VANAGLORIA
GALAXY

By Adamo Bencardino

VANAGLORIA GALAXY

Preface

The game is set in the **Vanagloria Galaxy,** light years away from the Milky Way, where alien races have been at war for millennia to seize the very rare reserves of **α Energy** and **β Energy**.
These reserves are found only in some by-now abandoned Space Stations, the remains of an ancient civilization that mysteriously disappeared years ago.

Every technologically and culturally adequate civilization sends their best scouts around the **Vanagloria Galaxy**, where battles for the space stations rage to gain possession of the precious **Energy**.
It is said that the race that will gains possession of these last resources of Energy will become the undisputed dominant race in the universe because, by combining together the two Energies in the right quantities, it will be possible to control time.

Thousands of brave warriors have already searched for success in vain… will you be the chosen one destined to prevail over the other contenders and put an end to this exhausting war?

Content

Each player has:

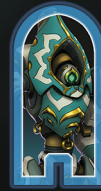|						
x8 "Discharged" Stand	x8 "Half charge" Stand	x7 "Complete charge" Stand	x12 Dreadnought Standees	x11 "With Shield" Dreadnought Standees	x1 Point Marker Standees	x1 "Point Marker" Stand

The game also contains:

x25 Game Tiles	x3 Scoreboard Tiles	x6 "Entrance" Token	x6 "Bonus Point" Token	x6 "Turn" Token

Dreadnoughts

Each Dreadnought is made of the set of a Dreadnought Standees and a Stand. The Dreadnought Standees represents the Dreadnought with or without a deflecting shield, whereas the Stand shows whether the Dreadnought has enough energy to be able to use weapons or not.

It is gathered that:

• A Dreadnought Standees assembled on a "Discharged" Stand represents a Dreadnought that cannot attack (does not have enough energy to activate the weapons);
• A Dreadnought Standees assembled on a "Half Charge" Stand represents a Dreadnought that can only attack with a melee weapon (has only enough energy to activate the melee weapon it possesses);
• A Dreadnought Standees assembled on a "Complete Charge" Stand represents a Dreadnought that can also attack by using a range weapon (has the energy to use all the weapons it possesses, even the ones for ranged attacks);
• All Dreadnoughts have just one life point; if they are hit in an attack, they have to be removed from the game.
• By exchanging the Dreadnought Standees for a Dreadnought Standees "with Shield" in the given examples, it is shown that the Dreadnought has a deflector Shield that can annul an adversary attack.

From here on we will refer to:
• Dreadnought Standees as Dreadnought
• Dreadnought Standees "with Shield" as Dreadnought with Shield
• Stand "Discharged" simply as Disarmed
• Stand "Half Charge" as melee weapon
• Stand "Complete Charge" as Range Weapon

Where there "Dreadnought with melee weapon" is written, we will be referring to a Dreadnought made of a Dreadnought Standees assembled on a "Half Charge" Stand.

During a game a player must only use the Dreadnought Standees and the Stands that he has at his disposal. This means that it is not possible to have more than 12 Dreadnoughts (because there are only 12 Dreadnought Standees at the disposal of each player) in play at the same time, nor is it possible to have more than 8 Dreadnoughts with melee weapons (because there are only 8 "Half Charge" Stands) at the same time, and so on for each component.

Although a player may have 12 Dreadnoughts in play; in this case, if a Dreadnought with Shield is attacked, it cannot be replaced by another Dreadnought and it will then be removed as a loss.

Board

The **Board** represents a Space Station located in the **Vanagloria Galaxy** and is composed of a number of **Games Tiles** that can vary on the basis of how many players are playing and their discretion. Each Game Tile represents a room to be explored on the Space Station.
There are some **Board examples** shown at the end of the rulebook to show possible combinations, but once you familiar with the game new tables can be established to make each game a unique experience.

The table has to be composed by an "Entrance" Token (that will be referred to as "Entrance" Platforms) per player.

· **Entrance Platform**: Area from which the Dreadnoughts will come in disarmed. Dreadnoughts located in these platforms cannot be attacked. These cannot be entered through the movement action. The "Entrance" Platforms have to be placed adjacently to a room and in contact with a corridor (which will be explained afterwards).

