

GALACTA•3

INTERSTELLAR ADVENTURE GAME

Rules for Science Fiction Miniature Gaming in 25mm Scale



**Mudpuppy
Games**

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FOREWORD

The late 1970s and early 1980s were a special time to be a gamer. Those were the days when you took your hard-earned \$10 or \$20 and went down to the local game store never knowing what new treasure awaited you there. As often as not, a complete role playing system could be found in a simple, saddle-stitched 64-page booklet. Somehow the crude typesetting and stark pen-and-ink illustrations of these early rules sets only added to their exotic charm. Besides the omnipresent *Dungeons & Dragons*, my old group cut its gaming teeth on such first edition classics as *TSR's Metamorphosis Alpha*, *Gamma World*, *Boot Hill*, and *Hero Games* first edition of *Champions*.

Then there was a miniatures company in Texas called *Heritage USA* (or *Heritage Models*, depending on the year). *Heritage* liked to publish "Paint n' Play" boxed sets as part of its miniatures lines. Along with the lead figures (not pewter), a modicum of paint, and the world's least wieldy paint brush, *Heritage* typically included a simple 4-6 page rules set that could be used to pit your new miniatures against one another. A pair of these Paint n' Play sets comprised a science fiction miniatures game called *Galacta*.

Simple though it was, *Galacta* caught our fancy and we played the game repeatedly. We scoured the local game shops for *Galacta 25* blister packs to supplement our tabletop forces. We wore the game out until the paper rules sheets were falling apart. Just as we were about to lose interest in the game, we got some exciting news. A member of our gaming group who regularly corresponded with *Heritage* sculptor/illustrator/game designer David Helber found out that David was working on an expanded, revised set of *Galacta* rules, soon to be published.

Unfortunately, the year was 1983, and in that year *Heritage USA* folded up shop and went out of business entirely. Great guy that he is, David eventually mailed us a copy of his unpublished *Galacta II* expansion, and we played the hell out of that too.

Over the years I would periodically return to the game, usually with some degree of nostalgia along with an enduring fondness for the miniatures themselves. Eventually I undertook to write my own further expansion and revision of the *Galacta* rules just to see what could be done. Every few years after that I would take out these rules and dust them off for another round of play and a few new improvements.

Fast forward to 2005. Through a bizarre set of circumstances, I found out that the rights to the original *Galacta 25* miniatures and molds were up for sale. I attempted to track them down, only to discover that I had been beaten to the punch by a matter of weeks. The new owner of the *Galacta 25* line was a Mr. Michael A. Thomas. Michael and I began to exchange emails and it rapidly became apparent that we shared a common love for the old school of gaming, i.e. miniatures and miniature-based rules sets. Now that I know Michael and the love and respect that he has for all things *Heritage*, I don't believe that the *Galacta 25* miniature line could have fallen into a better set of hands. Maybe it was time to finally publish a new version of the *Galacta* rules to go along with Michael's reissued *Galacta 25* miniatures.

I then contacted David Helber, who has owned the copyright to *Galacta* since *Heritage's* untimely demise. David not only generously allowed me to officially and publicly play in his sandbox, he offered up his play testing wisdom and veteran game design advice to boot.

And so the *Galacta* universe lives again. In this *GALACTA-3* booklet you will find as close to a true retro-gaming experience as I can imagine. To complete the effect, you need only dig out some old sci-fi miniatures, or order yourself some "new" vintage *Galacta 25* figures, and start rolling those 12-sided dice.

Enjoy!

Jim Wampler

Mudpuppy Games, Cincinnati, Ohio

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GALACTA•3™

Rules for Science Fiction Miniature Gaming in 25mm Scale

It is a Time of Galactic War

For the third time in a millennium, three immense star empires are fighting a life and death battle for survival and supremacy in the distant future. The chaos brought about by the Third Galactic War threatens the well-being of every sentient race and populated world from the galactic core to the outer rim. Only the bravest and the best will succeed in this massive struggle between the forces of liberty and freedom and those who would dominate a million worlds.

Among them are the loyal **Star Commandos** and legendary **Psi Knights**, the mighty guardians of the **Callistian Republic**. Sometimes aided by the more daring citizens, aliens and rogues of the Republic, these hardy adventurers lead the battle to safeguard and preserve their hard-won democracy, which includes a thousand free worlds, outposts and colonies.

Their enemies are many. The vile **Sorcerer Knights** with their **Imperial Legions** and their deadly **Warbots**, ever seek to subjugate star systems and add them to the conquered ranks of the evil **Darquon Empire**. The Empire also often augments their forces with the mercenary **Planetary Strikers** and the occasional **Bounty Hunter**.

Were that not enough, from the far side of the galaxy come the **Octopoids** of the **Octopoid Collective**. The inscrutable Octopoids possess such an alien type of hyper-intelligence that none can predict which side of the Galactic War they will take from battle to battle. Sometimes appearing to side with the villainous Empire, they are just as often seen allying themselves with the Republic forces. The humanoid concepts of right and wrong, of democracy versus dictatorship, seem to mean very little to the large-brained Octopoids, who claim to be above such mundane moral concepts.



INTRODUCTION

GALACTA•3 is a man-to-man tabletop miniatures game in 25mm scale. The rules are simple and fast to learn, and all actions can be resolved by the roll of a single 12-sided die.

Set squarely in the milieu of science fiction and science fantasy, these rules can be used to simulate battles fought in any number of popular works of cinema or literature. Realistic combat movement and battle tactics are not covered in these rules.

Instead, the rules are governed primarily by the traditions of the genre. One properly armed hero can survive a prolonged fire fight with directed energy weapons raining down all about him. A scurrilous villain and his armored minions can deal deadly damage from behind. A small robot strategically placed can turn the tide of battle. Tiny feral aliens can pick up lazer pistols and bring down an armored foe.

WHAT YOU NEED TO PLAY

To play **GALACTA•3** you will need the following:

- One copy of the GALACTA•3 rules.
- Two or more 12-sided dice.
- A table-top play surface.
- A straight edged ruler, string or tape measure.
- Pencil, pen and paper.
- A selection of GALACTA 25mm gaming miniatures or GALACTA•3 counters (see back of rules book).
- 1" vinyl hex mat or GALACTA•3 1" hex sheets (see back of rules book).

BASIC RULES

HOW TO PLAY

INITIATIVE SEQUENCE

Each player (usually two players, but any number can play) rolls a d12. The player who rolls highest gets first choice of Combat Sequence (whether to go first, second, or thereafter). The player who rolled next highest decides next, and so on. Any initiative rolls that are ties are re-rolled, remembering that the re-roll only affects the respective initiative sequence of the two players who initially rolled the same number.

COMBAT SEQUENCE

The *Combat Sequence* is as follows:

- **Player 1 engages his figures**

Attacking figures may move, fire, melee, or use a special ability according to the combat and formation rules.

Defending player makes any appropriate saving throws or attacks of opportunity, and uses special abilities when permitted.

- *** Player 2 engages his figures**

Attacking figures may move, fire, melee, or use a special ability according to the combat and formation rules.

Defending player makes any appropriate saving throws or attacks of opportunity, and uses special abilities when permitted.

- **Any additional players follow the same sequence**

PLAY SURFACE

GALACTA•3 games can be played on any large, flat, table-top surface. If available, **GALACTA•3** plays best on a vinyl game mat marked off in 1" or 20-25mm hexagons. This system adds a structural (albeit abstract) consistency to distance measurements and figure facings. Many game companies make hex-based terrain pieces and model buildings that are ideal for use with a 1" vinyl hex mat.

As an alternative to vinyl hex mats, photocopies of the **GALACTA•3** hex sheet provided in the back of this book may be taped together to form any size hexagonal playing surface. Terrain features and buildings can be simulated by using everyday objects such as books, bottle caps or styrofoam from shipping boxes.

FIGURE FACINGS

In **GALACTA•3**, figures must face one of the six "points" of the hexagon that the figure is standing in. Most figures occupy only one hex, including small, medium, and large scale figures. Gigantic scale figures (such as some vehicles or creatures) will occupy three hexes. Those figures have facings as illustrated.

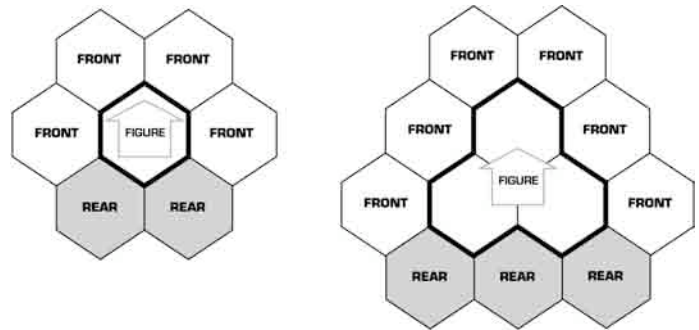


FIGURE FACINGS - Small, Medium, and Large scale versus Gigantic scale.

MOVEMENT

At the beginning of a player's turn sequence, each figure may move any portion of its full movement rate, with the following restrictions. During movement, a figure may be rotated once up to 60° (one hex face) at no extra movement cost. The movement cost of each additional 60° rotation is 1 movement. A figure can move into any front facing hex. Figures that move over one half of their full movement rate may not fire a ranged weapon, initiate a melee attack, or use an special ability that turn.

A figure that moves into a space adjacent to an opposing figure is considered to be in *melee combat*, and cannot move farther that turn. If a figure occupies a space adjacent to an opposing figure or figures, he may not move away without giving all adjacent opposing figures a free *Attack of Opportunity* (see *Attacks of Opportunity* below). Allied figures belonging to the same faction and player may group together into a formation (see *Formations* below) and thereby gain some movement modifiers and benefits.

BASE MOVEMENT RATES

Small Aliens	Unarmored	7
	Light Armor	6
	Body Armor	5
Humanoids, Medium Aliens	Unarmored	8
	Light Armor	7
	Body Armor	6
Large Aliens	Unarmored	9
	Light Armor	8
	Body Armor	7
Octopoids	Unarmored	6
	Light Armor	5
Power Armor (all races)	(walking/leaping)	6/12
RAAG Belt		12
Security Bots		4
Androids, Jammer Bots		5
Warbots		6

TERRAIN EFFECTS ON MOVEMENT

There are five basic types of terrain in **GALACTA•3**: artificial terrain, clear terrain, rough terrain, low terrain, and blocking terrain. Each type has the following effects on figure movement:

ARTIFICIAL TERRAIN: Normal movement with no movement penalties. *Artificial terrain* represents any flat, paved surface, smooth floor or deck.

CLEAR TERRAIN: Normal movement with no movement penalties, except for robots, which move at a -2 to their normal movement rate.

ROUGH TERRAIN: Movement restricted to one-half normal movement (rounded down), except for robots, which have their movement rate reduced to 2. Examples of *rough terrain* include steep hills, stairs, ramps, rubble or broken ground, or high foliage.

