



GALACTIC WARLORDS

BATTLE FOR DOMINION

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ART BY THE MICO

TACTICAL MANUAL



ARCHONA GAMES



400 YEARS AGO, THE GALAXY WAS FINALLY UNITED.

After a long and tiring negotiations, the Preiakka Galactic Federation was born. Six major galactic factions, the Altorans, the Oku'Nar, the Remmen, the Fellerians, the Praxis and the Kiithos were united under a single idea - to bring peace to the galaxy - after years of hostility and aggression.

And for all that time, the galaxy prospered in peace. Trade and cultural exchange flourished, people travelled and explored the wonders that the galaxy of Preia had to offer. The Federation colonized countless worlds, and welcomed others as equal-rights members.

But 78 years ago, all of that came into an end.

It was the year of 4596 when Aniur Lankhom, a high representative of the Fellerian Republic, was assassinated. Members of the Praxis delegation claimed the responsibility of the assassination. People were shocked, hell broke loose, panic and terror grew as tensions between the Fellerians and the Praxis increased each day.

After a fleet was sent to Praxis space to apprehend the killers, the Fellerians were met with aggression from the Praxis. Their fleet, brutally destroyed, marked the birth of the Galactic Civil War, which shattered the foundations of the Preiakka Federation and claimed the peace that lasted for centuries.

NOW, AFTER ALL THOSE YEARS, THE GALAXY LIES IN RUINS.

The worlds that got caught in the war were so weakened, one can barely see any traces of the wonderful civilizations that once made up the Federation.

And from the massive conflict and chaos, powerful warlords arose.

They would lead the galaxy into a new time of war, as their new factions seek to control the vast spaces and the rich worlds that were once the biggest pride of the Federation. Even in this exhausted shape, the battle-scarred worlds still have plenty to offer. From the crystal blue oceans of the Remmen Expanse, to the beautiful deserts of the Altora Region, each world will now have to suffer the **dominion of the Galactic Warlords.**

Although, one question remained for many years since the start of the Galactic Civil War. Why would the Praxis want to start a war - a war that they knew they couldn't win by themselves?

Some claim that the answer to this mystery, or at least a small form of it, may lie in one of the thousands of shipwrecks of the once powerful ships that made the huge Preiakkan Fleets. They believe it to be an ancient device of unimaginable potential that could shift the balance of power in the galaxy forever... the secret that Anuir found out about and wanted to warn the Federation before he was stopped.

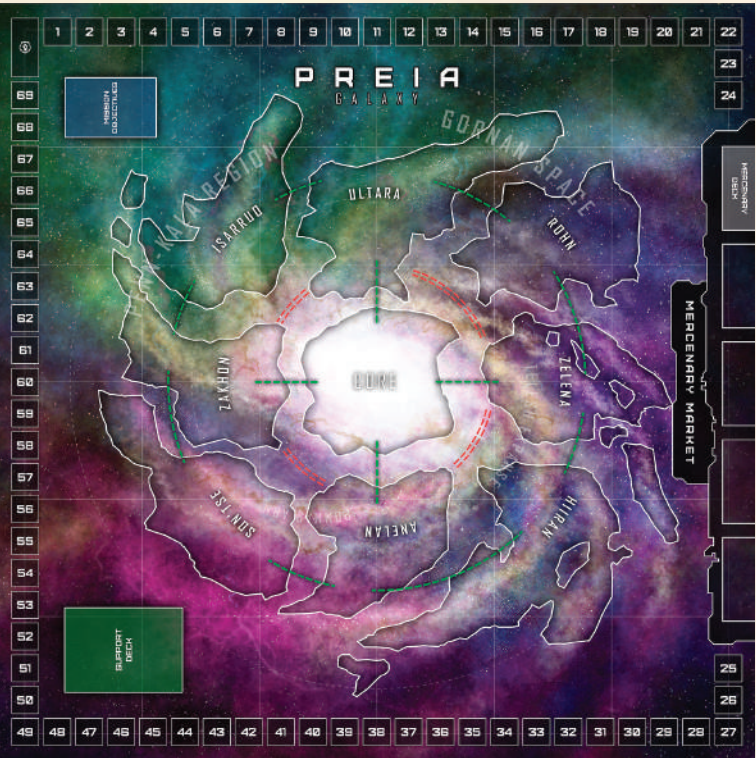
The device now seems to be lost in the sands of time and ruins of war...

...waiting to be found.

OVERVIEW AND COMPONENTS

Galactic Warlords: Battle for Dominion is a card-driven game of tactical deployment and planet control. In this game, you play as one of the **Warlords**, with purpose to establish your dominion over the contested galactic region and score the most points at the end of the game. You will do this by **playing your hired Mercenary cards** from your hand in your Command Area. Each of the Mercenaries will come with their own assets such as **Ground Troops** or **Defense Systems**, and abilities (actions) such as **Deploy Ground Troops**, **Recon**, **Assassinate** and many others. By using these assets and abilities, you will be able to assert control over the planets in contested galactic region. At the end of the game, you will score points for **completing Missions** of the Mercenaries you have played during the game as well as other bonus points. Whoever has the most points at the end of the game is the Great Warlord and winner of the game!

