

Galactic Domination



Game Contains:

- 70 Unit stands
- 5 Black Hole Markers
- 1 Deep Space Exploration Spinner
- 1 Deep Space Section
- 2 Reference Sheets
- 2 Dice
- 1 Game Board
- 1 Rules Booklet
- Players: 2
- Ages: E

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Introduction: Galactic Mining has been enacted to extract resources to sustain life on your home planet. A mineral rich area of space consisting of 5 zones has been discovered, unfortunately an opposing force has also discovered this area. Secure the area as your own by destroying the opposing forces fleet.

Objective: The objective of the game is to defeat the enemy fleet. This happens when the other players fleet has no ships left on the board (even if all of their units are in deep space). The player with ships still on the board wins the game.

Starting the Game: Each team starts with a fleet of 10 ships (2 of each unit type). These units are placed one at a time in alternating order, starting with player 1. So player 1 places a ship in their zone, then player 2 places a ship in their zone, until all the ships have been laid out. Each player starts with 0 minerals. If players want an alternative way of deciding who places first, roll the 10 sided die (D10) that came with the game. The player to get the highest roll (0 counts as a 10) is player 1.

Zones and Sectors: A zone is an area whose borders are one color and consists of 3 sectors, the smaller sections inside of a zone.



Sector Capacity: Sector capacity is the maximum number of ships that may reside in each sector. If a sector is at maximum capacity a ship may not willingly move into that sector. The only ship that does not count towards sector capacity is the Miner Ship, every other ship counts as 1 ship towards a sectors capacity. Every sector has a maximum capacity of 3 ships.

Player Starting Zones: Each player has a Starting Zone. Whenever a player builds a unit it appears in a sector (chosen by the player, as long as that sector is not full) in the players starting zone. Player 1 starting zone is Red and Player 2 starting zone is Purple.

Team Size: Each team has a maximum size of 25 units. Each player may only have up to 5 of each type of unit except for the Miner Ship. A player may have up to 15 Miner Ships.

Units There are 5 different units that a player may choose from. These Units are the Command Ship, Deep Space Explorer, Miner Ship, Long Range Destroyer, and Raider Ship.

Unit Statistics: Each unit has a set of statistics including : Movement, Weapon Damage, Range, Shield Strength, Hull Strength, and Special Abilities.

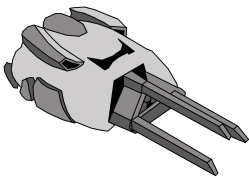
Movement: Units may move from one sector to another. The number of sectors a unit may move is tied into their number of Action Points (AP → Covered Later).

Weapon Damage: Describes how much one ship damages another ship. If a ship has a weapon damage of 2, then they may deal 2 damage to a ship within range. The damage is first applied to a ships shields and, if the ships shields are down (depleted), the damage is applied to the ships hull. Shields recharge for a value of 1 each turn while Hulls do not regain strength.

Range: Describes where a ship may attack. All ships have different ranges which are described in the Ship Specifications section below and on the Reference Sheet included with Galactic Domination.

Shield Strength: Shields may absorb damage resulting in a loss of shield strength. However, shield strength is increased each turn (up to that ships maximum shield strength) and if shields are fully depleted a ship is not destroyed. Once a shield is depleted a ship will start to take damage to its hull affecting its Hull Strength.

Hull Strength: Hull Strength depicts the total amount of permanent damage a ship has taken. Once a ships Hull Strength has been depleted the ship is destroyed and removed from the board and the players current fleet. The hull can only be damaged if a ships shields are depleted.

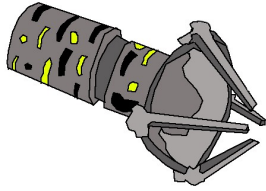


Ship Specifications: Each Ship has a specific range that it may attack and may have additional special abilities that may be activated.

Ship Model: Miner Ship

Ranges: The miner ship is not armed and may not attack any other ships.

