How the Galaxy Was Won

A solo and cooperative science fantasy skirmish game in the perilous Astral Frontier

Introduction

Welcome to the Frontier

2nd Moon of Myrkvith, 4th Colony, The Year of Our Matriarchs 1526

"Have a seat friend; they ain't comin' back for you anytime soon."

A Pioneer sitting on a rusty supply crate waves you toward him. He's clad in gray-green fatigues and light armor matching the boreal forest surrounding the camp. A bronze badge rests on his belt. Like yours, the badge shows a pair of chevrons encircled by nine stars – the insignia of a Colonial Marshal.

A cacophony of hisses sends birds and rodents fleeing from the camp. You turn and watch your shuttle shrink into the lavender sky. The freshly stirred air is thick with the smell of sweet pine.

You mosey over to the crates and take a seat, letting your rucksack collapse onto the damp, silvery soil. The old Marshal tilts his head then extends his hand, "Marshal, I see. Pleasure to make your acquaintance."

His handshake is firm and his palms are scarred.

"So, you're new 'round here. How long you fixin' to be deployed?"

You stare blankly. You don't know the answer and you know he doesn't either. You gaze into the forest behind the old Marshal, wondering what might be staring back at you.

"You hear about E'Chaaka?"

You shake your head. "No."

"Pair of Beacons shorted out along the Eastern range. A dozen techs got clean ripped in half by giant crabs. Well, folks out that way call 'em crabs but they sure as hell ain't crabs."

You wince, draw a long breath, then sigh with a quick shake of your head.

"This Frontier out here, kid...she's a helluva thing. At times, I can't imagine anything more beautiful. Then not one minute later...well, it's like she's got a deathwish for every one of us."

The old Marshal pauses for a moment, trapping you in an empty stare. He stands and clasps your shoulder.

"Good luck friend. Don't get dead."

Gameplay

How the Galaxy Was Won is a cooperative, tabletop skirmish game for one or two players. The game is inspired by character development commonly found in role-playing games mixed thoroughly with fast-paced, tactical combat of skirmish wargames.

How the Galaxy Was Won is miniatures-agnostic meaning there are no separate model kits or game boxes to buy. You use models you already own or expand your collection as you see fit. Or, you can play with any plastic figures and spare bits you happen to have available.

In this game, you are a Colonial Marshal managing a Posse of Deputies through a series of Adventures along the Frontier. You will survey hostile lands, gather strategic resources, and protect fellow pioneers. Though armed with extraordinary technology, Pioneers are not superheroes. They are mortal and make mistakes – some more than others.

Your Posse will battle through exotic worlds forged from a combination of your imagination and procedurally-generated Adventures. You will face cunning aliens, ferocious creatures, and mysterious apparitions controlled by a punchy enemy AI system that adds nuance and depth to every game. Along the way, you'll meet a surprising cast of characters equipped with a wide array of weapons, gear, and odd technologies some of which you may also salvage in these foreign lands.

Although *How the Galaxy Was Won* can be played as a one-off game, a rich experience awaits players who pursue a Homestead Campaign. During a campaign, each player will deploy their Posse across linked Adventures, earning Rep which grants access to more dangerous territory and, if all goes well, culminates in the establishment of a Homestead where you can kick up your feet and watch the setting suns.
Ready to play? Let's get started!

Gather Supplies

Miniatures

How the Galaxy Was Won is a miniatures-agnostic game. Players use miniatures they already own that look and feel thematically appropriate. Or, players may find new miniatures to expand their collections. Either way, the game does not require any particular set of models.

Each player needs at least seven 28mm to 32mm plastic, resin, or metal models to represent their Posse. A player's Posse may expand to twelve miniatures during a Campaign, though no more than seven are used during any single Adventure.

In addition, each player needs 9 to 12 miniatures to represent Hostiles. Hostiles are organized into Hostile Groups with each Group having identical equipment. As a result, players need three sets of enemy miniatures that are easily distinguished from other enemies. Hostiles manifest in a variety of shapes and sizes: robotic assassins, wild beasts, troll commandos, and so on. Hostiles are usually the same size as Pioneers though certain Adventures may call for large Hostiles at 40-60mm scale or huge Hostiles at

80mm+ scale. Players do not necessarily need large models but they certainly add to the theme and experience of the game.

Miniatures can be purchased from many toy stores and game retailers. That said, players may instead use whatever toy figures happen to be available or find an online art pack to make tokens.

Throughout these rules, miniatures controlled by players are referred to as Pioneers while those controlled by the game are referred to as Hostiles. All miniatures are collectively referred to as Characters.

Dice

How the Galaxy Was Won requires a handful of twelve-sided dice ("d12"). These dice can be purchased at game stores, online retailers, or re-used from other games. In dice notation, the quantity of a particular die is denoted before the letter "d". For example, roll 2d12 should be read as "roll two d12 dice". The effect of each roll is applied individually (detailed later in these rules); dice values are never added together.

How the Galaxy Was Won works best if each player brings 6d12 in the same color. In addition, players collectively need an additional 4d12 to use as Initiative Dice. Packs of d12 are available from many game stores and online retailers. If handfuls of d12 are not available, it is possible to play the entire game with a single d12 – though players will spend a lot more time rolling that lonely little die.

In addition, a variety of game effects such as Damage and Moxie (detailed later) require tracking a number as it increases or decreases. In the game, these are called "counters". For this purpose, players may want about a dozen small six-sided dice ("d6") though plastic tokens and wooden cubes work well if preferred. In any case, counter dice or tokens are optional and the game may be played using scrap paper, coins, or small bits from the family junk drawer.

Table and terrain

How the Galaxy Was Won is played on a 36x36" table adorned with a variety of terrain in different heights and widths. Adventures take place across many landscapes – parched deserts, ice-glazed wastelands, seething lava ponds, dank caverns, and more – so feel free to use whatever terrain features are available. And, remember that the goal is to have fun; in that spirit, wood blocks, magnetic tiles, plastic brick structures, and upside-down cups are just as functional as expertly-painted resin or fiberboard buildings.

Measuring tool

Game movement and weapon ranges are measured in inches denoted by ". So, 24" should be read as twenty-four inches. A ruler, tape measure, or marked piece of string all work well.

Author's Note: I prefer to play on game mats that are pre-printed with hex grids. I am quite clumsy with a ruler and hex mats let me avoid fiddling with measuring tape during my turns. So, I balanced *How the Galaxy Was Won* for 1" hex and 1" grid players too. If you're so inclined, you can also repurpose tiles from board games to broaden your terrain options.

Posse and Hostile sheets

Pioneer and Hostile proficiency is measured using skill values (see Pioneer Profile, ##.# and Hostile Profile, ##.#). Templates for Pioneers and Hostiles are available at the back of this book or from www.howthegalaxywaswon.com to use during games.

Tokens

Throughout Adventures, a variety of unique effects will call for a Token – for example, an Invictus Troll drops Limb Tokens when wounded. For all Tokens, players are free to use small plastic counters, wooden cubes, acrylic pieces, marked pieces of paper, or small dice – anything that allows players to remember which Token is which for the purpose of in-game effects. The most common Tokens are described below for those who wish to come fully prepared to their first Adventure:

Wound and Moxie Tokens: During an Adventure, Characters may suffer Wounds from damage, earn Moxie to power special effects, and receive various boons or burdens from in-game events – all of which will be explained later. The Posse sheet can be used to track these values with pencil and eraser though it is convenient to have a handful of small dice (e.g. 12mm d6) to track these values. Many players will want seven Wounds dice and seven Moxie dice – one of each per Pioneer.

Usage Tokens: Some weapons and gear have limited use. Usage Tokens track how many times an item has been used. Players may want 6 to 12 of these tokens readily available.

FRAK Tokens: Pioneers have access to FRAK, which powers unique effects throughout the game. Each player starts with six FRAK. A spare d6, wooden cubes, or acrylic bits work well.

> *Author's Note:* This game is designed to minimize non-game pieces in the Adventure Area to maintain thematic immersion. Most tokens and counters can be kept on the Posse or Hostile sheets, out of the playing area. In addition, terrain bits from other games or 3D-printed pieces work well as various Tokens. Having said that, I prefer to place small 12mm dice adjacent to models on the table for easy reference. For example, I use red six-sided dice to track Wounds, green six-sided dice to track Moxie, and gray six-sided dice to track Usage but players are encouraged to organize the table as they see fit.

Form a Posse

Each player assumes command of a Posse, a group of Pioneers sent on Adventures across the Frontier.

Before a game begins, each player must assemble a set of miniatures for their Posse. Some players prefer to determine abilities and weapons, then find an appropriate model. Other people prefer to find a model, then assign abilities and weapons that best suits the figure. Either method is appropriate as long every player follows the below rules. *How the Galaxy Was Won* is set in a science fantasy universe with a wild west tinge; select models accordingly.

Pioneer Profile

Pioneer skills are represented using a set of values called a Profile:

Moxie	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	4"	6	6	6	6	0	0	2

Moxie
Moxie represents a Pioneer's spunk, tenacity, and bravado. The value indicates the amount of Moxie that the Pioneer has at the beginning of an Adventure. Moxie can be spent during an Adventure to automatically pass a Check by setting a die value to 1 (rather than rolling it, ##.#).

Speed
The Speed value determines how many inches the Pioneer can move during a Move Action.

Aim
Aim represents a Pioneer's range finding, accuracy, and weapon proficiency. The Aim value indicates the target value for each rolled d12 during an Aim Check. A higher Aim value indicates the Pioneer is more likely to deliver a Hit against a target during a Ranged Attack (##.#).

Fight
Fight represents a Pioneer's melee ferocity, physical strength, and close combat proficiency. The Aim value indicates the target value for each rolled d12 during a Fight Check. A higher Fight value indicates the Pioneer is more likely to deliver a Hit against a target during a Brawl Attack (##.#).

Agility
Agility represents a Pioneer's dexterity and elusiveness. The Agility value indicates the target value for each rolled d12 during an Agility Check. A higher Agility value indicates the Pioneer is more likely to avoid Damage when targeted during an Attack (##.#).

Grit
Grit represents a Pioneer's situational awareness, mental fortitude, and general survivability. The Grit value indicates the target value for each rolled d12 during a Grit Check. Grit is used in a variety of ways including various Interact Actions and avoiding penalties during Audacious Actions (##.#).

Armor
Armor represents thick kevlar plating, dense carapace, resonance coating, and other advanced mechanisms of damage prevention. Armor provides Damage Mitigation against both Ranged Attacks and Brawl Attacks.

Shield
Shield represents ablative energy fields, ethereal shrouds, inertial dampening projections, and other unknown sources of kinetic resistance. Shields provide Damage Mitigation against Ranged Attacks but have no effect against Brawling Attacks.

Health
Health represents the amount of physical and psychological damage a Pioneer can take before requiring medical attention. A Pioneer receives one or more Wounds after failing to mitigate incoming Damage. A

Pioneer is Nixed and removed from the Adventure Area immediately upon receiving Wounds equal to the Health value. A Pioneer can never have more Wounds than its Health value.

The Marshal

Whether playing a single Adventure or a campaign, each player is personified as a Colonial Marshal. Your Posse and your tactical decisions will determine the fate of the Frontier. As such, the first, and perhaps most important step is to create your Marshal.

Create a backstory

Marshals are drawn from across the galaxy and each has a story to tell. As a player, it is helpful to imagine a backstory for your Marshal. Who is she? Why did he choose a rough life on the Frontier? Does she seek glory, fortune, kinship, or something else? Does he have a family? The answers have no direct effect on the game but establishing a narrative can help guide players through the process of creating a Marshal.