1X
GALAXY GAME BOARD



40X
MERCENARY CARDS



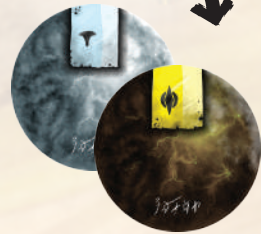
12X
SUPPORT CARDS



4X
PLAYER BASES BOARDS



24X
PLANET TILES



80X
GROUND TROOPS
UNITS MINIATURES IN
4 COLORS



1X
PLANET TRACK



1X
REPUTATION TRACK



12X
MISSION OBJECTIVES



8X
PLAYER MARKERS
(2 PER PLAYER)



6X
PLANETS FACTION MARKERS



REPUTATION
TRACK ACTION TOKENS,
WOUND MARKERS



WOUND MARKERS

4X
6-SIDED CUSTOM
COMBAT DICE



GAME OBJECTIVE AND CONCEPTS



The objective in **Galactic Warlords: Battle for Dominion** is to have the most **power** (victory points) at the end of the game. You will gain power by accomplishing the different Missions of your Mercenaries through deployment of your troops and invasions, advancing on the Reputation track, and by accomplishing your own secret missions. At the end of the game, you will calculate the power gained, and the player with the most power is the winner!

MERCENARY CARDS

MERCENARY ACTIONS

You will use the mercenary actions to influence the game board, with actions such as **Deploy**, **Bombard** etc.

ASSETS

Each mercenary comes with his own assets, which can be ground troops, defense systems and/or other equipment and personel.

So, when you play a mercenary card, **he will give you control of his assets over to you** so you can use them in the game.

When you gain assets, you **place them in your designated Base area**.



SKILLS

Each mercenary has a pair of skills. When placed next to another mercenary with the same skill next to him, you can **place a Guard** on the now fully-colored skill circle. If it is your second guard on a skill circle of the same color (for example your 2nd Guard placed on a red circle) **you can play that skill action**.

MERCENARY MISSIONS

And finally, by deploying units and assets from your Base and maintaining control of the planets of the appropriate type, you will accomplish the **Mercenary Missions, which will give you power** at the end of the game.

GALAXY, PLANETS AND TRACKS

GALACTIC SECTORS

This is where the planets tiles are shuffled and put on the board. The players will deploy their troops on those planets later during their turns.

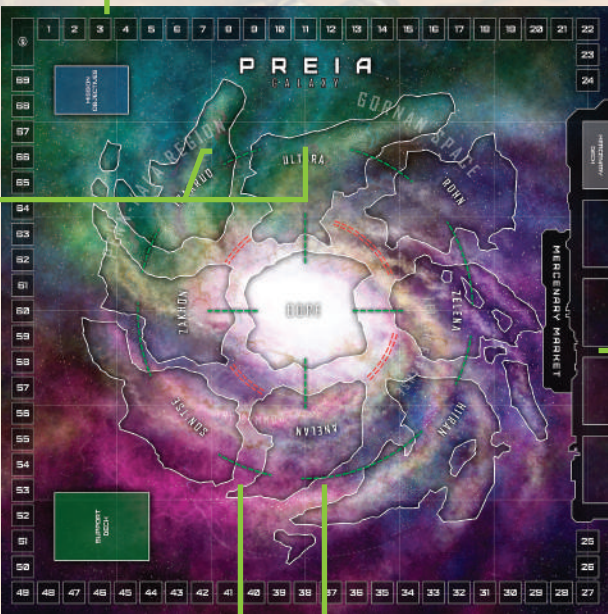
REPUTATION TRACK

Players will advance the Reputation track and gain bonuses and more power as their faction's influence grows stronger.



POWER TRACK

Players will add all the scored points on this track.



ADJACENCY

Adjacent sector is considered to be the sector you are counting the adjacency from, as well as all other sectors that are connected with the GREEN line.



PLANETS AND FEDERATION FACTIONS

The planets that the players are trying to control are the ones that belong to the six of the different Federation Factions. The factions are:



MERCENARY MARKET

The place where the mercenaries from the galaxy gather and wait to be hired!

Players will hire (draft) the Mercenary Cards from this designated area.

PLANET DEVASTATION TRACK

Battles will influence the state of the planets, so this is where the players will be able to keep track.

GAME SETUP



1

Choose a first player. Each player then chooses a color and takes all of the **Ground Troop** units of the appropriate color and puts them on the side of the board in a designated area called **reserve**. Each player then takes the **Base board** of the appropriate color and place it next to the **Galaxy board**.



In a 4 player game, because the game is played as a **teampay of 2 vs 2**, players will be seated opposite of their teammate.

2

Each player then places two of the Ground Troop units from the reserve on the first two slots in the **Medical Bay**, and one Ground Troop unit in the **Mission space** of the player board.

