



# RULEBOOK

VERSION 2.0

GAME DESIGNED BY: MARTIN MELBARDIS

*In the vast expanse of the cosmos, you stand as the formidable Emperor of Eternal Empire. Your empire has flourished for thousands of years, maintaining peace through an unyielding grip of power. Yet, a sinister spark echoes through the galaxies – the Rebellion has ignited its flames, posing an imminent threat to the very essence of your dominion.*

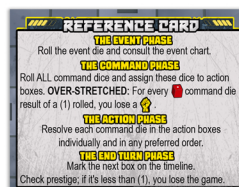
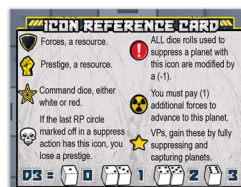
*The Rebellion, an enigmatic assembly of dissidents driven by discontent and aspirations for autonomy, has spread its roots across the stars. Spread by the fervor of the oppressed and the whisper of false gods, they challenge the Galactic Order's dominance.*

*As the Supreme Emperor, the burden of quashing this insurrection falls squarely on your shoulders. Your mission is clear: choose your council of three Archons to unleash the Empire's might, planet by planet, sector by sector, to suppress the Rebellion and restore the galaxy to its rightful state of order.*

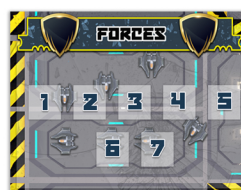
Galactic Order is a solo roll and write game that immerses you in the monumental task of suppressing a galactic rebellion. Carefully select your trio of Archons, each endowed with unique abilities, to spearhead this cosmic crusade for reinstating order. Fight to regain control of several galactic sectors, crushing the resistance planet by planet. The game features a dice allocation system, resource management, multiple maps of different sectors with an event chart for each that will keep you on the edge of your seat.

## COMPONENTS

### 5X ARCHON CARDS



### 2X REFERENCE CARDS

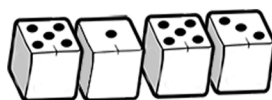


### 2X RESOURCE TRACKER CARDS (BOTH FORCES & PRESTIGE)

### 4X SECTOR SHEETS



## YOU MUST PROVIDE:



4X WHITE SIX-SIDED DICE



3X RED SIX-SIDED DICE



2X PLASTIC CUBES (ANY COLOR)

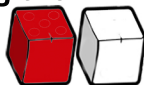


1X PENCIL  
OR DRY-ERASE MARKER



## ARCHONS & COMMAND DICE

Before each game, you must pick three Archons. When choosing your Archons, **the only restriction is that the total number of command dice among them cannot exceed four (either red or white).**



Each Archon is associated with either a white cube, a red cube, or a combination of both. These cubes signify the number of command dice that Archon contributes to the pool each turn and directly effects the number of actions that you can do each turn. While both white and red dice serve as command dice and can be used for actions, they have slight differences in functionality. See page 4.

Additionally, smaller blue cubes indicate the amount of Prestige each Archon adds to your starting Prestige value on the tracker.



Each Archon also has a unique special ability. For more information on using special abilities, see page 6.

## PRESTIGE

Prestige serves as a resource, reflecting your empire's reputation and authority across the galaxy. **You cannot ever surpass your starting Prestige value.** Certain actions and events diminish it, while consolidation actions and special abilities can boost it. The Prestige tracker is used to track your Prestige.

**In addition, during the end turn phase, if you are ever at zero prestige, you lose the game.**

## FORCES

Forces are a resource that reflects your military strength and empire's power. Some actions and events reduce your forces, while consolidating actions and special abilities can increase them. The Forces trackers is used to track your Forces. **Your Forces cannot exceed a total of seven, and any extra forces are discarded.**

## THE SECTOR SHEET

The sector sheet contains the sector map, the event chart, the timeline and the VP tracker.

In addition the sector sheet contains the three action boxes (advance, suppress and consolidate) for you to place your command dice on each turn.



For example, here is the Archon card of commander Drakon. He grants you a white command dice (1) and three starting prestige (2). In addition, his special ability (3) allows you to sacrifice a prestige to re-roll up to two of your command dice of any color this turn.



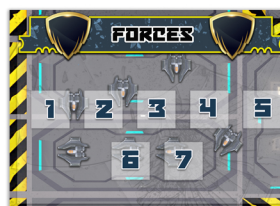
In addition to Drakon, you decide to choose Tulio Prime and Elora Voss for your Archons and therefore you would have four command dice (2 white & 2 red) and a total of seven starting prestige for the game.