In the rooms, there can be:

· **Radio Platforms**: Area from where support can be called and that allows the player to add a new disarmed Dreadnought to the game from their own team's "Entrance" Platform.

· **Deflecting Shield Platforms**: Area in which a Dreadnought obtains a deflecting Shield that can annul an adversary's attack. For this to be represented, the Dreadnought Standees has to be substituted with a "with Shield" Dreadnought Standees.

· **Weapons Recharge Platforms**: Area where a Dreadnought obtains the necessary energy to use the weapons in his possession.
Two procedures have to be followed: A Dreadnought that activates the action of one of these Platforms for the **first time** obtains sufficient energy to use a **melee weapon** (the "Discharged" Stand has to be substituted with a "Half Charge" Stand), whereas a Dreadnought that already has the energy to use a melee weapon also obtains the energy to use a **range weapon** (the "Half Charge" Stand has to be substituted with a "Complete Charge" Stand);

A Dreadnought cannot lose the energy he obtained in anyway.

· **α Energy Platform** : assigns points to the Dreadnoughts that are stationary in it at the end of the turn.
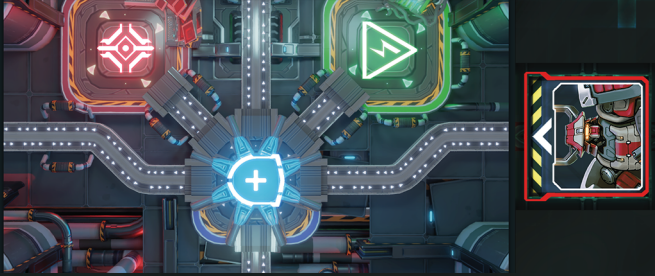
· **β EnergyPlatform** : assigns points to the Dreadnoughts that are stationary in it at the end of the turn.

· **Corridors**: The Platforms are connected one another through corridors.
Two Platforms are considered connected when there is a corridor that connects the given Platforms without any other Platforms along the given route.

For example: The **"Red Team Entrance Platform"** in the picture is connected to the **"Deflecting Shield Platform"** but not to the **"α Energy Platform"** and the **"Weapon Recharge Platform"**.

Two Platforms can be connected in the same room as well as in different rooms, the only necessary condition for them to be considered directly connected is that they are directly connected through a corridor.

The **Entrance Platforms** are to be used for nothing other than allowing the Dreadnoughts get into the game.

The **Radio**, **Deflecting Shield** and **Weapons Recharge Platforms** are to be used to strengthen one's Team in number, in resistance and in attack power.

To unfold the actions of one of these Platforms, one's Dreadnought has to be on the given Platform and has to perform an "Activation" action.

lastly, the **α Energy** and **β Energy Platforms** assign points to whoever controls them.

Rules

Number of Players: 2-6
Duration: 30 / 45 minutes
Age: 14+

Preparation

1. Each player is assigned the Dreadnought Standees, the "Discharged" Stand, the "Points Marker" Standees and the "Point Marker" Stand of one color.
2. Assemble the three Scoreboard Tiles in increasing order from zero to number fifty.
3. Place the Points Marker in the box "Start" on the Scoreboard Tile.
4. Compose the Board freely or following one of the schemes as shown at the end of the rules.
5. Each Player places one of their disarmed Dreadnoughts on the **Entrance Platform** as indicated by the team color.

How to Play

Before starting a new game, one of the following modalities has to be chosen by the players:

- **Alliances**: Players can form temporary and/or permanent non-aggression alliances and/or alliances to take on a common enemy. In this modality, betraying one's ally is allowed if wished.
- **Competitive**: Players cannot form alliances nor can they talk to one another to give advice on which actions to perform.
- **Neutral**: Players cannot form alliances but can talk to one another and say whatever they consider right to say (fake advice, intentionally suggesting the wrong moves, etc...).

At this point it is necessary to establish the **Turn Modalities**, in other words how to play every Turn. There are three modalities that can be chosen: **Standard**, **Pro** and **Random**.

