AGES 10+ | 2-5 PLAYERS

RISK®

THE GAME OF GALACTIC DOMINATION



MASS EFFECT™

GALAXY AT WAR EDITION

INTRODUCTION AND OVERVIEW

The galaxy is at war. Striking from beyond known space, a race of terrifying creatures known as the Reapers have begun their destruction of all sentient life forms. The Alliance, led by Commander Shepard, is the only hope for saving the galaxy. They must find the Catalyst to activate the Crucible, ending the Reaper threat once and for all. Meanwhile, a clandestine operation known as Cerberus, led by the Illusive Man, seeks to take control of the Reapers to make humanity the dominant force in the galaxy.

GAME MODES

1. **BASIC TRAINING**
   Introductory version. Start here for your first time playing RISK.
2. **GALAXY AT WAR**
   Advanced version for a customized Mass Effect experience.
3. **WAR ASSETS**
   Quick play card and dice only game.

CONTENTS

- 1 Game board
- 27 Reaper Faction Cards
- 27 Alliance Faction Cards
- 27 Cerberus Faction Cards
- 18 War Assets Cards
- 5 Armies (in different colors)
- 9 Reaper Ships
- 9 Alliance Ships
- 9 Cerberus Ships
- 2 Harbinger Pieces
- 5 Six-sided Dice
- 4 Eight-sided Dice
- 5 Reaper Vanguard Tokens
- 3 Devastation Tokens

THE GAME BOARD

This is not a detailed map of the entire Milky Way galaxy (that contains tens of thousands of inhabited planets), but it is a map of the key planets from the Mass Effect story. The game board is divided into 42 planets, each with its own name. These planets are grouped into six Regions, each a different color: **TERMINUS SYSTEMS**, **PERSEUS VEIL**, **CITADEL COUNCIL SYSTEMS**, **ATTICAN TRAVERSE**, **EARTH CENTRAL SYSTEMS**, and **HUMAN COLONIAL SYSTEMS**. Your units will be able to move from one planet to another as long as the planets are adjacent. Planets are adjacent if they share a border, or a Mass Relay connects them.



Example: The planet of Palaven is adjacent to Lesuss, Dekuuna, Tuchanka, and Irune because they share a border. Palaven is also adjacent to Benning because a Mass Relay connects them. Forces in Palaven can attack any of these planets. But beware! The forces in Palaven can also be attacked from any of these planets. Sur'Kesh is not adjacent to Palaven because they share no borders and there are no Mass Relays connecting them.



UNITS

ALLIANCE (LIGHT BLUE AND DARK BLUE)

Alliance Trooper // 1 Unit



M35 Mako // 3 Units



REAPERS (RED AND BURGUNDY)

Husk // 1 Unit



Harvester // 3 Units



CERBERUS (ORANGE)

Assault Trooper // 1 Unit



Atlas Mech // 3 Units



CARDS

FACTION CARDS

There are 3 decks of Faction cards - one for each Faction in the game. Cards are used to gain bonus units, build ships and initiate special directives.



WAR ASSETS CARDS

This deck of cards for the Game Mode 3: War Assets can also be incorporated into Game Mode 2: Galaxy at War.



DICE

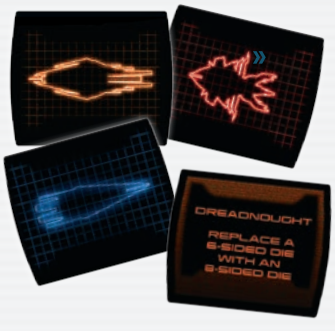
There are 3 red attack dice and 2 black defense dice. In addition, some cards and ships allow the use of 8-sided dice when attacking or defending.





OTHER COMPONENTS

SHIPS



Each Faction has chip pieces representing 3 different classes of ships. Ships are used to assist ground units in attacking and defending during invasions.

HARBINGER



Use one Harbinger to keep track of the progress on the Momentum Meter while the Reaper player(s) will use the other to terrorize the galaxy.

REAPER VANGUARD TOKENS



These tokens add bonuses to the defense of the planets they are on, and one will hide the Catalyst.



DEVASTATION TOKENS

These pieces are placed on the game board when Harbinger attacks a planet. No attacks or fortification may happen through the devastated planet.



GAME MODE 1: BASIC TRAINING — 3 TO 4 PLAYERS

OBJECT OF THE GAME

In Basic Training RISK, you win when you have defeated all of your opponents' units and you control the entire galaxy.

SET-UP

For Basic Training game play, you'll need the **GAME BOARD**, **FACTION CARDS**, **PLASTIC ARMY PIECES**, and the **5 SIX-SIDED DICE**.

You will NOT need any Ships or Harbinger Pieces, Devastation or Reaper Vanguard Tokens, War Asset Cards, or the 8-sided Dice. These items may be placed back in the box.

First set out the game board so everyone can reach it. Then, shuffle all the Faction cards into one deck. Next, place the 6-sided dice to the side of the game board. Each player chooses a color, takes all the pieces of that color, and counts out his starting units. In Basic Training it doesn't matter which color you choose to use. Place your pieces in a pile near you. Now set aside your starting units. The number of starting units depends on the number of players (See the SET UP CHART to the right). These units will be placed on the board before play begins.

