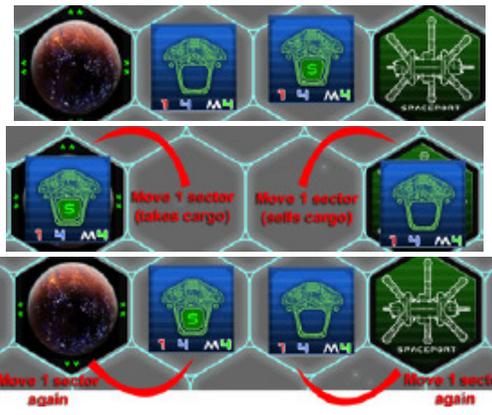
Name	Cost	Speed	Attack	Armor	Special
Interceptor	\$2	Fast	2	2	
Scavenger	\$3	Medium	3	3	(earns \$1 for each kill)
Freighter	\$4	Medium	1	4	(can carry & sell cargo)
Cruiser	\$5	Medium	5	8	
Bomber	\$6	Medium	(10)	3	(attack Starbase only)
Assassin	\$7	Fast	9	5	
Destroyer	\$8	Slow	10	16	

The Interceptor is Fast and cheap, which makes it great for quickly taking control of uncontested planets and asteroids.

The Scavenger : at the end of a Combat, if you have any Scavengers surviving the Combat, you earn \$1 for every enemy ships destroyed in this Combat.

Example:
You start a Combat with 4 Scavengers againsts 2 Interceptors.
Combat result: You lose 1 Scavenger (3 of your Scavengers survive the Combat) and your enemy loses 2 Interceptors. At the end of Combat, you get \$2 (because you have any surviving Scavengers and you destroy 2 ships, you get \$1 each for a total of \$2).

(empty) / (filled with Cargo) **The Freighter** is not very effective in combat but the only ship that can carry cargo from a planet to the Spaceport. To pick up cargo, a Freighter needs to move to any planet (a Freighter may only bring one cargo). Bring the cargo to the Spaceport and you will get \$CP where CP=the Cargo Price.



Example:
A Freighter (Speed=Medium) may move up to 2 sectors a Turn (selling/ taking cargo is a "free" action).

Everytime an empty Freighter moves to a planet, flip the Chit (the Freighter now has cargo).
Everytime a Freighter with cargo moves to a Spaceport, the Freighter immediately sells the cargo (flip the Chit) then earns \$CP (=Cargo Price).

Note: your Freighters may move back and forth like in this example.

 **The Cruiser** is a general-purpose combat ship that combines Medium speed, solid attack, and a lot of armor. Cruisers can be effectively used for defense, holding planets, and escorting more vulnerable ships.

 **The Bomber** can only do one thing: attacks enemy Starbase. The Bomber does no damage to ships and only hurts Starbases. This ability allows it to deliver damage to a Starbase, ignoring all the ships that are defending it !! Because Bombers are weak, make sure that they always have a decent escort.

Example:
Your lone Bomber moves to enemy Starbase (Armor=10) with 4 Cruisers defending it. Your Bomber deals 10 damage and destroys the enemy Starbase first (you win the game !) before the Ships Combat against the 4 Cruisers starts.

 **The Assassin** is Fast and does a lot of damage which makes it especially suitable for hunting down ships. But be careful, the Assassin does not have a great deal of armor and is quite expensive.

 **The Destroyer** is a Slow ship that does the most damage and has by far the most armor. Using it effectively is difficult, since other ships tend to easily outrun it. Still, it can be very useful for defense and when you need to hold a highly contested resource.

5. SETUP

If you are playing Galaxy of D for the first time, do not use this normal Setup, but please use **10. QUICK SETUP** instead.

Setup consists of 3 phases (follow in order) :

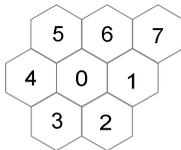
- Galaxy Setting
- Base Placement
- Starting Ships

5.1. Galaxy Setting

- Set aside the Spaceport then shuffle the other 14 Things together, put them face down.

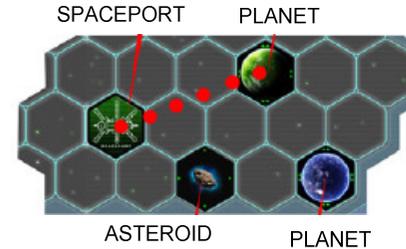
Note: Do steps 2-4 below with the Things (still) face down.

