GET RICH!
GEAR UP!

AND
GET EVEN!

A SCI-FI BOUNTY HUNTER

GALACTIC INFAMY

BOARD AND CARD GAME

By Frank Lontz
& James Gatzmer
with art by Mathieu Chevalier
and Mathieu Parisot

2 SIMPLE tons

In the distant future, technological advances have allowed for intergalactic travel through the use of connected hypergates. With the establishment of trade routes and political compromises comes the rise of corruption, violence and crime.

But what do you care about that? You're just after fame and fortune!

Without a unified law enforcement group between planets, the galaxy relies on bounty hunters, like you, to curb the activities of criminals. The only shared rule among various cultures is that captured bounties must be turned into their planet of origin.

Can you become the most infamous bounty hunter in the galaxy?

Galactic Infamy is a competitive, science fiction themed board game in which players take on the roles of bounty hunters in search of the galaxy's most notorious crime lord. Fight and capture bounties, then turn them in on their home planet to collect Credits and Infamy. Upgrade your bounty hunter with better equipment and skills so you can take on more challenging and rewarding bounties.

Hurry though, as other players can "party crash" your battle to manipulate your success or even attack you directly to steal your hard earned bounty before you have a chance to turn it in!

The game ends when the first Crime Lord is turned in for rewards. The player with the most Infamy wins the game. You can also win by being the only bounty hunter left alive.

1 x Triton Movement Ring

6 x Movement Ring Tiles

6 x Draw/Discard Tiles

7 x Character Cards
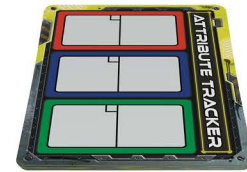
16 x Class Cards

2 x Large Attribute Trackers

18 x Skill Cards

36 x Equipment Cards

42 x Bounty Cards

6 x Attribute Trackers

55 x Action Cards

7 x Planet Tiles

48 x Boost Cards

1 x Action Card Tray

6 x Dry Erase Markers

1 x Boost Card Tray

30 x Credit Tokens
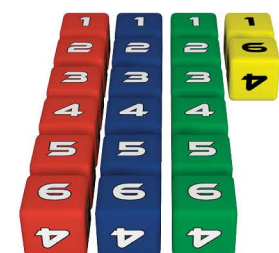
18 x Hypergate Reset Tokens

30 x Infamy Tokens

7 x Player Tokens

6 x Player Stands

6 x Life Point Trackers

20 x Dice

First, setup the Galaxy Map.

1 Place the Triton Movement Ring in the center of the play area.

2 Place the six Movement Ring Tiles next to the Triton Movement Ring so that the lines connect.

3 Place the four Bounty Card Tiles next to the Movement Ring Tiles in ascending order by Rank.

4 Place the Merchant District Tile and Training Grounds Tile next to the Movement Ring Tiles.

5 Place the Action Card Tray and Boost Card Tray near to the Movement Ring Tiles.

6 Place the Credits, Infamy and Hypergate Reset Tokens near to the Movement Ring Tiles.

7 Place the two yellow Movement Dice on the Triton Movement Ring.
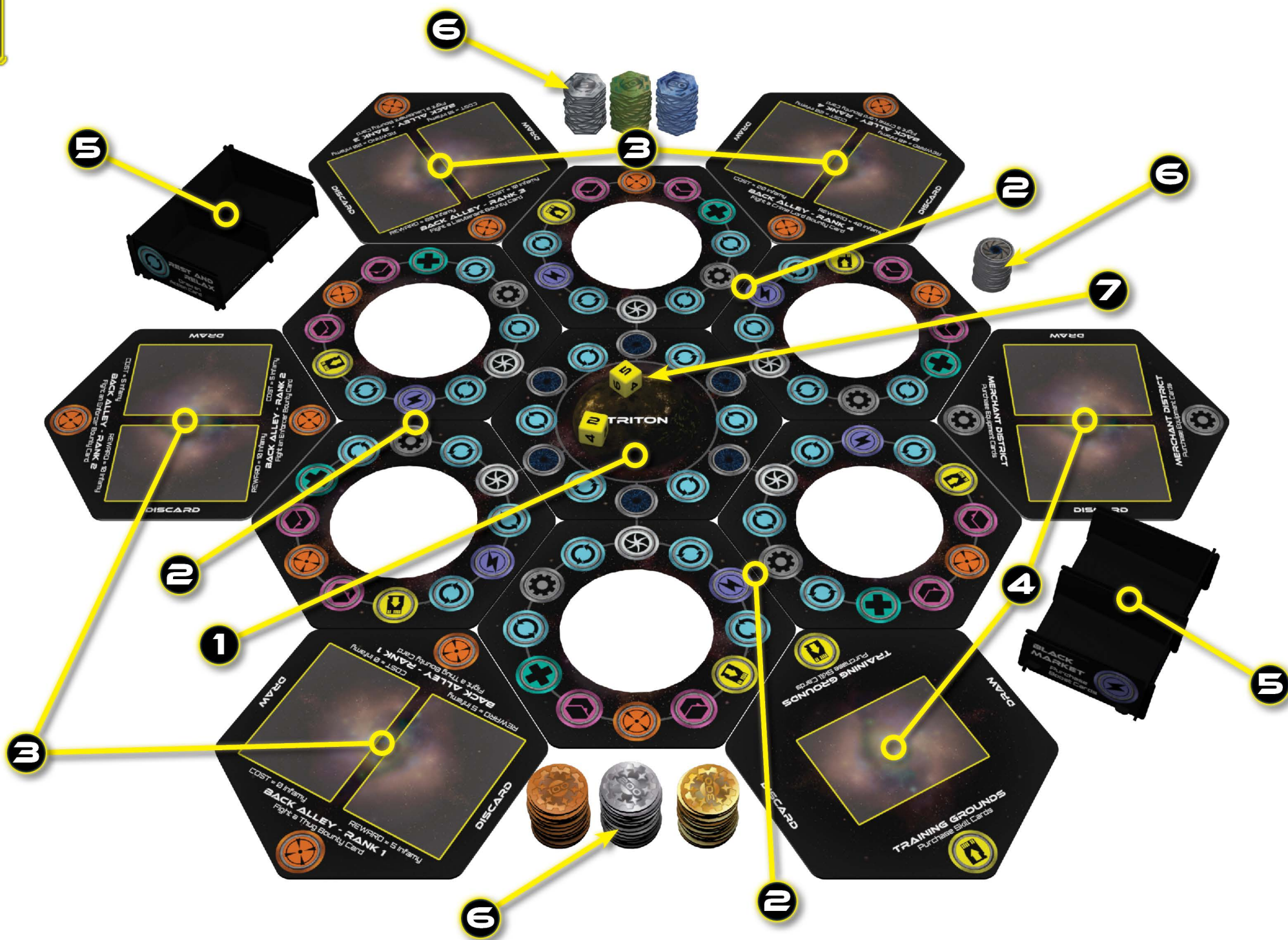
While the six Movement Ring Tiles must be connected to the Triton Movement Ring ensuring the lines connect, all other tiles, trays and tokens may be placed anywhere near the Movement Ring Tiles to accomodate for different table configurations.