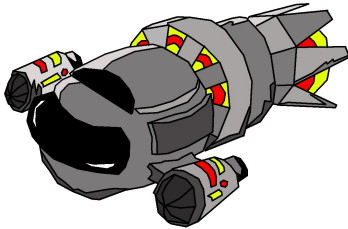
Special Abilities: The miner ship may attach itself to a planet for 1 AP. Allowing it to gather resources during the beginning of each of its controllers turns. The amount of resources gathered is listed on the unit list above and depends on the number of ships attached to a planet. Miner ships do not count towards the maximum capacity of a sector.



Ship Model: Long Range Destroyer

Ranges: The Destroyer may attack units located in zones adjacent to its sector. Destroyers may not attack units in their own zone.

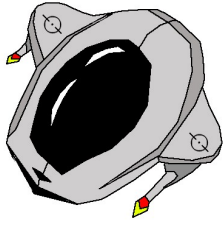
Special Abilities: Has a black hole shot. To make a black hole shot the player must have Dark Matter, Resources to Charge the shot, and declare where they are aiming the shot. This shot is a charged shot, meaning that the Destroyer must power down its shields for one turn. On the next turn the Destroyer shoots into a Sector in a Zone creating a black hole where that sectors planet was located. The charging takes 1 AP and the shot takes 1 AP on the turn that it happens. Black holes are discussed in the Special Components section below.



Ship Model: Deep Space Explorer

Ranges: Explorers may shoot at anything in the same zone as itself.

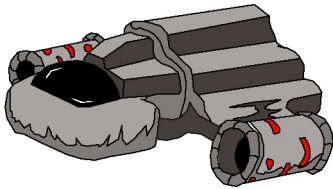
Special Abilities: Explorers may warp into Deep Space. This takes 1 AP. When this happens the Explorer is removed from the board and placed in the Deep Space Zone (covered in Special Components). The next turn the deep space explorer will show up in a random zone, in a random sector. This is decided by rolling dice. A D10 is rolled (divided by 2) to determine which zone to arrive in, and a D6 is rolled (divided by 2) to determine which Sector. If an ally Command Ship is in the zone where the Explorer is going to appear, then the Explorer may appear in whatever sector they want to instead of rolling the D6 to show up randomly in a sector. If an Explorer would show up in a sector that is at full capacity then the Explorer shows up colliding with a ship in that sector. The Explorer and a ship chosen by the defender (this ship may not be a miner ship) are both destroyed and removed from the board. The explorer may return from its travels with deep space treasure (example: minerals or Dark Matter). These treasures are received whether the explorer come in colliding with another ship or not.



Ship Model: Raider Ship

Ranges: Raiders may only attack ships that are in the same sector as themselves.

Special Abilities: None



Ship Model: Command Ship

Ranges: Command Ships may attack units in their own or any adjacent sector.

Special Abilities: Fleet Jump. A Command Ship may charge for a turn (powering down shields while charging) and the following turn Jump itself and any friendly units in the same sector to a location up to 4 sectors away. The friendly ships need to be in the same sector at the beginning of the turn when the Command Ship jumps. They do not have to be present when the Command Ship is charging.

Building Units: Units may be built any time during the players Spending Action Points phase (see below). A unit may spend action points the turn it comes into play. When a unit is built the player needs to subtract the amount of minerals required to build that unit from the minerals that the player has. Players may not go into negative minerals owned, if a player does not have enough minerals to buy a ship and stay positive, then that player cannot build that ship.

Action Points Action Points (AP) are used for various things in Galactic Domination. This includes movement, attacking, and using special abilities. Actions in special abilities, such as charging, may also use AP. The number of action points a ship has is represented on its Reference Sheet. Ships contain action points, not players. A player may have a ship take action as long as that ship has enough action points left that turn to perform the desired action.

Movement (AP): Each movement that is taken requires 1 AP.