• **Standard**: casually choosing who the first player is and assigning him the "Turn" Token with number 1 and proceeding by assigning the remaining "Turn" Tokens in increasing order to the remaining players moving clockwise. the order assigned will be consistent throughout the game.
   [This modality is obligatory if the game is played by 2 players]

• **Pro**: casually choosing who the first player is and assigning him the "Turn" Token with number 1 and proceeding by assigning the remaining "Turn" Tokens by following the graphics displayed:

4 Players		
	4	
2		3
	1	

5 Players		
5	4	
3		2
	1	

6 Players		
5	6	4
3		2
	1	

At the end of each turn, every player has to give their own **Turn Token** to the player on their left.
   [This modality is not allowed if the game is played by 3 players]

• **Random**: casually assign the "**Turn" Tokens** to the players at the beginning of each turn.

Once the system through which the Turns are taken is chosen, the first Turn can be made; during this turn each player may choose to perform one, two or no actions following the order given by the **Tokens "Turn"**.
   The actions from which to choose are: **Movement**, **Activation** and **Attack**.

1. **Movement**: through this action, the player's Dreadnought can be moved towards a connected Platform.
2. **Activation**: through this action, the function of a Platform (**Radio**, **deflecting Shield** or **Weapons Recharge**) where a Dreadnought is located is activated (unless there are somed enemy Dreadnoughts on the same Platform).
3. **Attack**: through this action, an adversary Dreadnought is attacked (a disarmed Dreadnought cannot make this action).

The **Activation** and **Attack** actions cannot be repeated by the same Dreadnought in one Turn. To perform the "Attack" action, the Dreadnought has to have the energy to use his weapon:

• If in possession of a "Half Charge" Stand, he can only attack an adversary Dreadnought that is on the same Platform;

• If in possession of a "Complete Charge" Stand, he can attack an adversary Dreadnought that is on a connected Platform or an adversary Dreadnought that is on the same Platform.

The target of the given Attack is always chosen by the player who performs the "Attack" action.

If the target is a Dreadnought Standees, it has to be removed from the board as a loss; if the target has a **Deflecting Shield**, it will stay alive but the Dreadnought Standees "with Shield" has to be changed to a simple Dreadnought Standees (in practice, the Shield is destroyed by the Attack action).

If a player has all his Dreadnoughts on the board destroyed, he will have a disarmed Dreadnought automatically appear on the "entrance" Platform.

During every Turn, each player can only perform two actions (if wished, any player can perform fewer than two actions), always following the order chosen for the Turns at the beginning of the game.

At the end of each Turn, after every player has made their actions, the points conferred by the "**α Energy**" and "**β Energy Platforms**" are assigned to the players who have at least one Dreadnought on one of these:

• Each "**α Energy**" Platform confers **4 points** to the player who has complete control over one.

• Each "**β Energy**" Platform confers **2 points** to the player who has complete control over one.

If a **"α Energy"** or **"β Energy"** Platform is not under the complete control of one player, but is controlled by two players, then half of the points stated above will be assigned to each of the players that possesses a Dreadnought on the given Platform.

Dreadnoughts of the same Team on the same **"α Energy"** or **"β Energy"** Platform do not score points individually. *(Example: if at the end of a turn, three different players have Dreadnoughts on the same β Energy Platform , each will have a point assigned).*