Determine the Starting Player by having each player roll any six-sided die. The player with the highest roll is the Starting Player. If more than one player has the highest roll, those players must re-roll until the only one player has the highest roll Beginning with the Starting Player, then moving to their left:

A Choose a Character Card and place it face up in front of you in your play area.

B Choose a Class Card from the list of Class Options on your Character Card, then place it under your Character Card, lining up the three Attribute icons.

C Locate one A# and one B# Action Card and place them to the left of your Character Card.

D Place your species-unique Action Card to the left of your Character Card.

E Collect the Boost Card listed on your Class Card and place it to the left of your Character Card.

F Choose one Life Point Tracker and attach it to the left side of your Character Card to highlight the upper left yellow rectangle.

G Collect 1 Blue, 1 Green and 1 Red six-sided Attribute Dice and place them to the upper right of your Character Card.

H Collect one Attribute Tracker and one Dry Erase Marker and place them to the right of your Character Card.

I Locate your Home Planet Tile and place it effects side down in the center of the Movement Ring Tile nearest to you.

J Locate your Player Token, attach the Player Token Base that matches the color of your Life Point Tracker, then place the Player Token on your Home Planet's Space Dock.

K Locate your species specific Bounty Cards and place them on the draw piles of the matching rank of Bounty Card Tile.

Repeat A-K until all players have their play area setup. If you are playing with less than six players, randomly choose a species from the box, add its Bounty Cards to the four rank draw piles and place its Planet Tile in the center of an empty Movement Ring Tile. Repeat adding random species to the Galaxy Map until all six Movement Ring Tiles have a Planet Tile.

1 Locate the 36 Action Cards which have no identifying code, shuffle them and place them face down in the draw pile of the Action Card Tray.

2 Collect all remaining Boost Cards, shuffle them, then place them face down in the draw pile of the Boost Card Tray.

3 Draw 6 Boost Cards and place them face up in the purchase pile of the Boost Card tray.

4 Shuffle all 36 Equipment Cards and place them face down on the draw side of the Merchant District Tile.

5 Draw 6 Equipment Cards and place them face up on the purchase side of the Merchant District Tile.

6 Place all 18 Skill Cards face up on the Training Grounds Tile.

7 Shuffle each Bounty Card rank deck, then return them face down to their draw piles.

You are now ready to play Galactic Infamy!

MY NAME IS A KILLING WORD
ACTION

During any Player Battle, draw one Boost Card and equip it to the Bounty Hunter of your choice.

REST AND RELAX
Draw an Action Card

DRAW | DISCARD

ADRENAL STIMULANT
BOOST

Focus your mind and thoughts and start thinking outside the box.

WARNING: Thinking outside the box may induce brain fever!

200

DRAW | PURCHASE

BLACK MARKET
Purchase Boost Cards

COMBAT SPECIALIST
SKILL

TRAINING GROUNDS
Purchase Skill Cards

DRAW | DISCARD

POWER ARMOR
ARMOR

Best used for solutions that require fists, power armor lets you smash things with ease.

2
-2
2

MERCHANT DISTRICT
Purchase Equipment Cards

DRAW | DISCARD

BACK ALLEY - RANK 1
Fight a Thug Bounty Card

REWARD = 5 Infamy

COST = 0 Infamy   REWARD = 5 Infamy

BACK ALLEY - RANK 1
Fight a Thug Bounty Card

DRAW | DISCARD

Each player turn consists of four phases – the Movement Roll, Movement, Resolution and Pass Initiative.

MOVEMENT ROLL

On your turn, roll the two yellow Movement Dice. A Movement Roll is complete once the dice touch the table. The result is the maximum number of spaces you may move your Player Token on the Galaxy Map. You must move at least one space each turn.

On the Space Dock of the planet A'kahros you roll the Movement Dice for a result of 8. You may move a minimum of 1 and a maximum of 8 Movement Spaces. You choose to move only 5 Movement Spaces.
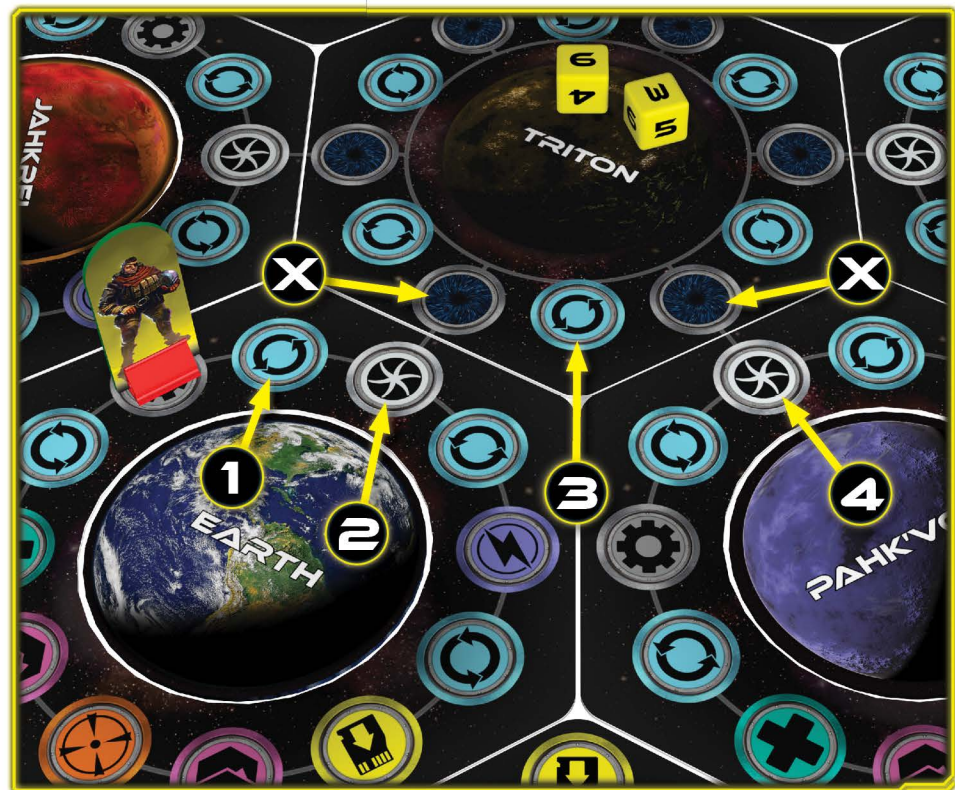
MOVEMENT

Movement of your Player Token must follow the line path on the Galaxy Map, Each space is counted, except for Hypergates. Movement continues in clockwise or counter-clockwise direction until you reach a fork in the path. Choose a direction and continue in that direction until you reach another fork or end your Movement. You may move a different direction on your next Movement.

From the Merchant District of the planet Earth, you want to get to the Space Dock of Pahk'vor. You roll a Movement Roll of 9. You move toward Triton, through the Hypergate, which you do not count, then on toward Pahk'vor. You continue through another Hypergate, which you do not count, and on to the Space Dock of Pahk'vor, using only 4 of your maximum 9 movement.

RESOLUTION

Movement is complete when you choose to stop on a space or reach your maximum Movement Roll. You must resolve that space, even if you arrived on that space by means other than a Movement Roll.

