

# THE BOARD GAME

# BROOD WAR PROMOTIONAL LEADERSHIP CARDS

### INTRO

"Attention! Defenders of the United Earth Directorate, this is Admiral DuGalle. You were all briefed before we left Earth, so you know that we have come here to conquer this sector in the name of Humanity. Should any of you have second thoughts about performing your assigned duties, be reminded that if we fail in our mission here, not one of us will be going home. We stand or fall together in this forsaken wasteland!

Serve the Directorate. Serve Humanity. All other priorities are secondary to victory!"

—Gerard DuGalle



## RULES

This document contains all rules and components necessary to play as a new Terran faction: Gerard DuGalle of the United Earth Directorate. These optional cards require both *StarCraft: The Board Game* and its expansion *StarCraft: Brood War*.

#### PRE-GAME SETUP

Before playing the game, print out pages two and three of this document. After cutting out the seven cards, we recommend placing them in card sleeves.

Note that page two of this document includes all card fronts for Gerard DuGalle's leadership cards, while page three includes the card backs.

#### **USING IN GAME**

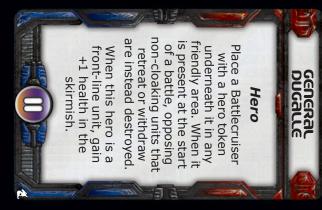
When choosing factions during setup, a player may choose to play as "Gerard DuGalle" of the UED. A player may only do so if there is at least 1 unchosen Terran faction.

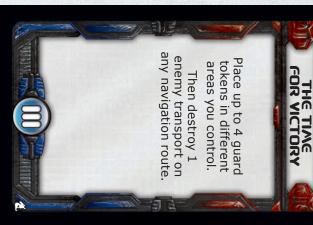
He simply chooses 1 available Terran color (red or blue), and uses all matching components throughout the game. After the player has chosen a color, other players may not choose the unused faction of the matching color.

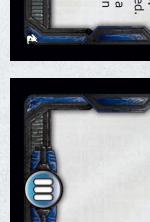
Instead of using that color's Leadership cards, he will use the cards found on pages 2-3 (see "Pre-Game Setup"). These cards function exactly like normal Leadership cards, and follow all rules and restrictions.

Example: The first player to choose factions decides to play as Gerard DuGalle. He chooses the blue terran faction, and takes all matching components (excluding leadership cards.) Other players will be unable to choose the Jim Raynor faction, since his color has already been chosen.



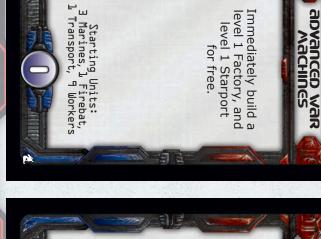












Special Victory

destroy an enemy

Each time you

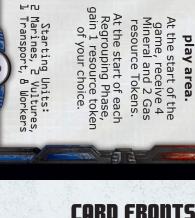
Conquest Point.

base, gain 1

**aLIEN THREAT** 

**CLIMINATE** 

Starting Units: 3 Marines, 1 Siege Tank, 1 Transport, 7 Workers



gain 1 resource toker

of your choice.

Regrouping Phase,

At the start of each

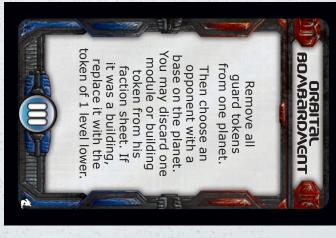
resource Tokens. game, receive 4

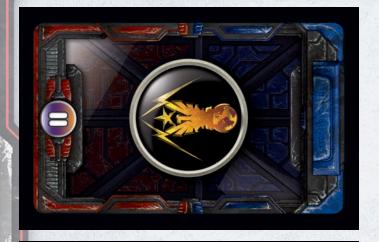
At the start of the Mineral and 2 Gas

Place in your

play area.

RD FRONTS

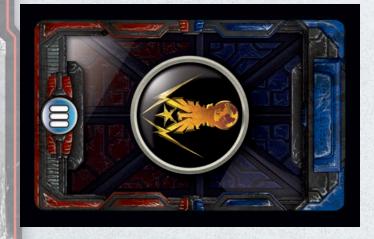




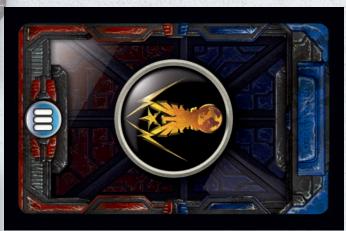












**CARD BACKS**