

Galactic Destiny - FAQ

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Updated: June 20, 2007

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Q 1: *The rules regarding the Election Counter are confusing. Elections happen every 3 turns instead of every 4 turns. This happens because during elections the counter is moved at the end of the election during the Senate Phase, then again during the next Galactic Phase. So elections happen on turns 1, 4, 7, etc. Instead of 1, 5, 9, etc.*

Actually, that's correct. Where we printed that an election happens every 4 turns, that was a mistake. In order to facilitate the primary (and in my opinion most fun) victory condition, we wanted elections to happen a little more frequently; our playtests had maybe two elections before someone was approaching 10 Sectors, and we wanted to make sweeping the Senate more viable.

Q 2: *Can I play A Twist of Fate on the Infestation Roll?*

A Twist of Fate has 'Time: General' marked on it, and so is playable only during the Senate and Intrigue Phases. In fact, no special abilities or cards can be used during the Galactic Phase.

Q 3: *The rule against singling out a Party with a law is not defined well. You can still single out a Party indirectly by starting the law with "Any Party that controls Sector 23..." or "Any Party with a Male Jur diplomat..."*

This rule requires a lot of common sense. We were purposefully vague about this rule because there's no way to make an extremely general rule that will cover all the specific possibilities for singling out a Party. Does it look like a Party is being singled out? Then it probably is.

Also, the basic premise behind the rule is that you **can** single a Party out, but only if you're clever enough. If you can do it without all the other players noticing and calling you on it, then do. What the rule enforces is that you may have to make a law that hurts you a little in order to hurt your opponents a lot, and that you have to be very indirect and sneaky about how you screw people over. No action without consequence, and to the clever go the spoils.

Q 4: *Where do you place purchased Fleets?*

On one of your Sectors, usually. The placement of Fleets makes no practical difference in the game until Fleet movements and Invasions. If you have no Sectors, put them on a neutral Sector.

Q 5: *Are ties in voting resolved with a roll-off?*

Yes.

Q 6: *When you say players can trade anything (p. 10) do you mean that this rule allows players to trade Shadow and Corruption tokens?*

No one can trade Corruption or Shadow tokens. They cannot be moved from the Senator they are on except by certain abilities and Action cards. Though players are welcome to trade the Senators who have them.

Q 7: *The rules say there are two times a Party can declare Rebellion: (1) At any time (2) On its initiative in the Intrigue Phase. Can Rebellion really be declared at any time?*

It's both. You can declare Rebellion at any time during the Galactic or Senate Phases, but if you want to do it during the Intrigue Phase, you have to wait your turn. (There's nothing preventing you from threatening Rebellion on someone else's initiative, though.)

Q 8: *The rules say "Sector defences are halved against rebel Invasions and Campaigns" (p. 10). Don't you mean that Sector defence ratings are halved against rebel Invasions and Campaigns? Halving the quantity of dice rolled as well seems brutal.*

Yes. We meant 'Sector defence ratings'.

Q 9: *Invasions are "Illegal and cannot be made more illegal" (p. 10). What? Please explain this.*

Many of our playtesters tried to pass laws that forbid Invasions. This would theoretically give an Invading Party 4 Corruption. That's what we're forbidding.

I'd like to note here that you **can** get 4 Corruption tokens for an Invasion, if the Invasion breaks an agreement that you made. So if the BIP promises the POP that they will not Invade Sector 30 and does it anyways, they do get the extra 2 Corruption for a broken deal.

The issue is that butchering millions or billions of sentient creatures is always wrong, and no Senate law is going to make it more wrong; however, if you break another moral rule by going back on your word, you pay the penalty for each of the two evil acts. What we want to prevent is attempts to make someone get penalized multiple times for the same act. However, we are definitely leaving the door open for players to get penalized for doing several evil things all at once.

Q 10: *Invading Senators face "the possibility of prosecution" (p. 10). The way I read the rules it seemed that any Senator can be prosecuted for any or no reason. Don't non-Invading Senators face that possibility as well?*

We mentioned it to remind players that they should be prosecuting psychotic warlords, and also to remind psychotic warlords that they can still avoid prosecution if they are smart.