- Roll 1D6, take X Things at random where X= the die roll result +3 (so you will take between 4-9 Things).
- Put the Spaceport together with the result of [step 2. above], then shuffle again.
- Spread the result of [step 3. above] at random in Galaxy of D as you wish with these restrictions:
 - one sector can only contain one Thing
 - a Thing cannot adjacent to other Thing(s)



Example:
If you put a (facedown)Thing in 0, you can not place other Thing(s) in 1,2,3,4,5,6. But you may place other Thing in 7.

- Reveal all Things in Galaxy of D (flip them face up). This is the galaxy you will fight in.
- Determine the **Cargo Price** (the price when a Freighter sells cargo in the Spaceport)= \$ (the number of sectors between Spaceport and the nearest Planet from it) x4. This Cargo Price is fix (will never change) for the whole game. So, doesn't matter where you pick up the cargo, the Cargo Price will be the same.



Example:
Cargo Price = \$(2x4) = \$8.

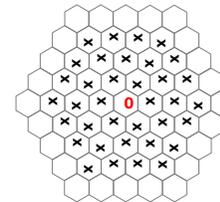
In this game, the Cargo Price is \$8 (will never change during the game).

5.2. Base Placement

- Play Rock-Paper-Scissor, the winner is the First Turn Player. The First Turn Player pick one Starbase (red for Redog / blue for Cynder) then give the other Starbase to the other Player. Each Player takes a Starbase Armor Counter with the same color then put it on the map (Starbase Armor=20). The First Turn Player put the Starbase Armor Counter with his Starbase symbol visible(side up), means he is the First Turn Player.
- Roll 1D6, each Player gets \$X, where X= the die result +13 (so \$X will be in \$14-19 range). Each Player takes a Money Counter then put it on the Map to represent the \$ he has.
- A Bidding start : the bid start at 0. Beginning with the First Turn Player (then back and forth between Players), he must Pass or Rise. To Rise, that Player must mention a number with the minimum of \$1 rise from the previous bid (to a maximum of his Money). If a Player can not Rise, he must Pass. A Pass means that Player has lost the Bidding.
- The winner of the Bidding places his Starbase on a sector in Galaxy of D as he wish with these restrictions:
 - a Starbase cannot be placed on a sector with a Thing.
 - a Starbase cannot adjacent to a Thing.
 Then he pays the last bid.
- The other Player places his Starbase following the constraints in [step 4. above] and his Starbase must have at least 3 sectors in distance with the other Starbase.

Note: only the winner of the Bidding pays, the loser of the Bidding pays nothing.

Note: once placed the Starbase can not move at all during the game, so choose wisely !!



Example:
If a Starbase is placed in 0, the other Starbase can not be placed in sectors with x. (A Starbase must have at least 3 sectors in distance with the other Starbase)

Bidding Example:

A & B has \$15 each. A is the First Turn Player. The bid (always) starts at 0.
A: Rise to \$1.
B: hmmm... rise to \$3 !!
A: Rise to \$5 !!
B: Rise to \$6 !!
A: OK, you win !! Pass.
Result: B wins the Bidding. B places his Starbase first then pays the last bid (\$6). Then A places his Starbase. A (still) has \$15 and B has \$9.

5.3. Starting Ships

1. Each Player secretly buys any ships he wants, then both Players reveal their starting ships at the same time. Pay the amount of money used to buy the ships then put the starting ships on their Starbases.
2. Put your unused ships on the unused ships places (see diagram in 3.1) then let the game begins!

6. GAMEPLAY

Beginning with the First Turn Player, each Player takes Turn until a Starbase is destroyed. In each Turn follow these phases in order:

1. Ships Movement
2. Ships Combat
3. Pirates Movement
4. Buy Ships
5. Produce Money & Starbase Armor -1

Note: a Player may concede the game at anytime. His Starbase Armor=0 then destroy all his ships. He immediately lost the game.

6.1. Gameplay: Ships Movement

Move your ships one by one up to it's movement allowance:

- Slow ship : up to 1 sector
- Medium ship : up to 2 sectors
- Fast ship : up to 3 sectors

Any of your ships may stay (doesn't move at all this Turn) if you want to.

A ship may not move outside the Galaxy.

A sector may contain any number of ships (including Pirates).

You may inspect your own ships anytime but you may not inspect enemy ships (so you can only see the top enemy ship in a sector).

If **after** your ship moves then enters a sector with any enemy ships (including Pirates), that ship **must** stop moving.

