

GALAXY DEFENDERS

GALAXY BALL

RULES

COMPETITIVE
SPORTLIKE GAME VARIANT

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A GAME CREATED BY GREMLIN PROJECT

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PUBLISHED AND DISTRIBUTED WORLDWIDE BY ARES GAMES SRL

PIAZZA PETRUCCI 8, 55041, CAMAIORE (LU), ITALY

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The desert sand has an eerie property. It gets into everything. When you live in the desert, your teeth are gritty with sand, your lungs breathe sand, and your computer screen is reddish because of the sand. The oil on your heavy machine gun is textured with sand and there are more scratches on your armor because of the sand than from the enemy.

You live in the sand, you feel the sand crackling under your boots. Even now, in this mad race, you run, sweat trickling down your neck, sliding beneath the plasteel armor plates that follow your every move. The HMG weighs on your shoulder, but you don't feel it anymore. You don't feel anything else, as the first Xeno comes into your sight. There is nothing, except you, it...

...And the roar of a hundred thousand fans screaming their lungs out as your majestic stride brings the ball closer and closer to the touchdown. The opponent basher, a gigantic Xeno, tries in vain to grab you, but a twist to the right frees your path from its impending shadow. Just a few meters more and the crowd will scream our name in joy!

After years of sterile and violent war, the alien leaders decided to approach their human counterparts in a different way. As the armed conflict brought precious little advantage to either side, the Xenos proposed to use an old and honored galactic tradition: any conflict can be resolved in a truly sportsmanlike way. It also has the advantage of appeasing pacifists and warmongers alike. Galaxy Ball is a rough and brutal sport, vaguely reminiscent of American Football, in which teams face off with armor, weapons, and at least one ball [usually more]. Galaxy Ball is immensely popular throughout the galaxy, because - as they say - if you can't tackle 'em, shoot 'em!

Subsequently, a team was assembled with the best men and women the Agency could offer. The rules and principles of the game were analyzed and dissected. The Xeno even allowed their trainers to come and instruct the "Earthlings." They are confident in their victory, but had yet to face opponents as motivated as the human race!

1 INTRODUCTION

Galaxy Ball is a sport-like, competitive, 2-players variant for Galaxy Defenders. In this game you will play a sport match, similar to American Football, but with armed players! Two teams of **BASHERS**, one human, one alien, face off to assemble the four fragments of the **ALIEN TECH** trophy.

Galaxy Ball is a violent sport in which both playing and fighting skills are equally rewarded. Thus, there are two ways to win: either scoring touchdowns, or crushing the opponents on the field!



2 GAME COMPONENTS

In order to play Galaxy Ball you will need:

- 12x GB **EVENT** cards
- 12x GB **ACTIVATION** cards
- 6x Human **BASHER** cards
- 6x Alien **BASHER** cards
- 3x Galaxy **BALL** tokens
- 1x Scatter Template Area Overlay
- 7x Expendable **BASHER** cards [optional]
- 7x Expendable **ACTIVATION** cards [optional]

These components can be purchased through ARES Games [except for the Expendables cards] or can be downloaded for free [except for the Expendables cards] from the URL:

<http://www.galaxy-defenders.com/galaxy-ball.php>

You will also need the following components from the Galaxy Defenders Core Set:

- G1 & G2 Map Tiles
- Chromium Marine Figure
- Thorium Biotech Figure
- Mercury Infiltrator Figure
- Iridium Sniper Figure
- Titanium Hulk Figure
- GD-209 Drone Figure
- Xeno-Beta Alien Figure
- Spine Critter Alien Figure
- Aracnos Alien Figure
- Xeno-Alpha Alien Figure
- Nexus Alien Figure
- Xeno-Grey Alien Figure
- Agent Iron Figure [Optional]
- Agent Silver Figure [Optional]
- G-Droid Alien Figure [Optional]
- M-D Agent N Figure [Optional]
- M-D Agent S Figure [Optional]
- Xeno-Hunter Alien Figure [Optional]
- Xeno-Morph Alien Figure [Optional]
- 5x Attack/Defense **BLUE** Dice
- 5x Improved Attack **RED** Dice
- Tokens & Markers:
 - 1x Alpha Agent
 - 4x Alien Tech Fragments
 - 3x Flame Tokens [Optional]
 - 5x Paralyzed/Immobilized
 - 20x Shields
 - 40x Wounds

3 GAME OVERVIEW

In a Galaxy Ball match, humans and aliens teams, made up of 6 **BASHERS** each, compete in 9 game rounds. Led by their coaches, the two teams must assemble 4 fragments of **ALIEN TECH**.

Scoring a touchdown gives 3 fragments of **ALIEN TECH**, while KOing an opponent **BASHER** is rewarded with a single fragment of **ALIEN TECH**.

Modern medical technology prevents serious injuries to the **BASHERS**; in fact, thanks to the **HEALING ROOMS**, a KOed **BASHER** can return to the pitch in no time at all. This makes each match exhilarating and competitive to the end!

This is not a complete game, a GALAXY DEFENDERS BOARD GAME is required to play.

4 INFO AND SETUP

The stadium is ready, the crowd roars in expectation... the match is about to start!

Each player [coach] chooses or randomly selects one of the two available teams and takes the relative figures, **BASHERS**, and **ACTIVATION** cards.

The following steps are needed to set up a Galaxy Ball match:

- Join maps G1 and G2, as shown in the figure below.
- Place the **ALIEN TECH** fragment tokens, the 3 **BALLS**, and the scatter template overlay near the pitch.
- Create the **EVENT** deck, shuffling the 12 available cards.

Please remember: any rule detailed on cards or items has priority over this rulebook and may change or replace what is written here.

To optimize space and improve the game experience, we suggest using the layout in these pages:



5 PITCH STRUCTURE

The Galaxy Ball pitch is formed by two map tiles: G1 and G2. G1 is the humans half, while G2 is the aliens half.

PITCH BREAKDOWN



1. STANDARD HEXES:

are used to regulate movement and combat. Each HEX may only contain one BASHER at any given time.

2. STANDARD AREAS:

each AREA is a group of 7 HEXES and is used to calculate distances.

3. POWER HEXES:

are used as teleport points for the BALL.