You choose to land on the Merchant District. Even though you have no intention of purchasing an Equipment Card, you must resolve the effects of that space by drawing one Equipment Card from the Draw Pile and adding it face up to the Purchase Pile. You choose not to look at the Purchase Pile and Pass Initiative to the next player.

PASS INITIATIVE

When a player completes their Movement Roll, Movement, and Resolution phases, remove one Hypergate Reset Token from each space that has one or more tokens, then pass the Movement Dice to the player on your left. As soon as the next player touches the Movement Dice, it becomes their turn.

There are three Hypergate Reset Tokens on one Hypergate Space and one on a second Hypergate Space. You remove 1 token from each Hypergate Space that has 1 or more tokens, then pass the Movement Dice to the next player.

There are eight types of Movement Spaces each with their own icon, purpose and effect.

SPACE DOCK
Everyone has to start somewhere.

The Space Dock is where you turn in Bounty Cards and Equipment Cards for rewards. You may sell Equipment Cards on any Space Dock, but you may only turn in a Bounty Card on its Home Planet. Equipment Cards are only worth Credits, while Bounty Cards are worth Credits and Infamy.

MERCHANT DISTRICT
Need to add to your arsenal?.

The Merchant Disctrict is where you purchase Equipment Cards. Draw one Equipment Card from the draw pile, add it to the purchase pile, then search the entire purchase pile. Purchase as many Equipment Cards as you would like, as long as you can afford to pay for them.

TRAINING GROUNDS
Turns out, you can teach an old dog new tricks!

The Training Grounds allows you to purchase a Skill Card. You may search the entire deck of Skill Cards. Skill cards may never be sold. Should you choose to replace a Skll Card, return it to the Skill Card deck after purchasing a new one.

BLACK MARKET
Don't be seen here... This stuff isn't exactly legal.

The Black Market is where you purchase Boost Cards. Draw one Boost Card from the draw pile , add it to the purchase pile, then search the entire purchase pile. Purchase as many Boost Cards as you would like, as long as you can afford to pay for them. Boost Cards cannot be sold, but they can be traded.

BACK ALLEY
You managed to get this far. You might as well finish the job.

The Back Alley is where you challenge a Bounty Card. You must resolve this space, even if you already have a Bounty Card in your Holding Cell. You may challenge any rank you choose as long as you can afford to pay the necessary Infamy cost.

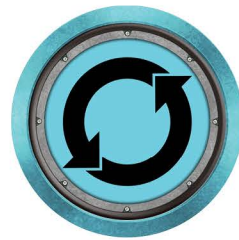### MEDICAL BAY
You can't win if you're dead.

The Medical Bay allows you to recover one or more Life Points. Pay 100 Credits or 5 Infamy for each Life Point you wish to recover. Any combination of Credits and Infamy can be used to pay for multiple Life Points. You may never recover more than your maximum Life Points.

REST AND RELAX
Sometimes you just need a break.

A Rest and Relax space allows you to perform Inventory Managment. It also allows you to draw one Action Card from the Action Card draw pile and add it to your hand OR engage in a trade with one other player. A trade may include Credits, Action or Boost Cards in your hand, Bounty Cards in your Holding Cell or Equipment Cards in your Storage Locker. You may not trade Infamy, your Character Card, Class Card, or any cards linked to your Class Card.

THE FIRST ONE'S FREE
Remember... nothing is ever free.

Similar to both the Rest and Relax and the Black Market, The First One's Free allows you to draw an Action OR Boost Card from their draw pile. You may not perform Inventory Management or engage in a trade, but if you choose to draw a Boost Card, you do not have to pay for it.

OCCUPIED SPACES

Bounty Hunter Code demands you battle!

An Occupied Space is a space which already has a Player Token on it. Since movement takes place in a spacecraft, you may move freely past an Occupied Space without issue.

However, should you choose to end your movement on an Occupied Space, you must engage in a Player Battle with all Bounty Hunters on that space, one after the other, in whatever order you choose. Once all battles are resolved, you must resolve the space.

HYPERGATES

It's like a doorway through space!

Hypergates are the means by which players can travel from planet to planet in an instant. Hypergate spaces are never counted during movement and are never landed on or resolved.

HYPERGATE RESET TOKENS

This way is blocked!

The Action Card A# "YES, I LIKE PIE AND, NO, YOU CAN'T COME IN" allows you to place three Hypergate Reset Tokens on any single Hypergate that does not already have a token. Hypergate Reset Tokens block a player's movement through a Hypergate. No player may enter or exit the planet a Hypergate Reset Token blocks.

During each Pass Initiative phase, you must remove one Hypergate Reset Token from each stack of Hypergate Reset Tokens before handing the Movement Dice to the next player. Once Hypergate is free of Hypergate Reset Tokens, players may once again pass through that Hypergate.

A Character Card is your avatar for your Bounty Hunter.

HOLDING CELL

Store a captured Bounty Card here until you can return it to its Home Planet for rewards. You may only have one Bounty Card in your Holding Cell at a time.

SPECIES NAME

The name of your species.

LIFE POINTS

Each rectangle is equivalent to one Life Point. Each time you lose a Life Point, you move the slider down one. If you lose your last Life Point, you are eliminated from the game.

SPECIES TRAIT

Each species has a unique Species Trait. In most cases, it is beneficial, but in some cases it is a detriment. Follow the instructions to determine how to use your Species Trait.

HOLDING CELL

CEPHIA

MILITARY DISCIPLINE
Prior to the Party Crash, you may re-roll your Combat Die one time and keep the result.

HOME PLANET
TEMPEK

CLASS OPTIONS
ENGINEER GUNSLINGER SOLDIER TROOPER

STARTING HAND
YES, I LIKE PIE AND, NO, YOU CAN'T COME IN. - A#
WAKE UP! TIME TO DIE! - B#
DODGE THIS... - H

COMBAT 2

INTELLECT 4

DEFENSE 4

STORAGE LOCKER

HOME PLANET

The name of your Home Planet.

CLASS OPTIONS

The names of the Class Cards you may choose from.

STARTING HAND

The names and IDs of the Action Cards you begin with.

STORAGE LOCKER

Store up to 3 Equipment Cards here until you can sell them.

ATTRIBUTES

The three Attributes (Combat, Intellect, and Defense) used to determine the winner of a battle.

The primary mechanic of Galactic Infamy is a Battle. Compare your total Attributes, including die rolls, with your opponent. If you win 2 of 3 Attributes, you win the battle!

Attributes are identified by their unique color.

COMBAT

The value in the red icon is a measure of offensive capability. Cards which focus on Combat will also have red highlights.

INTELLECT

The value in the blue icon is a measure of strategic capability. Cards which focus on Intellect will also have blue highlights.

DEFENSE

The value in the green icon is a measure of defensive capability. Cards which focus on Defense will also have green highlights.

Each Attribute can also have one of three states:

NORMAL

The square with a black center is a standard Attribute. It is neither re-rolled, nor prevented from being re-rolled.

RE-ROLL

The solid square is an Attribute that can be re-rolled at a specific time during a Bounty Battle or Player Battle.

NO RE-ROLL

The simple circle is an Attribute that can never be re-rolled unless instructed to by an Action Card.