SET UP CHART

Number of Players	Starting Units
3	35 EACH
4	30 EACH

CLAIMING PLANETS

Each player will take turns claiming one planet until all of the planets are controlled. Players roll a 6-sided die. The player with the highest roll begins. Play then continues clockwise. To claim a planet, take one of your starting units and place it onto an empty planet. You now control this planet. The next player then places one unit onto an empty planet, claiming that planet, and so on. You cannot put a unit onto a planet that has already been claimed. Eventually, all 42 planets will be claimed. Some players will control more planets than the others. This is OK.

IMPORTANT: From now on, there will never be an unclaimed planet on the board. Control of a planet (the player who has units there) may change, but a planet will never be unclaimed.

REINFORCING PLANETS

Now that all of the planets are claimed, you will start reinforcing your planets. The more units you have on a planet, the easier it is to attack and defend from. Reinforcing a planet is simple: just place one of your starting units onto a planet that you control. You cannot place reinforcements onto another player's planets. The first player to reinforce a planet is the same player who first claimed a planet – in other words, the turn order continues as above. After you place your reinforcement, the player to your left reinforces one planet, then the next player to the left, and so on. Keep going around the table until all of each player's staring units have been placed. There is no limit to the number of units that can be placed on a planet. You can choose to reinforce one planet with a large number of units or you can spread your units out across all of your planets.

ON YOUR TURN

On your turn, you will take the following steps:

1. DEPLOY - Gain and deploy additional units.
2. INVADE - Then you may invade opposing players' planets.
3. FORTIFY - Secure and fortify a planet.
4. DRAW - Draw a card (if you succesfully invaded at least one planet).

STEP 1 - DEPLOY

COUNT PLANETS/REGIONS

At the start of your turn, you get additional units to reinforce your planets. How many reinforcements you get depends on the following:

- The number of planets you control,
- The number of Regions you control (if any).
- The value of the card set you redeem (if any).

COUNT YOUR PLANETS

Count the number of planets your control. Take the total number of planets you control and divide this number by 3 (rounding down). This is the number of reinforcement units you receive. However, the number of reinforcements you receive can NEVER be fewer than 3, so even if you control only a few planets, you'll always receive at least 3 units. Take your reinforcements from your unit pile and put them in front of you. This is the start of your "reinforcements pile." You can use the Planet Reinforcement Chart to the right to help you calculate how many reinforcements you receive.

DID YOU CONTROL ANY REGIONS?

You also get bonus reinforcement units for every Region you control. Remember that a Region is a group of planets of the same color. If you control every planet within the Region, then you control the Region.

The number of additional units you receive depends on which Region (or Regions) you control (if any). Each Region has a number near it that shows you how many bonus units you receive for that Region. For example, controlling the Earth Central Systems Region will give you 2 additional units. Count out these reinforcements from your unit pile and add them to the reinforcement pile in front of you (the pile you started by counting your planets).

PLAY CARDS FOR UNITS

At this point you could turn in a set of 3 cards to gain more units. Place the 3 turned-in cards out of play and take units equal to the REINFORCEMENT CHART below (also on the board). Add these units to your reinforcement pile. In Basic Training, if you have 5 cards in your hand, you must turn in a set so that your card total is below 5 before you start your turn. We will talk more about cards in Step 4.

PLACE UNITS

Now it's time to place your reinforcement units. After gathering your reinforcements, place ALL of your new units onto planets you control. You can choose to put all of them onto one planet or spread them out across your planets. As the game nears the end, a circumstance could arise in which you do not have enough pieces to fill all of your planets on the game board. After making change with as many 3s as possible, you may use any eliminated or unused color pieces to represent your army.

Remember: You must place ALL of your unit reinforcements.

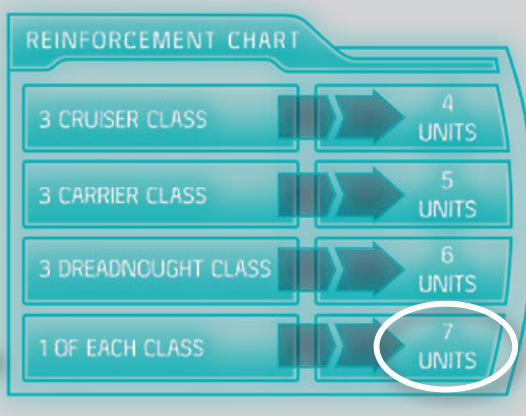
PLANET REINFORCEMENT CHART

Number of Planets	Reinforcements
1 - 11	3
12 - 14	4
15 - 17	5
18 - 20	6
21 - 23	7
24 - 26	8
27 - 29	9
30 - 32	10
33 - 35	11
36 - 38	12
39 - 41	13

REGION BONUS







STEP 2 - INVADE

INVADE

Invasions are the main part of your turn. It is here that you attack the opposing players and attempt to take planets from them. **You can choose how many times you want to attack, in what order to attack, and when to call off an attack.** You can also choose not to attack at all (if so, move on to Step 3) or to attack until you have almost no units left (remember, at least 1 unit cannot be used in an attack). You can even attack more than one planet on your turn.

A FEW WORDS ABOUT COMBAT

Here are some terms used during combat:

ATTACKER: The attacker is the player whose turn it currently is.