4. GOAL HEXES:

if a BASHER can bring the ball into the opponent's GOAL HEXES, his team obtains 3 ALIEN TECH fragments. On each REFRESH phase, goals inflict one WOUND [cannot be avoided] to any BASHER standing on them.

5. HEALING ROOM:

this is a special AREA devoted to the healing of wounded BASHERS.

6. EDGE HEXES:

a half HEX at the edge of the board that cannot be crossed.

7. BLOCKED HEX SIDE:

a thick colored/black line may not be crossed and blocks Line of Sight [see Core Set Rulebook].

HEXES which are separated by a BLOCKED HEX SIDE are not considered to be adjacent.

8. DOORS:

may not be crossed and blocks Line of Sight. DOORS are equivalent to a BLOCKED HEX SIDE [see above].

9. WINDOWS:

may not be crossed and blocks Line of Sight. WINDOWS are equivalent to a BLOCKED HEX SIDE [see above].

10. G-BALL:

the ball. Well, you can have up to three of them on the pitch at the same time!

6 VICTORY & ALIEN TECH

In Galaxy Ball, you win when you assemble 4 fragments of ALIEN TECH; you can also win if time is over. If, at the end of the third FRAME, no team has 4 fragments of ALIEN TECH, then the team who owns the most fragments wins. Please note: if both teams own the same number of fragments at the end of the third FRAME, then the match is a draw.

ALIEN TECH fragments can be won in two ways:

- By scoring a touchdown, i.e., carrying the BALL into one of the opponent's GOAL HEXES. This yields 3 fragments.
- Knocking out [KO] an opponent BASHER, i.e., reducing his HEALTH POINTS to 0. This yields 1 fragment.

But there is a twist: there are only 4 fragments in play. When the match begins, the 4 fragments are available beside the pitch. Each time a team acquires a fragment, it is taken from here, but once the fragments are in play, you must take them from your opponent!

Example: the humans team scores the first touchdown and gains 3 **ALIEN TECH** fragments. But, then the aliens team score a touchdown as well. They take the last fragment from beside the pitch, and then take the other 2 fragments from the humans coach.

The match ends immediately when a team possesses all 4 **ALIEN TECH fragments.**

7 GAME SEQUENCE

A Galaxy Ball match begins by positioning 6 **BASHERS** per team [**BASHERS** Lineup]: 5 on the pitch and 1 in the **HEALING ROOM**. It lasts a maximum of 3 **FRAMES** [periods], each subdivided in 3 Rounds [for a maximum total of 9 rounds per game].

Each **FRAME** includes three steps: the ball teleport [a ball is teleported in the pitch], three game rounds, and the **BASHERS** Rank-Up.

Each game Round is as follows:

- **REFRESH** game effects [**REFRESH** phase].
- **EVENT** card resolution [**EVENT** phase].
- Activate all **BASHERS** on the field, using the relative **ACTIVATION** cards [three **SPLITS**].

During the match, coaches yell commands to their **BASHERS** amidst the chaotic din of the pitch. To reproduce this atmosphere, the **BASHERS'** game phases during the round are divided in three distinct segments called **SPLITS**.

In each **SPLIT**, both coaches choose to activate 2 **BASHERS**, taking the relative **ACTIVATION** cards. The chosen cards are shuffled to create an **ACTIVATION** deck, made up of 4 cards [2 for each team].

Once the **ACTIVATION** deck is ready, the first card is drawn. The relevant **BASHER** is activated and then the card is discarded to the discard pile. Play proceeds in the same manner for the remaining 3 **ACTIVATION** cards.

When the third **SPLIT** is over and all **BASHERS** on the field have been activated, each coach takes back his **ACTIVATION** cards from the discard pile and prepares for the following Round.

When the third Round is over, there is the **BASHER** Rank-Up for each team [Section 7.2.3, page 12] and a new **FRAME** begins.

The match ends immediately, if one team gathers the 4th **ALIEN TECH** fragment or at the end of the third **FRAME** [time expires].

The playing sequence can be summarized as follows:

- **BASHERS** Lineups
- **FRAME** [3 **FRAMES** for Match]
 - **BALL** Teleport [Max 3 balls in play]
 - Round [3 Rounds per **FRAME**]
 - **REFRESH**
 - **EVENT**
 - **SPLIT** [3 **SPLITS** per Round]
 - **ACTIVATION** Deck Formation [2 **ACTIVATION** cards per Coach]
 - **Basher** Activations [Draw **ACTIVATION** cards]
 - Rank-Up

The following sections detail each step of the sequence in depth.

7.1 BASHERS LINEUPS

Before the match begins, the two coaches toss a coin [using the **ALPHA AGENT** token from the Core Game] and the winner chooses either to place the first **BASHER** or leave this honor to the opponent. The first coach to place a **BASHER** on the pitch becomes the **First Coach**, and he must place the scatter template overlay so it is orientated toward the opponent's half [as described in the Section 9.5.1, page 24]. Then, in turn, each player places one of his **BASHERS** until each team has 5 **BASHERS** on the pitch and 1 in the **HEALING ROOM**.

During lineup, **BASHERS** can be placed everywhere in their team's side, following these rules:

- No **BASHER** can be placed on the **POWER HEXES** or in **HEXES** adjacent to them.
- In the **HEALING ROOM** there must be exactly one, and only one, **BASHER**.

In this diagram you can see the restrictions for **BASHER** placement:



7.2 FRAME

A Galaxy Ball match is subdivided in three **FRAMES**. Each **FRAME** follows this playing sequence:

- **Ball Teleport**: a new ball enters play. There can be a maximum of 3 balls on the pitch at the same time.
- **3 Rounds of play**: each Round includes an **EVENT** phase and the activation of all the **BASHERS** on the pitch.
- **Rank-Up**: one **BASHER** from each team gets new stats or skills.

7.2.1 BALL TELEPORT

At the beginning of each **FRAME** and each time a new ball must be teleported, there is a coin toss [using the **ALPHA AGENT** token from the Core Game]. The winner rolls a **RED** die to determine which **POWER HEX** receives the ball.

