Galaxy Unbound

Game Rules

Version 1.0

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# 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 set of 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.