Here is the Prestige tracker that keeps track of your Prestige during the game. Use a plastic cube to track your prestige count.



For example, the advance action costs a single Forces resource FOR EVERY dice placed inside the box. In addition, if you place any dice that have a result of (4) or less, you lose a Prestige as well.



Here is the Forces tracker that tracks your Forces during the game. Use a plastic cube to track your Prestige count.

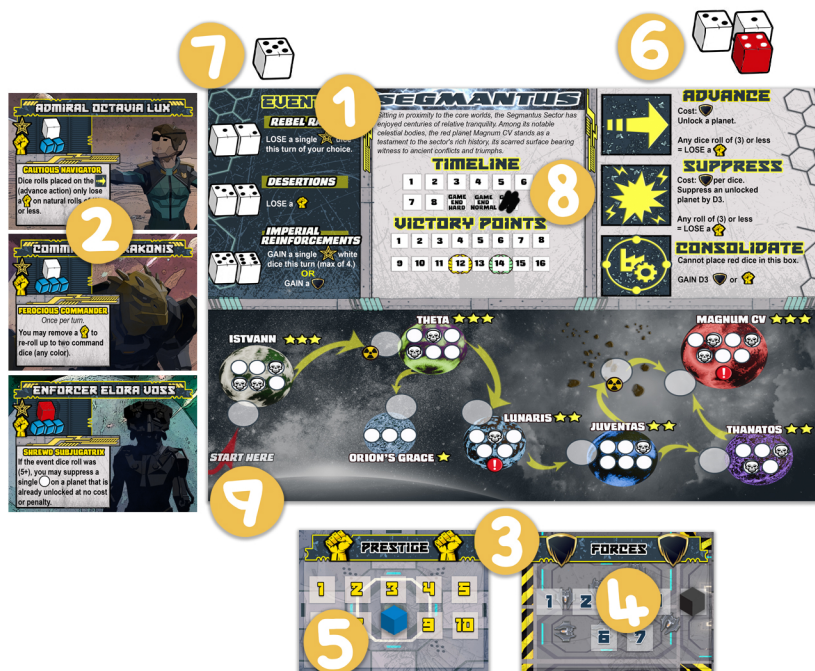
**TIP:** If you ever fall to zero Forces or Prestige you simply remove the cube from the card to reflect a value of zero.



This is an example of the Segmantus sector sheet with the sector map at the bottom, the event chart at the top right, the timeline and VP trackers in the middle. The action boxes are located on the top left.

## GAME SETUP

- 1 -Place the sector sheet of your choice in the center. We recommend starting with the Segmantus Sector for your first game.
- 2 -Place your three chosen Archon cards to the left of the sector sheet.
- 3 -Place the Prestige and Forces trackers below the sector sheet.
- 4 -Set your starting Forces value at (5) by placing a plastic cube on the box labeled "5" on the Forces tracker.
- 5 -Count the blue cubes (Prestige) on each of your three chosen Archon cards. This total is now your starting Prestige value. Set this total as your starting Prestige value on the prestige tracker. Use a plastic cube to keep track of your total.
- 6 -Gather white and red dice corresponding to the number of white and red cubes on your chosen Archons cards. These dice form your command dice pool; position them at the top right of the sector sheet.
- 7 -Place a white dice (the event dice) at the top left of the sector sheet.
- 8 -Decide on the difficulty level (Easy, Normal or Hard) that you wish to play the game with. If you choose Hard, mark off the "Game end Easy" and Normal boxes on the sector sheet's timeline. If you choose Normal, mark off the "Game end Easy" box on the timeline.



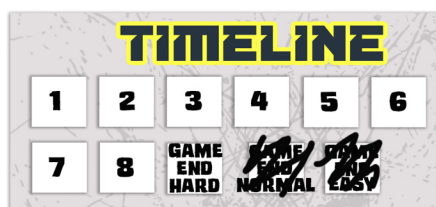
## CHOOSING A DIFFICULTY LEVEL FOR THE GAME

You may adjust the difficulty of the game by simply shortening the game length by marking off turn boxes on the sector sheet timeline.

For **Hard game difficulty**, mark off the boxes labeled "Game end Easy" and "Normal" on the sector sheet timeline.

For a **Normal difficulty**, mark off only the "Game end Easy" box from the timeline.

For an **Easy game**, you don't mark off any boxes.



The timeline tracker on the sector sheet keeps track of the turns in the game. Once you mark off the last "game end" box on the timeline (depends on your choice of game difficulty), the game ends immediately.