A Class Card determines what type of Equipment Cards your Bounty Hunter can use. Your Class Card choice is permanent for the remainder of the game. Class Cards may never be sold, replaced or traded.

SKILL CARD

This is where you can link a Skill Card. Skill Cards are always yellow and are universal. Any Skill Card can be linked to any Class Card.
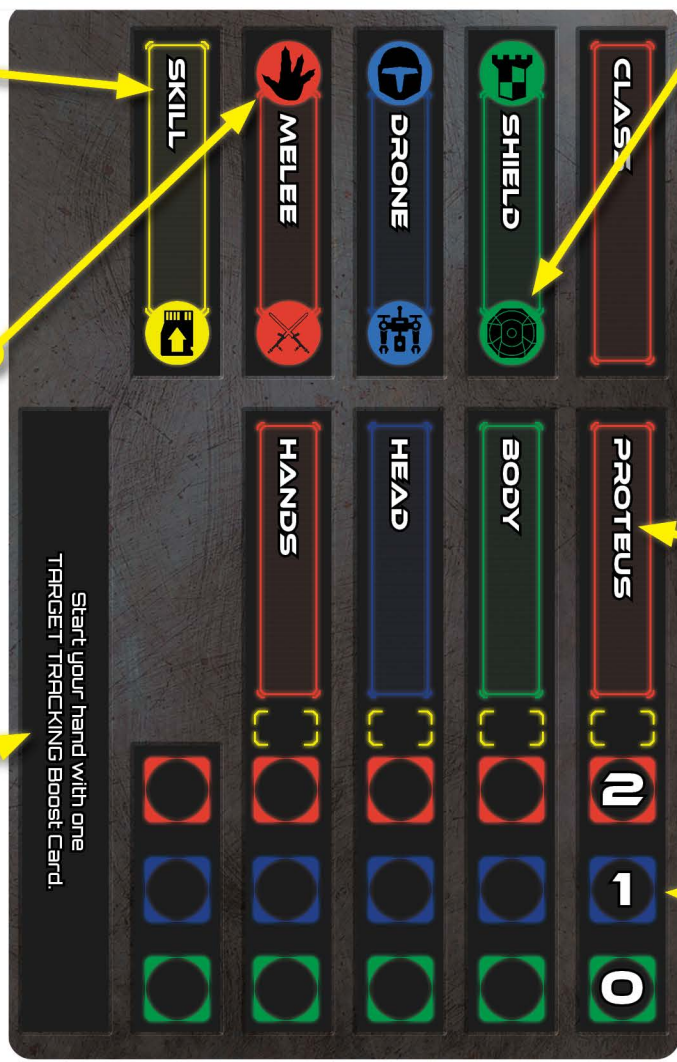
EQUIPMENT CARD SLOTS

Each Class Card has three colored Equipment Card slots.

- HANDS - RED
- HEAD - BLUE
- BODY - GREEN

STARTING HAND

A Class Card adds one specific Boost Card to your Starting Hand at the beginning of the game.

Start your hand with one TARGET TRACKING Boost Card.

(Card labels: SKILL, MELEE, DRONE, SHIELD, CLASS, HANDS, HEAD, BODY, PROTEUS — attributes 2, 1, 0)

EQUIPMENT CARD TYPE

When linking an Equipment Card, not only does the dominant color have to match, but the card type must also match.

- MELEE
- RANGED
- DROID
- ROBOT
- ARMOR
- SHIELD

CLASS NAME

The Class Name must match one of the Class Names listed on your Character Card under Class Options in order for you to use the Class Card.

ATTRIBUTES

Each Class Card increases your Character Card's base Attribute Values.

Equipment Cards modify your base Attributes.

CARD COLOR

The dominant color on the card.

- HANDS - RED
- HEAD - BLUE
- BODY - GREEN

EQUIPMENT NAME

The name of the card.

DESCRIPTION

This text is for theme only and has no effect on gameplay.

(Card: MELEE, CONCUSSION BAND, "Stun your target senseless with this wrist mounted concussion band." Cost 200, attributes 2, -1, 1)

EQUIPMENT CARD TYPE

For each colored slot there are two possible types of Equipment Card.

Hands = Melee or Ranged
Head = Droid or Robot
Body = Armor or Shield

COST

The purchase and sell value of the Equipment Card.

ATTRIBUTES

Each Equipment Card modifies your base Attributes. Some Equipment Cards have a negative modifier.

Like Equipment Cards, Skill Cards modify base Attributes. In addition, Skill Cards provide a re-roll opportunity for one specific Attribute. They also modify your Class Card's Equipment Slots.

RE-ROLL ATTRIBUTE

Every Skill Card provides a re-roll opportunity to one specific Attribute. The re-roll Attribute is highlighted with a solid square and is performed at a specific time during a battle.

SKILL NAME

The name of the skill.

EFFECT

Every Skill Card eases the restrictions of your Class Card in some way. The more expensive the card, the more it effects your ability to overcome Class Card restrictions.

ATTRIBUTES

Each Skill Card provides a modification to your three base Attributes. Skill Cards never have negative modifiers.

COST

The purchase price of the Skill Card in Credits. Skill cards may never be sold. Should you choose to replace a Skll Card, return it to the Skill Card deck and purchase a new one.

Equipment Cards and Skill Cards are linked to your Class Card to improve the base value of your Character Card's Attributes.

Equipment Cards must be linked by matching the color AND the type to your Class Card. First, identify the color of the Equipment Card - Red, Blue or Green. Then, match it to the same color slot on your Class Card.

Next, identify the type of Equipment Card - Armor, Drone, Melee, Ranged, Robot or Shield. Then, match its icon to the Equipment Card icon on your Class Card. If the color OR icon do not match your Class Card, you may not slot that Equipment Card.

Example:
You confiscate an Equipment Card from a Bounty Card you defeated. You wish to equip the card to your character.

Solution:
The Equipment Card is a Blue Drone card. First, match the color. You may only link a Blue Equipment Card to your Blue Head slot on your Class Card.

Next, identify the type of Head slot card your Class Card allows. If it is a Robot slot you may not equip a Drone Card and will have to place it in your Storage Locker.

Skill Cards are universal and can be equipped to any Class Card in the yellow Skill Slot. Skill Cards can modify the restrictions of your Class Card allowing you to become proficient with new Equipment Cards.

Example:
Your Red slot allows for Melee Equipment Cards. Unfortunately, luck has not been on your side and you've only come across Ranged Equipment Cards which you are unable to use.

Solution 1:
You purchase a Skill Card which allows you to use a Melee or Ranged Equipment Card in your Hands slot. You may now equip a Ranged Equipment Card in your Hands slot even though your Class Card only allows for Melee Equipment Cards.

Solution 2:
You purchase a Skill Card which allows you to use a Ranged Equipment Card in ANY Equipment slot. You may now equip the Ranged Equipment Card in your Hands, Head OR Body slot regardless of your Class Card restrictions.

This player has improperly linked their Equipment and Sklls to their Class Card.