During the die roll, the following rules apply:

- Use the **POWER HEX** icons on the pitch side belonging to the coach who won the coin toss.
- If the roll shows , reroll the die.
- If the rolled **POWER HEX** already contains a ball, perform a scatter for the existing ball and then place and scatter the new teleported ball.
- If the rolled **POWER HEX** contains a **BASHER**, he must attempt to catch the ball with a **BALL-HANDLING** test [Section 9.5.2, page 25]; if the test is failed, the ball scatters one **HEX**.

There can be a maximum of three balls on the pitch at any given time. Any effect that would bring a fourth ball on the pitch is ignored.

7.2.2 ROUND

Each Round includes a **REFRESH** phase, an **EVENT** phase, and three **SPLITS** that activate the **BASHERS** on the pitch.

7.2.2.1 REFRESH

In this phase, there are three main steps:

- **Powers refresh:** most powers [see Section 9.4, page 19] may be used only once per round and cannot be used again until they are refreshed during this phase. All powers are refreshed simultaneously.
- **HEALING ROOM:** all **BASHERS** in their **HEALING ROOM** return to full **HEALTH** [they discard any and all the wounds suffered].
- **GOAL HEXES damages:** each **BASHER** who stands on a **GOAL HEX** [team or enemy] suffers one damage.

7.2.2.2 EVENT

During this phase, the First Coach draws and resolves a card from the **EVENT** deck, then discards it to the discard pile. Several **EVENT** cards affect the game and stay in play until the next **EVENT** phase. In some rare instances, the **EVENT** deck could become exhausted. In this case, simply shuffle the discard pile and form a new **EVENT** deck.

EVENT CARDS



1. **Event ID** - identify the **EVENT** card
2. **Event Name** - card name
3. **Effects** - event effects

7.2.2.3 SPLITS

The three **SPLITS** that form the round represent the main part of a game. In each **SPLIT**, both coaches select two **BASHERS** to activate by selecting the relative **ACTIVATION** cards from his hand [each **BASHER** has an **ACTIVATION** card].

The four **BASHERS** [two from each team] will act depending on the draw order of the **ACTIVATION** cards.

A **SPLIT** includes the following steps:

- **Deck Formation:** the **ACTIVATION** deck is created by shuffling the 4 **ACTIVATION** cards [2 per team], selected by the coaches.
- **BASHER Activation:** an **ACTIVATION** card is drawn and the relative **BASHER** is activated.

When the third **SPLIT** ends and all the **BASHERS** on the pitch have been activated, each coach takes back his **ACTIVATION** cards from the **ACTIVATION** discard pile, to use them in the following round.

7.2.2.3.1 DECK FORMATION

In this step, both coaches secretly select two **ACTIVATION** cards from their hand. Then, the 4 cards chosen are shuffled, face down to form the **ACTIVATION** deck.

7.2.2.3.2 BASHER ACTIVATIONS

In this step, the First Coach draws the top card of the **ACTIVATION** deck and the relative **BASHER** is activated by his controlling coach.

If the **BASHER** is on the pitch, he acts as detailed in Section 9 [page 15] or he can be immediately teleported in the **HEALING ROOM** [no roll required], thus ending his activation.

If the **BASHER** was a ball carrier, the ball must be scattered from the **BASHER'S** **HEX**.

ACTIVATION CARDS



1. **Basher ID** - identifies the **BASHER** card
2. **Team Name** - identifies the team membership
3. **Basher Name** - identifies the **BASHER** figure

If the **BASHER** is already in the **HEALING ROOM** when his card is drawn, and he is not in **BLEEDING**, his coach may skip his activation to teleport him onto the pitch by rolling a **RED** die to determine the destination **POWER HEX**. Follow these guidelines:

- Use the **POWER HEX** icons on the pitch side belonging to his team's side: G1 for the humans and G2 for the aliens.
- If the roll shows , reroll the die.
- If the rolled **POWER HEX** already contains a **BASHER**, reroll the die.
- If the rolled **POWER HEX** contains a ball, he must attempt to catch the ball with a **BALL-HANDLING** test [Section 9.5.2, page 25]. If the test is failed, the ball scatters one **HEX**.
- If, before rolling the die, the coach already has 5 **BASHERS** on the pitch, he must first teleport one of them in the **HEALING ROOM** [no roll required]. Normally, there can never be more than 5 **BASHERS** from the same team on the pitch at the same time. Special rules may supersede this.

The activation sequence is repeated until the **ACTIVATION** deck is empty.

When the third **SPLIT** ends, each coach takes back his 6 **ACTIVATION** cards from the discard pile and the game continues with the following round.

7.2.3 RANK UP

To the great joy of the crowd, Galaxy Ball players become better and better during the match, advancing from **BASHER** to **GALAXY BASHER**! This brings new skills or abilities to the upgraded player.

To represent this evolution in the game, the last step of each **FRAME** includes the Rank-Up of a single **BASHER** from each team.

Both coaches take the **ACTIVATION** cards of their basic **BASHERS** [i.e. those who have not attained the rank of **GALAXY BASHER**] and place them face down on the table. Then, each coach randomly selects an opponent's card. The chosen **BASHER** plays the rest of the match as a **GALAXY BASHER**. To show this, the controlling coach flips the relative card to the side with the icon  [as detailed in Section 9, page 14]. Then the procedure is repeated with the other team.

Note: The Rank-Up step of the third **FRAME** may be skipped. It is only necessary if the "Sudden Death Match" or "Flames of Victory" rules [detailed in Section 10, page 27] are in use.

8 TEAMS

The Galaxy Ball stadium is the arena of the 21st century gladiators: the **BASHERS**! Two teams, eternal rivals, are ready to face each other on the field:



To make the game more competitive, the GB Federation, from time to time, allows teams to field special creatures called Expendables! Some of these champions are utterly tied to a single team, while others play as true mercenaries and lend their abilities according to the whim of the audience!

8.1 HUMANS

The humans team is based on ball skills and the versatility of the team members. The humans play style is for coaches who love challenges and spectacular acrobatics!



8.2 ALIENS

The aliens team is strong and resistant to damage. Their play style is perfect for bloodthirsty coaches who don't like to compromise!



8.3 EXPENDABLES

Expendables are exceptional players who begin the match as **GALAXY BASHERS**. Given their superior abilities, the audience never tolerates more than 1 Expendable per team. Expendables must be fielded at the beginning of the match. Their **BASHER** and **ACTIVATION** cards replace those of a basic **BASHER** from their team.