LOW TERRAIN: Movement into or out of a *low terrain* hex costs 1 extra movement. *Low terrain* represents such scalable objects as desks, embankments, low fences or shallow ditches. *Low terrain* provides cover for figures in or behind these hexes.

BLOCKING TERRAIN: *Blocking terrain* may not be crossed or scaled by a figure on foot. Some figures equipped with a RAAG (*Rocket Assisted Anti-Gravity*) Belt or *Power Armor* may be able to cross over blocking terrain, subject to the limitations of equipment and the scenario being played (for example, a figure equipped with a RAAG Belt could not jump over *blocking terrain* that represents an indoor wall or an enclosed force field, but could jump over an outdoor wall).

INTERCEPT ADJUSTMENT

Whenever a figure moves within 1 hex of an opposing figure, the opposing player has the option of making an *Intercept Adjustment*, which is a free movement adjustment of 1 hex used to intercept the moving figure and engage that figure in melee. *Intercept Adjustments* are only allowed into a *clear* or *artificial terrain* hex.

ATTACKS OF OPPORTUNITY

Whenever a figure moves out of melee contact (adjacent hex) with an opposing figure, the opposing figure gets an immediate and free *Attack of Opportunity* on that figure. An *Attack of Opportunity* can only be used to make a melee combat attack. If the figure is adjacent to several opposing figures, each opposing figure will be entitled to a separate *Attack of Opportunity*.

Attacks of Opportunity are not granted when a figure using a RAAG Belt or *Power Armor* jumps over a hex occupied by or adjacent to an opposing figure. In these cases the leaping figure is considered out of reach or moving too quickly to draw an *Attack of Opportunity*.

RANGED COMBAT

A figure that has moved one half of its full movement rate or less, and that is not engaged in melee combat, may fire ranged weapons once per turn. *NOTE: figures equipped with repeating weapons or the Special Ability Multiple Ranged Fire may fire two or more times (see below).*

LINE-OF-SIGHT

A player must announce his intention to make a ranged combat attack on an opposing figure prior to ascertaining line-of-sight. If a player announces an intention to make a ranged combat attack and subsequently discovers that he does not have line-of-sight, then that figure may not make a ranged combat attack that turn. To fire a ranged weapon, the attacking figure must have line-of-sight to the defending enemy figure, beginning from the attacking figure's front facing, and ending at the target figure. If the line of sight intersects a hex occupied by another figure or *blocking terrain* that obscures more than one-half of the hex, then the shot cannot be taken. Line of sight may be determined by using a piece of string drawn tight or a straight-edged measuring device.

BEHIND COVER

If the line of sight passes through a *low terrain* hex or a *blocking terrain* hex that only partially blocks line of sight (such as a building corner), then the shot may be taken but the figure is considered *behind cover* (see *Ranged Combat Modifiers* below). For a figure to gain the benefit of being behind cover, it must be inside or behind the *low terrain* or *blocking terrain* hex, and within at least one hex (1") of the cover-providing terrain feature.

RANGED ATTACKS

After line of sight and range are determined, the attacking player rolls a d12 and must roll the "to hit" number or greater to successfully hit the targeted figure. The "to hit" number is derived by taking the base "to hit" number for the ranged weapon used and adding or subtracting any modifiers for range, cover, figure facing, size class or special abilities. *NOTE: All base "to hit" numbers are derived from the ranged weapon "to hit" value, not the figure itself, except as modified by the Ranged Combat Modifiers shown below.*

A roll that equals or exceeds the modified "to hit" number results in a successful ranged attack on the enemy figure. The defending player then makes the appropriate saving throw for that figure. If the defending player fails to equal or exceed the saving throw number required for that figure, the figure is considered killed or rendered unconscious. The figure is then turned on its side on the playing surface. The fallen figure is then treated as a *low terrain* hex.

Fallen figures may be revived later by a friendly figure with the *Medic* or *Robot Repair* abilities, so they are not removed from the gaming table, and any fallen figures are treated as *low terrain* hexes for the rest of the game. *NOTE: figures that fail to save from a successful fusion rifle or fusion cannon attack are considered disintegrated, and are permanently removed from play (see Special Ranged Attack Rules).*

RANGED COMBAT MODIFIERS

The following modifiers will change the number needed to successfully hit with a ranged combat attack. Note that since a lower "to hit" number means an increased chance of successfully hitting an opposing figure with a ranged combat attack, a "+1" attack modifier is actually subtracted from the base "to hit" number, and a "-1" attack modifier would be added to the "to hit" number required. For example, a figure possessing a *lazer pistol* (8 or better to hit) is firing at close range (4 hexes or less) which gives a +1 modifier to hit. At close range, the figure now needs only to roll a 7 or better to successfully hit the opposing figure with a ranged combat attack.

RANGED COMBAT MODIFIERS

Close range (1/2 total range)	+1
Attacking target's rear facing	+1
Leader firing	+1
Elite trooper firing	+1
Heavy Weapon mount	+1
Defender behind cover	-2
Firing at a small class target	-1
Firing at a large class target	+1
Firing at a gigantic class target	+2



SPECIAL RANGED ATTACK RULES

STUN PISTOLS AND STUN GRENADES

Figures which are stunned by a *Stun Pistol* or *Stun Grenade* have their nervous systems or artificial intelligences shut down for six game turns. During that time, any opposing figure can perform an automatic “coup de grace” as a regular melee attack and render the figure completely incapacitated, though that figure may still be revived later by a friendly figure with the *Medic* or *Robot Repair* abilities.

FUSION RIFLE AND FUSION CANNON

Figures which are successfully attacked by a *Fusion Rifle* or *Fusion Cannon* are disintegrated and are permanently removed from play and may not be revived. Hexes occupied by figures killed in this way are considered *clear terrain* hexes afterwards, even if the hexes were formerly another type of terrain.

GRENADE AND MISSILE FIRE

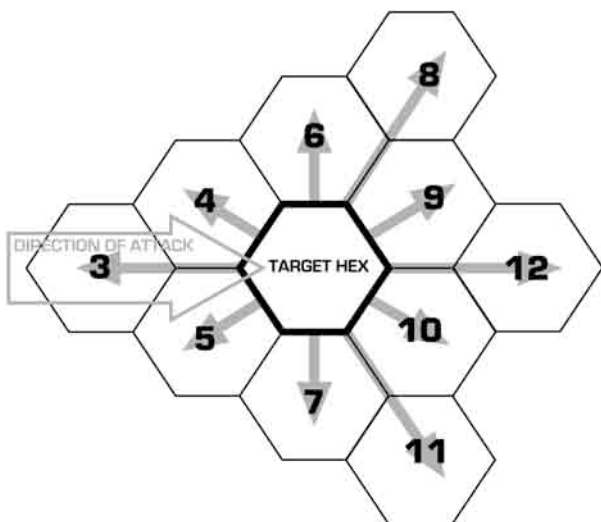
HAND-THROWN GRENADES

The maximum range of a hand-thrown grenade depends upon the size class of the figure throwing the grenade, as shown below:

GRENADE RANGES	Max. Range
Small class figure throwing grenade	4
Medium class figure throwing grenade	6
Large class figure throwing grenade	8

GRENADE / MISSILE SCATTER CHART

When a ranged attack is made with *Grenades*, a *Grenade Launcher*, or a *Rocket Launcher*, and the attacking player misses the “to hit” roll, a *Grenade/Missile Scatter* roll must be made on the *Grenade/Missile Scatter Chart* (see below).



GRENADE / MISSILE SCATTER CHART

Roll one d12 and consult the chart.

GRENADES: 1 = Fumble and the grenade detonates in the attacker’s hex. A roll of 2 = Dud grenade (no effect).

MISSILE: 1 = The missile launcher jams and the missile may not be launched for two turns. A roll of 2 = Dud missile (no effect).

MELEE COMBAT

A figure that has moved into a hex that is adjacent to one or more opposing figures is considered to be in *Melee Combat*. If the figure moved one half of its full movement or less, it may make a melee attack in the same turn that it moved. *NOTE: figures equipped with the Special Ability Multiple Melee Strike may make two or more melee attacks (see below).*

To make a melee attack, the attacking figure must be positioned so that the defending figure is within the attacking figure’s front facing.

BEHIND COVER

If the defender of a melee attack is in a *low terrain* hex or a *blocking terrain* hex that blocks at least one half of his body (such as a building corner), then the defending figure is considered *behind cover* (see *Melee Combat Modifiers* below). For a figure to gain the benefit of being behind cover, it must be inside or behind the *low terrain* or *blocking terrain* hex.

MELEE ATTACKS

The attacking player rolls one d12 and must roll the “to hit” number or greater to successfully hit the targeted figure. The “to hit” number is derived by taking the base “to hit” number for the melee weapon used and adding or subtracting any modifiers for range, cover, figure facing, size class or special abilities. *NOTE: All base “to hit” numbers are derived from the melee weapon “to hit” value, not the figure itself, except as modified by the Melee Combat Modifiers shown below.*

A roll that equals or exceeds the modified “to hit” number results in a successful melee attack on the enemy figure. The defending player then makes the appropriate saving throw for that figure. If the defending player fails to equal or exceed the saving throw number required for that figure, the figure is considered killed or rendered unconscious. The figure is then turned on its side on the playing surface. The fallen figure is then treated as a *low terrain* hex.

Fallen figures may be revived later by a friendly figure with the *Medic* or *Robot Repair* abilities, so they are not removed from the gaming table, and any fallen figures are treated as *low terrain* hexes for the rest of the game.

VIBRO WEAPONS

Most figures in the GALACTA•3 universe come from technologically advanced, star faring civilizations, and are assumed to carry a *Vibro Weapon* or its equivalent (at zero point cost), which hits on a roll of 8 or better.

UNARMED MELEE ATTACKS

In rare cases, a player may have a figure on the table that is an unarmed civilian of some sort. A non-robotic figure that has not been equipped with a melee weapon may still make an unarmed melee attack on a roll of 10 or better.



PRIMITIVE WEAPONS

Not everyone in the galaxy is so fortunate, however. Some less technologically advanced races still rely heavily on primitive melee weapons such as wooden shields and spears. If a non-creature figure is armed exclusively with a primitive melee weapon (no ranged weapons) then that figure is costed out at -1 the normal point cost. Primitive weapons hit on a roll of 9 or better.

SPECIAL MELEE ATTACKS

Some figures equipped with various strength-enhancing equipment, as well as some gigantic creatures, are capable of dealing an extra hard unarmed melee strike, as shown below.