To start, choose a name. Or don't! Maybe "The Nameless One" is exactly the name that fits your backstory.

Improve the Marshal's Profile

Marshal is both a formal rank, recognized by the Matriarchs, as well as a position of distinction earned through tact, courage, and a touch of luck. As a result, a Marshal gains a variety of starting bonuses to enhance the basic Pioneer Profile.

Each player should adjust the Pioneer Profile as follows to best fit their Marshal:

1. Increase Moxie by +1
2. Increase Moxie or Health by +1
3. Increase Aim, Fight, or Agility by +2
4. Increase Aim, Fight, or Agility by +1; must be a different Skill than that chosen in Step 3
5. Choose one of the following:
   - Equip Aramid Armor: Gain Armor 1 but **reduce** Speed by –1"
   - Equip Steinmez Shielding: Gain Shield 1 but **reduce** Aim by –1
   - Increase Grit by +1

Choose a Perk

Perks represent special abilities available exclusively to a Marshal. Each player selects one Perk from the table below and assigns it to their Marshal. Or, if preferred, each player rolls 1d12 to select a random Perk.

Perks affect rules discussed later in this book. For your first game, you may wish to read the rules then select a Perk before your first Adventure.

1d12	Perk
1 – 2	**Courageous** This Marshal does not lose Moxie when suffering Wounds.
3 – 4	**Feral**

	This Marshal is never Outnumbered in a Brawl.
5 – 6	**Fleet** At Start of Round, may spend 1 Moxie to perform a Move Action.
7 – 8	**Lucky** At Start of Round, may Check Grit; if passed, gain 1 Moxie.
9 – 10	**Tenacious** Once per Round, may spend 1 Moxie to reroll all failed Aim or Fight Checks.
11 – 12	**Vigilant** After this Marshal activates, if this Marshal does not have an Overwatch Token, may spend 1 Moxie to gain an Overwatch Token.

A Marshal may earn additional Perks during a campaign. However, a Marshal may never have more than three Perks. A player may remove a Perk from their Marshal at any time.

Equip the Marshal

Every Marshal is equipped with basic equipment: combat attire, life support system, communication equipment, and so on. However, more sophisticated weapons and gear will define the capabilities and combat style of your Marshal.

Choose a primary Weapon:

- Frontier Blade (Range 0", 3💥, If **(3)**: Inflict 1 Wound)
- Revolver (Range 0 – 12", 3💥, Armor Piercing 1)
- Dual Pistols (Range 0 – 12", 4💥, May split Attack between two targets: 2💥 against each)
- Tachyon Pistol (Range 0 – 12", 3💥, Beam, Shield Phasing 1)
- Shotgun (Range 1 – 12", 2💥, Conical, Lethal 2)
- Carbine (Range 6 – 24", 4💥)
- Tachyon Carbine (Range 6 – 24", 3💥, Beam, Shield Phasing 1)
- Rifle (Range 9 – 36", 4💥)
- Sniper Rifle (Range 12 – 72", 1💥, Lethal 3, Reload 1)
- Flamethrower (Range 1 – 6", 4💥, Conical)

Add support gear; choose two of the following:

- Graphene Knife (Range 0", 2💥, Armor Piercing 1)
- Field Medkit (**Interact:** Remove 2 Wounds from a Pioneer in LoS 1". Consumable, Limit 2.)
- Frag Grenade (Range 1 – 6", 4💥, Grenade, Blast 2", Consumable, Limit 2.)
- Hearty Biscuits (**Interact**: Remove 1 Wound; this Pioneer's Checks are ♠+1 until End of Round. Consumable, Limit 2.)
- Moxie Brew (**Interact**: Gain +2 Moxie. Consumable, Limit 6.)
- Pocket Crystals (**Interact**: Stun 1 Hostile Brawling with this Pioneer. Consumable, Limit 2.)

Muster the Posse

With a Marshal at the ready, it's time to muster a Posse. A Posse will always contain your Marshal plus six Deputies. Deputies are organized by Discipline as well as Rank. Disciplines provide thematic and in-game effects specific to that type of Deputy. A Deputy's Rank affects their Profile – the higher the Rank, the better the Profile values (e.g. higher Aim, higher Health, and so on).

Select six Deputies from the list below. Or, if players prefer, each player may roll 6d12 to select a random Posse. A Posse may contain at most two Deputies of the same Discipline (e.g. no more than two Enforcers). Do not worry about picking a perfect Posse; these Deputies are well balanced for your first Adventure.

1d12	Standard Deputy
1	**Berserker** Berserkers are fearless close combat specialists. They are easily identified by their lack of clothing and are often gene-spliced with beasts and monstrosities found across the galaxy.
2	**Enforcer** Enforcers are the most common type of Deputy, equipped with a carbine or rifle, many previously served as infantry in the Colonial Army.
3	**Grenadier** Grenadiers are a brash and boastful bunch. Armed with specialized grenades and explosives, they revel in the thunderclaps of colossal blasts.
4	**Guardian** Guardians are defensive specialists. Many also serve within The Matriarchal Guard, a unit with voluntary, lifelong appointments to protect the Matriarchs.
5	**Infiltrator** Infiltrators are deep reconnaissance and ambush specialists. They are perceptive and swift, preferring stealth over power. They carry little, usually just small arms and sharp blades.
6	**Medic** Medics, though armed with basic weapons, provide rapid field medicine – an antidote to the traumas of the Frontier.
7	**Pistoleer** Pistoleers are short-ranged firearm specialists. Their quickdraw is unrivaled. Many exhibit a preference for the theatrical, holstering their weapon after a quick twirl, a wink, and a smile.
8	**Ranger** Rangers are the oldest class of law enforcement and border protection in the Colonies. Through experience they have become charismatic survivalists and creative weaponsmiths.
9	**Razer** Razers rarely speak and possess a permanent, hollow gaze. They can radio gunships to rain destruction on the Frontier or engulf enemies in scorching blasts.
10	**Reaver**

	Reavers are warriors and raiders, frequently executing quick strike operations designed to harass and weaken a thread. Many are as wild as they are lethal.
11	**Scout**
	Scouts are experts in navigating and surviving in uncharted territories. They are trackers and guides, providing valuable intelligence about local threats.
12	**Sniper**
	Snipers are long gunners, angels of overwatch equipped with sophisticated optics and high-power rifles. Through training and camouflage, they melt into the environment.

Once chosen, consult *Appendix 1: The Fine Folk of the Astral Frontier* (##.#) for details about each Deputy including their Profile, Weapons, and any special rules. When forming a new Posse, two Deputies may be upgraded to Veteran Rank; the other four must be Regular Rank.

A new Posse is recruited for free; ignore all listed C₵ costs. After finalizing the loadouts of your Deputies, write relevant details on the Posse sheet for quick reference during Adventures.

Living Legends

Living Legends are unique Characters roaming the Frontier which players may encounter while playing a campaign. While recruited to a Posse, Living Legends are considered Deputies.

Living Legends are equipped with spectacular weapons and operate with impressive proficiency. However, only one of each Living Legend (e.g. one "Wasteland Judge") can be deployed to an Adventure. If multiple players have recruited the same Living Legend, they must mutually agree who will deploy the Character. If they cannot agree, they must randomly determine which player may deploy the Living Legend.

Golden Rules

1. Some Character, weapon, and in-game effects contradict core rules. When this happens, the most specific rule takes precedence over general rules. For example, a special movement ability on a Pioneer takes precedence over standard movement rules.
2. Tabletop skirmish games give rise to scenarios that create uncertainty (e.g. "Can that model *really* see that thing from there?!"). *How the Galaxy Was Won* is a player versus the game experience; so, resolve a dispute by choosing the option that increases the difficulty of the game.
3. Above all, have fun and be kind. Rules are meant to be prescriptive but if an in-game result "feels wrong", consider the spirit of the rules then do whatever seems most fun.

Author's Note: During your games, if you find a particular rule unfun or cumbersome, please let me know. Send comments to feedback@howthegalaxywaswon.com so I can track suggestions. If you are particularly frustrated by something, direct your rage to tableflip@howthegalaxywaswon.com.

Start a Game

Determine the Adventure. Choose a Setting (##.#), an Adventure (##.#), and Hostile Groups (##.#).

Select Pioneers. Each player assembles a Posse (##.#). If continuing a campaign, each player selects which Pioneers will participate and equips them with available gear from their Inventory (##.#).

Determine the Adventure Complication. Roll 1d12 and use the Adventure-specific Complications table to select a Complication, which adds additional rules to the Adventure. If instructed, use a Setting-specific Complication instead (##.#). For your first game, do not include a Complication.

Setup the Adventure Area. Review Adventure Intel and Adventure Rules for details about terrain requirements. Adventures are typically played using a 36x36" Adventure Area. In general, large terrain objects like buildings, crashed vessels, wooded hills, and rock outcroppings should be placed evenly around the Adventure Area. Between large terrain objects, place a variety of small features and scatter terrain that breaks line of sight across the table. Players must agree on what areas of the table serve as Cover (##.#) and various terrain effects (##.#).

Setup Adventure Objectives. Following Adventure Rules, deploy Objective Tokens to the Adventure Area.

Gather Pioneer Sheets. Place prepared Posse sheets within reach (##.#).

Gather FRAK and Moxie. Each player receives six FRAK; use Tokens or a d6 set to to 6 (🎲). Every Pioneer receives Moxie (again, tokens or a d6) equal to the Moxie value on their Profile.

Gather Hostile Sheets. Adventures are usually played with three Hostile Groups. The Adventure may impose certain limits on which Hostile Groups can be used. In most cases, players will randomly select three eligible Hostile Groups. Hostile Sheets for all Hostiles are available in the back of this book (##.#). For each included Hostile, place the matching Hostile Sheet adjacent to the Adventure Area.

Collect the Initiative Dice. In a small pile, place 1d12 per player as well as 1d12 per Hostile Group.

Deploy Pioneers. Following Adventure Rules, deploy Pioneers into the Adventure Area. In addition, each player designates an area of the table as their Camp (##.#).

Deploy Hostiles. Following Adventure Rules, deploy Hostiles into the Adventure Area. In addition, designate an area of the table as the Hostile Hideout (##.#).

Organize other fiddly bits. Place dice, tokens, measuring contraptions, and other components near the Adventure Area, within reach of all players. Tokens and counter dice are not quantity limited; use bits of paper, pocket coins, or other substitutes if needed.

Core Rules

Dice Checks

How the Galaxy Was Won uses dice to represent the uncertainty of adventuring and fighting on foreign worlds. Players evaluate the success or failure of certain Actions using a Check. To perform a Check, roll 1d12, add or subtract all relevant modifiers, then compare the result to a Target Number. A Check is

successfully passed if the scored value **is less than or equal to** the Target Number. Otherwise, the Check is failed. Most Checks use one of the skill values from a Pioneer's Profile as the Target Number. For example, a Grit Check will use a Pioneer's Grit value as the Target Number.

The natural value of a Check is the number printed on the die. A natural **(1)** is always a success and cannot be rerolled for any reason. A natural **(12)** is always a failure and cannot be rerolled for any reason. There is **always** a chance for success and always a chance for failure – we will never tell you the odds.

Target Number modifiers

The Target Number of a Check may be modified by various game effects. Checks become easier when a modifier raises the Target Number or harder when a modifier lowers the Target Number.

How the Galaxy was Won uses a pentagon symbol (⬠) to represent the Target Number. Check modifiers are expressed as increases (+) or decreases (−) to the Target Number. For example, if a starting Target Number is 6 and the acting Character has a ⬠+1 bonus, the Target Number of the Check becomes 7 and the player must roll 7 or below to pass that Check.