There are three kinds of Expendables **BASHERS**:

HUMAN EXPENDABLES



These **BASHERS** can only be fielded by the humans team.

ALIEN EXPENDABLES



These **BASHERS** can only be fielded by the aliens team.

MERCENARY EXPENDABLES



These **BASHERS** can be fielded by either team. In case of contention between coaches, the audience decides! Toss the **ALPHA AGENT** token and the winner chooses first.

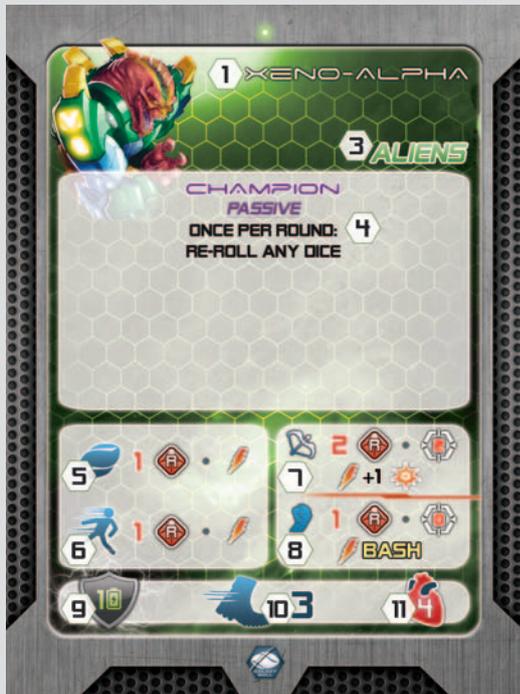
Both players must agree before the game on using Expendables.

The limit of one Expendables **BASHER** per team may be ignored by mutual agreement of both coaches.

Note: Expendables **BASHER** and **ACTIVATION** cards were created as a special Kickstarter reward; thus, these are the only cards that cannot be downloaded for free from the Galaxy Defenders website. New Expendables **BASHERS** may be created in the future... **STAY TUNED!**

9 THE BASHERS

Each **BASHER** is represented by a card printed on both sides. One side shows the basic **BASHER** and the other side shows the **GALAXY BASHER** Rank [to be used after the Rank-Up promotion]. This is the expert version of the **BASHER**, with the **GB** icon  and advanced skills and abilities.



1. Basher's name
2. Rank
3. Team
4. Powers
5. Ball-Handling Test Value
6. Evade Test Value
7. Primary Weapon
8. Secondary Weapon
9. Basher's Shield
10. Basher's Movement
11. Basher's Health Points

Note: Each **BASHER** is unique, so multiple copies of the same **BASHER** are forbidden. This is also true for Expendables.

When activated by the relative **ACTIVATION** card, the **BASHER** can perform the following:

- **MOVEMENT**
- **COMBAT**
- **ACTION & Ball-Related ACTIONS**

These may be performed in any order, **MOVEMENT** and **COMBAT** may only be performed once per activation. It is not possible to interrupt, and later resume, **MOVEMENT** to perform **COMBAT** or to interrupt, and later resume, **COMBAT** to perform **MOVEMENT**. The **ACTION** may be performed only once per activation, but can be mixed with the other activities, for instance to improve an attack or to perform some ball-related actions. Each activity is detailed in the next sections.

The **BASHER** activation ends when either all the activities have been performed or when the **BASHER** cannot [or will not] perform any other activity.

9.1 MOVEMENT

During his activation, each **BASHER** may move up to his movement value through any non-Blocked **HEX** or **HEX SIDE** on the pitch, spending one movement point for each **HEX**.

During movement, each **BASHER** must follow these rules:

- Move no more than one **HEX** for each movement point.
- May not cross a **BLOCKED HEX SIDE**, **DOOR HEX SIDE**, or an **EDGE HEX**.
- May not cross a **HEX** occupied by a **BASHER** figure, either ally or enemy.
- May move over a **HEX** occupied by a ball. In this case, he must try to catch the ball [see Section 9.5.2, page 25]. Failure catching the ball does not interrupt movement.
- If moved adjacent to an ally ball carrier, he may try to take the ball from the ally without interrupting movement. This means he may continue to move regardless of whether he took the ball or not [see Section 9.5.2, page 25].
- An **EDGE HEX** cannot be used for any reason.

A **BASHER** is not permitted to interrupt movement to perform an attack and then resume movement. The **BASHER**'s condition [see Section 9.6, page 26], events, and powers can modify or prevent **BASHER** movement.

9.1.1 POWER ZONE

A standing **BASHER** exerts a **POWER ZONE** in the six adjacent **HEXES**, as shown in the diagram below. A **BASHER** who is **BLEEDING** does not exert a **POWER ZONE**.



A **BASHER** inside an opponent's **POWER ZONE** needs consecutive successful rolls for any **BALL-HANDLING** action [see Section 9.5.2, page 25], instead of one. If either roll fails, the ball scatters, starting from the **HEX** occupied by the **BASHER** who failed the test.

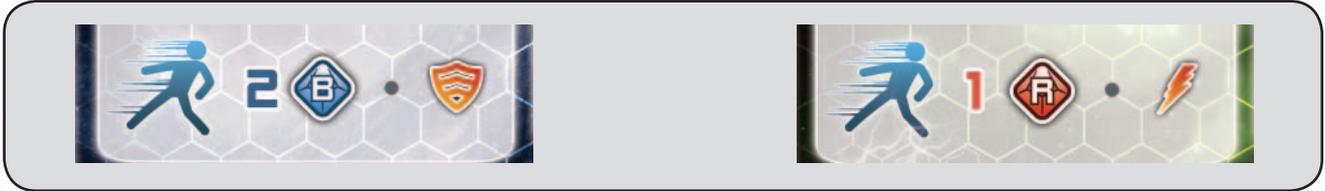
For example, a ball carrier wants to pass the ball to a team mate while standing in an opponent's **POWER ZONE**, so he must succeed at two consecutive "pass" tests, otherwise the ball will scatter from his **HEX**. By the same token, a **BASHER** trying to pick up the ball while standing in an opponent's **POWER ZONE** must succeed at two consecutive "pick up" tests, otherwise the ball will scatter.