· The Red Ranged Equipment Card has been placed in a Red Melee Equipment Slot

· The Green Shield Equipment Card has been placed in a Blue Robot Equipment Slot AND the Class Card only allows Armor

· The Blue Drone Equipment Card has been placed in a Green Armor Equipment Slot AND the Class Card only allows Robot

· Two Skill Cards have been placed in the Skill Slot when only one Skill Card is allowed

HUMAN

HOLDING CELL

STORAGE LOCKER

UNLIMITED POTENTIAL
Prior to the Party Crash, play a Boost Card and double one single Attribute on it.

HOME PLANET
EARTH

CLASS OPTIONS
ANY CLASS

STARTING HAND
YES, I LIKE PIE AND. NO, YOU CAN'T COME IN. - A#
WAKE UP! TIME TO DIE! - B#
THEY CAN NEVER STOP THE SIGNAL - E

	SKILL	MELEE	ROBOT	ARMOR	CLASS
		RANGED	SHIELD	DRONE	MARAUDER
COMBAT	3	1	2	2	-2	0	1
INTELLECT	3	1	0	2	2	2	0
DEFENSE	3	0	0	-2	2	0

TACTICAL REFLEXES
may equal
SKILL SKILL

This player has properly linked their Equipment and Sklls to their Class Card.

· One Skill Card has been placed in the Skill Card Slot

· The Red Melee Card has been placed in a Red Melee Slot

· The Blue Robot Card has been placed in a Blue Robot Slot

· The Green Armor Card has been placed in a Green Armor Slot

HELISK

HOLDING CELL

STORAGE LOCKER

HARD TO HEAL
Anytime you recover a Life Point by any means you must also discard one card from your hand.

HOME PLANET
PAHK'VOR

CLASS OPTIONS
COMMANDO ENGINEER INFILTRATOR SNIPER

STARTING HAND
YES, I LIKE PIE AND. NO, YOU CAN'T COME IN. - A#
WAKE UP! TIME TO DIE! - B#
IS SUBMISSION NOT PREFERABLE TO EXTINCTION? - G

	SKILL	MELEE	ROBOT	ARMOR	CLASS
					SENTINEL
COMBAT	3	2	1	0	1	3
INTELLECT	3	0	0	2	-1	0
DEFENSE	5	0	1	0	2	0

BERSERKER
may equal
SKILL

These cards are the avatars for non-player character Bounty targets.

SPECIES NAME AND RANK

The name and rank of the Bounty Card.

PLANET

This is the Home Planet of the species. To collect rewards on a Bounty Card it must be turned in on its Home Planet's Space Dock.

EFFECT

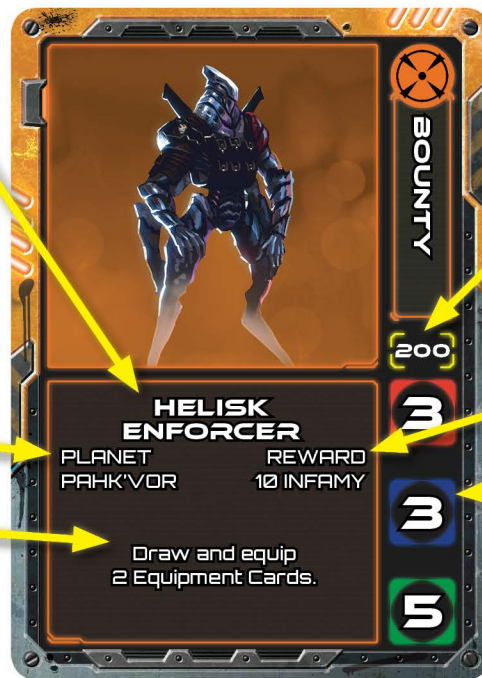This text describes what cards are linked to the Bounty Card during a Bounty Battle.

CREDIT REWARD

When turning in a Bounty Card, this number, highlighted by yellow corners, is the amount of Credits rewarded.

INFAMY

When turning in a Bounty Card, this is the amount of Infamy rewarded.

ATTRIBUTES

A base measurement of the three attributes – Combat, Intellect and Defense.

HELISK ENFORCER
PLANET — REWARD
PAHK'VOR — 10 INFAMY
BOUNTY 200
3
3
5
Draw and equip 2 Equipment Cards.

CEPHIA THUG
PLANET — REWARD
TEMPEK — 5 INFAMY
BOUNTY 100 — ROBOT 300
2 / 1
4 / 3
4 / -1
Draw and equip 1 Equipment Card.

A Thug Bounty Card gets one Equipment Card.

VAISHNOR LIEUTENANT
PLANET — REWARD
VAISH — 20 INFAMY
BOUNTY 300 — SHIELD 100 — DRONE 200
5 / 0 / 0
3 / 0 / 2
3 / 1 / 0
Draw and equip 2 Equipment Cards and 1 Boost Card.

TRACKING DEVICE
1
2
0
BOOST 200
No matter what back alley your target hides in, you'll find them.

Actually, there are a lot of back alleys. This could take a while.

A Lieutenant Bounty Card gets two Equipment Cards and one Boost Card.

HUMAN ENFORCER
PLANET — REWARD
EARTH — 10 INFAMY
BOUNTY 200 — ARMOR 200 — MELEE 200
3 / 1 / 1
3 / 0 / 0
3 / 1 / 1
Draw and equip 2 Equipment Cards.

An Enforcer Bounty Card gets two Equipment Cards.

ZRIN GAR CRIME LORD
PLANET — REWARD
R'KAHROS — 40 INFAMY
BOUNTY 400 — RANGED 200 — MELEE 200
3 / 2 / 2
5 / 2 / -1
3 / -2 / 1
Draw and equip 2 Equipment Cards, 2 Boost Cards AND prevent your opponent from performing Species or Skill re-rolls.

EM SHOCKWAVE
4 / 0
0 / 0
0 / 3
BOOST 200
Temporarily disabling all nearby technology for a few seconds.

Maybe that's enough time to come up with a better plan.

A Crime Lord Bounty Card gets two Equipment Cards and two Boost Cards.

Anytime you acquire a Bounty Card, Equipment Card or Skill Card, you may manage your inventory by moving cards from your Storage Locker to your Class Card and vice versa. You may also perform Inventory Management when you resolve a Rest and Relax Movement Space.

HOLDING CELL

This is where you keep a captured Bounty Card until you are able to turn it in for rewards. You may only store one Bounty Card in your Holding Cell. A Bounty Card kept in your Holding Cell may be placed face down to hide it's Species Name and Bounty Rank from other players.

If you capture a Bounty Card during a Bounty Battle while you already have a Bounty Card in your Holding Cell, you may choose which Bounty Card to keep, then discard the other Bounty Card to the appropriate rank's discard pile.

If you steal a Bounty Card during Player Battle while you already have a Bounty Card in your Holding Cell, you may choose which Bounty Card to keep, then return the remaining Bounty Card to your opponent's Holding Cell.

STORAGE LOCKER

This is where you store extra Equipment Cards. You may only store up to three Equipment Cards in Storage Locker. Equipment Cards kept in Storage Locker may be placed face down to hide their value from other players.

If you confiscate Equipment Cards from a Bounty Card or purchase them from the Merchant District while your Storage Locker is full, OR if the confiscation or purchase of Equipment Cards results in a full Storage Locker, you may choose which Equipment Cards to link and store then discard the remainder to the Equipment Card Purchase Pile.