WEAPON	RANGE	TO HIT
Unarmed melee strike	melee	10+
Primitive weapon strike	melee	9+
Vibro Weapon	melee	8+
Energy Sword	melee	6+
Power Armor strike	melee	5+
Large Class Humanoid strike	melee	6+
Giant Class Creature strike	melee	5+
Warbot strike	melee	6+

MELEE COMBAT MODIFIERS

The following modifiers will change the number needed to successfully hit with a melee combat attack. Note that since a lower “to hit” number means an increased chance of successfully hitting an opposing figure with a melee combat attack, a “+1” attack modifier is actually subtracted from the base “to hit” number, and a “-1” attack modifier would be added to the “to hit” number required. For example, a figure possessing an *Energy Sword* (6 or better to hit) also possesses the special ability *Leadership* which gives a +1 modifier to all attacks. That figure now needs only to roll a 5 or better to successfully hit the opposing figure with a melee combat attack.

MELEE COMBAT MODIFIERS

Leader striking	+1
Attacking target’s rear facing	+1
Elite Trooper striking	+1
Expert Swordsman striking	+1
Target behind cover	-2
Striking at a small class target	-1
Striking at a large class target	+1
Striking at a gigantic class target	+2

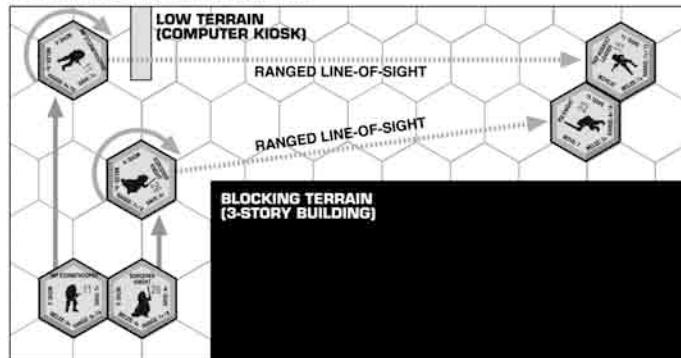
EXAMPLE OF PLAY

PLAYER 1 ENGAGES HIS FIGURES

Player 1’s figures start the turn hidden from sight by the building corner, which is *blocking terrain* (see illustration). Player 1 decides to move his *Imperial Stormtrooper* 4 hexes to a position behind the computer kiosk (which is *low terrain*), to take advantage of the cover it will afford that figure. Since the *Imperial Stormtrooper*’s movement rate is 6, and Player 1 has moved that figure 4 hexes, which is over one-half its movement rate, the *Imperial Stormtrooper* cannot make a ranged combat attack this turn (even though he has clear line-of-sight to both opposing figures). Player 1 could have moved the *Imperial Stormtrooper* only 3 hexes and then made a ranged combat attack, but then his figure would not be able to take advantage of the cover provided by

the computer kiosk. Also note that Player 1 rotated his *Imperial Stormtrooper* 60° once during movement at no additional movement cost.

PLAYER 1 ENGAGES HIS FIGURES

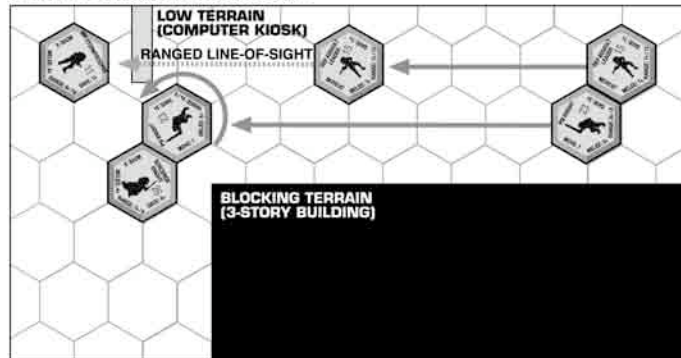


Player 1 then moves the *Sorcerer Knight* 2 hexes and rotates him 60°. Since that is well under one-half of that figure’s movement rate of 8, he then announces he is making a ranged combat attack against the *Psi Knight* figure. After establishing clear line-of-sight, Player 1 needs a 7 or better to successfully hit the *Psi Knight* with his *lazer pistol*, and he rolls a 9, which is a hit. Player 2 would normally roll a saving throw at this point to see if his figure dodged or otherwise avoided the accurate incoming fire, but his *Psi Knight* has the special ability *Expert Swordsmanship*, which allows him to attempt to deflect incoming fire on a roll of 6 or better. Player 2 rolls an 8 and successfully deflects the incoming fire. Player 2 does not need to roll a saving throw for his figure, though he could have if the deflection attempt had failed. Player 1’s turn is now over.

PLAYER 2 ENGAGES HIS FIGURES

Now it’s Player 2’s turn. Player 2 moves his *Republic Assault Leader* 4 hexes, which is exactly one-half of that figure’s total movement rate of 8 (see illustration). Player 2 then announces that the *Republic Assault Leader* will make a ranged combat attack on the *Imperial Stormtrooper*. Since the *Republic Assault Leader* has line-of-sight to the *Imperial Stormtrooper*, and since she is at close range (+1 to hit for being less than one-half the total range of 12 for her *lazer repeater rifle*), she partially cancels out the *Imperial Stormtrooper*’s -2 defensive modifier for being behind cover. Player 2 now needs to roll an 8 or better to hit the *Imperial Stormtrooper* (*lazer repeater rifle* at 7 or better -2 because target is behind cover, but +1 for close range = 8 or better). Player 2 rolls an 11 and successfully hits the *Imperial Stormtrooper*. Player 1 needs to roll a saving throw of 7 or better for the *Imperial Stormtrooper*, and he rolls a 6, which is a failure. Player 1 takes the *Imperial Stormtrooper* figure and lays it on its side.

PLAYER 2 ENGAGES HIS FIGURES



Player 2 then moves his *Psi Knight* figure 6 hexes and rotates him 60°, which places him into melee contact with the *Sorcerer Knight* figure.

Since **Player 2** moved the **Psi Knight** figure well over one half of its movement rate, the **Psi Knight** cannot make a melee attack on the **Sorcerer Knight** this turn. **Player 2's** turn is then over.

SPECIAL ABILITIES

Figures may have special abilities assigned to them. Except where noted, *Special Abilities* stack and their effects are cumulative, though no individual figure may be assigned a specific special ability more than once.

ADVANCED CYBERNETICS: Robot figures with this ability have been built with advanced ambulatory equipment and gain +1 to movement.
POINT COST: 2 (Robots only)

CREATURE LEAP: Creature figures with *Creature Leap* have a leaping movement of up to 9, and may attempt to land upon and crush an opposing figure on a successful attack roll of 7 or better. If the leaping attack is successful and the opposing figure does not make its saving throw, then the attacking figure occupies the hex that it landed in (which is now a low terrain hex containing the fallen enemy figure). Attacks that fail cause the leaping creature to miss and scatter into the next nearest unoccupied hex of the player's choice.
POINT COST: 5 (Creatures only)

ELITE TROOPS: Figures with the *Elite Troops* ability are specially trained, battle-hardened combat veterans. They gain +1 to all attacks and saving throws.
POINT COST: 2

EXPERT SWORDSMANSHIP: A figure with *Expert Swordsmanship* adds +1 to all melee attacks with an *Energy Sword*, and may deflect any incoming ranged or melee attacks with an *Energy Sword Deflection* on a roll of 8 or better. A successful *Energy Sword Deflection* attempt deflects and renders harmless all melee and ranged combat attacks (including grenades and rockets) with the exception of the electro-magnetically jacketed slugs from a *Magnetic Rifle*. *Energy Sword Deflection* attempts may not be made to attacks coming from the rear facing area of the figure. Otherwise, *Energy Sword Deflection* attempts may be made at any time, regardless of movement or turn restrictions.
POINT COST: 3

HERO / VILLAIN STATUS: Figures specially designated as Heroes or Villains are extraordinarily hard to kill or render unconscious. They gain one extra saving throw of 8 or better whenever they fail a normal saving throw.
POINT COST: 5

JAMMERPROOF: A robot with the *Jammerproof* ability has been specially programmed and shielded from unauthorized communications and cannot be jammed.
POINT COST: 5 (Robots only)

LEADERSHIP: Figures with *Leadership* are specially trained leaders that add a +1 to attack, saving throws, and movement. Additionally, when in a formation, figures with *Leadership* confer a +1 to the movement of all figures in that formation.
POINT COST: 3

MEDIC: Figures with the *Medic* ability can bring any incapacitated adjacent non-robotic figure back into play on a roll of 7 or better. Figures with this

ability may also automatically revive an adjacent non-robotic stunned figure. Stunned figures are brought back into play immediately. All other successfully revived figures return to play at the start of that players' next turn.
POINT COST: 3

MULTIPLE MELEE STRIKE: Figures with *Multiple Melee Strike* may make two melee attacks per turn, either via extra limbs or because of special training with a particular melee weapon. (NOTE: figures in the *Octopoid Faction* automatically possess this ability and do not pay the point cost for it.)
POINT COST: 4

MULTIPLE RANGED FIRE: Figures with *Multiple Ranged Fire* may make two ranged combat attacks per turn because of special training with a particular ranged weapon. To use this ability effectively, the figure must also have at least two ranged weapons. (NOTE: this ability is built into the point cost of a *Lazer Repeater Rifle*.)
POINT COST: 4

PILOT VEHICLE: A figure must have the special ability *Pilot Vehicle* in order to pilot a *Grav Sled*, *Imperial Mech*, or *Octopoid Walker*. Piloting a *Grav Scooter* does not require this ability.
POINT COST: 2

PSYCHIC TRAINING: A figure with *Psychic Training* gains +1 to movement and +2 to saving throws. When combined with the special ability *Expert Swordsmanship*, a figure with *Psychic Training* may make an *Energy Sword Deflection* attempt regardless of facing.
POINT COST: 4

ROBOT JAMMING: Robotic figures with *Robot Jamming* have the ability to jam the control frequencies of the opposing player's robots for one full turn on a roll of 9 or better. Jammed robots may not move or attack for one full turn. After one full turn the opponents robots' control systems rotate to a new frequency and may move or attack again. Robot jamming is omnidirectional, has an effective range of 12, and does not affect any other player's robots except the player targeted by the jamming attack.
POINT COST: 4 (Robots only)

ROBOT REPAIR: Figures with *Robot Repair* can bring any disabled adjacent robotic figure back into play on a roll of 7 or better. Figures with this ability may also automatically revive an adjacent stunned robotic figure. Stunned figures are brought back into play immediately. All other successfully revived figures return to play at the start of that players' next turn.
POINT COST: 3

WEAPONS AND EQUIPMENT

Figures may have weapons and equipment assigned to them. (To assign *Weapons and Equipment* to a figure, see *Point Cost Table* below.)

CARRYING LIMITS

Small Class figures may carry up to two *Small Arms* and may not carry *Heavy Weapons*. Small Class figures include *Squogs*, *Twargs*, and *Small Robots*.

Medium Class figures may carry up to three *Small Arms* or may carry one *Heavy Weapon* and one *Small Arm*. Medium Class figures include *Humans*, *Nauticans*, *Lesser Sauroids*, and *Medium Robots*.

Large Class figures may carry up to four *Small Arms*, or three *Small Arms* and one *Heavy Weapon*, or may carry two *Heavy Weapons*. Large Class figures include *Octopoids*, *Greater Sauroids*, and *Large Robots*.