DEFENDER: The defender is the player being attacked.

INVASION: An invasion is when a planet is being attacked. The invasion lasts until either the planet is conquered or until the attacker calls off the invasion. You may be able to invade more than one planet on your turn.

BATTLE: A battle is one roll of the dice (for each, the attacker and defender) during an invasion. An invasion may require one battle or it may require dozens of battles.

WHERE CAN I INVADE?

You can invade from any one planet where you have units adjacent to an opponent's planet. Choose a planet with your units on it and announce the adjacent planet you wish to invade.



The Alliance player has 2 units on Thessia that want to invade the 2 Reaper units on Zorya. Only 1 Alliance unit may attack, since 1 must remain behind to control the territory.

HOW YOU BATTLE: ATTACKING

There must be at least 2 units on a planet in order to attack. This is because 1 unit must stay behind in order to retain control of the planet you are invading from. This unit cannot be part of any battle. Now choose how many units you will send from your attacking planet into the battle. You can send 1, 2 or 3 units. Your invasion force may be much larger than 3, but **3 units is the maximum number of attacking units that can be sent into each battle.**

HOW YOU BATTLE: DEFENDING

Next, the defender chooses how many units will defend from the attack. You can defend with either 1 or 2 units. There may be more units on the planet, but **2 is the maximum number of units you can defend with during a battle.** You will continue defending the attacked planet until either your last unit is defeated or the attacker calls off the invasion.

1. COLLECT DICE

The attacker takes 1, 2, or 3 6-sided dice depending on the number of units he sent into battle. The defender takes 1 or 2 6-sided dice depending on the number of units he sent into battle.

2. ROLL DICE

The attacker rolls his dice. The defender rolls his dice.

RESOLVING THE BATTLE

Now, put your dice in order from highest to lowest. You will then compare your highest die to your opponent's highest die to see who won. The higher die roll wins. The loser removes a unit from the game board and returns it to his unit pile. This unit has been defeated. After you and your opponent compare the highest dice, compare the next highest dice. If there is no die to compare yours to, meaning you rolled 1 or 2 more dice than your opponent, then ignore those dice rolls. **IMPORTANT: In case of a tie roll, the DEFENDER wins.**



RESOLVING THE DICE

The Alliance player has 8 units on Ontarom that are invading Antibaar. Alliance sends 3 units into battle, since this is the maximum that can attack, and Reaper send 2 units, the maximum that can defend. Alliance rolls 3 dice, one for each attacking unit, rolling 6, 4 and 1. Reaper rolls 2 dice to defend, rolling 5 and 4. Comparing highest die rolls for each side, Alliance's 6 beats Reaper's 5, so Reaper removes 1 unit. Then, comparing second highest rolls where both sides rolled a 4, Alliance must remove 1 unit because the defender wins ties. Alliance's third die is not used, since there is no defending die to compare. Alliance still has units left to continue the invasion, or they may decide to call it off.

ALLIANCE ROLL	REAPER ROLL
	
	
	N/A

STEP 2 - INVADE CONT.

CALLING OFF AN INVASION
After any battle, the attacker may choose to call off the invasion. You may choose to invade a new planet, invade a planet you attacked earlier during this step of your turn, or end the combat part of your turn.

CHANGING THE ATTACKING PLANET DURING AN INVASION
In between battles, you can change the planet from which you are attacking and continue the invasion from a different, adjacent planet. You cannot battle with units from different planets at the same time. During one battle, all of your units must be from the same planet.

WINNING AN INVASION AND CONQUERING A PLANET
You win the invasion when you defeat the last defending unit on a planet. Take the units used to win the battle and move them onto the planet you invaded. You may now move any additional units from your invading planet in to join them. So even though you can only attack with 3 units, once you've conquered a planet, you can move more units (if you have them) onto your new planet. However, you must do this before you declare a new invasion. Remember, 1 unit must remain behind to keep control of the attacking planet.

ELIMINATING ANOTHER PLAYER
You eliminate another player if you defeat his last unit on the board. This player is now out of the game. You, as the player who eliminated him, get his Faction cards and may place them in your hand. If you now have 5 or more cards, you must stop immediately and turn in a set for bonus reinforcements. You place these reinforcements onto any of your planets. If you still have 5 or more cards, then turn in another set and place these reinforcements as well. Finally, when you have 4 or fewer cards, continue your turn.

STEP 3 - FORTIFY

After you are finished with combat (it is your choice when you are done), you get ONE fortification (free move) with your units. To fortify your position, take as many units as you'd like from one of your planets and move them to one other connected planet.

Remember: There MUST be at least 1 unit left behind – you cannot abandon a planet.

Planets are connected if all of the planets in between are CONTROLLED BY YOU. You cannot pass through planets controlled by your opponents. Fortification is not an attack; it is simply a movement from one of your planets to another in order to protect your front line or to get into position for your next turn.

For example: the Cerberus player has 6 units on Noveria and wants to fortify Benning. He moves 4 units from Noveria through Earth and to Benning to fortify it.



STEP 4 - DRAW A CARD

At the end of your turn, you draw a card if you conquered a planet from at least one opposing player. You only get one card even if you conquered multiple planets from multiple players.