If you steal Equipment Cards while your Storage Locker is full OR the theft of Equipment Cards results in a full Storage Locker, you may choose which Equipment Cards to link and store, then return the remainder to your opponent's Storage Locker.

you must be on the Space Dock of the Bounty Card's Home Planet, however, Equipment Cards may be sold at any Space Dock.

For nearly every rule, there is an Action Card that lets you break it. Or just mess with everyone...

CARD NAME

The name of the card.

MY LOGIC IS UNDENIABLE

During a Bounty Battle, force a Bounty Card to re-roll their Intellect Die.

ACTION

F
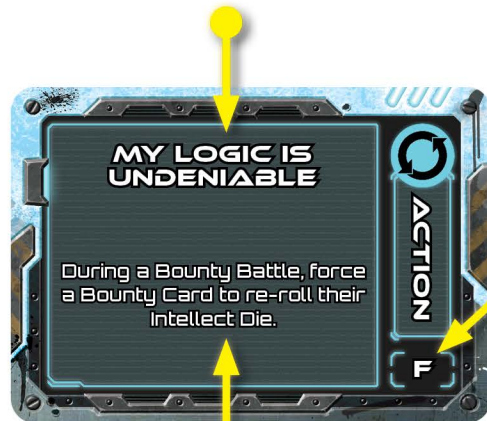
IDENTIFICATION

Some Action Cards are identified by a letter. These are specific to a Character Card's Starting Hand at the beginning of the game.

EFFECT

The effect of an Action Card is made up of three elements - Timing, Target and Type

Timing is when the card may be played. If there is no timing, the card can be played at anytime. Simply pause the game, resolve the effect of the Action Card, then continue gameplay. If more than one Action Card is played, resolve them in the order they are played.

Target is on whom the card may be played. If no target is specified, the card may be played on any target.

Type is how the gameplay is modified.

Absolutly no Action Card may be played at any time during the game if its timing and target requirements are not fulfilled.

Many Action Cards can be played out of turn. Always resolve Action Cards in the order they were played, unless that Action Card's effect is to modify or negate the effect of the previously played Action Card. Once an Action Card is resolved, its effect cannot be modified or negated and it is discarded.

YOU'RE NOT AFRAID OF THE DARK, ARE YOU?

During any Bounty Battle, force a Bounty Card to switch the results of their highest and lowest Attribute Die. If more than one die is the same, choose which die to switch.
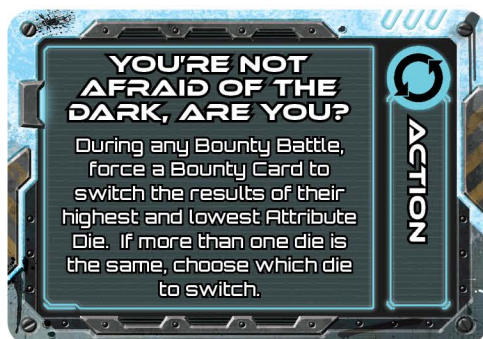
ACTION

Timing - During any Bounty Battle, but not during a Player Battle

Target - On a Bounty Card, but not on a Bounty Hunter

WHATEVER THEY WERE, GONE FOREVER

Immediately after a Bounty Hunter plays an Action Card, force them to discard that card without resolving its effect.
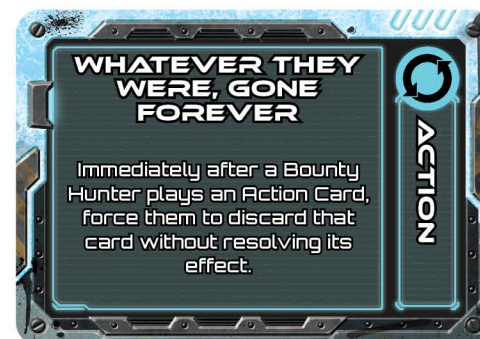
ACTION

Timing - After a Bounty Hunter plays an Action Card

Effect - Ignore that Action Card's Effect

SADDLE UP, LOCK AND LOAD

During any Battle, force a Bounty Hunter to re-roll their Combat Die.

ACTION

Timing - During any Bounty OR Player Batle

Target - On a Bounty Hunter, but not on a Bounty Card

PAINFUL TO LIVE IN FEAR, ISN'T IT?

During any Bounty Battle, draw one Boost card and equip it to the Bounty Card.

ACTION

Timing - During any Bounty OR Player Batle

Target - On a Bounty Card, but not on a Bounty Hunter

Action Cards with an identifying letter are added to the game as Starting Hand cards. Any remaining Action Cards with an identifying letter are left in the box. Once a Starting Hand card is played, it is discarded and becomes available to play by any other player.
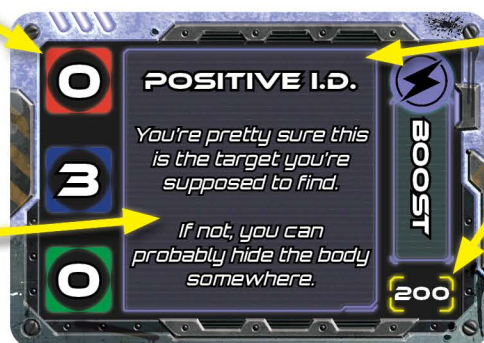
When you need to bump up your Attributes, Boost Cards are a reliable and predictable. Boost Cards are not free, though their cost per Attribute point is slightly less than Equipment Cards. Like Action Cards, they are one time use only. Once resolved, even by a Bounty Card, they must be discarded into the Boost Card purchase pile and are never confiscated.

ATTRIBUTES

Each Boost Card provides a modification to your base Attributes. Boost Cards never have negative modifiers.

DESCRIPTION

Italicized text which tells you a bit about the card, but has no impact on the gameplay.

POSITIVE I.D.

You're pretty sure this is the target you're supposed to find.

If not, you can probably hide the body somewhere.

0
3
0

BOOST

200

CARD NAME

The name of the card.

COST

When purchasing a Boost Card, this number, highlighted by yellow corners, is the Credit value of the card. Boost Cards are not legal in the galaxy, and as such, cannot be sold. They can, however, be traded.

Managing your cards is an important aspect of ensuring your Bounty Hunter's success.

You may have up to 6 cards in your hand at the end of your turn. These cards can be any combination of Action and Boost Cards. If it is your turn and you have more than 6 cards in your hand, you must discard or play as many cards as necessary to reach 6 or less by the end of your turn. If it is not your turn and you have more than 6 cards in your hand, you may keep them until the end of your next turn.

You may find yourself passing the Movement Dice in order to maintain the game's pace while still completing your turn. You must still end your turn with 6 or less cards.

Also, you may choose to keep Action Cards and Boost Cards face down to hide their effects and values. When doing so, keep your cards fanned out so everyone can see how many you have.

After the initial comparing of Attribute values between two opponents, players will preform Species Trait re-rolls and Skill Card re-rolls. Then the Party Crash begins!

Each player not directly involved in a Battle becomes a Party Crasher. This includes players playing as a Bounty Hunter for a Bounty Battle.