Gigantic Class figures include some vehicles which may carry one mounted weapon and one heavy weapon. This class also includes gigantic scale creatures, most of which lack the intelligence to carry any weapons at all.

SMALL ARMS

STUN PISTOL: The *stun pistol* emits twin synchronous electro-magnetic pulses (EMP) that render most forms of organic life unconscious, and that deactivates all artificial intelligences, each for 6 game turns.

RANGE: 6, TO HIT: 6+, POINT COST: 2

LAZER PISTOL: The most common form of sidearm, the *lazer pistol* fires a short, intense burst of coherent light that burns a precise hole through most targets.

RANGE: 8, TO HIT: 8+, POINT COST: 2

PLASMA PISTOL: The *plasma pistol* fires a charged plasma bolt that burns through most known alloys and armor.

RANGE: 4, TO HIT: 6+, POINT COST: 3

LAZER RIFLE: The primary weapon-of-choice throughout the galaxy, the *lazer rifle* fires a more powerful burst of coherent light that burns a precise hole through most targets.

RANGE: 16, TO HIT: 7+, POINT COST: 3

MAGNETIC RIFLE: The *magnetic rifle* fires a series of magnetically charged slugs that penetrate all force fields. *Magnetic rifle* fire cannot be deflected by an *energy sword*.

RANGE: 12, TO HIT: 8+, POINT COST: 4

STUN GRENADES: *Stun grenades* emit a blanketed field of twin synchronous electro-magnetic pulses (EMP) that renders most forms of organic life unconscious, and that deactivates all artificial intelligences, each for 6 game turns. *Stun grenades* come in packs of five.

RANGE: 4/6/8, AREA EFFECT: radius of 1 from target hex, TO HIT: 8+, POINT COST: 2 (5-pack)

FRAG GRENADES: *Frag grenades* explode with a force that penetrates most defenses. *Frag grenades* come in packs of five.

RANGE: 4/6/8, AREA EFFECT: radius of 1 from target hex, TO HIT 8+, POINT COST: 2 (5-pack)

ROCKET PACKS: Additional rockets may be purchased for the *rocket launcher* in portable packs of two.

RANGE: 0, TO HIT: 0, POINT COST: 5

ENERGY SWORD: The primary melee weapon of *Psi Knights* and their evil counterparts the *Sorcerer Knights*, the *energy sword* consists of an elongated, fixed-length force field emitted from a small metal baton. With special training, an *energy sword* can be used to deflect incoming melee and ranged attacks (see *Expert Swordsmanship*).

RANGE: Melee, TO HIT: 6+, POINT COST: 6

VIBRO WEAPON: Any of an extensive range of hand-to-hand weapons that are constructed of molecular-edged nano-alloys, this class of powered melee weapon is named for the peculiar hum it makes as it slices through the air. Most technologically advanced races carry *vibro-blades*.

NOTE: A vibro weapon does not count towards carrying limits.

RANGE: Melee TO HIT: 8+, POINT COST: 0

HEAVY WEAPONS

LAZER REPEATER RIFLE: The *lazer repeater rifle* fires twin bursts of coherent light that are ideal for ranged attacks against two adjacent targets, or firing twice at the same target. When two targets are fired upon during the same turn, the targets must be in adjacent hexes with clear line-of-sight to both targets before either target is hit or wounded.

RANGE: 12, TO HIT: 8+, POINT COST: 6

FUSION RIFLE: The deadliest firearm in the galaxy, the *fusion rifle* fires a disintegrator beam that causes the molecular structure of target objects to lose cohesion, disintegrating the figure. When a figure is killed by a *fusion rifle*, it is removed from play and may not be revived.

RANGE: 14, TO HIT: 7+, POINT COST: 6

GRENADE LAUNCHER: A *grenade launcher* greatly increases the range of all grenade attacks. A *grenade launcher* comes with five grenades, which are already factored into its weight cost.

RANGE: 12, TO HIT: 8+, POINT COST: 8

ZENAN BOMB: A *zenan bomb* must be placed and the timer set by a figure at the end of that figure's movement. Once set with a multi-round timer (1-10 rounds as determined by the player), the *zenan bomb* eventually explodes in a hail of deadly zenan radiation that disintegrates all organic matter in its range. Artificial life forms are unaffected by this radiation. Affected figures save from a *zenan bomb* explosion on a 9 or better.

RANGE: 0, AREA EFFECT: radius of 6 from target hex, POINT COST: 15

MOUNTED WEAPONS

FUSION CANNON: Mounted on tripods, vehicles or fixed fortifications, a *fusion cannon* can sweep a battlefield clean with its high-powered disintegrator beam. When a figure is killed by a *fusion cannon*, it is removed from play and may not be revived.

RANGE: 24, TO HIT: 6+, POINT COST: 12

ROCKET LAUNCHER: Mounted on tripods, vehicles or fixed fortifications, *rocket launchers* fire short-range missiles at either individual targets or at a designated hex. A *Rocket Launcher* comes with two rockets.

RANGE: 36, TO HIT: 8+, AREA EFFECT: radius of 2 from target hex, POINT COST: 15

OTHER EQUIPMENT

RAAG BELT: The *RAAG (Rocket-Assisted Anti-Gravity) belt* is a combination of short range rocket pack and gravity suspensor technology that allows the user to make tremendous leaps across the battlefield and to land unharmed. The *RAAG belt* gives a figure a movement rate of up to 12, and allows the figure to cross over any intervening figures or *rough* and *low terrain*. Movement using a *RAAG belt* must be along a straight path and must end in an unoccupied hex. POINT COST: 6

POWER ARMOR: Beside affording the best armored protection in the known galaxy, *power armor* grants the wearer tremendously enhanced physical strength. A melee strike alone from a figure with *power armor* hits on a roll of 5 or better. *Power armor* gives a figure a base walking movement rate of up to 6, and a leaping movement of up to 12.

The micro-reactor powered exoskeleton of *power armor* also allows the user to make tremendous leaps across the battlefield and to land unharmed. *Power armor* allows the figure to leap over any intervening figures or *rough* and *low terrain*. A figure in *power armor* may leap over *blocking terrain* up to 6" in height outdoors, although the figure must land in a hex that is within one-half the height of the *blocking terrain* (rounded up). Some scenarios set-ups involving roof structures or force fields may not permit a *power armor* leap over *blocking terrain*. *Power armor* leaping movement must be along a straight path.

Power armor equipped figures may attempt to land upon and crush an opposing figure on a successful attack roll of 7 or better. If the leaping attack is successful and the opposing figure does not make its saving throw, then the attacking figure occupies the hex that it landed in (which is now a low terrain hex containing the fallen enemy figure). Attacks that fail cause the *power armored* figure to miss and scatter into the next nearest unoccupied hex of the player's choice.

Power armor equipped figures may carry up to two heavy weapons (purchased separately for additional point cost).

POINT COST: 12

ADVANCED RULES

FORMATIONS

Whenever allied figures belonging to the same faction and player are standing in adjacent hexes, these figures may choose to band together into a formation. This represents a tightly knit fighting unit of figures with a unified, single goal. Unless figures are designated to be in a formation at the initial setup of the game, creating a formation takes one full turn, assuming that all figures involved are in adjacent hexes. Figures may only create or join a formation at the beginning of that player's movement phase. After a group becomes a formation, these figures move together as a unit (within the limitations of individual movement rates). While movement as a formation is slightly slower, it does provide defensive advantages.



Figures in a formation must move in such a way as to stay in adjacent hex contact with each other, although there are no other limitations on the shape of the formation itself. Hence, any type of formation grouping is possible, from traditional rank-and-file to an amorphous mob. Another example would be a circular ring of figures protecting a defensive position.

While the general speed of the formation will be limited to the movement of its slowest figures, parts of the formation could charge ahead so long as all figures remain in adjacent hex contact with one or more members of the formation.

Figures with the special ability *Elite Troops* do not suffer as severe a modifier to formation movement as regular troops. Formations that contain a figure with the special ability *Leadership* likewise suffer a lesser movement penalty.

When a figure in a formation is incapacitated, or simply chooses to break away from the formation, and this results in the remaining figures no longer being adjacent to each other, then that formation has been broken, although it may only be broken into smaller formation units of two or more figures. Any individual figures orphaned in this way immediately loses all formation benefits, though they may spend the next turn regrouping into a single formation.

The modifiers for figures in formations are as follows:

FORMATION BONUSES

Movement	-2	(-1 w/Leader)
Movement (Elite troops)	-1	(-0 w/Leader)
To Save	+1	

VEHICLES

Although the battles fought in **GALACTA•3** are primarily man-to-man skirmishes, each faction sometimes employs small tactical vehicles to supplement their infantry or guerilla forces.

PILOTING A VEHICLE

Each vehicle must have at least one figure with the special ability *Pilot Vehicle* on board to pilot that vehicle. Except where noted, figures without the special ability *Pilot Vehicle* may not pilot a vehicle. A pilot may move a vehicle up to that vehicle's full movement rate using the normal movement rules for facing and turning. Piloted vehicles move over *low* and *rough terrain* at their full movement rate, though they gain no cover benefits from such terrain.

VEHICLE MOUNTING / DISMOUNTING

A figure may mount or dismount a vehicle during that player's movement turn if both the vehicle and the figure has moved one half its movement rate or less.

RANGED COMBAT FROM A VEHICLE

If the figure piloting a vehicle wishes to engage in ranged combat with personal small arms, heavy weapons or grenades, then the same rules apply as in normal movement. The piloting figure may move the vehicle up to one-half the vehicle's maximum movement and then make a ranged combat attack.

The piloting figure may only fire weapons mounted on the vehicle if the vehicle has not moved that turn.

MELEE COMBAT FROM A VEHICLE

Figures mounted on vehicles may not engage in melee combat attacks, nor can they be melee attacked while the vehicle remains intact.

VEHICLE OVERRUN / TRAMPLE

The pilot of any vehicle may attempt to overrun or trample opposing figures as a part of normal movement. This is done by simply moving the vehicle into a hex occupied by an opposing figure. Regardless of the defending figure's armor or equipment, the defending player then rolls the appropriate saving throw according to the *Vehicle Overrun/Trample Saving Throw Table*. If the defending figure fails its saving throw, that figure is incapacitated and the vehicle ends its movement on that hex. A *Medic Check* or *Robot Repair* to a figure thus incapacitated may not take place until the vehicle has left this hex.

If the defending figure makes its saving throw and the vehicle has any portion of its movement rate left, then the attacking player must continue his movement into an adjacent hex, where another overrun or trample attack may be

made. (NOTE: This may result in a player being forced to overrun or trample his own figures.)

Also note that some vehicles are *Gigantic Class* figures, and a simultaneous overrun/trample attempt on multiple figures is possible.