Q 11: *If there are multiple attackers or defenders, how are casualties chosen?*

For multiple sides all battling each other, see the Errata. When Party Fleets fight alongside the Republic Fleets, the Republic Fleets are always destroyed last. If multiple Parties are fighting on the same side, they must decide amongst themselves.

Q 12: *When Campaigning, can you add Influence AFTER the die roll?*

No. In all cases in Galactic Destiny, everything must be spent or played before the roll. Cards and powers that grant re-rolls are the only ways to affect a roll after it's happened.

Q 13: *The rules say "If a Party tries to take a Sector controlled by another Party, the defending Party may... send Fleets" (p. 11) to defend. What happened to initiative order?*

That sentence is only explaining what tools a Party can use to augment its Sectors' normal defence. Initiative always applies.

Q 14: *For initiative, which is considered 'better', first or last?*

We consider going last to be best. We think you'll agree after a few games.

So the Rebellion (if there is one) has the best initiative, then the Prime Minister, then the Minister of the Interior, and so on.

Q 15: *If multiple Parties Campaign for the same Sector at the same time, they are resolved on the "lowest" initiative. Does "lowest" mean best or worst?*

We meant worst.

Q 16: *Are Campaigns resolved best initiative to worst initiative, or worst initiative to best initiative?*

Worst to best. As p. VII of the rulebook states, Campaigns are resolved in initiative order, which is provided on that same page and on the Party cards.

A variant rule is to flip initiative in resolution, so that you declare worst to best, then resolve best to worst. In that case you would resolve any Campaigns involving multiple Parties on the best initiative.

Q 17: *The rulebook (p. 12) says of Action cards: "Description: This section lists all the effects of the card and is resolved immediately, in order". Which is it? Immediately? Or in order?*

You resolve Action cards before resolving anything else – like a Campaign or something – hence 'immediately'. However, you must resolve them in the order their card initiative indicates. Hence us saying both.

Q 18: *When Senators are assassinated while performing an action, they discard the Action cards they were playing, but "resources are not spent" (p. 13). Does that mean any resources I already spent are retroactively refunded?*

Precisely.

Q 19: *The Multi-Task Action Card: We had a debate on the use of this card. I used it to un-exhaust an Admiral so that he could be used in another attack in the same step. We decided that this was not the intent of the card rules. We decided that it was to allow an Admiral to later Campaign in another Sector (or even same one that was attacked). Is this correct?*

Your original plan was fine. You can use the card to allow a Senator to do any action twice, like Campaign or Admiral Fleets. As the card says, you have to play it during your Fleet movement (or Campaign declaration) and declare both Invasions (or Campaigns) at once. You'll also have to exercise some common sense if, for example, the Senator dies in the first Invasion, though. *Multi-task* is a really versatile and valuable card.

Q 20: *Rebellion: Do Republic loyalist Parties receive Corruption if they attack a Party in rebellion?*

Only if they decide to keep the Sector. From the Republic's perspective, the Rebellion is treated much like an Infestation. So 'liberating' an Infested or Rebellion Sector and making it free and neutral (ie. not possessed by any Party) is perfectly fine. This is one of the main things that the Republic Fleet exists for.

However, if a Party attacks a Sector that the Rebellion controls, *and takes it for themselves*, then it is a corrupt act and the Invading Party gains the 2 Corruption tokens. Remember to declare that you're Invading and taking the Sector during your Fleet movements.

So making Sectors neutral gains no Corruption. Taking them for yourself does.

Q 21: *Can the Defence Minister be assigned to the Republic Fleet (against Ke'Ras)?*

Absolutely. That's why he gains the +2 Command. Of course, the Minister of Defence will then be exhausted and not able to re-direct the Republic Fleets for his own corrupt ends. But if he wants to be a hero, then he's in a great Ministry to do it!