In this example you have decided to play a Hard game difficulty and have marked off the "Game end easy and Normal" boxes during the game setup and so the game would end when you reach the "Game end hard" box on the timeline.

## THE TURN

The game is divided into turns and turns are tracked by the timeline on the sector sheet.

Each turn is further divided into the following phases:

- THE EVENT PHASE
- THE COMMAND PHASE
- THE ACTION PHASE
- THE END TURN PHASE



## EVENT PHASE

To begin the turn, roll the white event die to determine the upcoming event. Consult the event chart on the sector sheet using the dice result.

Depending on the event outcome, you might gain or lose resources like Prestige, Forces, or command dice.

Apply the event result immediately by adjusting your command dice pool and trackers accordingly.

## COMMAND PHASE

During the command phase, roll all command dice (red and white), assigning each roll to chosen action boxes on the sector sheet in order to activate those actions. Higher dice rolls enhance the effectiveness of assigned actions. **You may choose to not assign one or more dice if you wish in order to save resources.**

### OVER-STRETCHED RULE:



For each red die rolling a (1) in the command phase, lose a single Prestige by adjusting the prestige tracker and in addition, you cannot assign this die to an action box this turn.

**Advance:** The advance action enables movement toward a planet to quell rebellion. Follow along the designated yellow arrows on the map, and upon reaching the planet's orbit by using this action, the planet becomes unlocked (indicated by marking the large circle next to it). The planet, once unlocked, can now be suppressed.

**Suppress:** The suppress action permits you to suppress all resistance on a planet that you have already unlocked.

**Consolidate:** The consolidate action grants the player additional resources by focusing on rebuilding forces or engaging in propaganda to increase prestige.

## ACTION PHASE

During the action phase activate and resolve all command dice one by one, in any order of your choice, and paying the cost and or penalties of each action as you go.

**EVENTS**

**WARPED TIME!**  
Mark off an additional box on the timeline.

**COMM BLACKOUT**  
This turn you may not use any of your Archon's special abilities.

**TEMPORAL SHIFT**  
ADD (+1) to all of your dice this turn.



The event chart is found on the sector sheet and there are usually three possible events. For example, if you had rolled a (5) in the event phase, this would result in the "temporal shift" event which adds (+1) to all of your command dice this turn.

**TIP:** If it's not possible to apply the result immediately, such as the result of (5-6) "Temporal shift", you may place the event die directly on top as a remainder to add (+1) to all command dice rolls during the command phase.

**ADVANCE**  
Cost: Unlock a planet.  
Any dice roll of (3) or less = LOSE a

**SUPPRESS**  
Cost: per dice. Suppress an unlocked planet by D3.  
Any roll of (3) or less = LOSE a

**CONSOLIDATE**  
Cannot place red dice in this box.  
GAIN D3 or

You have rolled a (1,3, red-4 and a 5) in the command phase and decide to assign all but one of these dice to actions you choose by placing each dice inside the appropriate action box. You also decide not to assign the (1) die as it would not be worth the cost in resources to assign it and place it off to the side.

## ROLLING A D3

Whenever the game refers to rolling "D3s", this means to halve the result of the D6 (six-sided dice), rounding down. For example a:

roll of 1 = 0  
roll of 2-3 = 1  
roll of 4-5 = 2  
roll of 6 = 3



## ADVANCE ACTION

The advance action unlocks planets on the sector map by **spending (1) Forces**. Placing a die in the advance action box is an automatic success, but if the roll is (3) or less, you also lose a Prestige.

Once a planet is unlocked, **mark the larger circle next to that planet. NOTE: You can't advance past a planet that hasn't been fully suppressed.**

If the large circle in the orbit of the planet has a  symbol, You must pay (1) additional Forces to advance to this planet.

## SUPPRESS ACTION

The suppress action suppresses the rebels on a planet by **spending (1) Forces per die** in the suppress action box, using natural dice rolls as D3s. Each D3 result corresponds to marking off small white circles known as rebel points (or RPs) from left to right on the planet.

If any of the dice in the Suppress action box are **rolls of (3) or less, you also lose a Prestige**.

When using the suppression action, if the last RP circle marked off in a suppress action is adorned with a  symbol, **you lose an additional Prestige**.

Once all RPs are marked off, the planet is fully suppressed and considered captured. Any stars (VPs) next to the planet's name are added to your total on the VP tracker and any resource icons to the appropriate tracker. You are then allowed to advance from the planet by following the yellow arrows on the sector map to other planets.

If the planet bears a  symbol, ALL dice rolls used to suppress this planet result in you losing automatically a Prestige (instead of only rolls of 3 or less).