Attacks on vehicles are handled differently than other figures. Only ranged combat attacks are allowed on a vehicle or its occupant. When attacking a vehicle, the attacking player must announce whether he is attacking the vehicle itself, or one of the occupant figures. When attacked in this way, the pilot of a vehicle uses that vehicle's saving throw if successfully attacked.

If the figure driving a vehicle is successfully attacked and incapacitated, the vehicle immediately makes a random move using the *Grenade/Missile Scatter Chart*, with any potential overruns or tramples dealt with as above. On the next movement turn, if another figure is on board the vehicle, that figure may take over control of the vehicle. If a figure of the same faction is in an adjacent hex to the vehicle after it has ended its movement, then that figure may also mount and pilot the vehicle.

Figures from opposing factions may not mount and pilot another faction's vehicles, because it is assumed that no faction possesses the startup codes for opposing factions' vehicles. This rule does not apply to vehicles belonging to the *Unaligned Faction*.

If the vehicle itself is successfully attacked and incapacitated, it is removed from play and replaced by the figure or figures that were onboard, starting with the hex or hexes that the vehicle occupied, and fanning out into unoccupied adjacent hexes if possible. For purposes of movement and cover, the hex or hexes that the vehicle formerly occupied are considered low terrain for the remainder of the game.

The following vehicles are available (NOTE: Except where noted, vehicle cost does *not* include occupant or weapons):

GRAV SCOOTER: A small, fast one-man transport that hovers a few inches above the ground, a Grav Scooter may not be armed with mounted weapons. The driver of a Grav Scooter is considered behind cover (see *Combat Modifiers*). The special ability *Pilot Vehicle* is not required to pilot this vehicle.
SIZE: Large, SPEED: 14, FACTION: Any
POINT COST: 8

GRAV SLED: A larger three-man transport that hovers a few inches above the ground, a Grav Sled may be armed with one mounted heavy weapon. Except for the pilot, all figures mounted on a Grav Sled are free to make ranged attacks at any time during the vehicle's movement turn. All passengers on a Grav Sled are considered behind cover.
SIZE: Gigantic, SPEED: 10, FACTION: Any
POINT COST: 12

IMPERIAL MECH: A large bipedal armored unit, the Imperial Mech contains a single figure. The Imperial Mech comes with one heavy weapon, and may be armed with up to two heavy weapons total, or one heavy weapon and one mounted weapon. The pilot of an Imperial Mech cannot be targeted while the Mech is intact.
SIZE: Gigantic, SPEED: 8, FACTION: Darquon Empire,
POINT COST: 18 (Includes one heavy weapon)

OCTOPOID WALKER: A large tripod armored unit, the Octopoid Walker contains a single Octopoid figure, comes with a *Fusion Cannon* and may be armed with one other heavy weapon. The pilot of an Octopoid Walker is considered behind cover.

SIZE: Gigantic, SPEED: 6, FACTION: Octopoid Collective,
POINT COST: 20 (Includes *Fusion Cannon*)

FACTIONS

There are four factions in **GALACTA•3**, each with special rules and abilities. They are:

THE CALLISTIAN REPUBLIC: Any player with figures in this faction gains one extra saving throw per game turn, to be applied only to figures in this faction.

THE DARQUON EMPIRE: Figures in this faction gain an additional +1 (for a total modifier of +2) when firing or striking at the rear facing of a target.

THE OCTOPOID COLLECTIVE: Figures in this faction possess the *Multiple Melee Strike* ability at no additional point cost, and they pay no movement penalties for moving over *Rough Terrain*. Additionally, Octopoids may carry mounted weapons as though they are heavy arms with respect to carrying limits. This faction does not share its abilities with allied figures in the Unaligned faction.

UNALIGNED: Figures in this faction gain the faction abilities of any aligned figures played by the same player, except as noted above.

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CHARACTERS AND CREATURES

ANDROID

SIZE: *Medium*
 MOVE: 5
 MELEE ATTACK: 11+
 RANGED ATTACK: 8+/8
 SAVE: 7+
 EQUIPMENT: *Lazer Pistol*
 SPECIAL ABILITIES: *None*
 FACTION: *Any*
 POINT COST: 7



Androids are humanoid shaped bipedal robots used throughout the Callistian Republic and the Darquon Empire to perform scientific, social and menial tasks in the place of sentients. Although able to perform most basic tasks as well as a human or alien, they are neither as fast nor as strong as most sentients. Some models may be equipped with advanced cybernetics that allow the android to move and react as fast as a living being.

BOUNTY HUNTER

SIZE: *Medium*
 MOVE: 6/12
 MELEE ATTACK: 7+
 RANGED ATTACK: 7+/12 (no deflection), 6+/4
 SAVE: 6+
 EQUIPMENT: *Body Armor, Magnetic Rifle, Plasma Pistol, RAAG Belt*
 SPECIAL ABILITIES: *Elite Troops*
 FACTION: *Unaligned*
 POINT COST: 23



The scourge of outlaws and wanted men alike, the intergalactic bounty hunter is a highly trained neutralizer of men. Armed with advanced weaponry and training, the bounty hunter can be a very deadly foe to engage at close quarters.

DECAWOLF

SIZE: *Large*
 MOVE: 9
 MELEE ATTACK: 6+
 RANGED ATTACK: *Nil*
 SAVE: 9+
 EQUIPMENT: *None*
 SPECIAL ABILITIES: *None*
 FACTION: *None*
 POINT COST: 5



Often used as the personal guards of royal dignitaries, or as arena creatures, the decawolf is a quick and efficient killing machine. Feral packs of these creatures roam the arid plains of many outer-rim desert worlds, where they once must have been domesticated by long-since vanished races of nomadic beings.

HEMOGOBLIN

SIZE: *Gigantic*
 MOVE: 6/9
 MELEE ATTACK: 5+
 RANGED ATTACK: *Nil*
 SAVE: 5+
 EQUIPMENT: *None*
 SPECIAL ABILITIES: *Creature Leap*
 FACTION: *None*
 POINT COST: 20



Native to the Imperial jungle planet Eriandus Beta III, the Hemogoblin is a gigantic 5 meter tall carnivorous plant that subsides primarily on a diet of animal bodily fluids – preferably iron or copper-rich blood. The hemogoblin's favored attack is to leap high in the air and land from above, crushing its prey into a fresh, pulpy meal.

IMPERIAL ASSASSIN

SIZE: *Medium*
 MOVE: 6
 MELEE ATTACK: 7+
 RANGED ATTACK: 5+/4 (x2)
 SAVE: 7+
 EQUIPMENT: *Light Armor, Plasma Pistol (x2)*
 SPECIAL ABILITIES: *Elite Troops, Multiple Ranged Fire*
 FACTION: *Darquon Empire*
 POINT COST: 18



The last sound heard by many a Republic ambassador or field general has been the double-click of twin plasma pistols being armed from behind them. The Imperial Assassin is a close-range killing expert often dispatched by the leadership of the Darquon Empire to eradicate specially targeted foes, especially in the heat of battle.

IMPERIAL GUARD LEGIONNAIRE

SIZE: *Medium*
 MOVE: 6
 MELEE ATTACK: 7+
 RANGED ATTACK: 7+/12 (x2 no deflection)
 SAVE: 6+
 EQUIPMENT: *Body Armor, Magnetic Rifle*
 SPECIAL ABILITIES: *Elite Troops, Multiple Ranged Fire*
 FACTION: *Darquon Empire*
 POINT COST: 18



The Imperial Guard are the hand-picked force used to protect the Emperor and his ambassadors, high-ranking officials and delegates. Membership in the Imperial Guard is restricted to inhabitants of the Emperor's homeworld in the Darquilius Delphi system.

IMPERIAL GUARD OFFICER

SIZE: *Medium*
 MOVE: 7
 MELEE ATTACK: 6+
 RANGED ATTACK: 4+/4
 SAVE: 5+
 EQUIPMENT: *Body Armor, Plasma Pistol*
 SPECIAL ABILITIES: *Elite Troops, Leadership*
 FACTION: *Darquon Empire*
 POINT COST: 16



Often receiving his instructions directly from the Emperor, the Imperial Guard Officer commands his legionaries as they perform the various tasks assigned to them: guarding the Emperor and his interests, escorting prisoners and allies safely into and out of the Imperial capital, and preventing assassination attempts.

IMPERIAL MARINE

SIZE: *Medium*
 MOVE: 6
 MELEE ATTACK: 7+
 RANGED ATTACK: 7+/12 (x2)
 SAVE: 6+
 EQUIPMENT: *Body Armor, Lazer Repeater Rifle*
 SPECIAL ABILITIES: *Elite Troops*
 FACTION: *Darquon Empire*
 POINT COST: 16



An elite branch of the Imperial forces of Darquon, the Imperial Marine is a heavily-armed, battle-hardened vet who never retreats and never surrenders. Taking on a squad of these troops can cost an opposing force dearly, so the Imperial Marines command instant respect whenever they enter a battlefield.

IMPERIAL MARINE OFFICER

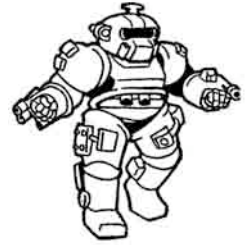
SIZE: *Medium*
 MOVE: 7
 MELEE ATTACK: 6+
 RANGED ATTACK: 6+/12
 SAVE: 5+
 EQUIPMENT: *Body Armor, Grenade Launcher, Frag Grenades (x5)*
 SPECIAL ABILITIES: *Leadership, Elite Troops*
 FACTION: *Darquon Empire*
 POINT COST: 21



The hardest of the hard, the best of the best, is what it takes to lead Imperial Marines into battle. The Imperial Marine officer is capable of inspiring his troops to new-found levels of determination to win and to overcome the enemy.

IMPERIAL SHOCKTROOPER

SIZE: *Large*
 MOVE: 6/12
 MELEE ATTACK: 5+
 RANGED ATTACK: 8+/12 (x2), 6+/4
 SAVE: 5+
 EQUIPMENT: *Power Armor, Lazer Repeater Rifle, Plasma Pistol*
 SPECIAL ABILITIES: *None*
 FACTION: *Darquon Empire*
 POINT COST: 25



The Imperial Shocktrooper is the single most feared member of the Imperial forces short of the dreaded Sorcerer Knights. With the enhanced movement, speed and strength of his state-of-the-art power armor, an Imperial Shocktrooper can kill with as little as an open-handed blow, or by simply landing on an unwary foe from above.

IMPERIAL SHOCKTROOPER OFFICER

SIZE: *Large*
 MOVE: 7/13
 MELEE ATTACK: 4+
 RANGED ATTACK: 6+/24
 SAVE: 4+
 EQUIPMENT: *Power Armor, Fusion Cannon, Plasma Pistol*
 SPECIAL ABILITIES: *Leadership*
 FACTION: *Darquon Empire*
 POINT COST: 31



Specially-outfitted to command and dominate the battlefield, the Imperial Shocktrooper Officer enjoys the same enhanced movement, speed and strength of normal Shocktrooper powered armor, but married to a devastating and portable fusion cannon.