All modifiers are cumulative. For example, a Character that has multiple effects granting ⬠+1, ⬠+2, and ⬠+3 to the same skill would add a total of 6 to the Target Number. That said, a Target Number can never be reduced below 1 or increased above 11 – rolling a **(12)** is always a failure.

Multiple dice

Some Actions, especially Attacks, require a player to roll multiple Checks simultaneously. For example, a Weapon may fire 3 shots so the player will roll 3d12 to determine whether each shot hits the target. The success or failure of each Check is determined individually and all modifiers must be applied to each d12.

If players only have access to a single d12, it is possible to roll 1d12 multiple times, noting the result of each Check individually. But, doing so will increase the amount of time spent performing Checks.

Remember, unlike other games, Xd12 means roll X dice and compare each result to the Target Number – do **not** add the values of the dice together.

Triggered effects

Checks may trigger additional effects such as a unique capability of a Weapon during a single Attack Action. If present, apply conditional effects in the order shown below:

- "If **(X)**": Apply the effect **once** if at least one rolled d12 has a natural value equaling X or less
- "Each **(X)**": Apply the effect **for each** rolled d12 having a natural value equaling X or less

Conditional effects are applied immediately after the triggering Action is resolved. For example, in the case of Attack Actions, determine Damage and resolve Wounds, then apply any Conditional Weapon effects. Wounds inflicted through effects are in addition to any Wounds caused by Damage resolution.

Turn sequence

Each game of *How the Galaxy Was Won* is played over a series of Rounds. The maximum number of Rounds is detailed by the Adventure. Adventures can end sooner if all Pioneers are Nixed at the same time (##.#) or all Pioneers exit the Adventure Area. Each round consists of four phases, played in order:

1. Start of Round
2. Audacious Actions
3. Standard Actions
4. End of Round

Start of Round

At the beginning of every Round, perform each of the following steps in the order shown:

Tick the Round Counter
Increase the Round counter (with spare dice or make a note on a piece of paper) to track the current Round Number. For the first Round, set the Round Number to 1.

Apply Start of Round effects
Various Adventure, equipment, and Hostile effects trigger at "Start of Round". Resolve each of those effects in any order chosen by the players.

Audacious Actions

One at a time, in any order, each Pioneer may perform an Audacious Action.

To perform an Audacious Action, select a Pioneer to Check Grit. If passed, the Pioneer gains 1 Action Point and may immediately perform an Action. If failed, the Pioneer stumbles or hesitates, becoming Stunned and does **not** perform any Actions this phase. If the Pioneer rolled a (12), the Pioneer suffers 1 Wound.

The Audacious Actions phase ends after all Pioneers perform a Audacious Action or after each player agrees they cannot or will not perform Audacious Actions with remaining Pioneers.

Standard Actions

Players spend most of the game in the Standard Actions phase. During this phase, players activate their Pioneers as well as all Hostiles.

The order of activations is determined using Initiative Dice. Roll 1d12 for each Hostile Group as well as 1d12 per player. If players have enough uniquely colored dice, all Initiative Dice may all be rolled together. Otherwise, place each rolled 1d12 on the appropriate Hostile or Posse sheet once rolled.

Starting with the lowest Initiative Die, activate all Characters associated with that die. If the current Initiative Die belongs to a player, that player activates all Characters in their Posse. If the Initiative Die belongs to a Hostile Group, activate all Hostiles in that group. After all Characters associated with the current Initiative Die activate, discard the Initiative Die. If a Hostile Group does not have any Hostiles in the Adventure Area, immediately discard the die. Then, in ascending order, proceed to the next Initiative

Die and activate associated Characters. Repeat this process until the highest Initiative Die has been discarded. If two or more Initiative Dice rolled the same value, players choose the activation order.

The Standard Actions phase ends after the last Character in the Adventure Area completes its activation, all Reactions have been resolved (##.#), and all Initiative Dice have been discarded.

Pioneer Actions
To activate a Pioneer, the controlling player selects a Pioneer that has not yet activated during the current Standard Actions phase. The chosen Pioneer gains 1 free Move Action as well as 2 Action Points which can be used to perform Basic Actions (##.#) or Adventure-specific Actions. The free Move Action can be used before, between, or after any other Actions performed by the Pioneer.

Pioneers are not required to use the free Move Action nor any of the Action Points. However, an unused free Move Action or unused Action Points are lost and cannot be used later in the Round.

After each Pioneer activation in the Standard Actions phase, check for Hostile Reactions (##.#) then earn Moxie (##.#).

Hostile Actions
To activate a Hostile Group, compare the number on the Initiative Die to the Orders section of the related Hostile Sheet. The value of the Initiative Die dictates which Order is the Active Order (##.#). Activate each Hostile in that Group starting with the Hostile closest to a Pioneer and proceeding to the Hostile furthest from a Pioneer, following the instructions of the Active Order.

End of Round

Kaboom
Unexploded grenades and timed mines detonate (##.#). Resolve grenades and explosives placed by Hostiles in any order chosen by the players. Then, resolve grenades and explosives placed by Pioneers in any order chosen by the players.

Apply End of Round effects
Various Adventure, equipment, and Hostile effects trigger at "End of Round". Resolve each of those effects in any order chosen by the players.

Check for Victory
Each Adventure specifies the success criteria players must achieve to claim Victory. If all criteria have been satisfied, the players win! If playing a campaign, proceed to the Adventure Reckoning (##.#).

Check for Defeat
The players lose and the game ends if all Pioneers are currently in a Camp, or if all Pioneers have voluntarily exited the Adventure Area, or if the maximum number of Rounds has been played and the players did not meet the requirements to advance to the next Stage or win the Adventure. If playing a campaign, proceed to the Adventure Reckoning (##.#).

Repeat

If players have not achieved Victory or suffered Defeat, return to the Start of Round for the next Round.

Actions

Action Points

Pioneers perform Actions to move, shoot, and interact with Objectives.

Most Actions cost 1 Action Point to perform. Some Actions may require fewer or more Action Points. In such cases, the Action Point cost is shown in curly brackets. For example, **Interact {0}** is a "free" Interact Action that does not use any Action Points whereas **Interact {2}** costs 2 Action Points.

Pioneers must fully pay for an Action before attempting an associated Action. Pioneers may repeat an Action any number of times, spending the requisite Action Points for each attempt.

Basic Actions

Move: Move up to X" where X is the Pioneer's Speed. Brawling Pioneers cannot perform Move Actions.

Movement is measured from any point on the base of the model up to the Speed value; no part of the model's base may exceed the maximum distance. Terrain may impede movement (##.#).

<<TODO: diagram showing valid measurement>>

Pioneers may leap horizontally any distance equal to or less than the distance traveled in the **same** Move Action. For example, a Pioneer with Speed 4" may Move 2" then leap horizontally across a gap of up to 2".

Pioneers may move through space occupied by other Pioneers but cannot move through Hostiles. In addition, a Character may never end movement with its base on top of another Character's base.

If a Pioneer moves within 1" of a Hostile, it must continue into direct adjacency (base-to-base contact) with that Hostile and engage in a Brawl (##.#). Similarly, If a Hostile moves within 1" of a Pioneer, it must continue into direct adjacency with that Pioneer.

A Pioneer may voluntarily exited the Adventure Area by moving beyond an Adventure Edge (##.#). The Pioneer may no longer participate in the Adventure but rejoins the Posse after the Adventure ends.

Attack: Use an equipped weapon or gear to initiate a Brawling Attack or Ranged Attack. If the attacker is adjacent to the defender, perform a Brawling Attack (##.#). Otherwise, perform a Ranged Attack (##.#).

Charge: Move up to X" in a straight line where X is the Speed value and perform a Brawling Attack.

The Action Point cost is equal to the cost to perform the Attack Action (usually 1 Action Point). Charge Actions grant an attack bonus during associated Fight Checks (##.#). A Pioneer must be able to move into direct adjacency with a target to perform a Charge. All movement penalties and restrictions apply.

A Brawling Pioneer cannot initiate a Charge.

Interact: Perform a special ability or Adventure-specific Action.

The Action Point cost may vary though most Interaction Actions cost 1 Action Point. Many Adventures specify how Pioneers interact with Objectives. Interact Actions may require a Check; if a required Check fails, any spent Action Points cannot be recovered and the Interact Action effect is not completed.

Brawling Pioneers cannot Interact.

Focus: Unstun the Pioneer and return the Pioneer to standing position. Only Stunned Pioneers (##.#) may perform Focus Actions.

Rally: Spend 1 Moxie to remove 1 Wound. Brawling Pioneers cannot Rally.

Overwatch: Place an Overwatch Token adjacent to the Pioneer in the Adventure Area. A Pioneer can have any number of Overwatch Tokens. Brawling Pioneers cannot Overwatch.

A Pioneer with an Overwatch Token may interrupt a Hostile activation during the Standard Actions phase (pausing the Hostile's Action) to discard the Overwatch Token, gain 1 Action Point, then immediately perform an Action. After the Pioneer completes its Action and assuming the Hostile was not Stunned or Nixed, the Hostile resumes its paused activation. If an Action requires 2 Action Points, a Pioneer may discard two Overwatch Tokens to perform the Action. However, a Pioneer may only interrupt each Hostile once per Round. Actions performed using Overwatch do not trigger Hostile Reactions.

Withdraw: If Brawling, Check Agility with ⬠−X where X is equal to the number of Hostiles in the Brawl. If passed, perform a free Move Action to exit the Brawl and move away from Hostiles; if failed Move 1" away from the Brawl and suffer 1 Wound.

Ranged Attack

A Ranged Attack is an Attack Action performed while the attacking Character and defending Character are not directly adjacent. The weapon or ability used to initiate the Attack will specify the range, damage, and other effects. Similarly, Hostile Orders specify attack range, damage, and unique effects (##.#).

To perform a Ranged Attack, the attacker must identify which weapon or ability will be used during the Attack, then select a target within Range and Line of Sight (described in detail below). After confirming valid Range and Line of Sight, the attacker rolls one or more Aim Checks using a number of dice specified by the weapon or ability. Each passed Aim Check causes a Hit.

If a Ranged Attack causes one or more Hits against a defender – or if the Action was initiated using a weapon or ability that automatically Hits its target – the defender now performs a Dodge Check using a number of dice equal to the number of Hits. During a Dodge Check the Target Number is equal to the **lower** of the following two values:

- The Agility of the defender
- The highest successful natural value in the Aim Check(s)

Each failed Dodge Check causes Damage (##.#).

Example: A Pioneer uses a 3💥 weapon to shoot (Ranged Attack) a Hostile. The Pioneer is Aim 6. The

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Pioneer rolls a 3d12 Aim Check scoring (1), (4), (11). Both the (1) and the (4) are successful, causing 2 Hits. The Hostile's Agility is 8 and the highest successful natural value is (4). As a result, the Target Number for the Hostile's Dodge Check is 4. The Hostile rolls a 2d12 Dodge Check scoring (2) and (6). The Hostile passes one Dodge Check but fails the other and suffers 1 Damage.

Dodge Checks against Automatic Hits always use the defender's Agility as the Target Number.

Line of Sight

Line of Sight refers to the ability of one model to "see" another or object in the Adventure Area. Most weapons can only be used if the attacker is able to establish Line of Sight to the target. Model facing is irrelevant when determining Line of Sight; every Character can see in all directions at all times.

How the Galaxy was Won uses "true" Line of Sight: players should squat to table height and attempt to see a target from the attacking model's eye level. If the attacker can see any part of a target Character's base, chest, or head then the attacker has Line of Sight to the target. If the attacker can see any part of a target non-Character object, then the attacker has Line of Sight to the target. Players may mutually agree to adjust these rules to account for stout, tall, or fiendishly shaped models (e.g. headless monsters).