WINNING

In Basic Training, you win if you are the last player in the game, meaning you control all 42 planets.

GAME MODE 2: GALAXY AT WAR — 2 TO 5 PLAYERS

OBJECT OF THE GAME

In the RISK: Galaxy at War game, there are 3 Factions, each with its own victory conditions:

- The Alliance must find the Catalyst, hidden by the Reapers. Once found, the Alliance to activates the Crucible and ends the Reaper threat once and for all.
- The Reapers must harvest all Alliance forces, eliminating their opposition to continue the cycle of extinction.
- Cerberus must take control of 10 out of the 13 strategic resource planets.

SET-UP

- Separate the Faction cards into 3 decks: Reaper, Alliance, and Cerberus (according to the card backs). Shuffle each separately and place them to the side of the game board.
- Place one of the Harbinger pieces (it doesn't matter which one) on the game board on the Start space of the Momentum Meter. Give the remaining Harbinger to the Reaper player. If there are two Reaper players, they will decide as a team how to use it. More on this later...
- Get out the 8-sided dice in addition to the 6-sided dice and place them near the game board.
- Place the 5 Reaper Base tokens face-down (Reaper icon face-up) on the table and mix them up. Then stack them face-down and place them to the side of the game board near a Reaper player.
- Determine how many players will be playing and decide which Faction each player wants to control. This will determine which colors you use, where you sit around the game board, the turn order of the game, how many units to start with, and if there are any limitations when claiming planets. All of the information is located in the Setup Chart to the right. Players should sit clockwise from player 1 to player 5 as ordered by the chart. Also, if a neutral army is indicated, no player will play that color, but you will need to use those units during game setup.
- Each player takes all of the units and ships of his color and counts out his starting units as well as the neutral starting units (if necessary).

SET UP CHART

Turn Order	Number of Players			
	2	3	4	5
PLAYER 1	Light Blue and Dark Blue Alliance Starting Troops: **40** Planet Claiming Limit: **15**	Light Blue and Dark Blue Alliance Starting Troops: **30** Planet Claiming Limit: **15**	Light Blue Alliance Starting Troops: **28** Planet Claiming Limit: **8**	Light Blue Alliance Starting Troops: **28** Planet Claiming Limit: **8**
PLAYER 2	Red and Burgundy Reapers Starting Troops: **45**	Orange Cerberus Starting Troops: **25** Planet Claiming Limit: **7**	Red Reapers Starting Troops: **31**	Red Reapers Starting Troops: **31**
PLAYER 3		Red and Burgundy Reaper Starting Tropps: **35**	Dark Blue Alliance Starting Troops: **28** Planet Claiming Limit: **8**	Orange Cerberus Starting Troops: **25** Planet Claiming Limit: **8**
PLAYER 4			Burgundy Reaper Starting Troops: **31**	Dark Blue Alliance Starting Troops: **28** Planet Claiming Limit: **8**
PLAYER 5				Burgundy Reaper Starting Troops: **31**
NEUTRAL (No Turn)	Orange Cerberus Starting Troops: **25** Planet Claiming Limit: **7**		Orange Cerberus Starting Troops: **25** Planet Claiming Limit: **8**	

NOTE: In a 2-player game, you may need to mix the light blue and dark blue Alliance pieces and the red and burgundy Reaper pieces together so that you have enough to finish the game.

CLAIMING PLANETS

If no Factions are neutral, the rules for claiming planets are the same as those in Basic Training (see page 3). If Cerberus is used as a neutral faction, see page 13: Neutral Cerberus.

There are some limits (indicated in the above chart) to the amount of starting planets allowed for the Alliance and Cerberus. For instance, in a 3-player game, after claiming his 7th planet, the Cerberus player will stop claiming planets and use the rest of his units during the reinforcement phase. Similarly, after claiming his 15th planet, the Alliance player will stop and let the Reaper player claim the rest of the planets. Once all planets are claimed and Harbinger is placed (see page 14), the original turn order will resume and all players reinforce as usual with remaining starting units.

SET-UP CONT.

PLACING HARBINGER – REAPER ONLY

After claiming the last planet, the Reaper player must decide where to place Harbinger. During the game you may move Harbinger to any planet; **initially it MUST be placed on a planet controlled by Reapers.**

Keep in mind when placing Harbinger that it has 2 functions:
Defensively, a planet controlled by the Reapers that contains Harbinger cannot be attacked until Harbinger is moved or destroyed. Offensively, Harbinger can eventually be moved onto and devastate entire planets (all units, ships, and the planet itself are completely devastated!) controlled by your opponents. This requires special cards in the Reaper Faction deck to be played, but can be very powerful. This will be explained in detail in Step 5 on page 12.

Once Harbinger has been placed, the reinforcement of planets will begin, starting with the first player. Reinforcement in Galaxy at War is the same as reinforcement in Basic Training. (See Reinforcing Planets on page 3 for details.)

OPTIONAL PLAY ADDITION – RISK: WAR ASSETS – PLANET SCANNING

The RISK: War Assets cards and game play may be included as an optional mini-game within Galaxy at War. After all planets have been claimed and reinforced, players should collect the RISK: War Assets cards matching the planets they control. As part of your reinforcement phase, bonus units may be gained by successfully scanning a War Assets planet you control. See Step 2: Planet Scanning for details (page 10).