IMPERIAL STORMTROOPER

SIZE: *Medium*
 MOVE: 6
 MELEE ATTACK: 8+
 RANGED ATTACK: 8+/16
 SAVE: 7+
 EQUIPMENT: *Body Armor, Lazer Rifle*
 SPECIAL ABILITIES: *None*
 FACTION: *Darquon Empire*
 POINT COST: 11



The anonymous, faceless backbone of the Imperial forces, the Imperial Stormtrooper is a merciless foe. Usually encountered en masse, squads of Imperial Stormtroopers can quickly overrun an unwary foe.

IMPERIAL STORMTROOPER OFFICERSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 5+

RANGED ATTACK: 7+/8

SAVE: 6+

EQUIPMENT: *Body Armor, Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Leadership*FACTION: *Darquon Empire*

POINT COST: 19



Though not their equal in one-on-one combat, the Imperial Stormtrooper Officer is specially trained and armed to take his forces into combat against Psi Knights.

INTERSTELLAR PIRATESIZE: *Medium*

MOVE: 8

MELEE ATTACK: 7+

RANGED ATTACK: 6+/16, 7+/8

SAVE: 7+

EQUIPMENT: *Light Armor, Lazer Rifle, Lazer Pistol*SPECIAL ABILITIES: *Leadership, Pilot Vehicle, Multiple Ranged Fire*FACTION: *Unaligned*

POINT COST: 20



Don't let his roguish charm and readiness to buy you a drink fool you. The Interstellar Pirate is a deadly and canny opponent. Just when you think you have him pinned down under fire, he's liable to hot-wire a grav sled and drive right through your front line. Though the Interstellar Pirate offers his services to the highest bidder, he dislikes the unprofitability of most Imperial policies. Thus, he often unwittingly sides with the democratic forces of the Callistian Republic.

JAMMER BOTSIZE: *Medium*MOVE: 5 (*no rough or low terrain penalties*)

MELEE ATTACK: 11+

RANGED ATTACK: *Special*

SAVE: 7+

EQUIPMENT: *None*SPECIAL ABILITIES: *Robot Jamming, Jammerproof*FACTION: *Callistian Republic / Unaligned*

POINT COST: 14



The Jammer Bot, or sometimes simply "Jambot," is a counter-measures robot often employed against heavily automated enemy forces. It's on-board computers continually scan for the shifting control frequencies of enemy robots and jam them. This renders the opposing robots temporarily immobile as their control systems reboot. The Jammer Bot hovers a few inches off of the ground much like a grav sled, and is not penalized by rough or low terrain.

OCTOPOID ARMORED CANNONIERSIZE: *Large*MOVE: 5 (*no rough terrain penalties*)

MELEE ATTACK: 8+ (x2)

RANGED ATTACK: 6+/24

SAVE: 6+

EQUIPMENT: *Light Armor, Fusion Cannon*SPECIAL ABILITIES: *None*FACTION: *Octopoid Collective*

POINT COST: 23



Adding lightweight armor to the already inherently tough natural hide of an Octopoid creates an opponent as hard to kill as most heavily armored foes. Because of the inherent strength granted by coming from a heavy gravity world in the Octanus Omicron system, the Armored Octopoid Cannonier is also able to wield a fusion cannon as an unmounted heavy arm. This devastating attack disintegrates opponents from long range, making armored Octopoid troops difficult to approach and engage.

OCTOPOID ARMORED TROOPERSIZE: *Large*MOVE: 5 (*no rough terrain penalties*)

MELEE ATTACK: 8+ (x2)

RANGED ATTACK: 8+/12 (x2)

SAVE: 6+

EQUIPMENT: *Light Armor, Lazer Repeater*SPECIAL ABILITIES: *None*FACTION: *Octopoid Collective*

POINT COST: 17



The Armored Octopoid Trooper is the slightly better protected version of the rank-and-file mainstay of all Octopoid forces. Armed with a laser repeater rifle, the Armored Octopoid Trooper is able to lay down a heavy rain of fire at any approaching enemy.

OCTOPOID ARMORED SECTION LEADERSIZE: *Large*MOVE: 6 (*no rough terrain penalties*)

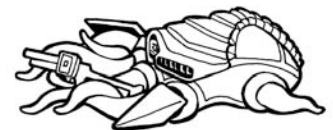
MELEE ATTACK: 7+ (x2)

RANGED ATTACK: 7+/12 (x2)

SAVE: 5+

EQUIPMENT: *Light Armor, Lazer Repeater Rifle*SPECIAL ABILITIES: *Leadership*FACTION: *Octopoid Collective*

POINT COST: 20



With an already large brain genetically enhanced by Octopoid scientists, the Armored Octopoid Section Leader leads his troops into victorious battle after battle. It's worth noting that while Octopoids may sometimes retreat in battle, they are sure to be reformulating their next assault in the brief respite. No Octopoid has ever been known to allow itself to be taken prisoner alive.

OCTOPOID GRENADIERSIZE: *Large*MOVE: 6 (*no rough terrain penalties*)

MELEE ATTACK: 8+ (x2)

RANGED ATTACK: 8+/12

SAVE: 7+

EQUIPMENT: *Grenade**Launcher, Stun Grenades (x5)*SPECIAL ABILITIES: *None*FACTION: *Octopoid Collective*

POINT COST: 17



The Octopoid Grenadier often performs “mop up” duty of those enemy forces that manage to struggle past the devastation of the Octopoid Cannoniers and Walkers. They use the stun variety of grenades for their launchers so as to capture surviving enemy prisoners alive for reasons unknown.

OCTOPOID SECTION LEADERSIZE: *Large*MOVE: 7 (*no rough terrain penalties*)

MELEE ATTACK: 7+ (x2)

RANGED ATTACK: 7+/12 (x2)

SAVE: 6+

EQUIPMENT: *Lazer Repeater Rifle*SPECIAL ABILITIES: *Leadership*FACTION: *Octopoid Collective*

POINT COST: 18



With an already large brain genetically enhanced by Octopoid scientists, the Octopoid Section Leader leads his troops into victorious battle after battle. It's worth noting that while Octopoids may sometimes retreat in battle, they are sure to be reformulating their next assault in the brief respite. No Octopoid has ever been known to allow itself to be taken prisoner alive.

OCTOPOID TROOPERSIZE: *Large*MOVE: 6 (*no rough terrain penalties*)

MELEE ATTACK: 8+ (x2)

RANGED ATTACK: 8+/12 (x2)

SAVE: 7+

EQUIPMENT: *Lazer Repeater Rifle*SPECIAL ABILITIES: *None*FACTION: *Octopoid Collective*

POINT COST: 15



The Octopoid Trooper comprises the rank-and-file of most Octopoid forces. Armed with a laser repeater rifle, the Octopoid Trooper is able to lay down a heavy rain of fire at any approaching enemy.

PLANETARY POLICESIZE: *Medium*

MOVE: 7

MELEE ATTACK: 8+

RANGED ATTACK: 6+/6

SAVE: 8+

EQUIPMENT: *Light Armor, Stun Pistol*SPECIAL ABILITIES: *None*FACTION: *Unaligned*

POINT COST: 8



Planetary Police are the day-to-day peace keeping forces on most civilized worlds in both the Callistian Republics and the Darquon Empire. Though lightly armed, they are very mobile, using grav scooters to patrol their areas of authority.

PLANETARY POLICE CHIEFSIZE: *Medium*

MOVE: 8

MELEE ATTACK: 7+

RANGED ATTACK: 5+/4

SAVE: 7+

EQUIPMENT: *Light Armor, Plasma Pistol*SPECIAL ABILITIES: *Leadership*FACTION: *Unaligned*

POINT COST: 12



The Planetary Police Chief will often be found leading squads of Planetary Police during high-risk operations. His inbuilt plasma pistol side arm helps ensure that no criminals or perps ever succeed in questioning his authority.

PLANETARY STRIKERSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 7+

RANGED ATTACK: 6+/16

SAVE: 7+

EQUIPMENT: *Light Armor, Lazer Rifle*SPECIAL ABILITIES: *Elite Troops*FACTION: *Unaligned*

POINT COST: 11



The anonymous Planetary Striker is a type of elite mercenary-for-hire found throughout the galactic rim worlds. With true allegiance to none, these trained professional mercs often appear on the battlefield to turn the tide of a battle towards victory – but for which side?

PLANETARY STRIKER OFFICERSIZE: *Medium*

MOVE: 8

MELEE ATTACK: 6+

RANGED ATTACK: 4+/4

SAVE: 6+

EQUIPMENT: *Light Armor, Plasma Pistol*SPECIAL ABILITIES: *Leadership, Elite Troops*FACTION: *Unaligned*

POINT COST: 14



The Planetary Striker Officer is the seasoned veteran of many a campaign. With species and identity carefully hidden in his vac-suited helmet, it's impossible to tell which side of the galactic struggle this being's loyalties once laid, or what army he might have originally fought for. It's enough to know that for now he is on the side that pays him the most.

PLANETARY STRIKER HEAVY WEAPONS TROOPERSIZE: *Medium*

MOVE: 6

MELEE ATTACK: 7+

RANGED ATTACK: 6+/14

SAVE: 6+

EQUIPMENT: *Body Armor, Fusion Rifle*SPECIAL ABILITIES: *Elite Troops*FACTION: *Unaligned*

POINT COST: 16



Assigned whenever a Planetary Striker force is landing in a particularly nasty fire zone, the Planetary Striker Heavy Weapons Trooper comes to the party heavily armed and ready for action. A tactical problem-solver, the Planetary Striker Heavy Weapons Trooper softens up the opposing forces for his fellow mercs by carefully disintegrating enemy leaders and other key targets.

PONGOIDSIZE: *Gigantic*

MOVE: 10

MELEE ATTACK: 5+ (x2)

RANGED ATTACK: *Nil*

SAVE: 5+

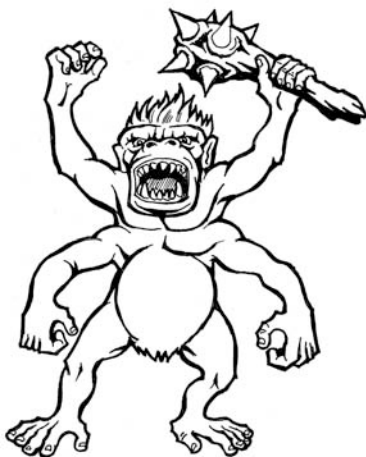
EQUIPMENT:

Primitive Weapon (Club)

SPECIAL ABILITIES:

*Multiple Melee Strike*FACTION: *None*

POINT COST: 19



Native to the arid desert world Eriandus Beta IV, Pongoids are fierce, semi-intelligent marauders that mainly occupy the deserted cities and ruins of the once proud races of Eriandus Beta's fourth planet, Darsoomia.