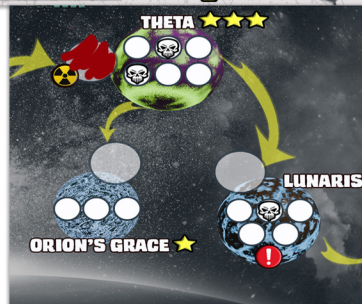
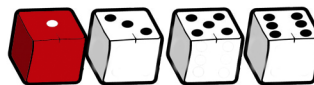
## CONSOLIDATE ORDER

The consolidate action allows you to regain resources (Prestige or Forces). Each dice roll in the action box converts to a D3, and **you gain that value in the resource of your choice, either Prestige or Forces**.

**No red command dice**, can be used for a consolidate action.

## EXAMPLE TURN:

In this example, You have rolled your four command dice in the command phase and roll a (red 1, 3, 5 and 6). Because you have rolled a (1) on the red dice, you immediately lose a Prestige because of the over-stretched rule.



After capturing Istvann you decide to advance to Theta and assign the (3) white dice to the advance action box and place it inside the box. You pay the required Forces to do this action and because the dice roll is (3) or less, you lose a Prestige as well. In addition there is a hazard icon next to the planet's orbit circle and so you must pay an extra Forces as well. Adjust the Prestige and Forces trackers to represent these costs and penalties.

After paying the resources, your advance action activates and you mark off the large circle orbiting the planet.



You have assigned your dice roll of (5) to the suppress action and will now suppress the rebels on Theta.

You pay the (1) Forces and because the (5) assigned converts to a D3 result and becomes a (2). You mark off two RPs circles on Theta but because you finish this suppression action by marking off an RP with a Skull symbol, you lose a Prestige in the process.

**NOTE:** In the next turn, if you manage to fully suppress Theta by marking off the other four RP circles, you add three VPs (Theta has three stars next to it's name) to your total on the VP tracker. Once captured, you may now follow the arrows and advance to either Orion's Grace or Lunar or both.



The final dice, a (6), was placed on the consolidate action box and grants you D3 resources.

The dice result of (6) becomes (3) when converted to D3 and you decide to gain (3) Forces. You adjust the Forces tracker to show the changes.

## END TURN PHASE

Check prestige at the end turn phase; if it's less than one, you lose the game.

End the turn by marking a box on the timeline.

If the box you mark off is the very last “game end” box on the timeline, the game ends immediately.

## USING SPECIAL ABILITIES

Each of your three chosen Archons have a special ability that could be used to help crush the rebellion by modifying game rules, dice rolls or even granting additional resources.

Most abilities are always active or can be used once per turn but there are some abilities that are once per game. After using a once per game ability, you can flip the card over to remind you that it has already been used.

## ENDING THE GAME

The game ends under these conditions:

- Marking the very last "game end" box on the timeline.
- Capturing all planets on the sector map.
- Having less than one prestige during the end turn phase (leading to automatic loss).

After the game ends, assess VPs on the tracker. Reaching the  symbol signifies victory, while achieving a brilliant victory if you reach or surpass the  symbol.

Failing to reach these VP milestones results in defeat and losing the game, indicating the survival of the rebellion in this sector.



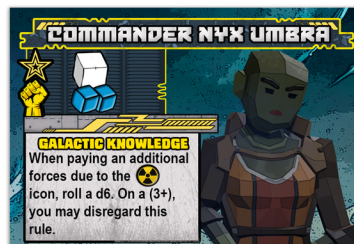
Here is an example of the VP tracker that shows that you have ended the game due to running out of time on the timeline. You have a total of 13 VPs and so have achieved a victory. Had you had one more VP, you would have achieved a Brilliant victory.

## TIMELINE



This examples shows you how to mark the timeline (from left to right).

Once you mark off the last “game end” box on the timeline (depends on your choice of game difficulty), the game ends immediately.



Here are two Archon cards, commander Nyx Umbra and commander Drakonis.

Nyx has a passive ability “Galactic Knowledge” which can work multiple times throughout your turn.



Drakonis’ ability “Ferocious Commander” is a “once per turn” ability.

## WINNING THE GAME

Winning the game requires capturing sufficient planets to earn Victory Points (VPs) for either a Victory  or Brilliant Victory  before the timeline expires by marking the very last “game end” box.

## LOSING THE GAME

The game concludes when the timeline's time expires. If the your Victory Points (VP) fall short of the required amount for a victory or a brilliant victory, you lose.

Furthermore, having zero Prestige during the end turn phase also results in you losing the game.