Beginning with the player to the left of the attacking Bounty Hunter, each Party Crasher has one opportunity to manipulate the outcome of the Battle.

First, the Party Crasher will declare any and all Action Cards they wish to use during the Battle whose target and timing apply. They will place the chosen Action Cards face up in the play area. Finally, they will resolve each one in the order played.

The Party Crash continues to the left to the next eligible Party Crasher. If play arrives at a player whose Bounty Hunter is involved in the Battle,

continue to the next player, as they are not eligible to Party Crash.

Party Crashers may pass on the opportunity to manipulate a Battle by simply declaring "Pass" to the other players.

Once an Action Card has been declared for use in a Party Crash it must be resolved and may not be returned to the player's hand even if the desired result is achieved with fewer cards.

Party Crashers will sometimes want to align their motives in order to manipulate an opponent's battle. Feel free to discuss what cards you might want to play before committing them, but know that bounty hunters are not known for being truthful.

A Bounty Battle is a battle between a player and a Bounty Card. In a Bounty Battle, any and all ties are the advantage of the Bounty Hunter. To resolve a Bounty Battle, follow ths example:

The Bounty Hunter declares a rank of Bounty Card to battle, then forfeits the amount of Infamy listed on the Bounty Card Tile.

They draw the top card from that rank's draw pile, choose a player to be the proxy for the Bounty Card, then hand them the card.

The Bounty Card draws the Equipment and Boost Cards listed from the draw piles and links them to the Bounty Card.

Both players roll their Attribute Dice, then alternate announcing their Attribute totals, including die rolls.

The Bounty Hunter may use any Species Trait and Skill Card Attribute re-rolls.

In this example, the Bounty Hunter re-rolled their Combat Die, changing it from a 1 to a 3, but they choose not to re-roll Intellect Die as it is already a 6. This change is not enough to take the lead in Combat, but the Bounty Hunter still has the lead in both Intellect and Defense, or 2 of 3 Attributes!

Beginning with the player to the left of the attacker, a Party Crasher declares all Action Cards they wish to put into play with appropriate timing and target requirements fulfilled. Party Crasher may also choose to pass without playing any Action Cards.

Party Crashers must commit to all Action Cards that they declare then resolve them in the order played. They cannot take back a card they have already declared for play. Also, Party Crashers may not play Boost Cards unless instructed by another card.

Continuing the same example, a Party Crasher plays an Action Card which forces the Bounty Hunter to re-roll Defense. This results in a 1 for a new total of 7. Another Party Crasher plays an Action Card which forces the Bounty Card to re-roll Defense. This results in a 4 for a new total of 8. The Bounty Hunter is now only winning Intellect, or 1 of 3 Attributes!

The Bounty Hunter may declare to play any number of Action or Boost Cards available from their hand with appropriate target and timing fulfilled. Bounty Hunters must commit to all cards they intend to play, then resolve them in the order played. They cannot take back a card they have already declared for play.

Continuing this example, the Bounty Hunter plays a Boost Card that adds 2 points to Defense for a new total of 9 to tie the Bounty Card's Defense of 9. Since Bounty Hunters win ties in a Bounty Battle, the Bounty Hunter is now back to winning 2 of 3 attributes - Intellect and Defense!

Whomever wins 2 out of the 3 Attribute totals wins the Bounty Battle. All used Action Cards and Boost Cards are discarded to their appropriate piles.

WIN

If the Bounty Hunter wins the Bounty Battle they collect the Bounty Card and its Equipment Cards then immediately perform Inventory Management.

LOSE

If the Bounty Hunter loses the Bounty Battle, they reduce the Life Points of the Bounty Hunter by one and discard the Bounty and Equipment Cards.

A Player Battle is a Battle between a Bounty Hunter and another Bounty Hunter. In a Player Battle, any and all ties are the advantage of the defending Bounty Hunter. To resolve a Player Battle, follow this example:
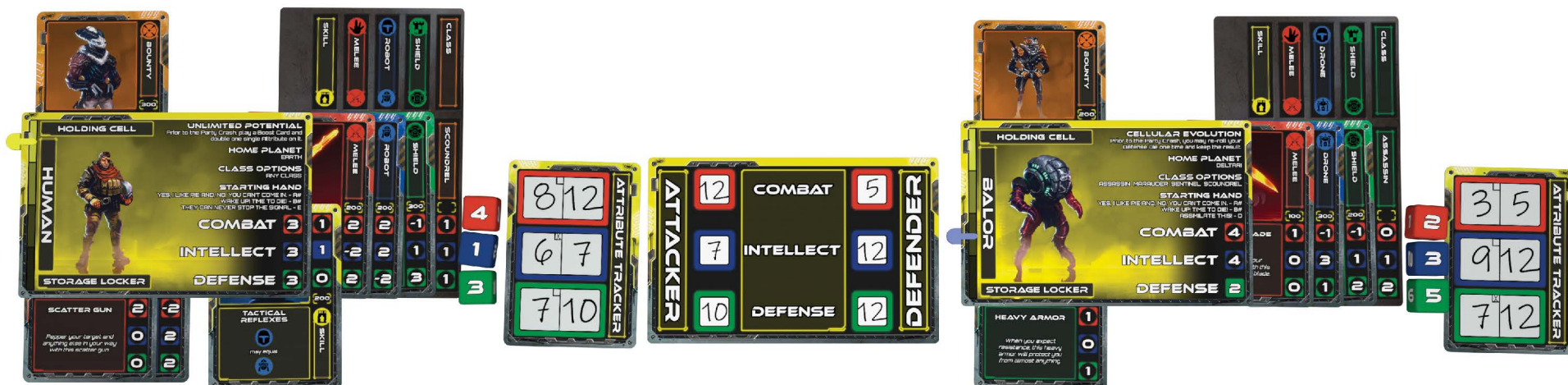
Both Bounty Hunters roll their Attribute Dice, then alternate announcing their Attribute totals, including die rolls.
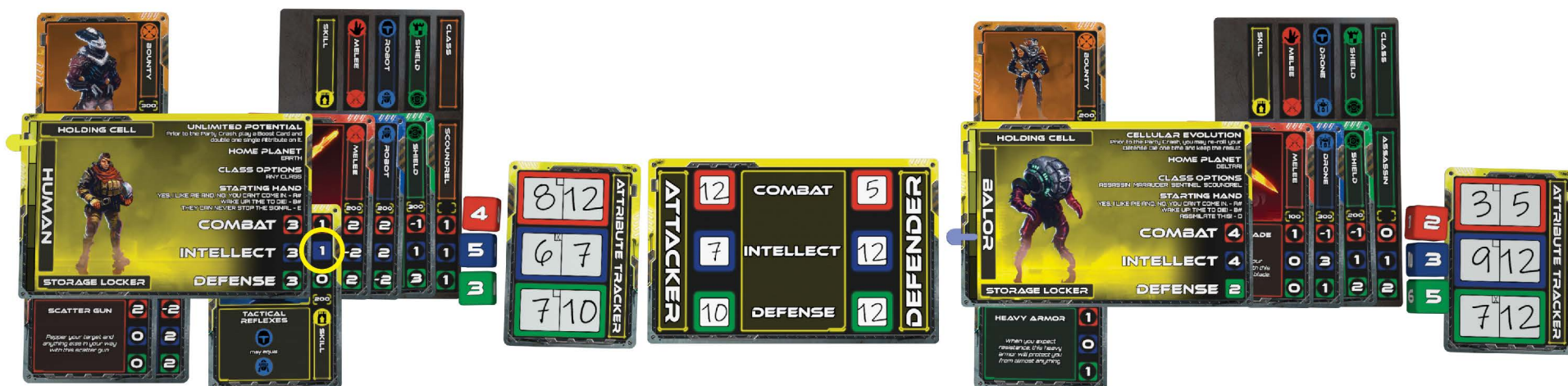
The attacking Bounty Hunter makes any Species Trait and Skill Card re-rolls they wish to perform.