PSI KNIGHTSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 5+/6+ *deflect*

RANGED ATTACK: 8+/8

SAVE: 5+

EQUIPMENT: *Body Armor, Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Expert Swordsmanship, Psychic Training*FACTION: *Callistian Republic*

POINT COST: 23



The revered and loyal Psi Knights are the shining light of the Callistian Republic's armed force. Armed and specially trained in the use of both energy sword and psychic powers, the Psi Knight is a formidable opponent. Just one of these robust knights within your ranks is often enough to turn a near-rout into victory.

PSI KNIGHT MASTERSIZE: *Medium*

MOVE: 8

MELEE ATTACK: 4+/5+ *deflect*

RANGED ATTACK: 7+/8

SAVE: 4+

EQUIPMENT: *Body Armor, Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Leadership, Expert Swordsmanship, Psychic Training*FACTION: *Callistian Republic*

POINT COST: 26



A Psi Knight Master is the among the most powerful individuals on the battlefield. Able to single-handedly and directly confront opponents that are much larger, faster and stronger – say a Shocktrooper in powered assault armor – the Psi Knight Master's ability to deflect most incoming attacks means he will be among the last individuals still standing after the day is done.

PSI KNIGHT, NAUTICANSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 5+/6+ *deflect*

RANGED ATTACK: 8+/8

SAVE: 5+

EQUIPMENT: *Body Armor, Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Expert Swordsmanship, Psychic Training*FACTION: *Callistian Republic*

POINT COST: 23



An amphibious member of the Psi Knight ranks native to the star system Nautica Epsilon, the Nautican Psi Knight is equally at home fighting on land or under water.

PSI KNIGHT, SAUROIDSIZE: *Large*

MOVE: 10

MELEE ATTACK: 5+/6+ *deflect*

RANGED ATTACK: 8+/8

SAVE: 6+

EQUIPMENT: *Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Expert Swordsmanship*
*Psychic Training*FACTION: *Callistian Republic*

POINT COST: 20



Though rare, some psychically-gifted Greater Saurioids do occasionally join the ranks of the Psi Knights, and woe to the enemy that meets them in battle. Able to move across the battlefield with great speed, these trained and proficient warriors can cut a very wide swath through enemy forces.

REPUBLIC ASSAULT LEADER / STAR COMMANDOSIZE: *Medium*

MOVE: 8

MELEE ATTACK: 7+

RANGED ATTACK: 7+/12 (x2)

SAVE: 7+

EQUIPMENT: *Light Armor, Lazer Repeater Rifle*SPECIAL ABILITIES: *Leadership*FACTION: *Callistian Republic*

POINT COST: 15



A member of the Callistian Republic's legendary Star Commandos, the Republic Assault Leader leads her battle-hardened forces into combat with a combination of grace and grim determination.

REPUBLIC GRENADEIER / STAR COMMANDOSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 8+

RANGED ATTACK: 8+/8, 8+/12

SAVE: 8+

EQUIPMENT: *Light Armor, Lazer Pistol,*
Grenade Launcher, Stun
*Grenades (x5)*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 16



The Republic Grenadier is another member of the Callistian Republic's legendary Star Commandos. Choosing his targets with great precision, the Republic Grenadier will strategically lob his grenades far into enemy lines to cause the maximum damage to opposing forces.

REPUBLIC HEAVY WEAPONS TROOPERSIZE: *Medium*

MOVE: 6

MELEE ATTACK: 8+

RANGED ATTACK: 7+/14

SAVE: 7+

EQUIPMENT: *Body Armor, Fusion Rifle*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 14



The Republic Heavy Weapons Trooper are often used to back up the regular troops. Armed with a deadly Fusion Rifle, the Republic Heavy Weapons Trooper will also be deployed to permanently eliminate especially dangerous targets.

REPUBLIC MEDICSIZE: *Medium*

MOVE: 6

MELEE ATTACK: 8+

RANGED ATTACK: 7+/16

SAVE: 7+

EQUIPMENT: *Body Armor, Lazer Rifle*SPECIAL ABILITIES: *Medic*FACTION: *Callistian Republic*

POINT COST: 14



The Republic Medic is the unsung hero of most battles. Using advanced medical technology, the Republic Medic can restore a fallen ally to full health from all but the most fatal injuries – all the while ducking incoming fire and enemy troops.

REPUBLIC POWER ARMOR OFFICERSIZE: *Large*

MOVE: 7/13

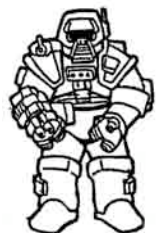
MELEE ATTACK: 4+

RANGED ATTACK: 6+/12 (x2)

SAVE: 4+

EQUIPMENT: *Power Armor, Lazer*
*Repeater Rifle*SPECIAL ABILITIES: *Leadership*FACTION: *Callistian Republic*

POINT COST: 25



Created to oppose the Empire's Shocktrooper legions, the Republic Power Armor Officer is their equal in every respect save villainy. As a highly mobile ranged weapons platform, the Republic Power Armor Officer is most often used as a supplement to major defensive deployments.

REPUBLIC REGULARSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 8+

RANGED ATTACK: 7+/16

SAVE: 7+

EQUIPMENT: *Light Armor, Lazer Rifle*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 9



The Republic Regular comprises the greatest numerical portion of the rank-and-file of The Great Army of the Republic. Recruited as needed during times of galactic war, these sturdy soldiers defend their precious democracy whenever called upon.

REPUBLIC STAR COMMANDOSIZE: *Medium*

MOVE: 6

MELEE ATTACK: 8+

RANGED ATTACK: 7+/16

SAVE: 7+

EQUIPMENT: *Body Armor, Lazer Rifle*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 11



The Star Commandos are legends of tradition and valor in the armed forces of the Republic, with a history that dates back through the first Great Galactic War.

SAUROID, GreaterSIZE: *Large*

MOVE: 9

MELEE ATTACK: 6+

RANGED ATTACK: 8+/8

SAVE: 8+

EQUIPMENT: *Lazer Pistol*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 7



The larger of the two dominant species from the Sauria Major system, the Greater Sauroid is an imposing fighter and a loyal ally in times of conflict. These not-so-gentle giants disdain the use of armor of any kind in favor of the speed and ease of movement their large size grants them. Their bellowed battle roar alone has been known to spook enemy troops in battle.

SAUROID, LesserSIZE: *Medium*

MOVE: 7

MELEE ATTACK: 6+

RANGED ATTACK: 8+/8

SAVE: 8+

EQUIPMENT: *Light Armor, Lazer Pistol*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 8



The smaller and more stoic of the two sentient species in the Sauria Major system, the Lesser Sauroid is not to be underestimated alongside his larger, fiercer cousins. Both species descend from a common ancestor, and the Lesser Sauroid is often harder to kill. They do not disdain the wearing of armor like their larger kin, and are equally as strong coming from the same heavy gravity homeworld.

SECURITY BOTSIZE: *Small*

MOVE: 4

MELEE ATTACK: 11+

RANGED ATTACK: 8+/8

SAVE: 8+

EQUIPMENT: *Lazer Pistol*SPECIAL ABILITIES: *Robot Repair*FACTION: *Any*

POINT COST: 9



Security Bots perform the vast majority of routine sentinel and guard duties throughout both the Callistian Republic and the Darquon Empire, as well as elsewhere. These reliable little robots are often found strategically placed alongside troops in battle to provide supplemental support at a minimal cost.

SORCERER KNIGHTSIZE: *Medium*

MOVE: 8

MELEE ATTACK: 4+/5+ *deflect*

RANGED ATTACK: 7+/8

SAVE: 4+

EQUIPMENT: *Body Armor, Lazer Pistol, Energy Sword*SPECIAL ABILITIES: *Leadership, Expert Swordsmanship, Psychic Training*FACTION: *Darquon Empire*

POINT COST: 26



One of the most-feared sights in the known galaxy, the evil Sorcerer Knights are the Darquon Empire's answer to the Republic's Psi Knights. Expertly trained in both Martial and Psychic arts, these villainous agents of evil are the equal of any Psi Knight in battle. Even so, the black-hearted Sorcerer Knight's preferred method of attack is from behind. There he gains the advantages a more honorable opponent would gladly relinquish.

SQUOGSIZE: *Small*

MOVE: 6

MELEE ATTACK: 8+

RANGED ATTACK: 7+/16

SAVE: 9+

EQUIPMENT: *Light Armor, Lazer Rifle*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 8



The tiny furry Squog come from the low-tech forest world of the same name in the Squoquius Sigma star system. On their homeworld, Squogs are found in vast numbers, usually armed with primitive but effective weapons. Occasionally, a Squog ventures off-world choosing to join in galactic society at large. The Squog are protected junior members of the Callistian Republic.

TWARGSIZE: *Small*

MOVE: 5

MELEE ATTACK: 8+

RANGED ATTACK: 6+/4

SAVE: 8+

EQUIPMENT: *Body Armor, Plasma Pistol*SPECIAL ABILITIES: *None*FACTION: *Callistian Republic*

POINT COST: 10



The stalwart Twargs are a short, stout race of humanoids from the Twargentus Theta star system who are among the founding members of the Callistian Republic. With a reputation for toughness and tenacity (some would say stubbornness), the Twargs are loyal allies in battle and unflinching friends in times of trouble.

WARBOTSIZE: *Large*

MOVE: 6

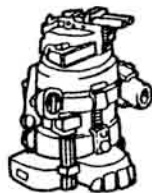
MELEE ATTACK: 6+

RANGED ATTACK: 8+/12 (x2), 7+/14

SAVE: 6+

EQUIPMENT: *Lazer Repeater Rifle, Fusion Rifle*SPECIAL ABILITIES: *None*FACTION: *Darquon Empire*

POINT COST: 20



The ultimate in automated destruction, the deadly Warbot often forms the entirety of the front ranks of an Imperial army, insulating the humanoid forces from the brutality of frontal enemy assaults. For that alone they would be highly useful robotic troops to employ. But add into that mix the re-enforced duralloy armor and dual mounted heavy weapons of a Warbot, and you now have an automated mobile gun platform, dispensing death and destruction wherever it goes.

GALACTA INFORMATION AND WEBSITES**CLASSIC MINIATURES**

A complete selection of pewter *Galacta 25* miniatures can be purchased from **Classic Miniatures**.

<http://www.classicminiatures.net>

MUDPUPPY GAMES

Publishers of the *GALACTA•3* rules and other upcoming games.

<http://www.mudpuppygames.com>

HERITAGE DISCUSSION GROUP

Heritage Models / Heritage USA / Der Kriegspielers

Yahoo! Discussion Group

<http://groups.yahoo.com/group/disciplesofheritage>

SPECIAL THANKS

I owe a special debt of thanks to three gentlemen without whom I could not or would not have written this game.