If the scattering ball ends up in a **HEX** with a **BASHER**, he must attempt to pick up the ball. If he fails, the ball will scatter again.

In order to move through or leave a **HEX** inside one or more opponent's **POWER ZONES**, a **BASHER** must perform an **EVADE** test [see Section 9.1.2, page 16]. The **BASHER** only has to evade once to leave the **HEX**, no matter how many enemy **POWER ZONES** he is in. A **BASHER** must always make an **EVADE** test when he leaves an enemy **POWER ZONE**, even if he is not moving into an enemy **POWER ZONE**.

9.1.2 EVADE

The **EVADE** test is based on the **BASHER**'s Evade value:



Whenever a **BASHER** moves through, or attempts to leave, a **HEX** in one or more opponent's **POWER ZONES**, he must make an **EVADE** test. The coach takes the **BASHER**'s Evade value from the **BASHER**'s sheet [symbol: ] and rolls that number of dice. He must roll at least one icon indicated on the right side of the box. If he succeeds, he may move away using his **MOVEMENT**. Otherwise, he stays in the same **HEX**, skipping the rest of his **MOVEMENT**.

If, during his **MOVEMENT**, a **BASHER** returns to an opponent's **POWER ZONE**, he must roll another **EVADE** test or stay there, ending his **MOVEMENT**.

Note: a failed **EVADE** test ends **MOVEMENT**, but not the **BASHER**'s activation; therefore, the **BASHER** will still be able to use his **COMBAT** or **ACTION**.

In the following example, **MERCURY** has a plan to score the final touchdown. But, she is in the **XENO-ALPHA**'S **POWER ZONE**, so she must first make an **EVADE** test.



MERCURY succeeds by rolling a  result! She can move away from the **XENO-ALPHA**.



MERCURY moves into another Hex, and enters into the ARACNOS' POWER ZONE.



She wants to move another Hex to score the touchdown, but she fails the EVADE test, so she must forfeit her remaining MOVEMENT.



She decides to attack the ARACNOS because her COMBAT activity is still available.



9.2 COMBAT

In Galaxy Ball, a **BASHER** attacks an opposing **BASHER** through combat. During activation, a **BASHER** may attack an enemy **BASHER** within range of the chosen weapon but only if there are no adjacent  enemy **BASHERS**, in such case he must attack the adjacent enemy.

Almost all **BASHERS** have one melee and one ranged weapon. Usually, a weapon is characterized by a range, a damage value, and a special power [see Section 9.2.1, page 19].

COMBAT is subdivided into two different rolls:

Hit: Represents the attempt to hit the target! **BLUE** or **RED** dice are used in the roll, as shown on the weapon used. The attacker selects his target and weapon, and then rolls the number of dice indicated by the weapon. A  [Hit] result indicates a successful hit. The more , the better! If any die shows a  [Bolt] result, also apply the weapon's or power's  effect.

During the hit roll, ignore any  [JAM],  [AMMO],  [SHIELD] and  [GD] results, they have no effect on attack.

Defend: Represents the attempt to avoid a successful hit. The skin, armor, and skills of the defender enter play to try to avoid or parry the damage! The defender rolls 1 **BLUE** die for each successful  result rolled by the attacker in the hit roll. The defender cancels one  for each successful  result rolled.

Some **BASHERS** have defensive powers that activate either automatically or if a  is rolled on the defense roll. In all cases, first apply the **BASHER** defense powers and then, for each remaining  result, deal one wound to the defender's **HEALTH POINTS**.

If the defender has **ENERGY SHIELDED ARMOR**, he must first cancel hits by removing one point of **ENERGY SHIELD** for each , before rolling the defense dice. Any remaining  results are defended as normal by rolling the **BLUE** dice.

The  effect is only applied once, no matter how many  are rolled, unless explicitly noted.

An attack may never target an empty **Hex** or **AREA**. For instance, you are not allowed to target an empty hex/area to hit an enemy out of L.O.S. with area damage.

The game does not account for friendly fire, so it is never possible for a **BASHER** to target [except with healing powers] and/or harm a friendly **BASHER**, even with area damage.

Note: Some weapons and powers directly influence combat, by modifying the number of attacker and/or defender dice rolled or by allowing a dice re-roll. In these cases, a die cannot be re-rolled more than once, even if multiple powers and items might be used to affect the roll.

Icon	Name	Description	BLUE DIE	RED DIE
	HIT	Indicates a successful hit. No effect on defense.	x5	x7
	SHIELD	Indicates a successful defense. No effect on attack.	x4	-
	BOLT	Activate the Bolt effect of the used weapon or power [by attacker] or armor [by defender].	x2	x3
	GD	Used for ball teleport and ball scatter. No effect on attack or defense.	-	x2
	AMMO	Used for ball teleport and ball scatter. No effect on attack or defense.	x1	x1
	JAM	Used for ball teleport and ball scatter. No effect on attack or defense.	x1	x1
	ALIEN	Indicates a fail result for that die during any combat or test roll, it may be rerolled with reroll powers . It must be rerolled during a ball teleport or scatter roll.	x1	x1

9.2.1 WEAPONS AND SPECIAL EFFECTS

Every **BASHER** has one or more weapons [printed on the **BASHER** card]. There are two types of weapons:

Melee weapons, used in close combat.

Ranged weapons, used mainly in ranged combat.



1. **Weapon type** – weapon type – melee or ranged.
2. **Attack values** – dice color and number to use in the HIT roll.
3. **Range** – maximum allowed range.
4. **Bolt effect** – power activated by any bolt result during the HIT roll.

The **BASHERS** weapons are sport weapons, thus they ignore any  or  rolls during the attack. Many weapons grant one or more powers during the combat, either as Bolt effects or additional powers. The most common effects are:

- **+X HIT DICE:** increase the number of dice in the hit roll.
- **+X **: adds X HITS results to the hit roll.
- **-X DEF DICE:** reduce the number of dice used by the defender in the defend roll.
- **AREA DAMAGE:** the attack affects all targets in the area; each target must defend separately against the rolled hits.
- **BASH:** the defending **BASHER** is moved back one hex by the attacking **BASHER** [see Section 9.4.1, pag 20].
- **STEALBALL:** this power causes the attacked **BASHER** to immediately drop the ball, which scatters from his **HEX** [see Section 9.4.2, page 22].