3

Separate **two planets** of each Federation Faction and put them aside in a single pile. Then, **shuffle the rest** face down and **take six of the shuffled planets** and put them in the first pile. **You should now have 18 Planet tiles**. Shuffle them all face down, and **put 2 in each sector**. **Reveal** the planets in the middle sectors (designated as yellow on the example).

4

Shuffle the **Support cards** deck, and **deal 1 face-down card to each player** to his hand. Then shuffle the **Mission Objectives** deck and **deal one card to each player**, face down.

5

From the **Mercenary cards** deck, **separate the 30 cards** marked with 2 in the lower right corner. Shuffle the cards and deal 5 to each player.



In a 3 player game, shuffle all 40 cards and then remove 7 cards at random to form a deck of 33 cards. Then, deal 5 cards to each player.



In a 4 player game, shuffle all 40 cards and then remove 4 cards at random to form a deck of 36 cards. Then, deal 5 cards to each player.

6

Each player must **choose two Mercenary cards to discard**. These cards are shuffled back into the deck.

7

Shuffle the Mercenary deck and **reveal the top 4 cards** of the Mercenary deck to form the Mercenary Market.

8

Each player **puts his marker on the 0** space on the Reputation and Power tracks.

9

Place the Planet Faction markers on the **Planet Devastation Track at 0**. Shuffle the Reputation track actions face down, then put one action in each slot and reveal them.



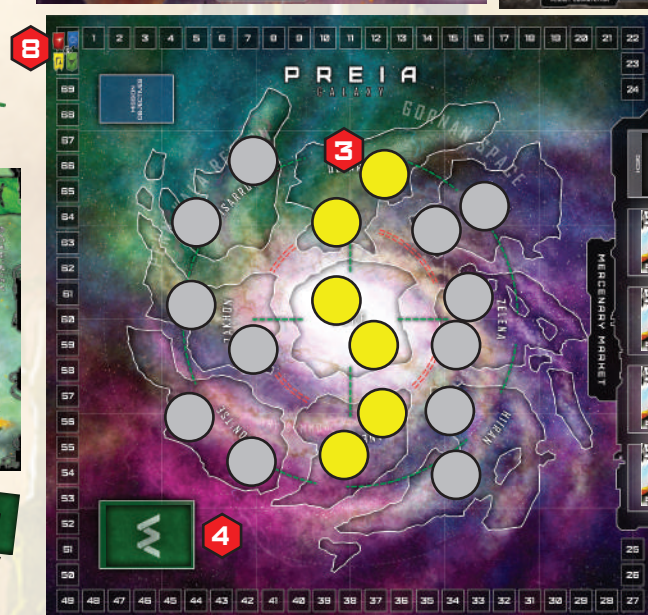
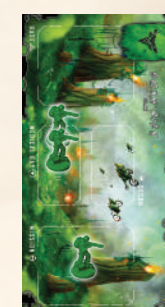
2 RESERVE



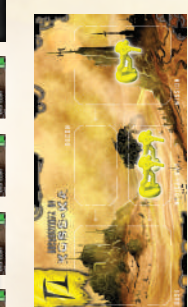
1



9



5



— IMPORTANT —



You cannot talk to your teammate during the game!

YOU ARE NOW READY
TO CONQUER THE
GALAXY!

5

GAMEPLAY

Each round players take turns in playing the game. Each player must take all the mandatory actions on his turn before it is the next player's turn. The game end is triggered when either one of these conditions are met:



A player plays the 4th mercenary with the same Mercenary Mission in his command area.



A player reaches the end of the Reputation Track.



The last card is drafted/drawn from the Mercenary Market/Deck

GAME TURN

Here's an outline of the phases of a player's turn:

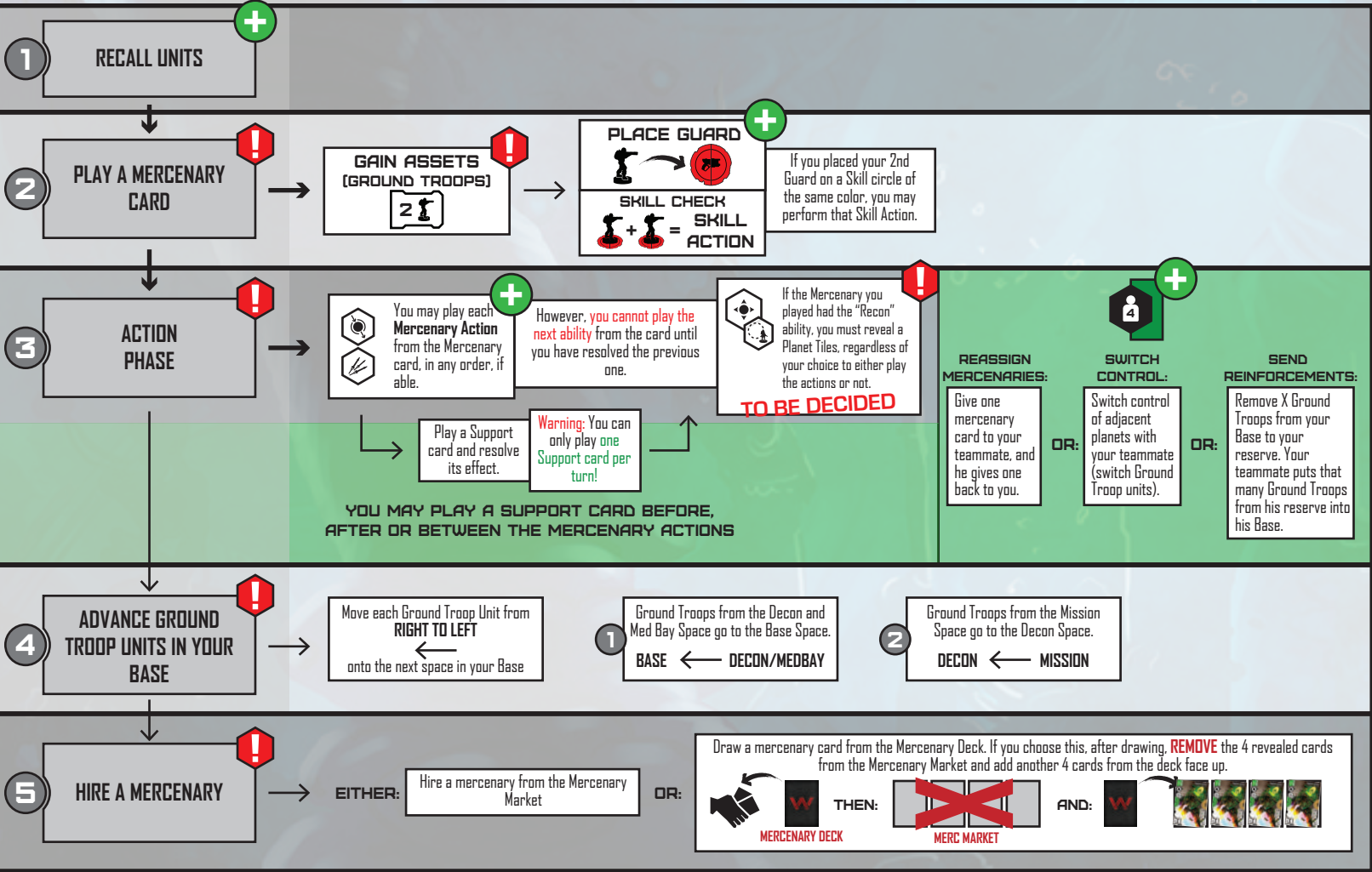
A PLAYER'S TURN



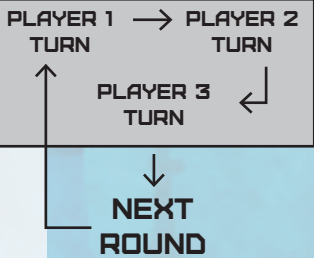
MANDATORY
PHASE/ACTION



OPTIONAL
PHASE/ACTION



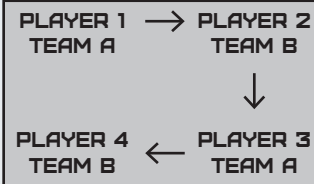
ROUND BEGINS



ROUND BEGINS

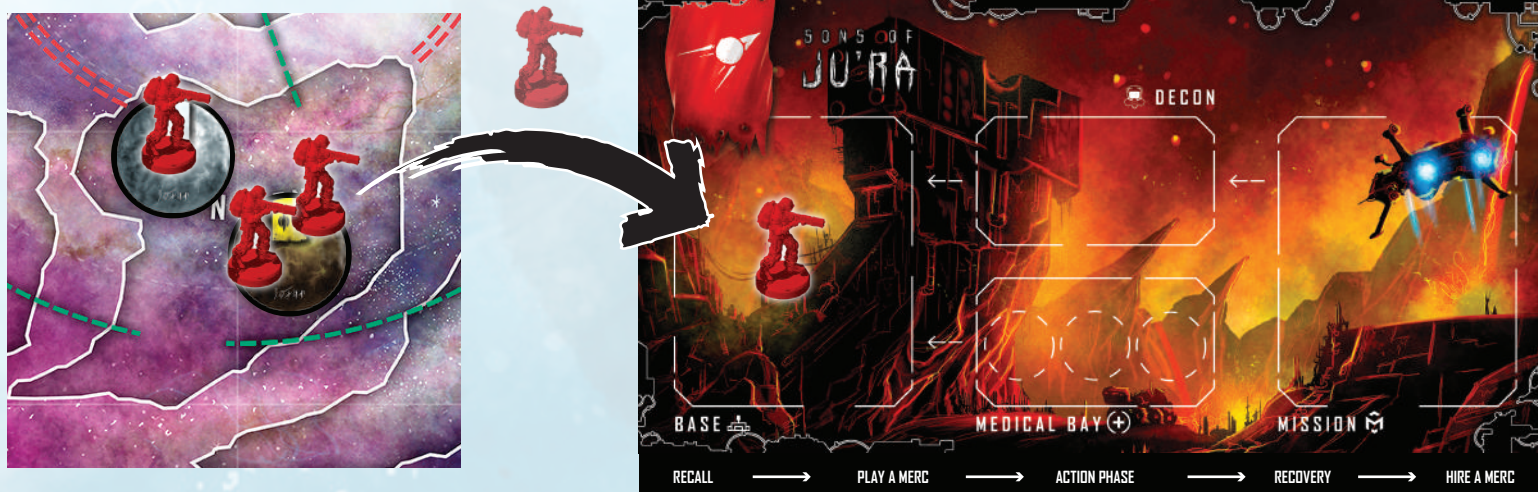


2 VS 2 TEAMPLAY



1 + RECALL

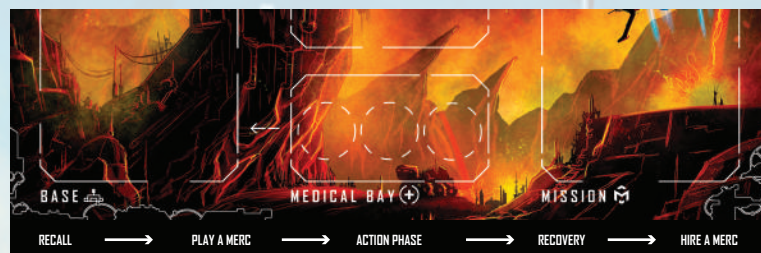
During your first phase of a your turn, **YOU MAY** "Recall" **ONE** unit from the board back to your base. Put the unit into the Base space on your board.



2 ! PLAY A MERCENARY CARD

On his turn, a player **MUST** play **ONLY ONE** of his mercenary cards from his hand into his Command Area. Each card that is played after the first must be played on one of the sides of the cards already into the Command Area:

BASE



COMMAND AREA

TURN 2 EXAMPLE

TURN 3 EXAMPLE



— IMPORTANT —

You can play a Mercenary card next to another, even though the half-circle of the new doesn't match the color of the half-circle of the adjacent card. More on matching-color half-circles below.

2



PLAY A MERCENARY CARD

GAIN ASSETS !

After you play a mercenary card from your hand, **put the number of assets (Ground Troops or other)** shown in the bottom left corner from your reserve onto the Base space on your board.



PLACE A GUARD +

If the Mercenary card you just played formed a fully-colored Skill-circle with the Mercenary card next to it, you can place a Ground Troops unit from your Base onto the circle. This unit now becomes a Guard.



WHAT ARE GUARDS FOR?

Guards protect both of the Mercenaries they cover from the Assassinate action. An Assassinate action may target either a Guard or a Mercenary without a Guard on both sides of the card. (see Actions section).

PLAY A SKILL ACTION +

Guards can also be used to play certain skill actions that your mercenaries possess.