In addition, Line of Sight can be Blocked, Obscured, or Clear:

- Blocked: The attacker cannot see a target Character's head, chest, or base or any part of a non-Character object. Generally, a Character cannot attack a target with Blocked Line of Sight.
- Obscured: The attacker can see some of a target Character's head, chest, and/or base. Or, the attacker can see less than half of a non-Character object.
- Clear: The attacker has full visibility to a target Character, including all of a Character's base. Or, the attacker can see more than half of a non-Character object. Ranged Attacks made with Clear Line of Sight gain ⬠+1.

<<TODO: diagram of each LoS status>>

In all cases, an attacker ignores intervening terrain and structures no taller than the attacker and within 1" of the attacker. Thematically, a Character standing in cover does not suffer a penalty for protecting themselves; instead, the Character pops around a corner or leans over a barrier to initiate an Attack.

Range

Every Weapon specifies an effective Range in inches, measured from the base of the attacker to the base of the target.

Weapons with Range exactly equal to 0" may only be used during Brawling Attacks. Weapons with a minimum Range of 0" and a maximum Range greater than 0" (such as pistols with Range 0 – 12") may be used for Brawling and Ranged Attacks. All other Weapons can be used at any Range during a Ranged Attack. However, some Area of Effect Weapons (##.#) and Weapon Keywords (##.#) impose additional limits on a Weapon's Range. In addition, when Attacking a target whose base is entirely outside of a Weapon's minimum or maximum Range, the Aim Check suffers ⬠−3. If the target's base is beyond double the maximum Range, the Aim Check suffers ⬠−5 instead.

Cover

Cover refers to defensive objects that protect a Character from incoming weapons fire. If a defender is directly adjacent to a Terrain object that is Obscuring at least half of the target from the view of the attacker, then Cover grants an Armor bonus to the defender during Damage resolution (##.#). Light Cover such as trees, heaps of rubble, and abandoned machinery grants +1 Armor bonus. Heavy Cover such as rock formations, steel barricades, and fortified buildings grants +2 Armor bonus.

Elevation and High Ground

Adventures may include terrain at different elevations. The core Line of Sight rules remain in effect and elevated terrain – such as a hill or platform – may Obscure or Block a Character's view.

It can be difficult for players to establish the perspective of Characters between certain elevations. If ever unsure, apply the High Ground Rule: if an attacking Character is elevated above the height of a defender and within 1" of the edge of elevated terrain while the defendering Character is more than 1" away from any obscuring or Cover terrain on the lower level, a Ranged Attack is presumed to have Clear Line of Sight. Conversely, attacks initiated against a target elevated above an attacker never have Clear Line of Sight.

Friendly Fire

Pioneers do not obscure Line of Sight for other Pioneers. Similarly, Hostiles do not obscure Line of Sight for other Hostiles. (For the purpose of determining Line of Sight, imagine that friendly units are invisible.) However, a Pioneer's Line of Sight is obscured by Hostiles, and vice versa.

A Pioneer may attempt a Ranged Attack by firing over other Pioneers. However, if a Pioneer fires over friendly Pioneers, all failed Aim Checks against the original target are treated as automatic Hits against the nearest friendly Pioneer along the Line of Sight. The accidentally Hit Pioneer must perform a Dodge Check using a number of dice equal to the Hits, potentially suffering Damage as a result.

If a Hostile fires over another Hostile and one or more of the Aim Checks fail, the nearest Hostile along the targeted Line of Sight is automatically Stunned (##.#).

Firing into a Brawl

An attacker may target a Brawling Character. However, if an attacker fires into a Brawl, all failed Aim Checks against the original target are assigned to a different, randomly selected Character engaged in the Brawl and become automatic Hits. The accidentally Hit Character must perform an Agility Check using a number of dice equal to the number of automatic Hits, applying Damage and Wounds as a normal.

If an attacker has Range and Line of Sight to at least one Character in a Brawl, the attacker can attempt a Ranged Attack against any Character in the Brawl. However, all Ranged Attacks into a Brawl are presumed to have Obscured Line of Sight. It's hard to tell who is who in a scrum!

Area of Effect Keywords

In general, a successful Attack inflicts Damage against a single defender. However, some weapons have an Area of Effect, which causes additional Damage as described below. Characters in Cover relative to the origin of the Area of Effect weapon always receive the applicable Armor bonus (##.#).

Beam

An Attack made with a Beam weapon targets all Characters in a straight line measured from the attacker to the target and continuing until one of the following conditions is met:

- The Beam line reaches an Adventure Area Edge
- The Beam line reaches a terrain object thicker than 1" (such as a building or rock outcropping)
- The Beam line reaches Heavy Cover

A Character in Cover may still be targeted if partially visible to the attacker, but the Beam does not continue past a Character in Heavy Cover.

The attacker rolls Aim Checks against every Character and Destructible Terrain along the Beam line. Remember to apply Range modifiers as the Beam extends beyond the maximum Range. Each Hit target must perform a Dodge Check and potentially suffer Damage.

<<TODO: diagram>>

Example: A Pioneer equipped with a Tachyon Carbine performs a Ranged Attack against Hostile A at Range 9". The Carbine fires a Beam that continues through Hostile A, hitting Hostile B, and stopping at the building protecting Hostile C. The Pioneer performs an Aim Check against Hostiles A and B, but not Hostile C. Had the building not been present, the Carbine would have also targeted Hostile C.

Burst

An Attack made with a Burst weapon targets all Characters in a circle surrounding the attacker up to the weapon's maximum range, measured from the base of the attacking Character. A Burst Weapon cannot be used to Attack outside the Weapon's maximum Range.

The attacker rolls an Aim Check against every Character and Destructible Terrain within Range and Line of Sight of the Burst pattern. Hit targets must perform a Dodge Check and potentially suffer Damage.

<<TODO: diagram>>

Example:

Conical

An Attack made with a Conical weapon targets all Characters in an arc stretching across the weapon's range. Before rolling an Aim Check with a Conical weapon, select the target that will be in the middle of the arc. For clarity, players may rotate the attacker so it is facing the target. The Conical area of effect is 1" wide at the minimum range and 3" wide at the maximum range. As a result, the area of effect stretches

into a cone-like pattern between the minimum and maximum Range. A Conical Weapon cannot be used to Attack outside the Weapon's Range.

The attacker rolls an Aim Check against every Character and Destructible Terrain within Range and Line of Sight of the Conical pattern. Hit targets must perform an Agility Check and potentially suffer Damage.

<<TODO: diagram>>

> *Example:* A Pioneer equipped with a Shotgun performs a Ranged Attack against Hostile A at Range 3".
> The Shotgun has Range 1" to 12" with Conical effect. The player rotates the Pioneer to face Hostile A and determines the area of effect.
>
> The Pioneer has Clear Line of Sight to Hostile A and gains ⬟+1 during the Aim Check. Hostile B is partially Obscured by terrain. The Pioneer performs the Ranged Attack procedure against both Hostile A and Hostile B.

Blast X

An attack made with a Blast weapon originates from a Blast Point in the Adventure Area (see Lobbing and Launching Grenades, ## or the Missile keyword, ##). The Blast radius – for example, Blast 3" – is provided separately from Weapon Range.

When a Blast resolves every Character and Destructible Terrain within X inches and Line of Sight of the Blast Point is automatically Hit and performs a Dodge Check using a number of dice specified by the Weapon or Gear. A Character may benefit from adjacent Cover if the Cover is between a Character and the Blast Point.

<<TODO: diagram>>

> *Example:* A Pioneer equipped with Frag Grenade performs an Attack to Lob a Grenade towards a group of Hostiles. For this example, assume the Pioneer's Aim Check passed and the Pioneer successfully lands the grenade at the target point.
>
> The target point becomes the Blast Point and all Characters within 2" of the Blast Point must perform a Dodge Check. Because Grenades automatically Hit targets in the Blast Area of Effect, all Hostiles use their Agility as the Target Number for the Dodge Check (4💥 each).

Brawl Attack

When one or more Pioneers are directly adjacent to one or more Hostiles, the Characters are Brawling. Brawling represents close quarters combat and imposes unique Attack rules. Pioneers cannot Move out of a Brawl except through the Withdraw Action.

To perform a Brawl Attack, the attacker must select a directly adjacent target then identify which weapon or ability will be used during the Attack. After selecting a target, the attacker rolls one or more Fight Checks using a number of dice specified by the weapon or ability. Each passed Aim Check causes a Hit.

If a Brawl Attack causes one or more Hits against a defender – or if the Action was initiated using a weapon or ability that automatically Hits its target – the defender now performs a Dodge Check using a number of dice equal to the number of Hits. During a Dodge Check the Target Number is equal to the **lower** of the following two values:

- The Agility of the defender
- The highest successful natural value in the Aim Check(s)

Each failed Dodge Check causes Damage (##.#).

Brawling over Terrain

Characters may Brawl over barriers, barrels, and other Linear Terrain (##.#) that is shorter than the attacker as long as both the attacker and defender are directly adjacent to the intervening terrain. If either Character is not directly adjacent to intervening terrain, perform a Ranged Attack instead.

Outnumber

A Character that initiates a Brawl Attack while having more friendly Characters than enemy Characters engaged in the same Brawl gains ⬟+X where X is equal to the difference between friendly and enemy Characters in the Brawl. So, count the number of Pioneers and Hostiles in a Brawl to determine whether the attacker's model count exceeds the defender's model count. For this purpose, all Hostiles are considered friendly to one another.

<<TODO: diagram>>

Example: One Pioneer and two Hostiles are in a Brawl. The Pioneer attacks one of the Hostiles. There are fewer Pioneers than Hostiles in the Brawl so the Pioneer does not gain the Outnumber bonus.

Later, during the Hostile's activation, a Hostile attacks the Pioneer. There are more Hostiles than Pioneers in the Brawl so the attacking Hostile gains ⬟+1 during the Fight Check (2 Hostiles – 1 Pioneer = 1 outnumbering Hostile).

Charge

A charging Character gains ⬟+1 during the Brawl Attack initiated by a Charge Action. Charge and Outnumber modifiers are cumulative.

Damage and Wounds

Damage represents potential harm to a Character. Wounds represent injuries to a Character caused by Damage. A Character is immediately Nixed – removed from the Adventure Area – once the Character has accumulated Wounds equal to its Health.

Determining Damage

How the Galaxy was Won uses a number followed by an bang symbol (💥) to represent the number of dice rolled during an Attack. For example 2💥 means roll 2d12 and 5💥 means roll 5d12. During a Brawl or

Ranged Attack, all Hits that are not Dodged become Damage. Total Damage is determined by adding together all Damage caused by a single Attack Action.

> *Example:* A Pioneer uses a 3💥 weapon to shoot (Ranged Attack) a Hostile. The Pioneer is Aim 6. The Pioneer rolls a 3d12 Aim Check scoring (1), (4), (11). Both the (1) and the (4) are successful, causing 2 Hits. The Hostile's Agility is 8 and the highest successful natural value is (4). As a result, the Target Number for the Hostile's Dodge Check is 4. The Hostile rolls a 2d12 Dodge Check scoring (11) and (12). The Hostile fails both Dodge Checks and, as a result, the total Damage is 2.

Damage Mitigation from Armor and Shields

Damage can be reduced by a target's Armor and Shields. After the total Damage has been determined from a single Attack or other effect, reduce the amount of incoming Damage by the Character's Armor value. In addition, if the source of Damage was a Ranged Attack or other ranged effect, reduce the amount of Damage by the Character's Shield value as well.