9.2.2 ENERGY SHIELDED ARMOR

Advanced armors may have an energy shield for additional protection against combat damage.

This icon  identifies such armor.

During the **REFRESH** phase, each energy shielded armor regenerates its **SHIELD** token.

Place the appropriate   token on the armor icon:



Place the relative **SHIELD** token over the icon in each **REFRESH** phase

Note: as described in the combat section, shield tokens are removed to absorb one successful HIT each, before rolling the **DEFENSE** dice.

9.3 ACTION

With this activity the **BASHER** may use their powers or perform ball-related actions. A **BASHER** may perform only one **ACTION** during his activation. While **MOVEMENT** and **COMBAT** can never be intermingled, an **ACTION** can be used either as a separate activity to activate a standard **BASHER**'s Power [see Section 9.4, page 19] or during **MOVEMENT** to perform ball-related actions. Performing ball-related actions never ends **MOVEMENT**.

9.4 USE POWERS

Every **BASHER** has specific powers. Some are innate abilities that can be used for free, while others need an **ACTION** to be activated.

Powers are divided into 3 color-coded categories:

- **PASSIVE:** [Purple] does not require an ACTION. This power is always active, even when the BASHER is not activated.
- **STANDARD:** [Red] requires an ACTION to be activated. For this reason, it cannot be used more than once per activation.
- **BOLT RELATED:** [Yellow] does not require an ACTION, because it is activated by a ⚡ result as an effect of an attack or a specific roll.

Note: When a BASHER is promoted to the GALAXY BASHER rank, he usually acquires new powers and/or characteristics.

9.4.1 BASH

The BASH power forces the defending BASHER to move back one HEX [as shown in the next example] from the attacking BASHER. The coach of the attacking BASHER decides which HEX the defenders is moved to. The defending BASHER must be pushed back into an empty HEX if possible. If all such HEXES are occupied by other BASHERS, then the BASHER is pushed into an occupied HEX, and the BASHER originally occupying the HEX is pushed back, in turn. This secondary BASH effect is treated exactly like a normal BASH [as if the second BASHER had been bashed by the first]. The coach of the attacking team decides all directions for the secondary BASH.

EDGE HEXES and BLOCKING HEX SIDES may prevent the attacked BASHER from being moved back due to a BASH effect.

Note: A HEX containing only the ball is considered empty and when a BASHER is pushed over the ball due to a Bash effect, so he can [and must] try to catch the ball!

BASH EXAMPLE 1



In both cases, the XENO-ALPHA's coach must choose one of the HEXES to push back CHROMIUM.

BASH EXAMPLE 2



CHROMIUM cannot be moved over a **BLOCKED HEX SIDE**.

In this case CHROMIUM must be pushed back on the empty Hex.

BASH EXAMPLE 3



The **XENO-ALPHA's** coach must perform a multiple **BASH** attack because all the "legal" **HEXES** are occupied by other **BASHERS**. In this case, he must push **CHROMIUM** back, over one of the two **BASHERS**. **THORIUM** is selected and then pushed back with the same rules, treating him as a standard **BASH** effect.

BASH EXAMPLE 4

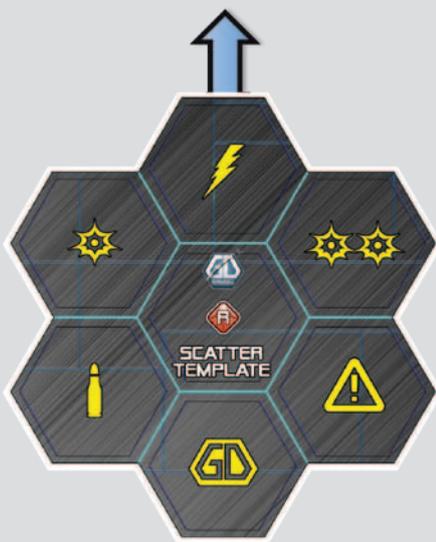


When the **BASH** effect is applied to a ranged attack, the coach of the attacking **BASHER** [TITANIUM in this case] decides which **HEX** the defender [XENO-BETA] is moved to.

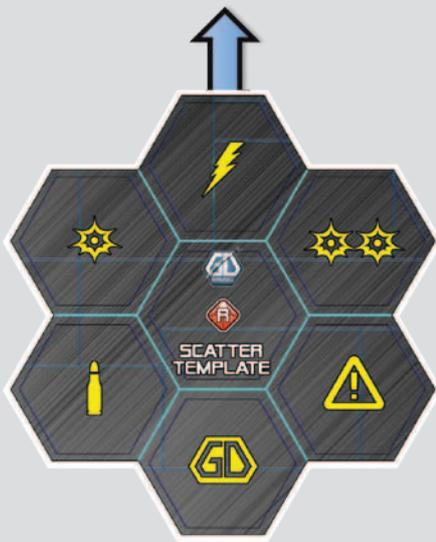
9.4.2 STEALBALL

The **STEALBALL** power “steals” the ball from an enemy ball carrier. It causes the defending **BASHER** to immediately drop the ball, which scatters as detailed in the next example.

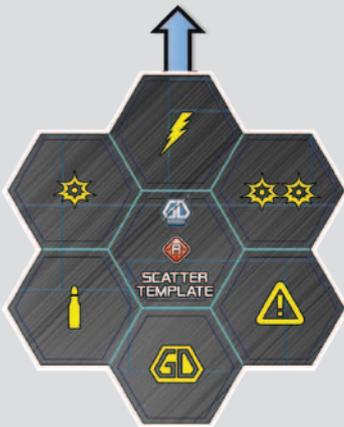
STEALBALL EXAMPLE



THORIUM attacks the XENO-ALPHA with his ranged weapon. He obtains one **HIT/BOLT**, one **SHIELD**, and one **ALIEN**. The XENO-ALPHA'S **ENERGY SHIELDED ARMOR** absorbs the **HIT**, but the **STEALBALL BOLT** effect takes place anyway and the ball scatters from XENO-ALPHA **HEX**.



The ball scatters on the **THORIUM'S HEX**. Very lucky!