The next time you place a Guard on full circle of the same color (when you have 2 Guards on 2 circles of the same color), **YOU MAY PLAY** the Skill Action of that color.

Warning: Each player can play each type of Skill Action only once during the game.

2 PLAY A MERCENARY CARD

PLAY A SKILL ACTION

Here are the actions you may play after putting the second guard on a circle of the same color:



ORBITAL BOMBARDMENT

Play a Bombard action. Instead of killing one opposing unit, kill two.



HEAVY ASSAULT

Play an Assassinate action.



CALL FOR SUPPORT

Draw two Support cards, choose one and return the other in the Support deck. Shuffle the deck.



COVERT OPS

Deploy on any one planet. Adjacency doesn't apply here (you can deploy even you are not adjacent to it).



GUARDS AS DEFENSIVE REINFORCEMENTS

You can also use the guards you have to defend planets you control when you are being invaded. (See Deploy Action Page 11).

3 ACTION PHASE

You may choose to play any or all of the actions on the Mercenary card played this turn during this phase, in any order, if able. However, when you choose to play one of the actions, **you have to resolve that action first before continuing to the next action.** During this phase, you may also play at most ONE Support card from your hand.

GAINING REPUTATION THROUGH ACTIONS

Some of the actions in the game will let you gain reputation as you play them when your reputation token is on the specific space on the Reputation Track.

For example, let's say your Reputation is 0 at the moment. The Reputation Track below shows that if you would play the Bombard action at the moment, you would gain 1  Reputation immediately.



Sometimes, by gaining reputation you will immediately earn some bonuses:



LOYAL MERCENARIES

Put one Ground Troop unit from your reserve into your Base.



GROWING INFLUENCE

Gain X amount of Power immediately.



GAIN NEW "FRIENDS"

Draw a Support card.