Fred Faulkner of the Bluegrass Wargames Group not only happily lent his 35+ years of gaming experience to running these rules through the play test wringer (bringing play testers to his table ranging from ages 6 to 67), he caught numerous typos and many a synaptic grammar misfire. Fred and his encyclopedic knowledge of game mechanics really missed out on a career as a games editor somewhere along the line, and I would have credited him as the editor of these rules had he not expressly forbid it. Guess I got the last word anyway on that one, Fred.

Throughout the course of trying to write and find a way to publish these rules, **Michael A. Thomas** and I became friends and close allies in the cause of bringing a nostalgic favorite of ours back to life. Michael was steadfastly supportive in many ways beyond simply casting up a monster load of *Galacta 25* minis for us to use during play testing. Besides being a master miniatures caster, he's a *really* nice guy and a pleasure to know.

And last but not least I owe many thanks to **David Helber**, who not only generously allowed the rest of us to play in his universe, but who also jumped right in with his own play testing wisdom and experience. I've since discovered that in many ways David and I are kindred spirits. We both enjoy drawing, writing, and fast two-seater ragtops. Having the blessings and active participation of the original author and a Heritage alumni really helped make this project worthwhile. Thanks, David!

CREDITS**GALACTA•3**

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GALACTA•3 Order of Battle Form

HOW TO USE

Use photocopies of this form to prepare your forces for battle. Fill out one *Order of Battle Form* space for each different type figure, including separate forms for any individual figures with unique special abilities. *Order of Battle Forms* are public knowledge and must be disclosed to opponent players upon request.

PLAYER _____

FACTION _____

FIGURE TYPE _____
SIZE _____ MOVE _____ SAVE _____
MELEE _____ RANGED _____
SPECIAL ABILITIES _____

POINT COST _____ FACTION _____

FIGURE TYPE _____
SIZE _____ MOVE _____ SAVE _____
MELEE _____ RANGED _____
SPECIAL ABILITIES _____

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FIGURE TYPE _____
SIZE _____ MOVE _____ SAVE _____
MELEE _____ RANGED _____
SPECIAL ABILITIES _____

POINT COST _____ FACTION _____

GALACTA•3 TABLES AND CHARTS

MOVEMENT

FIGURE	ARMOR	MOVEMENT
Small Figures	No Armor	7
	Light Armor	6
	Body Armor	5
Medium Figures	No Armor	8
	Light Armor	7
	Body Armor	6
Large Figures	No Armor	9
	Light Armor	8
	Body Armor	7
Octopoids	No Armor	6
	Light Armor	5
Gigantic Creatures		10
Power Armor (all races)		6/12
RAAG Belt		12
Security Bot		4
Android, Jammer Bot		5
Warbot		6
Grav Scooter		14
Grav Sled		10
Imperial Mech		8
Octopoid Walker		6

RANGED COMBAT

WEAPON	RANGE	RADIUS	TO HIT
SMALL ARMS			
Stun Pistol	6	-	6+
Lazer Pistol	8	-	8+
Plasma Pistol	4	-	6+
Lazer Rifle	16	-	7+
Magnetic Rifle	12	-	8+
Stun Grenades	4/6/8	1	8+
Frag Grenades	4/6/8	1	8+

HEAVY WEAPONS

Lazer Repeater Rifle	12	-	8+(x2)
Fusion Rifle	14	-	7+
Grenade Launcher	12	-	8+

MOUNTED WEAPONS

Fusion Cannon	24	-	6+
Rocket Launcher	36	2	8+

RANGED COMBAT MODIFIERS

Close Range (1/2 total range)	+1
Attacking target's rear facing	+1
Leader Firing	+1
Elite Trooper Firing	+1
Heavy Weapon Mount	+1
Defender Behind Cover	-2
Firing at a small class target	-1
Firing at a large class target	+1
Firing at a gigantic class target	+2

MELEE COMBAT

WEAPON	RANGE	TO HIT
Unarmed melee strike	melee	10+
Primitive weapon strike	melee	9+
Vibro Weapon	melee	8+
Energy Sword	melee	6+
Power Armor	melee	5+
Large Alien Strike	melee	6+
Giant Class Creature	melee	5+
Warbot Strike	melee	6+

MELEE COMBAT MODIFIERS

Leader Striking	+1
Attacking target's rear facing	+1
Elite Trooper Striking	+1
Expert Swordsman Striking	+1
Target Behind Cover	-2
Striking at a small class target	-1
Striking at a large class target	+1
Striking at a gigantic class target	+2

SAVING THROWS

FIGURE TYPE	ARMOR	SAVE ON
Small Figures	No Armor	10+
	Light Armor	9+
	Body Armor	8+
Medium Figures	No Armor	9+
	Light Armor	8+
	Body Armor	7+
Large Figures	No Armor	8+
	Light Armor	7+
	Body Armor	6+
Octopoids	No Armor	7+
	Light Armor	6+
Gigantic Creatures		5+
Power Armor (all races)		5+
Security Bot		8+
Android, Jammer Bot		7+
Warbot		6+
Grav Scooter		7+
Grav Sled		6+
Imperial Mech		5+
Octopoid Walker		4+

SPECIAL SAVING THROWS FROM:

Zenan Bomb explosion	9+
Grav Scooter Overrun	8+
Grav Sled Overrun	7+
Imperial Mech Trample	4+
Octopoid Walker Trample	5+

POINT COST TABLE

Small Figures	Squog, Twarg	3
Medium Figures	Human, Nautican,	4
	Lesser Sauroid	
Large Figures	Greater Sauroid	5
Octopoids		9
Small Robots	Security Bot	4
Medium Robots	Android, Jammer Bot	5
Large Robots	Warbot	8
Gigantic Creature		15

ARMOR & EQUIPMENT

Light Armor	2
Body Armor	4
Power Armor	12
RAAG Belt	6

WEAPONS

Vibro Weapon	0
Stun Pistol	2
Lazer Pistol	2
Plasma Pistol	3
Lazer Rifle	3
Magnetic Rifle	4
Energy Sword	6
Lazer Repeater Rifle	6
Fusion Rifle	6
Stun Grenade (x5)	2
Frag Grenade (x5)	2
Grenade Launcher (w/5 Grenades)	8
Zenan Bomb	15
Fusion Cannon	12
Rocket Launcher (w/2 Rockets)	15
Rockets (x2)	5
Primitive Weapons (no other weapon allowed)	-1

VEHICLES

Grav Scooter	8
Grav Sled	12
Imperial Mech	18
Octopoid Walker	20

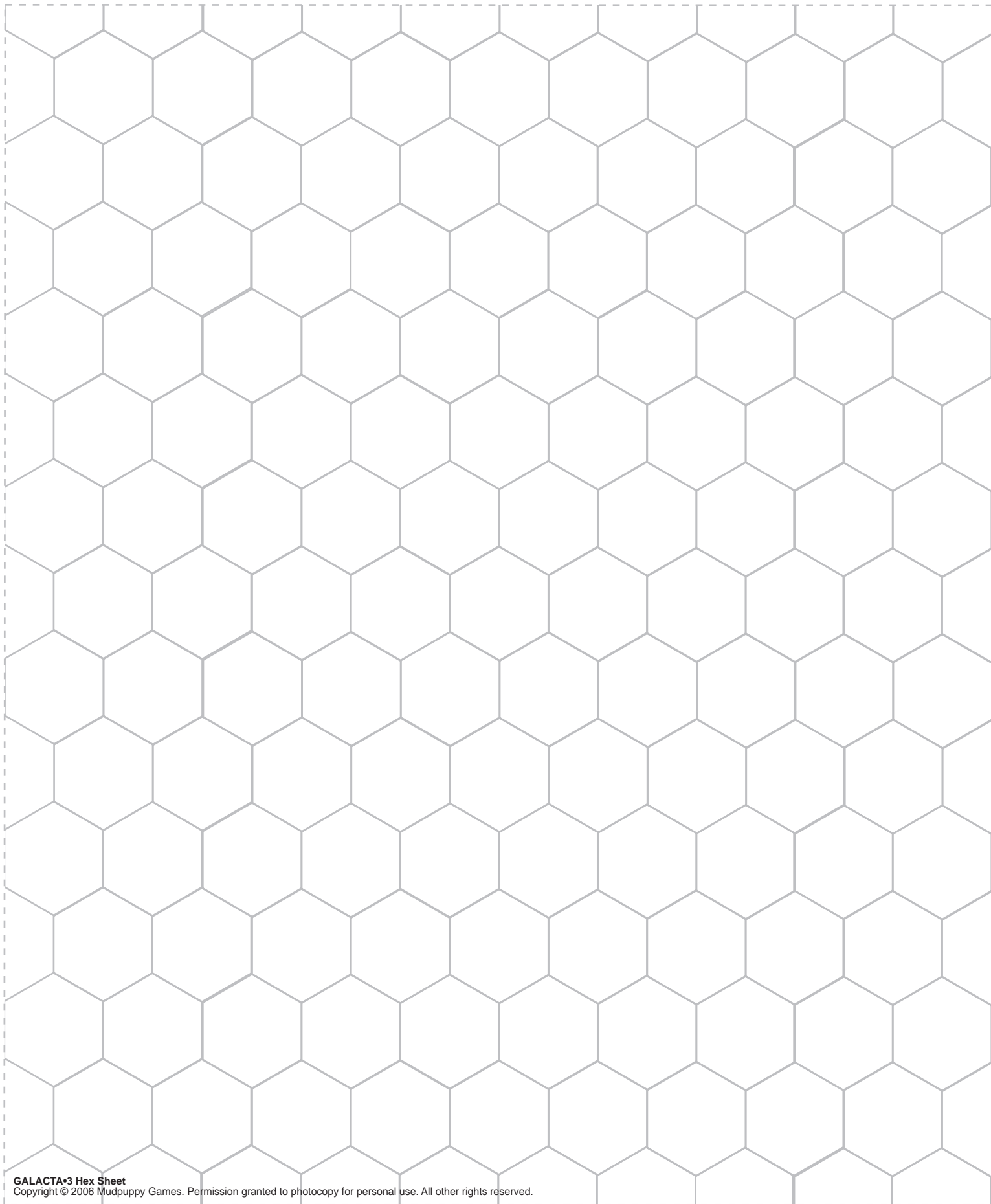
SPECIAL ABILITIES

Advanced Cybernetics (Robots only)	2
Creature Leap (Creatures only)	5
Elite Troops	2
Expert Swordsmanship	3
Hero / Villain Status	5
Jammerproof (Robots only)	5
Leadership	3
Medic	3
Multiple Melee Strike	4
Multiple Ranged Fire	4
Pilot Vehicle	2
Psychic Training	4
Robot Jamming (Robots only)	4
Robot Repair	3



GALACTA•3 Hex Sheets

Photocopy this hex sheet several times using a photocopier, then carefully trim the sheets along the dotted lines using scissors or a hobby knife. Tape multiple sheets together to create a playing surface as large as needed.



GALACTA•3 Counters

Photocopy this counter sheet onto card stock several times using a color photocopier, then cut the counters apart carefully using a hobby knife. Use the blank counters for custom combatants with unique stats.