Objective of the Game

The player who is the first to reach 50 points or more wins. If more than one player surpasses 50 points during the same Turn, the player with the highest score wins. In the eventuality of a tie, turns shall be taken and the game will continue until a player has a higher score than the others.
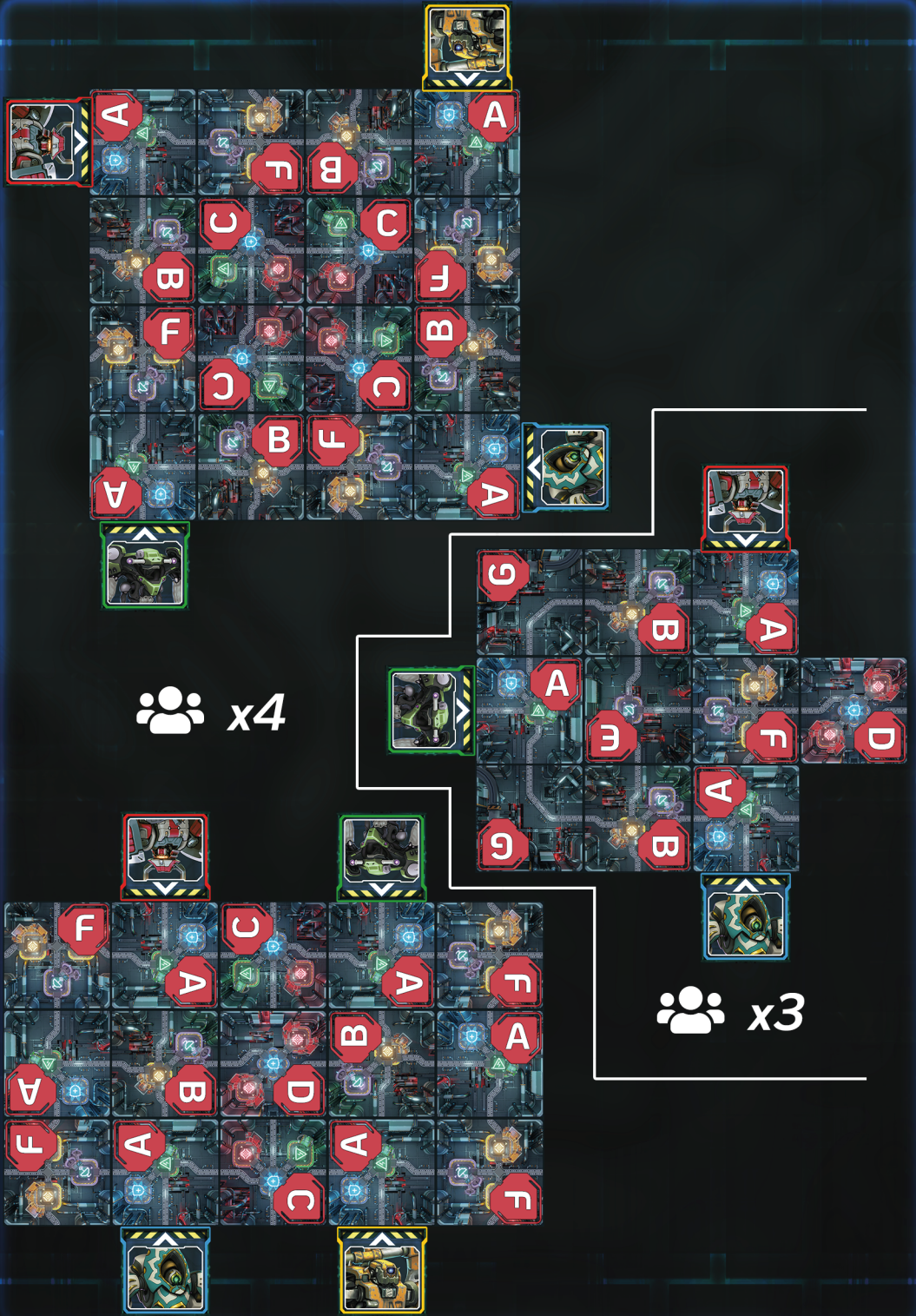
If all players agree, at the beginning of the game the objective of 50 points can be changed to 100 points or even 150 points. In this case, players who surpass 50 points the first