> *Example:* A Pioneer uses a 3💥 weapon to shoot (Ranged Attack) a Hostile that has Armor 1. The Pioneer is Aim 6. The Pioneer rolls a 3d12 Aim Check scoring (1), (4), (11). Both the (1) and the (4) are successful, causing 2 Hits. The Hostile's Agility is 8 and the highest successful natural value is (4). As a result, the Target Number for the Hostile's Dodge Check is 4. The Hostile rolls a 2d12 Dodge Check scoring (11) and (12). The Hostile fails both Dodge Checks and, as a result, the total Damage is 2. However, the Hostile's Armor 1 reduces the Damage to 1 (2 − 1 = 1).

Determining Wounds

Any Damage dealt to a target that is not mitigated by Armor or Shields becomes Wounds. Assign a number of Wounds to a target Character equal to the amount of unmitigated Damage.

A Character cannot accumulate more Wounds than its Health. Once the number of Wounds equals the Character's Health, the Character is Nixed and removed from the Adventure Area. Nixed Pioneers are placed in the controlling players Camp. Nixed Hostiles are placed in the Hideout.

> *Example: Example:* A Hostile fails two Dodge Checks and, as a result, total Damage is 2. However, the Hostile has Armor 1 which reduces Damage to 1 (2 − 1 = 1). This 1 Damage is not mitigated and the Hostile suffers 1 Wound.

Attack and Gear Keywords

In *How the Galaxy was Won*, many types of weapon technology can be found along the Frontier. Kinetic weapons include ballistic firearms, bludgeoning instruments, slashing and piercing weapons, and various explosives. Energy weapons include charged particle beams, plasma-infused projectiles, radiation, and electro-magnetic armaments. Beyond that, other forces of the Universe may inflict psychological, supernatural, or mysteriously harmful effects. In all cases, weapons and abilities may have special rules that dictate effects imposed on a target defender. There are, however, a few common rules that apply to weapons and abilities which are denoted by Keywords.

Armor Piercing X

Armor Piercing weapons and abilities can overcome the benefits of Armor. The amount of Armor ignored is denoted by X. For example, "Armor Piercing 1" indicates that a target's Armor should be reduced by 1 when determining the number of Wounds caused by Damage. Armor is never reduced below 0.

> *Example:* A Character having Armor 1 fails 2 Dodge Checks from an Attack using a Weapon with Armor Piercing 1. Normally, Armor would reduce the Damage from from 2 to 1. However, Armor Piercing 1 reduces effective Armor to 0 (Armor 1 − Armor Piercing 1 = Armor 0) and the Armor provides no Damage Mitigation. As a result, the Character suffers 2 Wounds.

Consumable

Consumable items may only be used a certain number of times before being discarded or expended. Consumable items are always paired with the Limit keyword. Once the Limit value is reached, remove the Consumable item from the Pioneer sheet. Unlike other Limit items, Consumable items do not reset between Adventures.

Grenade

Apply rules for Lobbing and Launching Grenades (##.#). Grenades always specify a Blast radius (##.#).

Indirect

Indirect Weapons and abilities can be used against any target within Range, regardless of whether the attacker has Line of Sight to the target. However, attacks that have Obscured or Blocked Line of Sight to the target suffer Aim ♠−3. Indirect Weapons and abilities cannot be used beyond the maximum Range.

Lethal X

A Lethal Weapon causes X Damage (rather than 1 Damage) for each failed Dodge.

> *Example:* A Character having Armor 1 fails 2 Dodge Checks from an Attack using a Weapon with Lethal 2. The total Damage is 4 (2 failed Dodge Checks × 2 Damage each = 4 total Damage). Armor 1 reduces the Damage to 3. With no additional Damage Mitigation, the Character then suffers 3 Wounds.

Limit X

Limit represents ammo, jetpack fuel, or other thematic constraints on the ability to use an item during an Adventure. Each time a Limit item is used, place a Usage Token adjacent to the Pioneer or on the Posse sheet. Once the number of Usage Tokens equals the Limit value, the item cannot be used again during the current Adventure. Limit values are reset before an Adventure begins.

Each Pioneer may carry no more than three items (including Weapons) having the Limit keyword. At any time, a Pioneer may discard a Limit item if it also has the Consumable keyword to make space for a newly acquired item.

Missile

Missile Weapons are self-propelled projectiles. If an attacker uses a Missile Weapon to initiate an Attack but fails to Hit the intended target, the Missle continues past its target – following a line in the direction of travel from the attacker to the defender – until the Missile hits Heavy Cover (e.g. a building or rock

formation) or exits the Adventure Area. If the Missile hits Heavy Cover, resolve Blast Damage treating the point of impact as the Blast Point.

Reach

A Reach Weapon can be used to perform a Brawl Attack against a target at a distance between 0" and the maximum Range of the Weapon; the attacker is not required to be directly adjacent to the target. Reach Weapons cannot be used beyond the maximum effective Range. Defending Pioneers and Hostiles always choose to Dodge (rather than Counter-attack) when attacked by a Reach Weapon.

Reload X

A Reload Weapon may be used X number of times to perform an Attack (including Overwatch and Reactions). Each time the Weapon is used, place a Usage Token adjacent to the Pioneer or on the Posse sheet. Once the number of Usage Tokens equals the Reload value, the Weapon cannot be used again until it is Loaded. Any Pioneer carrying a Reload Weapon may perform the following Action:

➤ **Interact**: Load one Weapon equipped to this Pioneer. Remove all Usage Tokens for that Weapon.

Shield Phasing X

Shield Phasing weapons and abilities can overcome the benefits of Shields. The amount of Shield ignored is denoted by X. For example, "Shield Phasing 1" indicates that a target's Shield should be reduced by 1 when determining the number of Wounds caused by Damage. Shields are never reduced below 0.

Special Combat Rules

Fisticuffs

A Pioneer engaged in a Brawl without a Range 0" weapon may still perform Attack Actions as if it were armed with a 1💥, Range 0" Weapon. Thematically, the Pioneer is throwing punches or wielding a firearm as an improvised club. Relying on Fisticuffs against an armored foe is probably a bad idea.

Lobbing and Launching Grenades

Grenades are explosive weapons that may be thrown or fired at a target. Grenade Weapons have both a Range and a Blast Area of Effect. Range indicates how far a grenade may be thrown (or fired) while Blast indicates the radius of the resulting explosion. Grenades cannot be lobbed or launched beyond the maximum Range. Grenades use a modified Attack procedure:

1. Select a target point within Range
   - ➢ The target point cannot be inside a covered structure, unless the attacker has Line of Sight to the target point; for example, the target cannot be within a building unless the attacker can see through a window
   - ➢ Otherwise, Line of Sight to the target point is **not** required
2. Check Aim
   - ➢ ⬟–3 if Line of Sight to the to the target point is Blocked
3. Determine the Blast Point
   - ➢ If the attacker passed the Aim Check, the Blast Point is the target point

> ➤ If the attacker failed the Aim Check, the Blast Point is Scatter X" (##.#) from the target point; X is equal to the difference between the natural rolled value and the attacker's Aim

4. Place a Grenade Token at the Blast Point

Grenades cannot Scatter onto terrain that is higher than the initial target point, though they may be displaced onto lower terrain. Grenades cannot Scatter into a covered structure; instead, Scatter movement ends at the edge or wall of the Terrain feature that encloses the structure.

<<TODO: diagram>>

Example: A Pioneer having Aim 6 equipped with a Grenade Launcher (Range 18", Blast 3", 3💥) performs an Action to Launch a Grenade at a group of Hostiles. The Pioneer designates the center of the group as the target point, located at Range 12".

The Pioneer rolls 1d12 to perform an Aim Check. Unfortunately, the Pioneer rolls a **(10)** and the grenade must Scatter 4" (10 rolled value − 6 Aim = 4).

During the Kaboom step of the End of Round phase, detonate the Grenade. Players choose the order of detonation though all Grenades placed by Hostiles must be detonated before Grenades placed by Pioneers.

1. Measure the Blast Area of Effect around the Blast Point
2. Grenades automatically Hit all Characters and Destructible Terrain within the Blast Area of Effect
3. Each defender attempts to Dodge (Check Agility for each Hit); Destructible Terrain does not Dodge and all Hits become Damage
   > ➤ For each defender, determine Total Damage (usually 1 Damage per failed Agility Check), deduct Damage Mitigation (e.g. Cover, Armor, and Shields), then apply Wounds (##.#)

<<TODO: diagram>>

Example, continued: During End of Round, the Grenade detonates. At this point, Hostile A is in the Blast Area of Effect of 3" (directly adjacent to the Grenade) while Hostile B is behind natural Cover, relative to the Blast Point but still within the Area of Effect.

Hostile A attempts to Dodge. The Grenade deals an automatic 3 Hits so the Hostile rolls 3d12 scoring **(2)**, **(4)**, and **(9)**. Having an Agility of 6, the Hostile successfully Dodges 2 Hits but receives 1 Damage. The Hostile has no Armor so 1 Damage becomes 1 Wound.

Hostile B attempts to Dodge. The Grenade again deals an automatic 3 Hits so the Hostile rolls 3d12 scoring **(1)**, **(11)**, and **(12)**. Having an Agility of 6, the Hostile successfully Dodges 1 Hit but receives 2 Damage. The Hostile has no Armor though Cover grants +1 Armor. So 1 Damage is mitigated and the Hostile suffers only 1 Wound.

Stunned

Various effects and abilities may cause a Character to become Stunned. When this happens, lay the model on its side to indicate it is Stunned. Only Characters that are not Stunned can become Stunned. A Pioneer loses all Moxie immediately upon becoming Stunned.

Stunned Characters do not obscure or block Line of Sight and cannot be Hit by Friendly Fire. In addition, Stunned Characters cannot be targeted by attackers beyond 12". Stunned Characters are ignored when determining Outnumber effects. Pioneers may Move (no Withdraw needed) from adjacent Stunned Hostiles.

Stunned Characters automatically fail Dodge Checks when attacked. Hits against a Stunned Character become automatic Damage though Armor and Shield mitigation applies before determining Wounds. Pioneers can use a Focus Action to remove the Stun status. Hostiles that begin an activation while Stunned will attempt to Autofocus (##.#). Stunned Hostiles cannot use Reactions.

Scattering Objects

Various effects and abilities may require Pioneers, Hostiles, or other items to Scatter. Scatter effects are expressed with a distance (e.g. Scatter 3" or Scatter 1d12"). To resolve a Scatter effect, roll 1d12. The object being Scattered moves in the direction determined by the d12 die using relative clock position: imagine an analog 12-hour clock centered on the object with "12 o'clock" pointing to the North Edge of the Adventure Area (##.#). Once the direction is determined, move the object as far as required from its starting point along the direction of the imaginary clock line.

<<TODO: diagram>>

Example: A Hostile must Scatter 1d12" as a result of game effect. The player rolls 1d12 to determine the Scatter distance. The player rolls a (7) so the Hostile will be Scattered 7". Next, the player rolls 1d12 to determine the direction. The player rolls a (9) which corresponds to 9 O'Clock which points directly towards the West Edge of the Adventure Area. So, the player moves the Hostile 7" directly towards the West Edge.

Scattered objects cannot be moved into Voids, onto Impassable Terrain, or beyond Adventure Area Edges. If this occurs, move the object from the invalid location towards the original position until the object can be placed on valid terrain.

Random Selection

Some effects may require players to "randomly select" among several options. For example, a missed shot fired into a Brawl requires players to randomly select a participating Character to suffer automatic Hits.