But, due to the **XENO-ALPHA'S POWER ZONE** effect, he must **succeed twice** in **catching the ball**. He fails and the ball scatters again from his **Hex**.

9.5 MANAGING THE BALL

Now, this is where Galaxy Ball really shines! Each **BASHER** has unique abilities in regard to ball management, such as the ability to run for a touchdown or keeping the ball away from his goals.

Each coach must understand what “ball management” means: the rebounds, the ball-related actions each **BASHER** can use during his activation, and, last but not least, how to take victory home by scoring touchdown after touchdown!

9.5.1 SCATTERING THE BALL

The ball’s levitation device in Galaxy Ball is devised to simulate the rebound of old-fashioned oblong balls from games played by humans. Thus, each time a ball is thrown or handled the wrong way, it rebounds. To simulate an alien game, the rebounds usually move the ball toward the center of the pitch [the red **POWER HEXES**]!

In game terms, many conditions impose a random movement on the ball, called “scatter.” This usually happens after a failed throw, pass, or attempt to pick up the ball.

To scatter the ball, place the scatter template overlay so it is oriented toward the red **POWER HEXES** representing the midline and follow the directions shown in the following diagrams.

HOW TO SETUP THE SCATTER TEMPLATE



If the ball is in the humans half and scatters, the scatter template overlay must be oriented toward the aliens half, so the bolt icon is at 12 o'clock.

LAST DIRECTION USED



If the ball is in one of the red **POWER HEXES** [the **Hex** row in the middle of the pitch] and scatters, the scatter template overlay stays in its current position [last direction used].

LAST DIRECTION USED



If the ball is in the aliens half and scatters, the scatter template overlay must be oriented toward the humans half, so the bolt icon is at 6 o'clock.

Once oriented, roll a **RED** die, and place the ball accordingly. If an  [ALIEN] is rolled, reroll the die. The die must be rerolled, if the scatter would place the ball on an **EDGE HEX** or through a **BLOCKED HEX SIDE**. The ball can never exit the pitch or cross the walls of the **HEALING ROOMS**.

Note: If a ball must be placed over an **HEX** that already contains a ball, the coach must perform a scatter for the existing ball first and then place and scatter the new ball.

9.5.2 BALL-RELATED ACTIONS

This section details all the ball-related actions available to **BASHERS**. All ball actions, except for ball catch, require an **ACTION**. Therefore, each **BASHER** can only use one ball-related action per activation.

Most ball-related actions require a **BALL-HANDLING** test to be completed; each **BASHER** card shows the relative ball management ability.

The **BALL-HANDLING** test is based on the **BASHER's** ball handling value:



To accomplish a **BALL-HANDLING** test, the coach finds the appropriate value on the **BASHER's** card [with the icon ] and rolls the relevant number of dice, attempting to roll at least one result indicated on the right side of the box.

Note: It is possible for a **BASHER** to be required to make a **BALL-HANDLING** test even out of his activation. For instance, when receiving a pass or when he is trying to catch the ball during a scatter.

● **Catch/Pick up the ball:** If a **BASHER** moves into a **HEX** in which the ball is lying or the ball enters his **HEX** due to a pass or scatter, **he must attempt to catch it**. If he wishes and is able, he may continue moving. Anytime a **BASHER** [that is able to catch the ball] is in the same **HEX** as a ball, he must try to catch it with a **BALL-HANDLING** test. With a success [taking into account any enemy **POWER ZONES**], he becomes the ball carrier. Otherwise, [if he fails the test] the ball scatters. This means, even when a **BASHER** is pushed over the ball due to a **BASH** effect or when the ball simply scatters to him, he must try to catch the ball.

Catching the ball is a free activity. This means, **it does not require an ACTION**. It can be done several times per activation and may happen to catch the ball outside the **BASHER's** activation. The ball can never be in the same **HEX** as a **BASHER**, unless the **BASHER** is the ball carrier.

Note: When a **BASHER** who is not able to perform ball-related actions [such as the **SPINE CRITTER** or **GD-209**] moves into a **HEX** with the ball, or when the ball enters their **HEX**, it causes an automatic scatter.

● **Pass the ball:** A **BASHER** carrying the ball may, during his activation, pass the ball to another **BASHER** on his team at a range of 1 **AREA** or less . He may pass by spending his **ACTION** and succeeding at a **BALL-HANDLING** test. If he fails the roll, the ball scatters from his **HEX**.

If the roll is successful, the ball is placed in the receiving **BASHER's** **HEX**. This **BASHER** also rolls a **BALL-HANDLING** test ["catch the ball"]. If the test fails, the ball scatters from his **HEX**. If the test is successful, he becomes the ball carrier.

Note: Some **BASHERS**, thanks to their abilities, may pass the ball up to 2 **AREAS** away.

● **Hand-Off:** A hand-off occurs when the ball is handed by the ball carrier to a **BASHER** in an adjacent **HEX**. This may happen in two different ways. A **BASHER** who is the ball carrier, during his activation, moves adjacent to another team **BASHER** and spends his **ACTION** to hand-off the ball OR a **BASHER** who is NOT the ball carrier, during his activation, moves adjacent to a team **BASHER** who is the ball carrier and spends his **ACTION** to take the ball from the ball carrier, becoming the new ball carrier.

The hand-off requires an **ACTION**, so it cannot be performed more than once per activation. In both cases, the **BASHER** who receives the ball must successfully perform a **BALL-HANDLING** test, otherwise the ball scatters from his **HEX**.

● **Throw the ball:** A ball carrier may, during his activation, throw the ball into an empty **HEX**, at a range of 1 **AREA** or less , by spending his **ACTION** and succeeding in a **BALL-HANDLING** test. If he fails, the ball scatters from his **HEX**. If he succeeds, the ball is placed in the target **HEX**.

Performing ball-related ACTIONS never ends MOVEMENT.

This means, for instance, a **BASHER** may attempt to catch the ball as long as he has movement points to run after it or, during **MOVEMENT**, he can move close to a team **BASHER**, pass him the ball, and keep moving.

9.5.3 SCORING A TOUCHDOWN

To score a touchdown, a ball carrier must be in one of the two opponent's **GOAL HEXES**. As soon as he is there, his team gets 3 **ALIEN TECH** fragments. The touchdown ball is removed from the pitch, and another ball is teleported on the pitch [see "Ball Teleport", Section 7.2.1, pag 9].