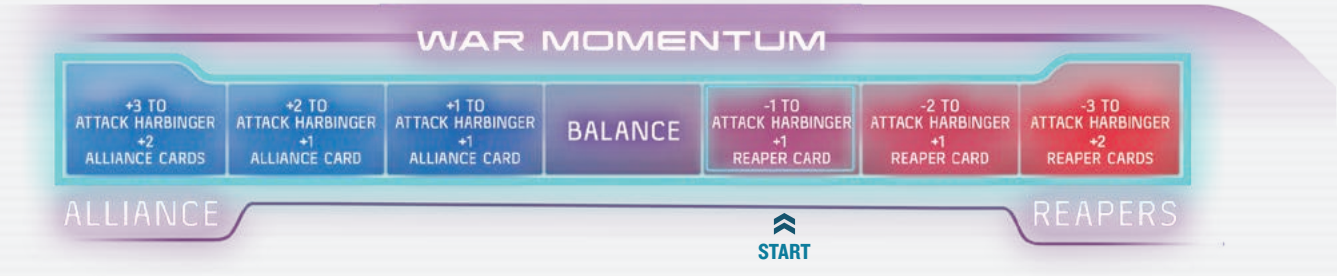
MOMENTUM METER

At the start of the game, the Momentum Meter will always start on the blue bordered start space that is located on the Reaper side of the Meter. When it is stronger with the Reapers, the meter indicates that Reaper players may draw one or two extra cards at the end of their turn, in addition to any cards they earned by conquering planets from opposing Factions. If the Momentum is stronger with the Alliance, the Alliance players may draw one or two extra cards at the end of their turn. When the Meter is balanced, there are no special rules.

The Meter can also make it easier or more difficult for the Alliance to destroy Harbinger by adding or subtracting 1, 2, or 3 to their dice roll when they attack it. This will be described in further detail in the section Attacking Harbinger (see page 11).

The Alliance and the Reapers can move the Meter in these ways:

- Either Faction may use a special directive on a Faction card. The cards indicate when to play them and how many spaces the Meter will move.
- If the Alliance conquer a planet with a Reaper Vanguard token on it (thereby destroying the Vanguard), the Meter will move one space toward the Alliance side.
- If the Alliance destroy Harbinger, the Meter will move one space toward the Alliance side.
- If the Reapers use Harbinger to devastate a planet (requires Faction cards), the Meter will move one space toward the Reaper side.
- If the Reapers manage to resurrect Harbinger (requires Faction card), the Meter will move one space toward the Reaper side.



GAME MODE 2: GALAXY AT WAR — 2 TO 5 PLAYERS

STRATEGIC PLANETS

Once all planets have been claimed, take an extra Cerberus unit and place it on the Strategic Planet Meter on the game board in the space that indicates the amount of orange Resource planets Cerberus occupies. Throughout the game, move the counter every time Cerberus claims or loses a resource planet. At the end of the Cerberus player's turn, he may take the extra cards as indicated next to the meter.



ON YOUR TURN

Use the Setup Chart on page 7 to determine turn order. This will be the order for claiming planets, reinforcing planets, and actual turns. On each of your turns you'll receive additional units to reinforce your army. You also may be able to play cards to get more units, build ships, or initiate directives. If you successfully invade some planets, you will be able to collect one or more cards at the end of your turn and then fortify your forces.

If you are playing as the Reapers, you'll also place Reaper Vanguard tokens and can move and possibly initiate an attack with Harbinger.

1. PLACE VANGUARD TOKEN (Reaper Player ONLY)
2. DEPLOY
3. INVADE
4. FORTIFY
5. HARBINGER MOVE AND ATTACK (Reaper Player ONLY)
6. DRAW CARDS

STEP 1 - PLACE VANGUARD TOKEN

The Reaper player must take the top token from the Reaper Vanguard token stack, secretly look at it, and place it on any planet controlled by the Reapers. You cannot place it on a planet that already has a token on it unless that is your only option. Remember that Reaper Vanguards will help you defend planets but one of them will contain the Catalyst. If the Alliance finds the Catalyst, they will activate the Crucible, ending the Reaper threat once and for all, winning the game.

STEP 2 - DEPLOY

COUNT PLANETS/REGIONS
This step is identical to Step 1 in Basic Training (see page 4). Count your planets and calculate your reinforcements. Then, add to that any Region bonus units you might be entitled to deploy.

PLAY CARDS FOR UNITS/SHIPS
As in Basic Training, you may turn in a set of 3 cards for additional units. The chart on the bottom right side of the game board shows how many units each card set will get you.

Additionally, you may turn in one (and only one) card per turn to build the ship listed on the card. For example, if you turn in a Cruiser Class card, you may build a Cruiser. Place the turned-in card in the discard pile, take a ship token of that class, and place it in your reinforcement pile. There is a limit to how many ships each army may have. Each army may build up to 3 of each type of ship. If all 3 ships of a type are on the board (for example, if a Reaper player has all 3 Cruisers on the board), then no more of that class may be built by that player until one is destroyed. **IMPORTANT: You may build only one ship per turn.**

STEP 2 - DEPLOY CONT.