FORTIFICATION TACTIC

Take a Defense Token and put it on one of your planets. That planet cannot be invaded until the rest of the game.



MASTERPLAN

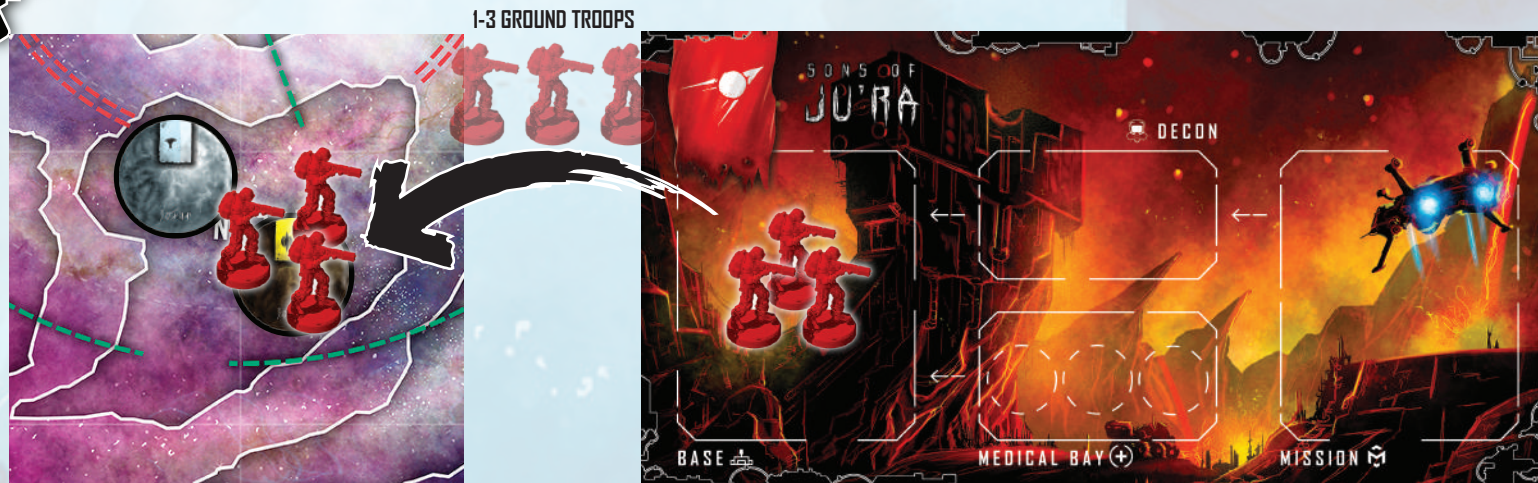
Draw a Mission Objective card.





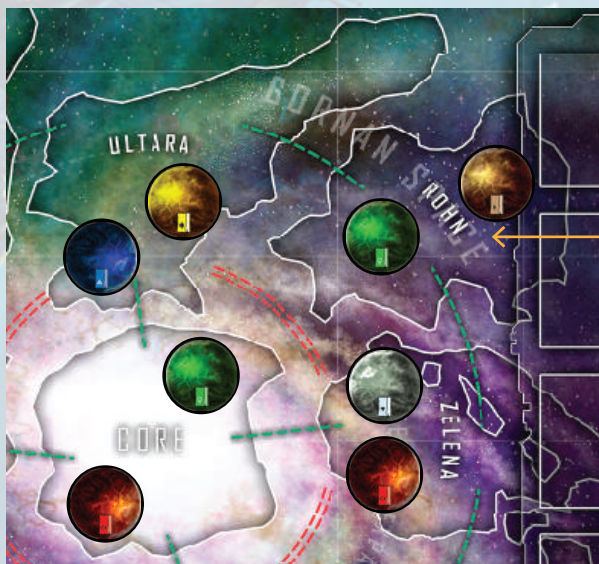
DEPLOY

Deploy **up to three Ground Troop units** or another unit or asset on an **ADJACENT** planet. If you don't have any units deployed on any of the planets, you may deploy them on any revealed planet instead.



ADJACENCY

An adjacent planet is a planet in the same sector as the origin planet (planet that you are counting the adjacency from) or a planet in a sector that is connected to the origin sector by a green line:



- Example:

The Rohn sector is adjacent to the Zelena and Utara sectors but it is not adjacent to the Core sector. However, the Core sector is adjacent to both Utara and Zelena, as well as other two sectors.

PLANET CONTROL

If you deploy a Ground Troop unit on an empty planet, you **gain control** of it, and the action is complete. However, if you deploy units on a planet containing opposing units, an invasion occurs. Follow the next steps:

1 PLANET DEVASTATION

Massive battles taking place on the surface of the planets can really harm the already devastated planets of the galaxy.

Move the Planet Devastation token that corresponds with the planet being invaded at the moment one step down.

For example, a blue (Remmen) planet is being invaded at the moment. The player that invades the planet moves the corresponding token one step down.