Attacks (AP): Each attack requires 1 AP.

Special Abilities (AP): Special abilities will require at least 1 AP.

Turn Progression: Play continues in turn order. Turns consist of Recharging Shields, Gathering Resources, and ends by spending action points. Player 1 does this cycle first followed by

player 2. This continues until one side wins.

Recharging Shields: At the beginning of a players turn (the active player) all of that players units gain one shield, up to their maximum shield size.

Gather Resources: After shields are recharged the active player collects resources from all of their attached Miner ships.

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Explorer Ship Return Warping: Next any Active Player Explorer ships warp back onto the board and re-entry is resolved.

Spending Action Points: Last Action Points are spent. Each ship has a certain amount of action points. A player does not need to use all of a ships action points in a turn, but may not use an action point from one ship, then use another ship, then use a second action point from the original ship. All actions taken by a ship must be performed at once. If a player does not have enough minerals to perform a special action, then that action cannot be performed.

Special Components There are a few special components included with Galactic Domination including Black Hole Markers, Deep Space Exploration Treasure Spinner, and Reference Sheets.

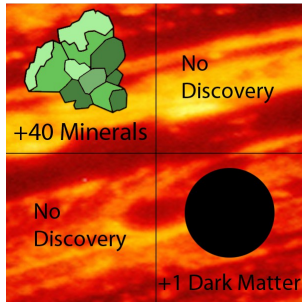
Resources: Resources are gathered at the beginning of every turn and are maintained by the player. Resources may be used to use special abilities or build new ships anywhere in a players starting zone.

Black Hole Markers: These markers are used to represent sectors that have had planets destroyed and replaced with black holes. When a black hole is created anything that is currently in the same sector as the black hole is destroyed and removed from the board. If any game object (such as a Deep Space Explorer) enters the sector with the black hole, the game object is immediately destroyed and removed from the board.



This planet has been covered by a black hole marker. This shows that this zone is now affected by a black hole and may not be occupied.

Deep Space Exploration Spinner: This spinner holds various outcomes from deep space exploration. When a Deep Space Explorer returns from deep space the controller spins this spinner and receives any items/bonuses that is indicated by the spinner.



Reference Sheets: There are reference sheets included in this box to help players keep track of their units shields and hull strengths. These take no part in game play.

Raider Ship	Miner Ship	Command Ship	Exploratory Vessel	Destroyer
<p>Action Points: 2</p> <p>Weapon Range: Within the same sector.</p> <p>Weapon Damage: 2</p> <p>Shield Strength: </p> <p>Hull Strength: </p> <p>Special Ability:</p>	<p>Action Points: 2</p> <p>Weapon Range: No Weapons</p> <p>Weapon Damage: No Weapons</p> <p>Shield Strength: </p> <p>Hull Strength: </p> <p>Special Ability: Gather. Uses 1 action point to attach to a planet. May also use 1 action point to detach from a planet.</p>	<p>Action Points: 1</p> <p>Weapon Range: Within the same sector and adjacent sectors.</p> <p>Weapon Damage: 3</p> <p>Shield Strength: </p> <p>Hull Strength: </p> <p>Special Ability: Fleet Jump (charge 1)</p>	<p>Action Points: 1</p> <p>Weapon Range: Within the same zone.</p> <p>Weapon Damage: 1</p> <p>Shield Strength: </p> <p>Hull Strength: </p> <p>Special Ability: Deep Space Exploration.</p>	<p>Action Points: 1</p> <p>Weapon Range: Into adjacent zones.</p> <p>Weapon Damage: 2 (3 aimed)</p> <p>Shield Strength: </p> <p>Hull Strength: </p> <p>Special Ability: Aimed Shot. May charge for one turn to shoot an extra powerful shot into a zone. If this shot is combined with dark matter the shot instead targets a planet and creates a black hole in that sector. Aimed shot target must be announced when the charging starts.</p>

Credits

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