Note: if your ship starts from a sector with any enemy ships / Pirates, that ship is still allowed to move. Only after your ship moves at least 1 sector and enters a sector with any enemy ships (including Pirates), that ship must stop moving this Turn.

Example:



Cynder's Interceptor and Scavenger start the Turn in a sector with Redog's Destroyer.



In Cynder's Ships Movement Phase: Cynder's Scavenger moves 1 sector and stopped by another Redog's Destroyer ! Meanwhile Cynder's Interceptor moves 3 sectors around a Pirate ship.

In this Ships Movement Phase:

- If a Bomber moves to enemy Starbase, it will immediately deals 10 damage to the Starbase (that Starbase loses 10 Armor)
- If an empty Freighter moves to a planet, it will immediately take cargo.
- If a Freighter with cargo moves to the Spaceport, it will immediately sell the cargo.

6.2. Gameplay: Ships Combat

A Combat will occur in all sectors that contains your ships / your Starbase and ships from other sides(including Pirates). Resolve these combats one by one for each sector (the active Player chooses which combat occurs first).

1. Take all ships (including Pirates) in that sector (it's important to remember which sector has this Combat).
2. Count each side's Attack Score (AS). Your AS= the sum of all Attack Power of your ships in this Combat other than your Bombers (since Bombers can't harm other Ships).
If this Combat occurs in a Starbase, don't forget that a Starbase has Attack Power=3.
3. Each side must "absorb" enemy's AS (if more than 1 enemy, choose the highest AS) by choosing their ships (to be destroyed) one by one, and subtract the enemy's AS with the chosen ship's Armor (if the ship's Armor reaches 0, the ship is destroyed). Do this until enemy's AS is zero, or until no ships left to be destroyed.
Note: put the destroyed ships on the unused ships place (see diagram in 3.1)
4. If at the end of Combat there is AS left and the Combat occurs in an enemy Starbase, then all the leftover AS is dealt to the enemy Starbase.
5. Return all surviving ships (sometimes from more than one side) to the sector where this Combat occurs. All the surviving ships heal/repair all the damage, back to full Armor.

Example 1: A Combat in a planet



Attack Score = 8

Since the Redog AS=6, the Cynder chooses their Cruiser (Redog AS not enough to destroy the Cruiser).



Attack Score = 6

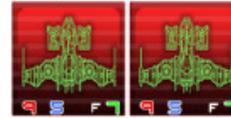
The Redog has two choices :
 1) chooses their Cruiser first, it will be destroyed (Cynder AS left=8-8=0), or
 2) chooses their Freighter first, it will be destroyed (Cynder AS left=8-4=4), then chooses their Cruiser (Cynder AS left not enough to destroy the Cruiser).
 Depends on the strategy, the Combat result can be different.

Note: The Redog can't 'spread' the Cynder AS (for example: 3 to Freighter and 5 to Cruiser) to save all their ships. The Redog must choose their ships one by one as above.

If the Redog chooses the second choice above, the Combat result is:
 - Redog loses 1 Freighter.
 - Cynder loses nothing and gets \$1 (from their Scavenger).
 At the end of the Combat, two sides occupy the planet (Redog's Cruiser, Cynder's Cruiser and Cynder's Scavenger)



Example 2: A Combat at Cynder Starbase



Attack Score = 18

The Redog chooses their Assassin (Cynder AS left=14-5=9), then choose their second Assassin (Cynder AS left=9-5=4). The 4 AS left is wasted.

Attack Score = 11+3=14
(+3 from Starbase)

The Cynder chooses their Assassin (Redog AS left = 18-5=13). Then choose their Interceptor (Redog AS left=13-2=11). Since this Combat occurs in Cynder Starbase, Cynder Starbase is dealt the leftover 11 AS (lose 11 Armor !!).

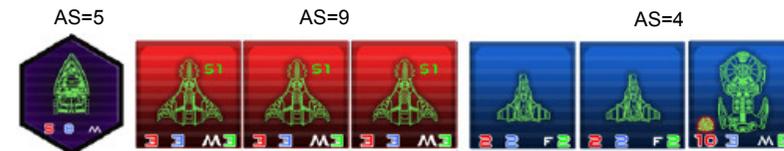


Result: all 4 Ships are destroyed, and Cynder Starbase Armor-11.

Note:

As you can see that all four ships are destroyed eventhough the total cost of Redog ships (\$14) is much more expensive than Cynder ships (\$9).

