

STARCRRAFT

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.

THE ELEGANT OF SURPRISE

You may immediately activate a mobilize order on any planet.

OR

You may immediately activate a build order on any planet.

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GENERAL DUGALLE

Hero

Place a Battlecruiser with a hero token underneath it in any friendly area. When it is present at the start of a battle, opposing non-cloaking units that retreat or withdraw are instead destroyed.

When this hero is a front-line unit, gain +1 health in the skirmish.

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THE TIME FOR VICTORY

Place up to 4 guard tokens in different areas you control.

Then destroy 1 enemy transport on any navigation route.

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ORBITAL BOMBARDMENT

Remove all guard tokens from one planet.

Then choose an opponent with a base on the planet. You may discard one module or building token from his faction sheet. If it was a building, replace it with the token of 1 level lower.

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ELIMINATE AGEN THREAT

Special Victory

Each time you destroy an enemy base, gain 1 Conquest Point.

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

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ADVANCED WAR MACHINES

Immediately build a level 1 Factory, and level 1 Starport for free.

Starting Units:
3 Marines, 1 Firebat,
1 Transport, 9 Workers

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SPECIAL FUNDING

Place in your play area.

At the start of the game, receive 4 Mineral and 2 Gas resource Tokens.

At the start of each Regrouping Phase, gain 1 resource token of your choice.

Starting Units:
2 Marines, 2 Vultures,
1 Transport, 8 Workers

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CARD FRONTS



CARD BACKS