PLANET SCANNING (OPTIONAL)

You may choose to include the RISK: War Assets cards and game play in to Galaxy at War, as a Planet Scanning mini-game. After calculating reinforcement units for your planets and regions and turning in Faction cards, you may attempt to scan one War Assets planet you control for additional resources to convert to bonus units. Using the RISK: War Assets rules (see p. 15) you may scan a planet as follows:

1. Select a War Assets planet you control to scan. Your goal is to match all rows with a » on the War Assets card to claim its resources. You may only scan one planet each turn.

2. Collect and roll five 6-sided dice and two 8-sided dice. Start a scan by completely matching one row of target numbers shown on the planet with your dice roll. Place the matching dice from a row on the planet card you are scanning next to it.
IMPORTANT: You may only match one row at a time.

3. Collect the unplaced dice. Continue rolling dice and placing the remainders in this manner until you have matched all rows. Whenever you fail to match a row, remove one unplaced die and set it aside out of play.

4. If you match all of the rows of the planet, you have successfully scanned it for resources, and may add units equal to the planet's asset value (first number in the upper-right) to your reinforcements for the turn. Set aside the planet after successfully scanning it, as no one else may try to gain its resource bonus.

If you fail to successfully scan a planet, you may try again on your next turn. If you lose control of an unclaimed War Assets planet to another player, give him the matching card, as he may now try to scan it for resources on his next turn.

When all planets have been successfully scanned, simply skip with step for the rest of the game.



Planet Asset Value: 2

Scans to be completed: 3

Objectives for each scan:
- »One die is a **7**
- »One die is a **5**
- »Roll a total value of **3** or more using only 1's, 2's, or 3's

You may attempt to scan one War Assets planet each turn. If you are successful refer to the Planet Asset Value and add that number of units to your reinforcement.

PLACE UNITS AND SHIPS

First, place all of your unit reinforcements onto planets you control. Then place any ship you built, onto a planet you control. A planet may have more than one ship on it at a time.

STEP 3 - INVADE

All rules for invading are the same as Basic Training, with the following exceptions:

USING SHIPS

Ships are great support for your ground units by adding to the strength of your die rolls when attacking and defending. However, they do not represent units in their own right. Ships must attack or defend with accompanying units.

Note that each ship brings with it a special advantage:



CRUISER CLASS

Cruiser class ships prevent one or more dice from being a "1." One cruiser prevents 1 die from being a "1," two cruisers prevent 2 dice from being "1s" and 3 cruisers (only possible for the attacker) prevent all 3 dice from being "1's". Any "1s" rolled are re-rolled until they are any number other than "1."



CARRIER CLASS

Carrier class ships add 1 to a die roll, starting with your highest. One carrier would add 1 to your highest die, two carriers would add 1 to your 2 highest dice and 3 carriers (only possible for the attacker) would add 3 to all three of the dice. NOTE: Carriers cannot be used to add 2 or 3 to one die.



DREADNOUGHT CLASS

Dreadnought class ships allow you to replace 6-sided dice with 8-sided dice. One dreadnought class ship allows you to replace one 6-sided die with one 8-sided die, two dreadnought class ships allow you to replace two 6-sided dice with two 8-sided dice, and three allow you to replace all three dice.

STEP 3 - INVADE CONT.

PLAYING FACTION CARDS DURING AN INVASION

Each Faction card has a special power, which can be played as described by the card. Some cards will grant attack bonuses, while others can be used defensively. To use a Faction card's special power, simply follow the instructions on the card and discard them. You may play as many cards as you want on each turn.

WINNING AN INVASION AND CONQUERING A PLANET

If you win the invasion by destroying all of your opponent's units, any ships defending that planet are also destroyed. If you used ships to attack with, you must move them onto the planet you conquered along with your invading units. You may then move any additional units and ships onto the planet as well.

INVADING A REAPER VANGUARD

At the start of each Reaper turn, a new Reaper Vanguard token will be placed on a Reaper controlled planet until all tokens are placed. The Reaper Vanguards are strongholds for the Reapers and one of them will be the hiding place of the Catalyst.

If either the Alliance or Cerberus decide to invade a planet with a Reaper Vanguard token on it, the Reaper player controlling the planet may replace all defensive dice with 8-sided dice for the entire invasion. If there is only one unit on the planet with the Reaper Vanguard, the defender can roll only one 8-sider.

Once all of the units have been destroyed, the token is removed from the board. The player that destroyed it may look to see whether it was hiding the Catalyst.

If Cerberus destroys a Reaper Vanguard (even if it was hiding the Catalyst) the token is revealed but the Reaper player immediately moves it to another Reaper planet. The planet it is moved to cannot have another Reaper Vanguard token on it (unless that is your only option).

If the Alliance destroys a Reaper Vanguard and reveals the Catalyst, the game is over and the Alliance has won. If the token reveals a Reaper, the game continues. The Alliance player takes the token off the board for the rest of the game and keeps it with his units. The Momentum Meter should be moved one space toward the Alliance side.

ATTACKING HARBINGER

Aside from the threat of devastating entire planets, Harbinger can be used by the Reapers to protect planets from being attacked. However, Harbinger itself can also be attacked from any planet adjacent to it or from the planet it is on (if the planet is not controlled by the Reapers).