PLANETARY INVASION

1. PLANET DEVASTATION
2. DEFENDING REINFORCEMENTS
3. INVADER ROLLS
4. DEFENDER ROLLS
5. CASUALTIES
6. INVADER RETREATS OR CONTINUES
7. INVADER GAINS REPUTATION 

2 DEFENDER REINFORCEMENTS

If the defender has fewer units than the invader, he may reinforce the defending units with ONE additional unit. He can do this by either:

- Removing a guard from a mercenary in his command area and deploying it on the planet that is being invaded OR
- By playing the support card "Reinforcements"

Removing a Guard from a Mercenary

The defending player can deploy one of his guards on the invaded planet. If he does this, that unit will add an additional die for the defender roll as if the unit was already there.

If the guard was deployed from a Mercenary that matches its Mercenary Mission with the planet being invaded at the moment, the defender can perform an additional **Defending Maneuver** depending on the color of the skill that the guard was deployed from:



EXAMPLE

Blue player invades the red player's yellow planet with 2 Ground Troops. The red (defending) player removes and adds to the planet the guard protecting Sinn Geer and T'sari T'sah, and because T'sari's Mercenary Mission matches the planet that is being invaded, the defender can perform the blue defending maneuver - **Efficient Targeting**. He chooses to discard a card in order to have the ability to reroll one die until the end of the invasion.

DEFENDING MANEUVERS



FIRST STRIKE

Immediately kill one of the invader's units. That unit is put into his controller's Medical Bay.



EFFICIENT TARGETING

Discard a Support Card to gain "reroll 1 die after rolling" per combat round.



FORTIFY

Defender gains an additional die to roll until the end of the invasion.



BOLSTER

Reinforce the defending units with an additional unit that is currently deployed on an adjacent planet.

Playing the Support card "Reinforcements"

Put one unit from your Base onto the planet being invaded at the moment. If you don't have a unit in your base, you may recall 1 unit from your planets to your base, to deploy it as a reinforcement. The defender will roll 1 additional die during this invasion.

3 INVADER ROLLS

The invader rolls a number of dice equal to the number invading Ground Troop units. Additionally, if the Mercenary Mission of the Mercenary card used to invade the planet matches the planet faction, the invader rolls +1 additional combat die until the end of the invasion.



EXAMPLE

The blue player invades the red player's red planet with 2 Ground Troops. Normally, the invader in this case would roll 2 combat dice, because the invader used 2 Ground Troops to invade the planet. However, because the invader used Ketteb Arrahm for the Deploy (Invade) action and Ketteb Arrahm's Mercenary mission matches the planet faction, the invader will roll +1 additional die during the invasion (In this example, the invader will roll 3 combat dice total).

4 DEFENDER ROLLS

The defender rolls dice equal to the number of his defending units, plus possible additional dice from defending maneuvers or reinforcements.

5 CASUALTIES

Each die can either result in a "Hit" or a "Miss":



Invader calculates how much hits he has given to the defender. The defender needs to remove that many defending units from the planet. The defender also calculates how much hits he has given to the invader, and the invader removes that many units from the planet.

6 INVADER CONTINUES OR RETREATS

If both players still have units on the planet, the invader can choose whether to continue with the invasion (have another round of combat) or if he retreats his surviving units to his base.

If all units from one of the players are destroyed, the other player is the winner of the combat.

7 INVADER GAINS +1 OR +2 ★

The attacker gains +1 ★ reputation regardless if he won the invasion or not. However, if the invader won the invasion, he gains +2 ★ reputation instead.



ASSASSINATE

In order to play this action, put a Ground Troop unit from your Base into your Mission space.

Put a wound token on an unguarded opposing Mercenary or kill an opposing Guard. If you kill a Guard, return that unit to its player's Med Bay. **WOUNDED MERCENARIES DON'T SCORE POINTS AT THE END OF THE GAME!**

SUBTERFUGE

In order to play this action, put a Ground Troop unit from your Base into your Mission space.

Choose an opponent, and take one Mercenary from his hand at random and choose one:

1. Keep the card and give one of your Mercenary cards to him, or;
2. Play one of the cards abilities, resolve it and then return the card to him.

BOMBARD

In order to play this action, put a Ground Troop unit from your Base into your Mission space.

Kill an opposing Ground Troop unit on any planet. Return that unit to its player's Medical Bay.

SUPPORT

In order to play this action, put a Ground Troop unit from your Base into your Mission space.

Call upon the help of your "friends". Draw a Support card from the Support deck.

RECON

Reveal all planets in an **ADJACENT** sector. You may put ONE Ground Troops unit on one of the revealed planets.



MEDIC

Recover 3 Ground Troop units from your Medical Bay to your Base.

INSPIRE

Play one action from another Mercenary in your Command Area. You may play only actions from Mercenaries that have Mercenary Missions.