Example 3: A three sides Combat in an asteroid



For the Pirate: take the highest AS from both enemies (AS=9), destroys the Cruiser.
 For the Redog: take the highest AS from both enemies (AS=5), destroys 1 Scavenger.
 For the Cynder: take the highest AS from both enemies (AS=9), destroys all 3 ships.

At the end of Combat, the Redog earns \$4 (from their Scavenger).

6.3. Gameplay: Pirates Movement

If there are any Pirates in Galaxy of D, the active Player chooses the Pirates one by one.

If the chosen Pirate starts this Phase with other ships other than Pirates in it's sector, the Pirate will not move this Turn and immediately begin Combat in that sector (see 6.2. Gameplay: Ships Combat).

Gameplay: Ships Combat)

If the chosen Pirate starts this Phase with no other ships or with only Pirates in it's sector, roll a die: - If the result is 1-3, that Pirate will move this Turn.

- If the result is 4-6, the Pirate will not move at all this Turn.

If the Pirate is moving this Turn, the Pirate Ship will find a target nearest to itself then move to the target in a straight path as possible in it's maximum allowance for movement.

If there are more than one possible targets with the same distance, roll a die to determine the target for this Turn (from all of those possible targets).

A Pirate can target any ships and can enter any sectors (including planets, asteroids and spaceport) but a Pirate will **not** target ships in a Starbase and will **not** enter a Starbase.

If a Pirate ship enters a sector with any other ships (other than Pirates), end it's movement and immediately begin a Combat in that sector (see 6.2. Gameplay: Ships Combat)

Note: In a Combat, all Pirates in that Combat will work together as one side.



Example:

If the Scavenger Pirate move this Turn, there are 2 possible targets: Redog's Destroyer and Cynder's Scavenger (both have the same distance).

To determine which target the Pirate will chase, roll a die, 1-3 the Pirate will move to the Destroyer, 4-6 the Pirate will move to the Scavenger.

If the Pirate moves to the Destroyer, the Pirate will destroy itself (a suicidal Combat). If the Pirate move to the Scavenger, the Pirate must move around the Starbase and can't reach the target this Turn. Which way the Pirate will move, up or down? Again, use die to determine, 1-3: move up, 4-6: move down.

6.4. Gameplay: Buy Ships

You may buy any ships as long as you have the money to pay. Adjust the Money Counter then put the new ships in your Starbase.

You may buy ships at max the number of provided Ship Chits (example: you may have at max 5 Scavengers).

6.5. Gameplay: Produce Money and Starbase-1

For each planet/asteroid you hold, that Planet/asteroids will produce money (each planet will produce \$2 and each asteroid will produce \$1).

Note: you are holding an asteroid/planet only if you have at least one ship (any ship) in that asteroid/planet and your enemy (including Pirates) doesn't. If there are ships from more than one side in a planet/asteroid, no side is holding the planet (thus, the planet/asteroid will not produce any money this Turn).

Your Starbase will produce \$1, then your Starbase Armor-1. End your Turn.

7. WINNING AND LOSING

If a Starbase is destroyed (Armor=0 or less), the Player with the remaining Starbase wins !

8. PLAYING TIPS

1. It is crucial that you figure out where your income is going to come from in this galaxy.

You can make money by three methods:

- Holding planets and asteroids
- Transporting cargo with Freighters
- Using Scavengers to earn money for kills.

It may not always be desirable to use all 3 methods in every galaxy, so you will want to figure out which strategy is best for this galaxy.

2. Each ships have their own use. In a galaxy, some ships are more useful and in other galaxy the same ships are not as useful as before. The challenge is to tailor your fleet to adapt with the current galaxy !

3. Bombers are very effective at destroying Starbases because their damage is done only to Starbases, regardless of how many ships are guarding them. However, it is important to back up Bombers with other ships so your fragile Bombers can arrive at the enemy Starbases safely.

Galaxy of D

A 2 Players space combat game by Jack Darwid
based on PC Game "Space War Commander" by Dreamspike Studios
www.dreamspike.com

Version 1.0
24 May 2009

Jack Darwid Games: www.jackdgames.com

**This game is FREE, but please give reviews / comments / etc and Rate GoD in BGG
GoD page: <http://www.boardgamegeek.com/boardgame/39514> .
I need your feedback to make my next game better. Thanks !!**

9. FAQ

1) I have only \$1 and my Starbase will produce \$1 this Turn. May I buy an Interceptor (cost=\$2) this Turn?
No, because you must Buy Ships first (phase 4) before you Produce Money (phase 5). So when you have the opportunity to buy any ships, you have only \$1, not enough to buy any ship. However, at the end of this Turn you will have \$2.