Q 22: *Can a Political Party assign an Admiral for the Republic Fleet (against Ke'Ras)?*

Anyone can Admiral the Republic Fleet. It is voted on as part of the proposition that gives the Fleet its orders. It is usually the case that only one Senator will want to go with the Fleet, but there are lots of reasons that the spot might be contended.

The Minister of Defence is not allowed to assign himself to Admiral the Republic Fleet without the Senate's approval. Again, it's all voted on as part of the first proposition of the Senate Phase. So someone might say, for example: "I propose that the Republic Fleets be sent to combat the Infestation. Let the Republic send 3 Fleets to Sector 23 and two Fleets, with Defence Minister Damid as Admiral, to Sector 45."

This proposition would then be voted on. Or perhaps another Party would counter-propose a different use of the Republic Fleets, with a different Admiral, and the Senate would have to choose between them.

Now, when the Minister of Defence uses his special ability to re-direct the Republic Fleets, he can assign an Admiral, just as if they were Party Fleets. If an Admiral was assigned to the Fleets before they are re-directed, however, the Party controlling that Admiral may elect to have him or her not fight. Then that Senator would remain exhausted, but would not add their Command to the Fleets' strength. The Minister of Defence's Party can choose to assign another Admiral instead.

Note that with the Republic Fleets, bonuses for adjacent Sectors never apply unless some Party Fleets are there as well. So if the POP Minister of Defence re-directs the Republic Fleets to Invade Sector 26 – which is adjacent to the POP's starting Sector – then they will only get a bonus if some POP Fleets are involved in the Invasion. Even if a POP Senator is the Admiral of the Republic Fleets, the bonus will only be applied when those yellow Fleets start moving in.

Q 23: *The Minister of Defence can use their special ability to Invade a Sector for their Party's benefit. In addition to the costs for exhausting the Senator/Minister, does the Minister receive 2 Corruption for Invading? Also, can the Republic Fleet be divided to conquer multiple areas?*

Yes to all the above. As always, you get 2 Corruption per Sector you Invade. You can get a **lot** of Corruption this way, but it is a popular strategy to take. Be prepared to get ganged up on next turn, though.

Q 24: *When the Minister of Defence uses his corrupt special ability, is he or she acting as the Admiral as a result of being exhausted (i.e. does the Invading Republic Fleet gain the Minister's combat strength)?*

No. Sadly, you have to choose whether to use the Minister of Defence as an Admiral or use his special ability. Unless you have a Multi-task card.

Q 25: *The penalty for rolling a 2 (disgraced) during a prosecution is levied against the Minister of Justice, correct?*

The Minister of Justice is the one who gets the Corruption token, as the Party cards say.

Q 26: *What happens if two Feint cards are played in the same turn?*

Whoever has better initiative gets to deploy last. Note that waiting for someone to play and resolve their Feint card before playing and resolving your own is exactly what this rule is preventing, as it makes it too easy to gain an advantage simply by waiting and not through superior gameplay.

Q 27: *What if the Minister of Defence wants to use his special ability and then play a Feint card?? If the Minister of Defence re-deploys the Republic Fleets for his own ends, can he still play a Feint later to re-deploy them again?*

As the *Feint* card's description says, it only allows you to re-deploy your **Party's** Fleets. So no. Republic Fleets can only be re-deployed once, at the time that the Minister of Defence uses his special ability.

Q 28: *When the Ghost in the Dark card is played, do the Money and action of the cancelled card stay spent?*

Yes. The *Ghost in the Dark* card negates the effects of the card, but not its cost in Money, or the action that it requires one of your Senators to use -- if applicable. What get negated are all the effects that are listed in the description.

So for example, if one Party plays a *Sabotage* card, they spend their 6 Money and exhaust one Senator. If their target then plays a *Ghost in the Dark* (paying the 9 Money cost) then the Fleet is not destroyed, but the Money stays spent and the Senator stays exhausted.

In particular, if the *Assassination* card is negated by a *Ghost in the Dark*, then the Influence spending cannot take place because it is one of the effects of the card. So holding off playing your *Ghost in the Dark* until after your opponents have spent all their Influence is not a legitimate tactic since the Influence would be refunded.