Galaxy Unbound

Game Rules

Version 1.0

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# The Combat Unit

A Combat Unit is comprised of one or more Members. A Combat Unit has a unit name, a set of combat stats, and a cost in Combat Points. A Combat Unit may have one or more Effects, Powers, and/or Maneuvers.

A Combat Unit has the following data:

1. Name | The name of the unit.
2. Faction | The faction keyword associated with the unit. This primarily effects which units can be taken together in a single army. (See: Army Building Rules).
3. Unit Type | The unit type keyword describes what category the unit falls into. The following unit categories are available:
   1. Hero | Hero units are usually named characters. Only one copy of any Hero unit may be taken in an army.
   2. Core | Common infantry units. Core units are typically inexpensive and have average stats.
   3. Elite | Elite units are stronger, more expensive units. Elite units typically have more powerful stats and abilities.
   4. Strike | Strike units are fast, shock troopers. Strike units typically have higher speed and agility stats in exchange for lower power and/or toughness.
   5. Heavy | Heavy units sacrifice mobility for high power. Heavy units typically have lower speed and agility stats in exchange for higher power and/or toughness.
4. Keywords | A list of other keywords that describe the unit. This will include
5. Cost | The cost of including the unit in an Army, measured in Combat Points.
6. Number of Members | The number of members that make up the unit. Some units may be able to purchase more members with an extra investment of Combat Points.
7. Combat Stats | The stats that determine how the unit and its models interact with the game. The combat stats are broken down as follows:
   1. Speed (S) | Primarily used to determine turn order during Ranking.
   2. Agility (A) | Determines how far a unit can move during the Movement Phase.
   3. Health Points (HP) | Determines how many health points that each member of the unit has. Health points are lost when a unit takes damage. When a member of a unit has lost all of its health points, that member is killed.
   4. Ranged Skill (RS) | Determines how likely a unit is to land an attack with a ranged weapon.
   5. Melee Skill (MS) | Determines how likely a unit is to land an attack with a melee weapon.
   6. Power (P) | The raw strength of the unit. Primarily used to determine the base strength of melee weapons in a unit.
   7. Toughness (T) | The ability of a unit to resist damage. Used in combat to avoid taking damage from hits.
   8. Luck (L) | A subtle ability with many small affects on the game. Primarily used during Ranking to break queue ties, and during combat to achieve Critical Hits and Lucky Saves.
8. Focus | A pool of Focus Points that can be used to activate abilities.
9. Stamina | A pool of Stamina Points that can be used to perform maneuvers.

# Round Structure

A game is divided into one or more rounds, during which both players have a chance to move their units and take actions. Rounds are divided into a series of distinct phases, and each phase has a specific set of actions that take place.

At the beginning of a round, all remaining units on the board are organized into a queue based on their Speed and Luck stats. During each phase of the round, all of the units of the queue are allowed to perform their phase actions one unit at a time from the beginning to the end of the queue. When the last unit has performed its actions, the round moves to the next phase, and the unit queue is again allowed to perform their phase actions. This continues until the end of the round.

The phases of a single round are as follows:

1. Recovery Phase | The first phase of a round. During this phase, all units recover a single point of Stamina and a single point of Focus.
2. Rally Phase | This is an upkeep phase. Many effects, actions, and abilities trigger or resolve during this phase.
3. Ranking Phase | The Ranking Phase is where all of the units on the board are ranked into the turn queue. Units are ranked in the queue based on their Speed stat. In the case of a tie, the sort algorithm uses the models’ Luck stats in a calculation of D6+Luck in order to break the tie.
4. Movement Phase | In this phase, units may make their movements on the board.
5. Shooting Phase | This is the first combat phase. During this phase, units may make attacks with their ranged weapons.
6. Melee Phase | This is the second combat phase. During this phase, units may make attacks with their melee weapons.
7. End Phase | This is a cleanup phase. Many effects, actions, and abilities resolve during this phase.

# Army Building Rules

The following rules pertain to army construction.

1.0 | An Army is comprised of one or more Combat Units.

1.0.1 | Combat Units are purchased for an Army using the pool of available Combat Points.

1.0.2 | The number of Combat Points available for an Army is determined by the specific game rules in which the Army is to be used.

# Game Play Rules

The following rules pertain to general game play.

# Glossary

**Army** | An Army is a team comprised of one or more Combat Units.

**Combat Unit** | A Combat Unit is comprised of one or more Members. A Combat Unit has a unit name, a set of combat stats, and a cost in Combat Points. A Combat Unit may have one or more Effects, Abilities, and/or Maneuvers.

**Member** | One or more combat characters that make up a Combat Unit.

**Combat Points** | A unit of currency used to purchase and/or upgrade Combat Units for an Army.