time flip their Token "Bonus Points" by turning the +50 upwards, whereas the players who surpass the 50 points a second time flips "Bonus Points" Token over again, so placing +100 face upwards.
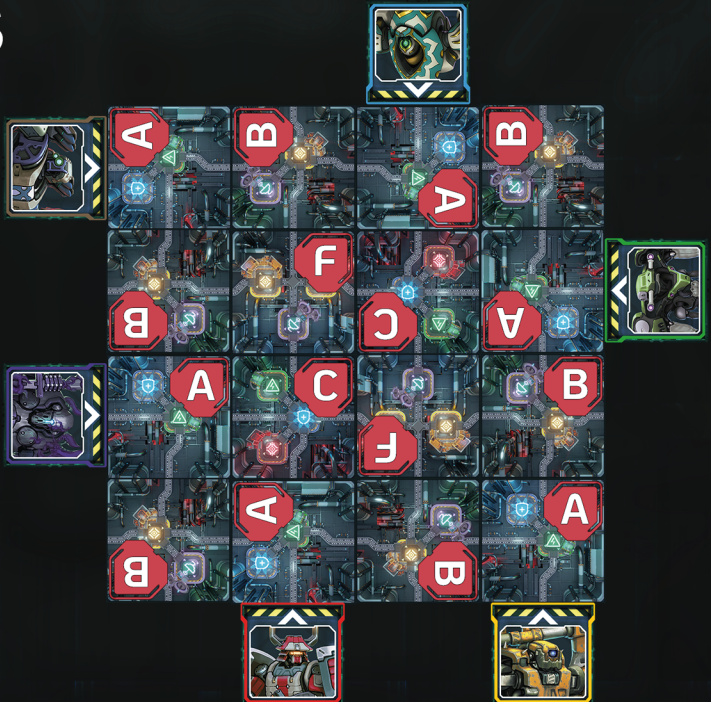
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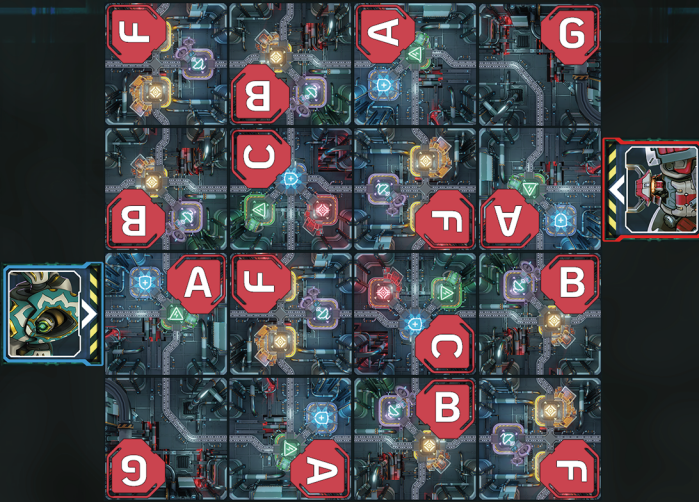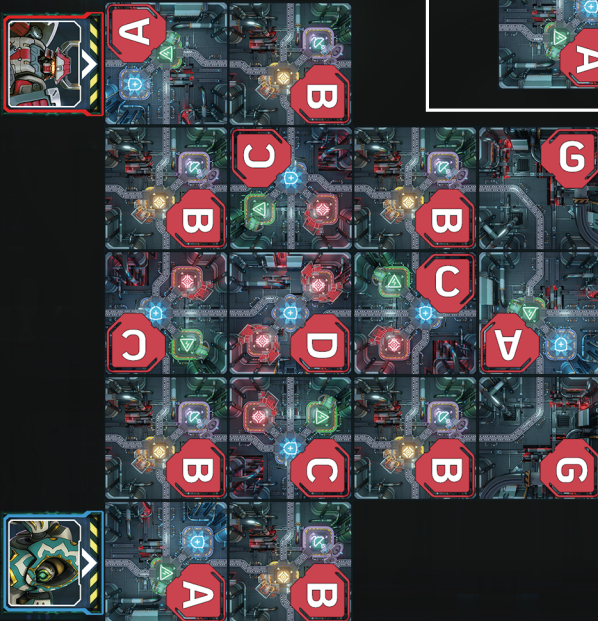
VANAGLORIA GAMES

Designed by Vanagloria Games
vanagloriagames.com

Illustrations by

ANDRIERI STEFANO

artstation.com/andrieristefano

Distributed and produced by Tambù