As usual, the attacking player decides how many units to attack with and whether or not to use ships. However, the Reaper player does not roll dice in defense. Unless the total of all the dice rolled by the attacker (including all ship, card, and Momentum Meter bonuses) is 18 or higher, all attacking units are destroyed. The attacking player may then decide to attack again or call off the attack.

If the dice roll total (including ship, card and Momentum Meter bonuses) equals 18 or higher, Harbinger is destroyed and removed from the board. The planet that it was on is now open to attack. If an Alliance player destroys Harbinger, move the Momentum Meter one space toward the Alliance side.

The Cerberus player may also choose to try and destroy Harbinger. He may want to do this because Harbinger is blocking his path or just to even the game out a bit. The Momentum Meter is not affected if the Cerberus player destroys Harbinger.

ELIMINATING A PLAYER

Any player that is eliminated from the game must turn in all cards to the discard pile. His turn is skipped from this point on in the game.



Harbinger on Noveria can be attacked by the Cerberus on Eden Prime. It can also be attacked by the Alliance on Earth or by the Alliance on Elysium if they choose to use the Mass Relay connection. Harbinger must be destroyed before the 3 units on Noveria can be attacked.

STEP 4 - FORTIFY

UNIT FORTIFICATION
After you finish with combat, you get one fortification (free move) with your units. See Step 3 in Basic Training (page 6) for details.

SHIP FORTIFICATION
Ships also get one fortification. This works the same way as the unit fortification – move as many ships as you want from one planet to another connected planet.

STEP 5 - HARBINGER MOVE AND ATTACK

After fortifying on each Reaper player turn, that player may move Harbinger. Roll one 6-sided die. You may move Harbinger up to the number of planets you rolled.

After moving it, if you have a "Harbinger Attack" card, you may use it to devastate the planet it is on (provided it is in the Region specified on the card). Make sure to check the Region specified on the card you have before revealing it.

If you devastate the planet, you remove all of the units and ships that were on the planet as well. Now take a Devestation token and place it on that planet. From now on, this planet is impassible, and cannot be controlled, attacked or fortified through. This means that a Devestation token can possibly block a Mass Relay connection between two Regions.

NOTE: Harbinger can move through a devastated planet. Also, if a player controls all other planets in a region with a devastaed planet, he DOES get the region bonus.



The Reaper player rolls the 6-sided die and rolls a 2. He then moves Harbinger from Haestrom to Pragia (using the Mass Relay) and finally to Ontarom. The Reaper player then played a "Harbinger Attack" card allowing him to devastate the planet and destroy all of the Cerberus units there.

STEP 6 - DRAW CARD(S)

At the end of your turn, you draw one card if you conquered at least one planet from an opposing Faction (not player). You draw two cards if you conquered at least one planet from both opposing Factions. Then if you are the Alliance or the Reapers, check the Momentum Meter to see if you can draw any extra cards. If you are the Cerberus player check the Strategic Planet Meter to see if you can draw any extra cards.

FACTION CARDS

You will collect cards by conquering planets controlled by opposing Factions. You can use any of these cards in one of three ways: to deploy more units, build ships, or initiate special directives. You will need to decide throughout the game which purpose best suits your strategy for winning the game.

If you choose to use the card for its special directive, it will be used at different times – each card indicates when its directive can be used. Read the card carefully to determine when and how to use it. You may play as many cards for directives as you want on your turn. This will come in handy when making big maneuvers such as the Alliance attack on Harbinger; Cerberus taking their 10th resource planet; or the Reapers wiping out the Alliance for good.

IMPORTANT: Some of the special directives indicated on the cards conflict with the general rules of play. If this occurs, follow the instruction on the card.

NEUTRAL CERBERUS (2 AND 4 PLAYERS)

In the 2-player and 4-player games of Galaxy at War, the Cerberus faction will be neutral. This means that they will start on the board (placed equally by the Alliance and the Reapers) and can defend against invasions, but they will get no turn and will not be able to attack. The Alliance and Reaper players can attack them to draw an extra card, and to take over strategic planets.

CLAIMING PLANETS

Count out the starting units for Cerberus and follow the turn order indicated on the Setup Chart (see page 7). After each player claims a planet, they will each take a Cerberus piece and claim a planet for Cerberus. This continues until Cerberus has reached their planet-claiming limit of 7 or 8. Once this happens, players continue to claim planets for themselves as indicated in the above rules.

REINFORCING PLANETS

Once all of the planets are claimed, the original turn order resumes for reinforcement. After each player reinforces a planet of his own, he takes a Cerberus unit and may reinforce any of the Cerberus planets (even the ones that were claimed on his opponent's turn).

ATTACKING CERBERUS

You may attack the Neutral Cerberus forces as you would any opponent. One of your opponents will roll Cerberus' defense dice. The Neutral Cerberus units get no modifiers, ships, or cards. Once they are defeated, the pieces come off the board, and cannot be reinforced or fortified.

Conquering a Neutral Cerberus planet counts for drawing cards at the end of your turn. So, if the Alliance player successfully conquers 4 planets on his turn, 3 belonging to Reaper players, and 1 belonging to the Neutral Cerberus, he can draw 2 cards at the end of his turn (before drawing any bonus cards indicated on the Momentum Meter).