9.6 BASHER'S CONDITIONS

In a match, the physical and mental conditions of a **BASHER** change often, mostly as a result of combat.

9.6.1 HEALTH POINTS

Each **BASHER** begins the match in a **FULL HEALTH** state. During the match, enemy **BASHER** attacks may inflict wounds, decreasing the **HEALTH POINTS** of a **BASHER**, who becomes wounded.

To keep track of current health, when a **BASHER** is wounded, place an appropriate number of wounds [using the numbered **WOUND** tokens] on the **BASHER** card.

If a **BASHER** suffers an attack that brings his total **HEALTH POINTS [HP]** to 0 or below, his condition changes to **BLEEDING** and the enemy team gains 1 **ALIEN TECH** fragment, as detailed in the next section.

If the **BLEEDING BASHER** was a ball carrier, immediately scatter the ball from his **HEX**.

The number of **HP** can never exceed the number printed on the **BASHER's** card.

9.6.2 BLEEDING

A **BLEEDING BASHER** is represented on the pitch by laying the relevant figure on its side.

While bleeding, a **BASHER** cannot perform any activity or ball-related actions. His **POWER ZONE** has no effects on the enemy **BASHERS** and as soon as he is activated by his **ACTIVATION** card, a bleeding **BASHER** is automatically teleported in his team's **HEALING ROOM**.

Bleeding status is kept until the **BASHER** wounds are healed, due to an healing power of a team **BASHER** or by **HEALING ROOMS** during the **REFRESH** phase, when all the wounds are completely healed.

Note: If a ball enters a **HEX** with a **BLEEDING BASHER**, it immediately scatters.

9.6.3 HEALING ROOM

Each team has a **HEALING ROOM** in its half of the pitch. The **HEALING ROOM** houses wounded **BASHERS**, allowing nano-robots to completely heal them [**REFRESH** phase]. Technically, each **HEALING ROOM** can house all 6 team **BASHERS** at the same time, but this would leave the match in the hands of the opposing team!

Once a **BLEEDING BASHER** is in the **HEALING ROOM**, he must stay there until he reaches **FULL HEALTH**. Wounded [but not **BLEEDING**] **BASHERS** may be teleported here or from here to the pitch during their activation [as long as the 5 **BASHERS** limit on the pitch is observed].

Sometimes, teleporting wounded **BASHERS** to the **HEALING ROOM** so the opposing team cannot gain **ALIEN TECH** fragments is a good strategic move.

9.6.4 IMMOBILIZED

An **IMMOBILIZED BASHER** forfeits **MOVEMENT** until the next **REFRESH** phase. This means the **BASHER** cannot move even due to an effect of one of his powers. However, he may be pushed due to a **BASH** effect and he is able to catch the ball.

9.6.5 PARALYZED

A **PARALYZED BASHER** must skip his entire activation until the next **REFRESH** phase. **PARALYZED** also counts as **IMMOBILIZED**.

A **PARALYZED BASHER** may be pushed due to a **BASH** effect and he is **NOT** able to perform any activity, including picking up the ball.

9.6.6 REMOVED FROM THE MATCH

When a power says "remove from the match", it means the figure and relative **BASHER** card must be returned to the game box and are permanently out of the match. The relative **ACTIVATION** card, however, stays in the game, so the **ACTIVATION** deck is correctly created. When you draw an **ACTIVATION** card belonging to a **BASHER** who is out of the game, simply ignore the card and immediately draw the next one.

10 GAME VARIANTS

This section includes several options and variants for more seasoned coaches. The Federation will apply these variants when the audience demands more spectacle and violence!

10.1 SUDDEN DEATH MATCH (OPTIONAL RULE, DEFAULT=OFF)

This rule is introduced to appease the most demanding audience and those coaches unwilling to compromise! When **SUDDEN DEATH MATCH** is enabled, at the end of the third **FRAME**, if both teams possess the same number of **ALIEN TECH** fragments, the match continues for another **FRAME**. This **FRAME** uses normal game rules, except as follows:

- **No Rest for the Wicked:** Each **KOED BASHER** gives 2 **ALIEN TECH** fragments to the opposing team instead of 1 and is immediately removed from the game [his **ACTIVATION** card will be ignored from now on, if drawn during a **SPLIT**].
- **Sudden Death:** A touchdown gives 4 **ALIEN TECH** fragments, immediately ending the match.
- **Over and Over Again:** Further **FRAMES** are played, until one team wins.

10.2 THE RUNNING BASHER (OPTIONAL RULE, DEFAULT=OFF)

When a **BASHER** becomes the ball carrier, he gains 1 movement point, but must skip his **COMBAT** activity. This means that a **BASHER** who is carrying the ball may move one additional **HEX** but cannot perform attacks.

10.3 NO GAIN WITHOUT PAIN (OPTIONAL RULE, DEFAULT=OFF)

This variant alters the healing properties of the **HEALING ROOMS**. If active, each coach, during the **REFRESH** phase, must roll a **BLUE** die for each wounded or **BLEEDING BASHER** in his **HEALING ROOM**. With a , the **BASHER** returns to Full Health, but with any other result, the **BASHER** will stay in his current condition.

10.4 FLAMES OF VICTORY (OPTIONAL RULE, DEFAULT=OFF)

When the audience calls for **THE** match, the Federation answers with an unparalleled event, called **"FLAMES OF VICTORY!"**



This match is played with the normal rules, except as follows:

- Before the match begins, the three **FLAME** tokens are placed beside the pitch, near the **ALIEN TECH** fragments.
- The match is not over when a team assembles all 4 **ALIEN TECH** fragments! Instead, when a team takes control of the last fragment[s], it exchanges the 4 fragments for a **FLAME** token. The 4 fragments are available again and the match continues. When a team obtains 2 **FLAME** tokens, **it wins the match and the game is over.**

As it is not limited by the 4 fragments victory condition, a **Flames of Victory** match may last quite a while, as both teams play **FRAME** after **FRAME** to obtain two **FLAME** tokens.

At each **FRAME**, the number of **BASHERS** promoted to **GALAXY BASHERS** on the pitch will increase and this is what the audience like most!

***LET THE MATCH
BEGIN!***





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