

Galactic Destiny - Errata

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This is a democratic game. Agreement among the players at the table is enough to change or interpret any rule. Whatever form 'agreement' takes is up to the individual group; unanimous, two thirds, or even a simple majority might do.

If a rule change makes it more fun for you, be our guest: it is YOUR game!

1. Corrections to the Rules Summary Card:

- o It says that the Infestation roll gets +1 per Corruption token. The roll in fact receives +1 per 3 Corruption tokens in play. Each Shadow token still counts as 3 Corruption.
 - o When battling the Infestation, do not ignore the Sector's defence rating. The Ke'Ras also get one bonus die per Shadow token in play.
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2. When the Republic Fleet goes against the Infestation or the Rebellion, it is aiming to return the Sectors it Invades to neutral. The only time that the Republic Fleet can be used to take a Sector for a Party is when the Minister of Defence uses his special ability to re-direct it.

Normally, the Republic Fleet always aims to keep a Sector neutral and/or defend it from any Invasions. It will therefore fight against anyone trying to take any Sector(s) it occupies for themselves. Any Party can help the Republic Fleet against the Infestation or Rebellion, but must also be trying to return the Sector to neutral. The Republic Fleet's purpose is to fight against the Infestation and the Rebellion, as well as protect Sectors -- whether controlled by a Party or not -- from Invasion. (The Minister of Defence's special ability, of course, is the exception to all of this.)

3. Parties can Invade Sectors belonging to other Parties and decide **not** to take possession of them. If successful, they simply return the Sector to being neutral. This is a popular tactic against the Rebellion, and does **not** gain any Corruption.

4. The Rebellion can rejoin the Senate if a proposition to re-admit them passes in the Senate. Threats and bribes will probably be necessary. (Remember that deals made with a Party in rebellion are still not binding!)

5. Only one Party can be in rebellion at a time. If you want to rebel and can't, trick the current Rebellion into rejoining the Senate first. This is politics!
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6. Ministry abilities and Senators' special abilities work like Action cards. The initiative for all Ministry abilities is 5. Senators' special abilities work on the same initiative as the card they replicate (for abilities like *Assassin*), or on a 5.
 - o The *Ghost in the Dark* card only stops actual Action cards and not Ministry abilities or special abilities.
 - o The *Feint* card and the Minister of Defence's corrupt ability don't interact in normal initiative order. *Feint* is better. If both are used, the Party playing the *Feint* card deploys last.
 - o Sector Ability cards have initiative of 5, where applicable, except *Will to Power*, which is initiative 0 (the same as *A Twist of Fate*).
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7. The *Early Retirement* card should read 'Time: General' and **not** 'Time: Senate'
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8. If a Party uses the Ministry of Defence's corrupt ability to have the Republic Fleets Invade a Sector for them, bonuses for adjacent Sectors **do not** apply unless one of the Party's Fleets is also Invading. This is the case even if the Republic Fleet has an Admiral from the correct Party. An Invasion force composed only of Republic Flees does not get the bonus.
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9. Multiple Party battles: Two or more Parties can Invade the same Sector. These battles are rolled all at once, on the worst initiative. The highest roll wins, as long as it beats the Sector's roll. Parties can inflict their casualties on whichever other Party they choose; if the Sector being Invaded is neutral, it inflicts casualties on the highest roller.
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10. **Brett Price** to be added to the Playtesters section. Thanks for your intriguing insights.
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