TEAM PLAY (4 AND 5 PLAYERS)

With 4-players or 5-players, Galaxy at War becomes a team game – Alliance and Reaper players win or lose as a team, not as individuals. Cerberus is still on its own.

OWNERSHIP OF PLANETS

Although the players work together, they set up on their own planets and may not share planets. You CANNOT attack the other player in your Faction. However, during the game, you may be able to take over command of planets controlled by the other player in your Faction.

UNIT FORTIFICATION - CHANGE OF COMMAND

You may count all planets controlled by your Faction as "connected" when fortifying. However, although you may fortify your units and ships through your teammate's planets you must end your fortification on a planet YOU control. After fortifying your units and your ships, you may ask the other player in your Faction if you can take over command of one of his planets, especially useful if it means you may be eligible for a Region bonus. There are certain restrictions to this:

- Your teammates must agree to give you command. You cannot take command of the planet by force;
- You may take command of only one planet per turn;
- You may take command only of a planet that has exactly one unit on it;
- You may not take command of a planet if it has ships or Vanguard tokens.

If there is a planet with only one unit on it, and your teammate agrees to give up command of it, then you may replace that one unit with one unit of your own color. Return the replaced player's unit to its unit pile and place one unit from your unit pile on the planet. You now have command of this planet.

PLACING REAPER BASE TOKENS

At the start of each Reaper player's turn he must place a Reaper Vanguard token. Before placing it, show it to your teammate. You may want to discuss where it should go.

You may place a Reaper Base on any planet controlled by you or your teammate.

PLACING, MOVING, AND ATTACKING WITH HARBINGER

There will never be more than one Harbinger in play even when there are two Reaper players. Together, you should decide where it will be placed as the start of the game.

On each Reaper player's turn, he may choose to move Harbinger. You might want to consult with your teammate before doing so, just in case he has other plans.

FACTION CARDS

Both players of the same Faction will draw from the same deck of Faction cards. You may share the information on your cards with your teammate but you cannot give or trade cards with your teammate.

WINNING

- The Reapers wins the moment they eliminate all units of the Alliance.
- The Alliance wins the moment they eliminate all Reaper units OR when they take control of the planet with the Reaper Vanguard hiding the Catalyst.
- Cerberus wins the moment they conquer their 10th resource planet.

WAR ASSETS

OBJECT OF THE GAME

Be the player with the highest total value of War Assets from planets when all planets have been successfully acquired.

COMPONENTS FOR GAME PLAY

5 Six-sided dice
2 Eight-sided dice
18 Planet Cards

SET-UP

Turn all planets face-up so all are visible. Choose a start player at random.

HOW TO PLAY

Players take turns trying to successfully acquire a planet card to add to their War Assets. On your turn:

1. Roll all 7 dice. In order to select a planet to claim, you must be able to completely match one row of target numbers shown on the planet with your initial dice roll. This may be an unclaimed planet or one already controlled by your opponent. Select a planet by placing your dice next to the matching row on the planet you wish to claim.

   When placing a die or dice to match a row listing one or two numbers, you must match the number(s) listed with a die or dice exactly. When placing dice to match a row listing a sum value and 1/2/3, you must place dice to equal or exceed the sum value listed, using only 1s, 2s, and 3s. For example, dice showing 2, 2, and 3 could be placed to match a row of 6+ >> 1/2/3. To try and claim a planet already claimed by another player, you must also match the additional colored row target number of 6.

2. After placing dice next to one row, collect the remaining dice. You may only match one row with each dice roll. Continue to roll and try to match another row on that same planet. If you succeed, continue placing dice and rolling the remainders in this manner until you have matched all rows. Whenever you fail to match a row, remove one unplaced die and set it aside. Continue rolling with the remaining dice until you have matched all rows or it becomes clear that you cannot match all rows.

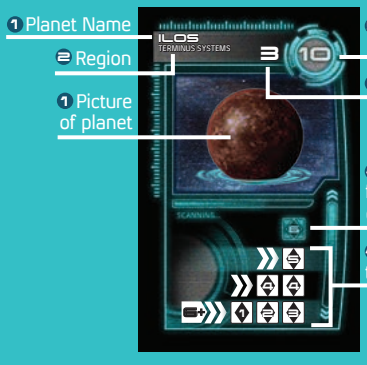
3. If you match all of the rows of a planet, you have claimed its War Assets. Place the planet in front of you. If you can claim ALL planets in a region (matching color), you now control the entire region. No one else may attempt to claim any of these planets from you. Additionally, the asset value for all the planets in a region is the bonus point value instead of the sum of the individual asset values.

4. If you failed to match all rows for a planet, end your turn. Collect all 7 dice and pass them to the next player.

ENDING THE GAME

When all planets are claimed, each player counts the asset values for his or her planets. Remember to use the region value instead of the values on each individual planet if you conquered an entire region. The player with the most points wins!

WAR ASSETS CARDS



Each card contains the following information:

1. The name and picture of the planet.
2. The name and background color denoting the region to which the planet belongs.
3. A asset value for the planet, used in determining final scoring.
4. A set of target numbers, organized in rows, representing a series of dice rolls needed to successfully acquire the planet and its assets.
5. Collective value for controlling all planets in a given region.

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