SUPPORT CARDS

Support cards represent the lesser mercenaries and guilds in the Galaxy that either want to help you with your cause, or they simply owe you a favor. **These cards can be played as bonus actions during the Action Phase on your turn.**

A Support card can be played either before you play a Mercenary action or after. Some cards, like Reinforcements and Blockade, can be played on the opponent's turn. **IMPORTANT: YOU MAY PLAY ONLY ONE SUPPORT CARD PER TURN.**



TACTICAL DEPLOYMENT

Play the **Deploy** action.



ASSASSINATE

Play the **Assassinate** action.



SUBTERFUGE

Play the **Subterfuge** action.



SCOUT SHIPS

Play the **Recon** action.



INSPIRE

Play the **Inspire** action.



MEDIC

Play the **Medic** action.



REINFORCEMENTS

Play only when you are defending against Invasion. Recall 1 Ground Troop and put that unit on the planet you are defending at the moment (you gain all combat benefits as if the unit was already there).



BLOCKADE

Play only when an opponents plays a Support card. Block that opponent's card (he doesn't play that card's action).



FREE TEAM ACTIONS

In 4 player games, where you play in teams of 2 vs 2, each player can perform an one free "Team Action" of the three Team Actions.

Remember, you cannot talk about your choices during the game with your teammate.

REASSIGN MERCENARIES



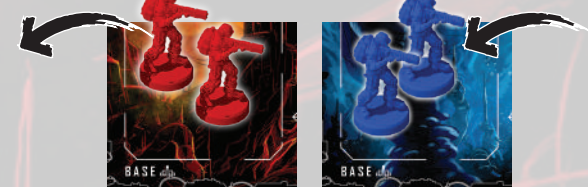
Exchange one Mercenary card with your teammate at the same time. Your teammate must give you a card if you choose this action.

SWITCH CONTROL



Switch control of adjacent planets with your teammate by moving all of your units to his planet and all of his units to your planet.

SEND REINFORCEMENTS



Remove X Ground Troops from your Base to your reserve. Your teammate puts that many Ground Troops from his reserve into his Base.

4



RECOVER

In this phase, the player will move (Recover) all units in his spaces **ONE STEP TOWARDS** his Base space.

RECOVER STEPS

1. All units from the Medical Bay are put into the Base.
2. All units in the Decon are put into the Base.
3. All units in the Mission space are put into Decon.



5



HIRE A MERCENARY

In this last phase of the turn, you need to choose whether you will draft a card from the Mercenary Market, or choose to draw the top card of the Mercenary deck.

DRAFT A MERCENARY

Take a card from the revealed Mercenary cards. After taking the card, reveal the top card of the Mercenary deck and place it in the empty slot.

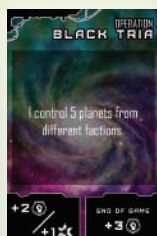
OR

DRAW A MERCENARY

If you choose to draw a card from the top of the deck, remove the 4 face up cards in the Mercenary Market from the game. Then, simply add 4 new cards to the Mercenary Market from the top of the Mercenary deck, face up.



In a 3 and 4 player game, if you draw a card from the top of the deck, **YOU DO NOT** remove the 4 cards in the Mercenary Market from the game.



ACCOMPLISHING A MISSION OBJECTIVE

At any time during your turn, you may choose to reveal an accomplished Mission Objective from your hand.

If you do this, you will gain the left bonus of the card.



For example, if you reveal this accomplished mission from your hand, you may choose whether to gain +2 Power or to gain +1 Reputation.

GAME END

The Game Ends is triggered when:

- The last card of the Mercenary Market is drafted/ drawn, after which each player plays one more turn.
- A player reaches the last step on the Reputation Track (the red space), after which the next player plays the last turn in the game.
- A player plays his 4th Mercenary with the same mission as 3 other Mercenaries in his Command Area, after which the next player plays the last turn in the game.

SCORING

After the game ends, players calculate the total Power they have earned:



MISSION OBJECTIVES

If you have completed Mission Objectives, reveal them and score **Power** for them according to the Game End section of the card.



MERCENARY MISSIONS

Each Mercenary mission of a Mercenary you control gives you 2 **Power** for each planet of the corresponding faction you control, as previously shown.

For example, you have T'sari T'sah at the end of the game, which has a yellow (Altoran) mercenary mission. At the end of the game, you control 2 Altoran planets, so you would get 2 **Power** for each planet, because of T'sari. If you would control another mercenary with the same mission, you would get an additional 2 **Power** for each Altoran planet.



Wounded Mercenaries do not score points at the end of the game.

FEDERATION FACTIONS CONTROL

Each player that has a majority of units (most Ground Troop) on any of the 6 types of planets, gains **Power** equal to the corresponding space of the planet token on the Planet Devastation Track.



For example, even though the red player controls more Remmen (blue) planets than the yellow player, the yellow player still has majority of units on that type of planet (3 vs 2). So the yellow player will score +3 **Power**, because the planet token for the blue planets is on that space.



**THE PLAYER WITH THE MOST
POINTS IS THE WINNER!**



CONGRATULATIONS!

RULES VERSION 0.9

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