To randomly select, determine how many options are possible then assign each option to a number. For example, if six options are present, each option would be numbered #1 through #6. Next, roll a die that has at least as many sides as the number of options. The rolled value determines which option takes effect. In cases with a small number of options, reroll the die until a valid option is selected.

Moxie

Moxie is that special mix of pride and courage that puts pep into a Pioneer's step. Each Pioneer begins an Adventure with an amount of Moxie determined by their Profile.

Prior to performing a Check for a Pioneer, a player can spend any amount of Moxie. For each Moxie spent, a player sets the value of one die to (1). Setting a die to (1) will trigger all effects that would have been caused as a (1) had been rolled naturally.

Moxie may also be used to trigger Marshal Perks and other special effects. Using Moxie does not require nor consume any Action Points.

After a Pioneer finishes its activation in the Standard Actions phase, the Pioneer can earn Moxie:
- +1 Moxie if the Pioneer performed a Charge Action
- +1 Moxie if the Pioneer performed a Ranged Attack having mutual Clear Line of Sight to a Hostile
- +1 Moxie if the Pioneer Nixed a Hostile

A Pioneer can earn no more than 3 Moxie each Round. A Pioneer can have no more than six Moxie at a time; any Moxie earned above 6 is ignored.

Whenever a Pioneer with Moxie suffers Wounds, remove 1 Moxie per 1 Wound suffered. After an Adventure, Moxie is reset based on the Pioneer's Profile. Hostiles do not earn or use Moxie.

Flux Redivivus Activation Kits (FRAK)

Perhaps the most impressive technology acquired by the Pioneers is Flux Redivivus (colloquially, "FRAK" as in "Oh, FRAK me!"). FRAK allows Pioneers to jostle local space-time.

Players begin each game with 6 FRAK which may be spent throughout the game:
- Once per Round, a player may spend 1 FRAK to reroll all dice rolled during a Hostile Check; however, a natural (1) can never be rerolled.
- Between Adventure Stages, a player may spend FRAK to remove Wounds from Pioneers (##.#).

<<TODO: example heal 1 Pioneer 1 and another Pioneer 2>>

Drones and Familiars

Drones and Familiars are special Characters linked to a Pioneer handler. Unless otherwise noted, Drones and Familiars activate during the Standard Actions step of each Round and may perform all Basic Actions.

If a Drone or Familiar activates while not in Line of Sight to its controlling Pioneer, it loses 1 Action Point. Moreover, if a Pioneer is Nixed, any handled Drones and Familiars immediately flee the Adventure Area and return to the player's Camp. Drones and Familiars cannot be redeployed from Camp.

Hostiles

"Look around, kid. Ya see a single damn thing that wants us here?"

Across the Frontier, almost anything can become a Hostile. As it stands, snarling creatures, militant nomads, and unidentified alien aggressors threaten peace among the Colonies.

Hostile Type

Pioneers face four common Hostile Types:

- Humanoids: Advanced lifeforms capable of creating sophisticated weapons and technology
- Automons: Sentient and semi-sentient "Bots", some with biomechanical enhancements
- Beasts: Creatures with traits developed through natural or engineered evolutionary processes
- Monstrosities: Animate objects as well as organisms of arcane or supernatural origin

Certain game effects relate to specific Hostile Types. Hostile Type is shown on each Hostile Sheet.

Hostile Groups

A Hostile Group represents one or more similarly equipped Hostiles. Each Adventures typically includes three randomly selected Hostile Groups.

The number of Hostiles per Hostile Group varies based on the number of players. Hostile Sheets indicate the number of each Hostile to include in a Hostile Group per player. So, if playing with two players and a Hostile Sheet lists "Hostiles per Player: 3", then the players would include a total of 6 Hostiles in that Group when preparing the Adventure.

Hostile Profile

Like Pioneers, every Hostile has a Hostile Profile summarizing its core capabilities:

Special	Speed	Aim	Fight	Agility	Grit	Armor	Shield	Health
0	4"	5	5	5	5	0	0	2

Hostile Speed, Aim, Fight, Agility, Grit, Shield, and Health are used exactly the same way as Pioneer Profile values (##.#). However, Hostiles may have a **Special** skill value that is unique to the Hostile Group with additional rules provided on the Hostile Sheet.

Hostile Deployment

Adventure rules specify where in the Adventure Area to deploy each Hostile during Adventure Setup and throughout the Adventure. Often, Hostile placement occurs randomly within a specified Hostile Deployment Zone. Hostiles cannot deploy into Voids or onto Impassable Terrain. If a Hostile would be deployed to an invalid position, players instead place the Hostile as close as possible to the intended location while maximizing the distance between the Hostile and the nearest Pioneer.

Hostile Activation

How the Galaxy Was Won is a cooperative game and the Hostile Actions are controlled by the game itself. Each Hostile Group has a set of possible Orders. A Hostile Group's Initiative Die dictates which Order the Group will follow. Orders, in turn, describe the Actions each Hostile will perform during its activation.

Each Hostile Group will activate when its corresponding Initiative Die is reached during the Standard Actions phase of each Round (##.#). If a Hostile Group has no Hostiles in the Adventure Area because they

have all been Nixed or otherwise unable to perform any Actions, skip that Hostile Group and discard the associated Initiative Die.

When a Hostile Group activates, complete the following steps:

1. Use the current Initiative Die value to determine the Active Order for the Hostile Group; the Active Order will provide Action Instructions ("Hostile AI")
2. Find the Hostile Character belonging to the current Hostile Group that is closest to a Pioneer and has not yet activated; then, apply the Hostile AI for the Active Order to that Hostile
   ➢ If multiple Hostiles are located the same distance from a Pioneer, the Hostile with the fewest Wounds activates first
   ➢ If multiple Hostiles have the same number of Wounds, randomly select an eligible Hostile
3. Repeat Step 2 for each Hostile Character in the Hostile Group

> *Author's Note:* It doesn't really matter which player performs actions for the Hostiles. Sometimes the game flows best if the most experienced player moves all Hostiles. In other cases, I ask the player physically closest to a Hostile to activate the model. Do what works for you. The goal is simply to minimize time spent activating Hostiles.

Orders and Active Order

All Hostile Sheets have an Orders section containing a table of possible Actions that a Hostile may perform during its activation. Each row is considered an Order. The first column of each Order row is a number between 1 and 12 (inclusive). The second column of each Order is the Hostile AI to apply when that Order becomes the Active Order.

During the Standard Actions phase, the current value of a Hostile Group's Initiative Die determines the Active Order for that Hostile Group. When the Hostile Group activates, use the natural value of the Hostile Group's Initiative Die to find the corresponding Order. For instance, if the Initiative Die shows a (3), find the Order row labeled with "3" in the Orders section of the associated Hostile Sheet.

Hostile Action Instructions

Hostile Action Instructions ("Hostile AI" 😉) dictate how each Hostile behaves when activated. The Hostile AI is expressed as a series of Conditions followed by a set of Hostile Actions.

Always begin by checking the first Condition associated with the Active Order. If the Condition is true (for example, a player can answer the question with "yes"), perform the Actions listed directly beneath the Condition. If the Condition is false, proceed down to the next Condition. Continue checking each Condition, one at a time, top to bottom, until a true Condition is found.

> *Example:* Scornids have the following Hostile AI associated with Initiative 3:
>
> ▶ Is this Hostile Brawling?
>   ● **Attack**: 2💥 with Bite
> ▶ Is a Pioneer in LoS 6"?

- **Approach 0"**
- **Attack**: 2💥 with Bite

▶ Otherwise:
- **Approach 0"** 《Nearest Scornid → Nearest Mission Edge》
- **Approach 0"** 《Nearest Pioneer》

To execute this Hostile AI, first determine if the Hostile is Brawling. If it is, perform the listed Attack Action. If not Brawling, determine if any Pioneer is within Line of Sight 6" to the Scornid. If so, perform the Move and Attack Actions. Otherwise, perform the double Move Action (note, in this example, the Scornid Target Priority is different for each Move).

If a set of Hostile Actions ends with the keyword "**NEXT**", continue the activation process by checking the next Condition. Otherwise, the acting Hostile ends its activation once it has completed the set of Actions. Players then restart the Hostile AI with the next Hostile in the Hostile Group.

Hostile AI may start with a Condition that simply says, "Begin". If so, perform the listed Hostile Actions at the beginning of every Hostile activation in that Hostile Group. The "Begin" Condition is always true.

Hostile AI usually ends with an "Otherwise" Condition. Hostile Actions shown below "Otherwise" are only performed if none of the preceding Conditions in the Active Order were true. If an Active Order does not have an Otherwise Condition and none of the other listed Conditions were true then the Hostile performs no Actions, remains at its current location, but is considered fully activated.

When executing a set of Hostile Actions, perform as many Actions as possible in the order listed. If a Hostile is unable to perform the intended Hostile Action, skip that Action and proceed to the next Hostile Action within the same Condition.

Hostile AI uses the phrase "in LoS X" to mean "in Line of Sight within Range X". For example, LoS 9" should be read as: in Line of Sight within Range 9". If Line of Sight from a Hostile to a target is not Blocked, then the target is "in Line of Sight". Modifiers caused by Line of Sight effects (for example, the bonus to Aim Checks for Clear Line of Sight) and Cover still apply. Remember, a model whose Profile falls partially inside the Range is considered "within Range".

Hostile Actions

Hostiles may perform the following Actions as part of a Hostile Order.

Attack

Perform a Brawl Attack if directly adjacent to a target, otherwise perform a Ranged Attack. Hostiles do not suffer penalties for firing under or above a Weapon's effective Range. However, all other bonuses and penalties apply (e.g. Clear Line of Sight for Ranged Attack, Outnumber for Brawl Attacks, and so on).

Approach X"

Move the Hostile towards its target. The Hostile attempts to Move a distance equal to its Speed value. If the Hostile enters Line of Sight within Range X" of any Pioneer, the Move immediately ends. If a Hostile begins the Action already in Line of Sight and Range X" of a Pioneer, the Hostile does not Move. A Hostile

may move through space occupied by other Hostiles but cannot move through space occupied by Pioneers.

The Hostile approaches the target in a straight line. The Hostile will veer from that line to avoid terrain and other effects that reduce the total movement distance. If a Hostile can finish the Move in Line of Sight within Range X" of the target by crossing Climbable or Rough Terrain, the Hostile will navigate the Climbable or Rough Terrain. Otherwise, the Hostile will proceed around the terrain using the shortest route to the target. Similarly, a Hostile will enter Hazardous Terrain only if they can end the Move entirely on the other side of the hazard. Otherwise, a Hostile will Move around the hazard.

Blitz

Move the Hostile towards the target up to its Speed value or until the Hostile enters a Brawl. The Hostile may exit a Brawl to Retreat and does not suffer penalties or Wounds when exiting a Brawl.

The Hostile approaches the target in a straight line. The Hostile will veer from that line only when it encounters terrain that completely prevents movement (Impassable Terrain, solid structures, etc.). If a Hostile can move closer to a target by going around Rough or Climbable Terrain instead of through it, the Hostile will do so. Hostiles will move into and through Hazardous Terrain as long as doing so is the most direct route towards a target.

Blitz is similar to Approach except during a Blitz the Hostile always attempts to enter a Brawl and always passes through Rough and Hazardous Terrain to take the shortest route to a target.

Retreat

Move the Hostile directly away from the Target, veering towards the nearest Adventure Edge to avoid Voids and Impassable Terrain. The Hostile attempts to Move a distance equal to its Speed value. The Hostile may exit a Brawl to Retreat and does not suffer penalties or Wounds when exiting a Brawl. If the Hostile would complete a Retreat directly adjacent to a Pioneer, continue moving the Hostile until it ends at least 1" away from a Pioneer. If a Hostile cannot end at least 1" away from a Pioneer due to terrain or other Characters, the Hostile does not Retreat and instead remains in its original location.