2) My Freighter (filled with cargo) move to the Spaceport with an enemy Cruiser there. Will my Freighter sell the cargo first?
Yes, see 6.1. Gameplay: Ships Movement. A Freighter takes and sells cargo in the Ships Movement Phase (before the Ships Combat Phase). In this case, your Freighter sells the cargo, you get \$CP (Cargo Price) but your Freighter is stopped by the enemy Cruiser.

Can I buy ships using that money this Turn?

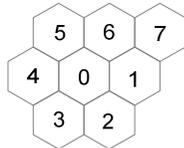
Yes, because your Freighter sells cargo in phase 1 (Ships Movement). In phase 4 (Buy Ships) you may buy any ships you want as long as you have enough money.

3) My Redog Assassin attacks Cynder's empty Starbase. My Assassin survives the Combat and deals 9 damage to the Starbase (yeah!). On the Cynder's Turn, the Cynder move no ships in Ships Movement (Phase 1). In Cynder's Phase 2 (Ships Combat) will my Assassin attack the Starbase again?
Yes (see 6.2. Gameplay: Ships Combat). In Cynder's Ships Combat Phase, a Combat will occur in Cynder Starbase (empty or not) with any Redog ships.

10. QUICK SETUP

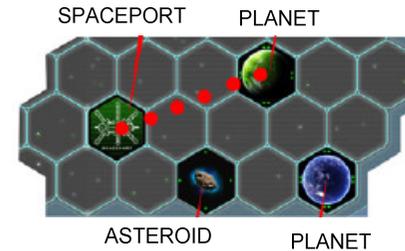
If you are playing Galaxy of D for the first time, use this Quick Setup (instead of the normal Setup) so you can setup the game quickly. After one or two plays using Quick Setup, I recommend you to play using the normal Setup for the real game !

1. Take the Spaceport, 2 planets and 2 asteroids. Spread all those Things at random as you wish in Galaxy of D with these restrictions: - one sector can only contain one Thing.
 - a Thing cannot adjacent to other Thing(s).



Example:
 If you put a Thing in 0,
 you can not place other Thing(s) in 1,2,3,4,5,6.
 But you may place other Thing in 7.

2. Determine the **Cargo Price** (the price when a Freighter sells cargo in the Spaceport)=
 \$ (the number of sectors between Spaceport and the nearest Planet from it) x4.
 This Cargo Price is fix (will never change) for the whole game. So, doesn't matter where you pick up the cargo, the price will be the same.



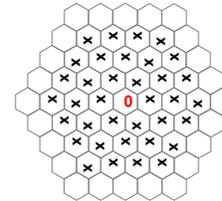
Example:
 Cargo Price = \$(2x4) =\$8.

In this game, the Cargo Price is \$8
 (will never change during the game).

3. Each Player takes one Starbase (red for the Redog or blue for the Cynder). The younger Player places his Starbase on Galaxy of D first, then the other Player places his Starbase.
 Restrictions for Starbases placement:

- A Starbase cannot be placed on a sector with a Thing,
- A Starbase cannot adjacent to a Thing,
- A Starbase must have at least 3 sectors in distance with the other Starbase.

Note: once placed the Starbase can not move at all during the game.



Example:
 If a Starbase is placed in 0, the other Starbase can not be placed in sectors with x.
 (A Starbase must have at least 3 sectors in distance with the other Starbase)

4. Each Player takes a Starbase Armor Counter then put it on the map (Starbase Armor=20). The younger Player is the First Turn Player, put the Starbase Armor Counter with the Starbase symbol visible /side up (means he is the First Turn Player).
5. Each Player gets \$15 and takes a Money Counter then put it on the Map to represent the \$15 he has.
6. Each Player secretly buy any ships he wants, then both Players reveal their starting ships at the same time. Pay the amount of money used to buy the ships then put the starting ships on their Starbases.
7. Put the other unused ships on the unused ships places (see diagram in 3.1) then let the game begins! (see 6. GAMEPLAY).

Note: in this Quick Setup, there will be no Pirates in the galaxy.



EXAMPLE: AFTER QUICK SETUP (10.Quick Setup in GoD Manual)

The Cargo Price is \$12. Redog is the First Turn Player.

Cynder has a better access to the Spaceport, but Redog has a better access to two Asteroids (and the Redog prepares a Freighter too!)

Who will win ? Who will lose? Let this exciting game begins !