Special

Special Actions vary with each Hostile Group. Perform the steps detailed on the Hostile Sheet.

Action Multiplier

Some Action Instructions are followed by a multiplier expressed in parentheses. In such cases, perform the associated Action the number of times indicated. For example, to perform "Blitz (×2)", the Hostile would Blitz, then Blitz again.

Autofocus

If a Hostile begins an activation while Stunned, the Hostile must Check Grit. If passed, the Hostile is no longer Stunned and activates normally. If failed, the Hostile is no longer Stunned but performs no Actions.

Target Priority

When applying the Hostile AI, a Hostile will perform its Actions against the Pioneer or Objective that causes a Condition to be true. For example, if a Hostile is Brawling with a single Pioneer, then that Pioneer is the target of any Attack Action associated with a "Is the Hostile Brawling?" Condition.

However, in many cases, a Hostile must choose which Pioneer or Objective to target. This often occurs with Actions that result in movement (for example, within an "Otherwise" Condition) or when Attack Actions have multiple viable targets. In such cases, use the Hostile's Target Priority to choose a target for the Action. The Target Priority is listed under the Hostile Profile on each Hostile Sheet.

The Target Priority may specify more than one target separated by an arrow ("→"). In this case, the Hostile should attempt to perform an Action against the first target in the sequence. If the first target is not available, check the next target in the list, continuing the sequence until a valid target is found. When multiple targets satisfy the Hostile's Target Priority, randomly select a target from among the valid targets.

<<TODO: diagram>>

Example: A Scornid has Target Priority "Most Wounded Pioneer → Nearest Pioneer". The Scornid is located 4" from Pioneer A and 6" from Pioneer B. The Scornid Initiative Die shows a 9, associated with the following Order:

▶ Is this Hostile Brawling?
- **Attack**: 2💥, Armor Piercing 1 with Slashing Claws
- **NEXT**

▶ Is another Scornid Brawling in LoS 12"?
- **Blitz (×2)** 《Target of Nearest Scornid》
- **NEXT**

▶ Is this Hostile Brawling?
- **Attack**: 2💥, Armor Piercing 1 with Slashing Claws

▶ Otherwise:
- **Blitz (×2)**

The Hostile is not Brawling so the first Condition is "no". The Hostile can see two Pioneers within 12" so the second Condition is "yes". In this case, both Pioneer A (0 Wounds) and Pioneer B (1 Wound) simultaneously satisfy the Condition. Scornids prioritize the Most Wounded Pioneer, so the Hostile performs a Blitz toward Pioneer B.

Temporary Priority

Approach and Blitz Actions may specify a Temporary Priority, shown between double-angled brackets: "《" and "》". When a Hostile Action includes a Temporary Priority, use that priority sequence for the Action rather than the Hostile Group's standard Target Priority.

Example: Scornids have Target Priority of "Most Wounded Pioneer → Nearest Pioneer". An Approach Action would normally target the Most Wounded Pioneer (if possible) or the Nearest Pioneer. However,

one Action within the "Otherwise" Condition shows the following:

- Approach 0" 《Nearest Scornid → Nearest Mission Edge》

When this Action is performed, target the Nearest Scornid for the Move and ignore the location of all Pioneers. Even though Pioneers are ignored for targeting purposes, all other rules apply (for example, a Hostile cannot Move through a Pioneer). Immediately after the Action is complete, the Hostile resumes using its standard Target Priority.

Hostile Reactions

Hostiles may perform Reactions in response to Pioneer Actions. A Pioneer's controlling player must check for Hostile Reactions after each Pioneer completes its activation in the Standard Actions phase. Do not check for Reactions after each Action – only after a Pioneer's *entire* activation. Also, do not check for Reactions after Audacious Actions – only during the Standard Actions phase.

Like Orders, Reactions are specified using Hostile AI. If triggered, follow the Hostile AI steps listed under the Reaction section on the Hostile Sheet. Hostiles have an Alerted Reaction and a Provoked Reaction:

- Engaged: Triggered if a Pioneer ends an activation in a Brawl
- Provoked: Triggered if a Pioneer ends an activation in Line of Sight and Range 12" of a Hostile or if a Pioneer performs a Ranged Attack against a Hostile

<<TODO: examples>>

Each Hostile may only perform one Reaction after each Pioneer activation. If a Pioneer triggers both Reactions (for example, by firing at a Hostile then Charging into that same Hostile), only perform the Engaged Reaction. If a Pioneer triggers a Reaction from two or more Hostiles, the controlling player chooses the order to resolve the Reactions but Reactions from all triggered Hostiles must be resolved.

Engaged

A Hostile performs an Engaged Reaction if a Pioneer ends its Standard activation while engaged in a Brawl with that Hostile. If a Pioneer is Brawling with multiple Hostiles, each Hostile is triggered. If a reacting Hostile is Brawling with multiple Pioneers, the Hostile targets the Pioneer that triggered the Reaction.

<<TODO: diagram>>

Example: A Scornid has the following Engaged Reaction:

▶ Begin:
- **Attack:** 2💥 with Bite

For its final Action in the Standard Actions phase, a Pioneer Charges a Scornid but fails to inflict Wounds. The Pioneer ends its activation triggering the Scornid's Engaged Reaction. The Scornid initiates a Brawl Attack Action (2💥) against the Pioneer.

Provoked

A Hostile performs a Provoked Reaction if a Pioneer ends its Standard activation in Line of Sight and Range 12" of the Hostile or if a Hostile survives a Ranged Attack from a Pioneer. The reacting Hostile applies its standard Target Priority. A Pioneer that ends its Standard activation engaged in a Brawl does not trigger any Provoked Reactions. Brawling Hostiles cannot perform Provoked Reactions.

<<TODO: diagram>>

Example: A Scornid has the following Provoked Reaction:

▶ Is a Pioneer in LoS 6"?
- **Blitz**
- **Attack**: 2💥 with Bite

▶ Otherwise:
- **Blitz**

A Pioneer ends its activation in LoS 4" of a Scornid, triggering the Scornid's Provoked Reaction. The Scornid immediately moves (using the Hostile Blitz Action) towards the Pioneer and engages in a Brawl. The Scornid then performs an Attack Action (2💥) against that Pioneer.

For the purpose of Provoked Reactions, movement includes Pioneer Move Actions as well as other game effects that cause a Pioneer to change position in the Adventure Area. However, Hostiles never trigger their own Reactions. So, if a Hostile effect pulls a Pioneer to within 12" of itself, the Hostile does not trigger a Provoked Reaction.

Hostile Hideout

The Hostile Hideout is a designated place on the table to the side of the Adventure Area. Thematically, the Hideout is where Hostiles gather before racing into battle. Depending on the Adventure, some or all Hostiles may begin in the Hideout or deployed in the Adventure Area. Nixed Hostiles are placed in the Hostile Hideout. Refer to Adventure rules for additional Hostile Hideout instructions.

Hostile Reinforcement

During an Adventure, when a Hostile is Nixed, place the Hostile at the back of a line in the Hideout. This line is the Hostile Reinforcement Queue. When instructed by the Adventure to redeploy a Hostile, choose the Hostile currently at the front of the Hostile Reinforcement Queue. If there are ever not enough Hostiles in the Hostile Reinforcement Queue, redeploy as many as possible.

Terrain

How the Galaxy Was Won features incredibly diverse terrain and structures. Generally, players should feel free to use whatever terrain they have available. Some Adventures specify the type of terrain to use in the Adventure Area as well as relevant rules to apply for that terrain. If players do not own the specific feature listed, use any similarly sized object or mark the area with paper cut to the shape of the desired object.

Adventure Area

The Adventure Area represents a small sector of a planet's surface, lunar cave, space station, or similar environment in which Pioneers attempt an Adventure. The Adventure Area is usually 36x36".

Some Adventures specify terrain setup instructions. Otherwise, players divide the Adventure Area into nine equal sections measuring 12x12". In each section, place a large terrain object or a few medium terrain objects. Place scattered terrain (bushes, crates, etc.) and other thematic features between large terrain features. Avoid big open areas and obvious lanes directly between Objectives – unless players are fixin' for a shootout!

Players can use walls or large objects to create passageways as long as every Objective can be reached by Pioneers during the game. In general, each terrain element should be placed 2" to 3" from every other terrain element to provide space for Characters to maneuver.

Once all terrain has been placed, players must agree on which structures and features provide Cover and which terrain rules to apply to each feature (Linear Terrain, Rough Terrain, Climbable Terrain, etc.).

Normal Terrain

Unless specified otherwise, all terrain is Normal Terrain. Characters may move through Normal Terrain without penalty, up to the full movement distance allowed by an Action.

Obscuring Terrain

Obscuring Terrain includes trees, crates, small rock formations, piles of junk, and other scenic features that partially Obscure or wholly Blocking Line of Sight. In most cases, Characters must move around Obscuring Terrain. However, Characters may be able to pass over Linear Terrain (see below).

Linear Terrain

Linear Terrain is Obscuring Terrain that includes barriers, fences, and walls no thicker than ½". Linear Terrain that is shorter than a Character can be passed at a cost of 1" of movement.

<<TODO: diagram>>

> *Example:* A Pioneer with Speed 4" may move 4" across Normal terrain. The Pioneer begins a Move Action 2" from a barrier that is 1" tall.
>
> The Pioneer moves 2" to the barrier. Then, the Pioneer spends 1" to cross the barrier and is placed directly on the other side in the direction of movement. Finally, the Pioneer moves the remaining 1".

Rough Terrain

Rough Terrain includes thick woods, piles of rubble, pools of slime, muddy streams, and so on. A Character that begins a Move Action in Rough Terrain reduces its Move skill by −2" during that Action. A Character that enters Rough Terrain must Check Agility. If passed, continue the Move as normal. If failed, the Character enters the Rough Terrain and immediately ends the current Action.

> *Example:* A Pioneer has Speed 4". The Pioneer begins a Move Action 1" away from a wooded area designated as Rough Terrain.
>
> The Pioneer Moves 1" and enters the Rough Terrain. The Pioneer rolls and passes an Agility Check. The Pioneer then continues moving 3" into the Rough Terrain. On the Pioneer's next Action, the Pioneer's Speed is reduced to 2".

Climbable Terrain

Climbable Terrain is any raised terrain element that affords a platform for models to stand upon and perform Actions.

Similar to moving across flat ground, Climbing up or down uses 1" of movement for every 1" of vertical elevation change. Characters cannot end a Move Action having partially climbed a structure; they must be able to reach a platform surface at least 1" long and 1" wide within a single Move Action.

Climbable Terrain that is up to 4" tall can be climbed without the aid of a ladder, stairs, etc. However, Characters cannot scale taller walls, rock slabs, or features without a ladder, sloped surface, or other navigable path on the terrain.

> *Example:* A Pioneer has Speed 4". The Pioneer begins a Move Action located 2" from a rock outcropping that is 2" tall.
>
> The Pioneer uses 2" of movement to reach the rock outcropping. The Pioneer then uses 2" additional movement to scale the outcropping, completing the movement on elevated Terrain.

Rather than Climb down, Characters may Jump down during a Move Action. A Jump uses 1" of movement, regardless of vertical elevation drop. A Character that jumps down 4" or less suffers no Wounds. However, a Character receives 1 Wound for every additional 4" of vertical elevation change, rounded up.

> *Example:* A Pioneer has Speed 4". The Pioneer is located on the roof of a 5" tall building and begins a Move Action located 2" from the edge.
>
> The Pioneer uses 2" of movement to reach the edge. The Pioneer jumps down using 1" of movement to reach the ground. The first 4" of the drop inflicts no Wounds. The final 1" of the fall inflicts 1 Wound. The Pioneer is not Nixed by this Wound and may move an additional 1" on the ground.

If a Character is pushed or otherwise forced to fall from Climbable Terrain, the Character suffers 1 Wound for every 4" of total vertical elevation change (rounded up).

Hazardous Terrain

Hazardous Terrain imposes negative effects on Characters that move into or through the terrain. The effect of the Hazard is dictated by Adventure, Setting, or other special rules. At Start of Round, every Character within Hazardous Terrain suffers the effect of the Hazard.

Example: A Rad Grenade was previously detonated in the Adventure Area. The Grenade creates a circular region with a 2" radius that becomes Hazardous Terrain. Any Character in the Rad area of effect suffers 1 Wound at End of Round.

Impassable Terrain

Impassable Terrain includes large rock formations, buildings, and other solid structures. Characters cannot move into or through any areas designated Impassable Terrain unless a designated passageway (e.g. a doorway or passageway) affords movement into the structure.

Characters that can fly (e.g. Pioneers equipped with a Jetpack) may move over Impassable Terrain as long as they end the Move Action either beyond the Impassable Terrain or on a flat surface that is at least 1" long and 1" wide, such a rooftop.

Destructible Terrain

Destructible Terrain can be targeted by an Attack as if it were a Character. Destructible Terrain has a Structure value, rather than a Health value and suffers Faults caused by Damage, rather than Wounds.

A Destructible Terrain object is Destroyed as soon as it has accumulated Faults equal to its Structure. Hits against Destructible Terrain automatically cause Faults – immovable terrain does not attempt to Dodge. By default, Destructible Terrain has Armor 0, Shield 0, and Structure 1. However, Adventure and Setting rules can determine higher Armor, Shield, and Structure values.

Once the amount of Faults applied to an object equals the object's Structure, the object is Destroyed and removed from the Adventure Area. Usually, Destroyed Terrain will have additional effects such as an explosive blast caused by an ammonium nitrate crate.

Voids

Voids are pits, crevices, fractures in spacetime, and other holes leading into the deep, dark unknown. Characters that are pushed or forced into Voids are immediately Nixed. No one hears them scream.

Objectives as Terrain

Players may wish to use thematically appropriate models and structures to represent Objectives. Treat such Objectives as Impassable Terrain for the purpose of determining movement and Line of Sight.

Adventures

Each game of *How the Galaxy Was Won* focuses on a single Adventure. An Adventure describes the Pioneers' objective as well as any special rules. Adventures also establish a shared narrative among the players, weaving together a history of accomplishments and disappointments.

Adventure Details

Adventures have unique rules and setup instructions. Adventure details are organized as follows:

- Victory: Goal that must be achieved for the Pioneers to win
- Intel: Adventure Area setup instructions and rules common to all Adventure Stages
- Complications: Random effects which add variety and complexity to the Adventure
- Stage Rules: Pioneer and Hostile deployment, Objective placement, and Stage-specific rules
- Accolades: ₡oin and Rep awarded to Pioneers after the Adventure

Adventure Stages

Most Adventures are played in two Stages with each Stage lasting six Rounds. Once players have completed the requirements to advance to the next Stage while having at least one Pioneer in the Adventure Area, all players advance to the next Stage. Between Stages, players are often asked to Withdraw Pioneers, Reset the Adventure Area, and Restore Pioneers.

Withdraw Pioneers

Each Pioneer currently engaged in a Brawl with a Hostile must perform a Withdraw Action. This Action does not trigger Hostile Reactions.

Reset the Adventure Area

To Reset the Adventure Area, players remove all Wound Counters from Hostiles and move all Hostiles to the Hideout. Then, each player moves their Pioneers in the Adventure Area to their Camp. However, these Pioneers retain their Wound counters and must be kept separate from Pioneers who were Nixed during the previous Stage.

Finally, rearrange the Terrain to form a new Adventure Area. If instructed, keep indicated Terrain elements in place between Stages. Any setup required by an Adventure Complication is reset for the next Stage.

> *Author's Note:* Stages were added to the game for two reasons. First, gathering terrain and preparing a table can be a time consuming task. Stages allow players to "recycle" the terrain setup cost into a second game which I hope encourages more play time and less prep time. Second, Adventures are intended to feel like micro-narratives. Stages provide flexibility in Hostile deployment and Objective effects to more easily construct a narrative using the systems of the game.

Restore Pioneers

When a new Stage begins, only Pioneers who are not Nixed may be redeployed. However, each player has an opportunity to heal their Pioneers by spending FRAK. Each player may remove 1 Wound from one of their Pioneers per FRAK spent. A player may spend any amount of unused FRAK to heal, including the same Pioneer multiple times.

Example: A Pioneer with 2 Wounds is currently in the Adventure Area. Between Stages, the controlling player may spend 1 FRAK to remove 1 Wound or 2 FRAK to remove 2 Wounds.

A Pioneer that was previously Nixed may be healed with FRAK as well; in that case, begin the healing by assigning a number of Wounds equal to the Pioneer's Health then reduce the Wounds with FRAK as described above. Every Pioneer in Camp which has fewer Wounds than its Health value is eligible for redeployment in the subsequent Stage. All redeployed Pioneers retain Wounds not healed with FRAK.

Example: A Pioneer with Health 2 is currently in Camp having been Nixed earlier in the Adventure. Therefore, the Pioneer effectively has 2 Wounds. Between Stages, the controlling player may spend 1 FRAK to remove 1 Wound or 2 FRAK to remove 2 Wounds. In either case, the Pioneer can be redeployed during the next Stage.

When a Pioneer redeploys to a new Stage, any Moxie from the prior Stage is retained. Weapons and Gear with the Limit keyword retain Usage Tokens between Stages. Hostile effects that are attached, inflicted, or otherwise assigned to a Pioneer are also retained.

Cardinal Directions

Adventure Setup and Adventure Rules often reference Adventure Area locations using cardinal directions. Before placing terrain, all players must agree on which direction is "North". Once agreed, other positions can then be determined:

<<TODO: sample adventure diagram with edges, corners, and center labeled; also show clock face>>

Settings Selection

Settings provide the natural (or unnatural!) environment for an Adventure. Roll 1d12 on the Adventure Guide table (##.#) then find the corresponding Adventure details.

> *Author's Note:* Don't worry if your gaming collection doesn't include the terrain described in a Setting. The primary purpose of a Setting is to establish a strong thematic environment and you can use whatever terrain you own and let your imagination color the details.

Result	Setting
1	**Abandoned Sanctuary** *Remains of a religious building belonging to a long-gone sect stands empty, inseparable from the vegetation strangling the ruins; most of the roof has collapsed, exposing the quiet sky; powder burns and soot adorn the walls*
2	**Badlands** *Purple, turquoise, and dark brown hues radiate from the fungal structures that engulf the parched land; hoodoos and arching rockways tower over the thick, rancid air*
3	**Cavern** *Caves pierce deep into the ground; sunlight refracts through crystalline columns that rise from the floor; shadows stretch into dank, murky corners*
4	**City that Once Was and May Yet Be** *Structures from a bygone era line crumbling streets; signs written in an ancient dialect mark places where Colonists once gathered; though fallen into disrepair, an unmistakable sense of hope is felt by those who wander through here*
5	**Derelict Outpost** *A Science Station sits abandoned, the roof damaged by the harsh local climate; surprisingly, some large equipment is found intact though very little remains in working order*
6	**Desert** *Rolling dunes punctured by large rock formations stretch for as far as the eye can see; old outposts and research facilities also criss-cross the otherwise wide-open sands*
7	**Frosted Tundra** *An unforgiving cold permeates the soul of everything; trees and structures creak and sway under constant pressure from snapping winds; local wildlife lurks, angrily starved for food*
8	**Jungle** *Dense trees of varying heights cover the landscape; ancient shrines and overgrown structures are occasionally found; life in the sunny canopy is quite different from the dark forest floor*
9	**Lava Flows** *Burnt, volcanic pumice and obsidian shards zig-zag across pits of molten lava; sulfur-rich smoke bellows from glowing vents; ash blankets the rocky terrain; no structures exist but unusual rock formations are abundant*
10	**Scrapyard** *Rust-glazed junk ascends toward the stars; discarded pieces of heavy industrial equipment form*

	barricades while sheets of metal overhang walkways
11	Swamp
	Low-lying bogs and marshlands fade into swirling pools of algae; wide trees with exposed, interwoven roots leech mineral-rich water; floating or stilted structures provide refuge from the predators that lie just below the surface
12	Verdant Field
	Broad plains filled with tall grasses are broken only by large rock outcroppings and the occasional patch of trees; small cabins and light industrial equipment dot the landscape

Adventure Selection

Roll 1d12 on the Adventure Guide table (##.#) then find the corresponding Adventure details.

Hostile Selection

Pioneers throughout the Galaxy have cataloged thousands of Hostiles though countless more surely exist. The deeper Pioneers advance into the Frontier, the more dangerous Hostiles become.

Some Adventures specify which Hostiles to use. Otherwise, randomly select three Hostile Groups using the tables below. If this is the first game ever, set Rep to 0. If playing a campaign, use the Rep value of the highest Rep Posse participating in the Adventure.

Rep	Hostile Categories
10 or less	3x Borderlands Hostiles (##.#)
11 – 20	2x Borderlands Hostiles + 1x Wildlands Hostiles (##.#)
21 – 30	1x Borderlands Hostiles + 2x Wildlands Hostiles
31 – 45	2x Wildlands Hostiles + 1x Grimlands Hostiles (##.#)
46 – 60	1x Wildlands Hostiles + 2x Grimlands Hostiles
61 – 80	3x Grimlands Hostiles
81 or more	2x Grimlands Hostiles + 1x Forgottenlands Hostiles (##.#)

Experienced players may wish to play a more challenging one-off game. To do so, choose a Rep value between 0 and 100. For each 10 Rep, gain 50 C₵ which may be spent to upgrade or replace the initial Standard Deputies with any other Standard or Specialized Deputies by paying the listed C₵. As usual, no more than two Deputies of the same Discipline may be recruited to a player's Posse.

> *Author's Note:* The above guidelines are based on the balance and difficulty designed into the game. In general, you will find most Adventures challenging but winnable, especially against lower threat levels. By Rep 80+, an experienced Posse will only have about a 50/50 chance of winning. I don't want players to feel compelled to redesign Hostile difficulty nor do I want oppressive difficulty to stand in the way of a good narrative. That said, if you would like to increase the difficulty, modify the game with one or more of the following:

- Add 10 to your Posse's Rep for the purpose of determining Hostile Categories
- Decrease the Round Limit by 1 for each Adventure Stage
- Add a fourth Hostile Group from most difficult Category listed in the matching row

To decrease the difficulty, do the opposite of the above (e.g. subtract 10 from your Posse's Rep). Finally, have fun and know that it's OK with me to tinker with the difficulty to suit your playstyle.

Ending an Adventure

If the final Adventure Stage has been reached and the players meet the Adventure Victory conditions during the End of Round step, the players win the game!

The Adventure ends ends and the players lose if any of the following occur:

- The Stage Round Limit is reached without meeting the requirements necessary to advance to the next Stage or achieve the Adventure Victory conditions
- All Pioneers are Nixed and in Camp at End of Round
- Any other Adventure-specific rules indicate that the Pioneers have failed the Adventure

"Good luck, friend. Don't get dead."