The defending Bounty Hunter makes any Species Trait and Skill Card re-rolls they wish to perform.

In this example, the Human Bounty Hunter. who is the attacker, is losing both Intellect and Defense to the Balor Bounty Hunter, who is the defender. The Human Bounty Hunter re-rolls Intellect and increases it, but not by enough. The Balor Bounty Hunter continues to be leading in 2 of 3 Attributes!

Beginning with the player to the left of the attacker, a Party Crasher declares all Action Cards they wish to put into play with appropriate timing and target requirements fulfilled. Party Crasher may also choose to pass without playing any Action Cards.

Party Crashers must commit to all Action Cards that they declare then resolve them in the order played. They cannot take back a card they have already declared for play. Also, Party Crashers may not play Boost Cards unless instructed by another card.

The attacking Bounty Hunter may declare to play any number of Action Cards or Boost Cards available from their hand, then resolve them in the order played. They cannot take back a declared card.

Continuing this example, all Party Crashers pass. The Human Bounty Hunter plays an Action Card and a Boost Card. The Action Card forces a re-roll of Defense for a new total of 13, while the Boost Card adds 3 to Intellect for a total of 14, resulting in the Human Bounty Hunter leading in all 3 Attributes!

The defending Bounty Hunter may declare to play any number of Action or Boost Cards available from their hand with appropriate target and timing fulfilled. The defending Bounty Hunter must commit to all cards they intend to play, then resolve them in the order played. They cannot take back a card they have already declared for play.

Continuing this example, the Balor Bounty Hunter plays an Action Card and a Boost Card. The Action Card forces a re-roll of Intellect for a new total of 14, while the Boost Card adds 1 to Combat and 2 to Defense, resulting in the Balor Bounty Hunter leading in 2 of 3 Attributes!

Whomever wins 2 out of the 3 Attribute totals wins the Player Battle. All used Action Cards and Boost Cards are discarded to their appropriate piles.

WIN

The Bounty Hunter who wins the Player Battle may steal from their opponent EITHER their Bounty Card from their Holding Cell OR all the Equipment Cards from their Storage Locker then immediately perform Inventory Management.

LOSE

The Bounty Hunter who loses the Player Battle must reduce their Life Points by one.

Each of rectangles on the left edge of your Character Card represent one Life Point. Each time you are defeated in Battle, you must lose one Life Point. Run out of Life Points and you are eliminated from the game!

In this example, the Bounty Hunter has 3 of their 4 Life Points left. Each time a Life Point is lost, the Life Point Tracker is moved down one Life Point.

In this example, the Bounty Hunter has only 1 Life Point left. If the Bounty Hunter loses another battle, they will be eliminated as the Life Point Tracker cannot be moved again.

Between environmental dangers and intergalactic governmental politics, your career as a Bounty Hunter can become much more challenging that expected. Planetary Effects can help or hinder your progress!

SETUP CHANGES:

When placing a Planet Tile into a Movement Ring Tile while setting up the Galaxy Map, simply flip the Planet Tile so that the Planetary Effect is up.

RULES CHANGES:

Whenever a you are traveling along or land on a Movement Ring Tile, you must take into account how a Planetary Effect might modify your turn.

PAHK'VOR
EUPHORIC ATMOSPHERE

During battle on this planet, all participants must increase their highest initial Attribute roll by one point.

VAISH
UNREGULATED HEALTH CARE

Double the cost of all Life Point purchases made on this planet.

In this example, the Planetary Effect is positive, forcing all battle participants to increase their highest Attribute roll by 1 point.

In this example, the Planetary Effect is negative, forcing all Life Point Purchases to cost double the Credits and Infamy.

The game ends when rewards are collected for the first Crime Lord turned in or when there is only one Bounty Hunter left alive.

THE GALAXY'S MOST INFAMOUS BOUNTY HUNTER

A legacy of fame, fortune and... no anonymity!

Most games are won by progressing through the ranks of Bounty Cards until someone turns in a Crime Lord. But turning in the Crime Lord does not guarantee you victory! It's all about that Infamy! Learning how to be efficient in battle while preventing your fellow Bounty Hunters from succeeding may not be as easy as you think. And being filthy rich can be just as effective as being known.

Once the first Crime Lord is turned in and rewards are collected, no additional turns can be taken, no additional cards can be played, and no inventory can be manipulated. All players will flip over their Attribute Tracker Card to reveal an Infamy Calculator. Follow the steps below to determine your total Infamy. The Bounty Hunter with the most Infamy is The Galaxy's Most Infamous Bounty Hunter!

1 The total Credit value of all Equipment Cards in your Storage Locker. DO NOT count cards linked to your Class Card.

2 The total value of all of your Credit Tokens. You may not sell any items at this time.

3 Add the Credit values in boxes 1 and 2 to determine your total value of Credits.

4 Credits become Infamy. Divide box 3 by 20. This is your total Infamy from Credits.

5 The Infamy value of your Destiny Card bonus. You may find Destiny Cards in the Galactic Infamy: Destiny add-on.

6 The total value of all of your Infamy Tokens. You may not turn in any Bounty Cards at this time.

7 Add the Infamy values n boxes 4, 5 and 6 to determine your total value Infamy.

INFAMY CALCULATOR

1 Stored Card Credit Value
2 Credit Token Value
+
=
3 Total Credit Value
/20 =
4 Total Infamy from Credits
+
5 Destiny Card Infamy Bonus
+
6 Infamy Token Value
=
7 Total Infamy Value

THERE CAN BE ONLY ONE...

Bounty Hunter Code says you must settle this in battle!

If two Bounty Hunters tie for the most Infamy, they must engage in a Bounty Battle to determine the winner. If the Bounty Battle results in a tie, repeat the Bounty Battle until one Bounty Hunter wins or is eliminated.

If three or more Bounty Hunters tie for the most Infamy, all Bounty Hunters involved roll all three of their Attribute Dice. No Action or Boost Cards are used. Tally all of your Attributes and Attribute Dice into a single "overall" Attribute Value. If there is still a tie for "overall" Attribute Value among Bounty Hunters, repeat the process among those who tied until only one Bounty Hunter has the highest Attribute Value. The Bounty Hunter with the highest Attribute Value is the winner!

LAST BOUNTY HUNTER STANDING

Travel to exotic, distant planets; meet exciting unusual aliens and kill them!

Every once in a while, a Bounty Hunter is so skilled that the easist path to victory is to eliminate the competition. If all but one player is left alive, that player becomes the Last Bounty Hunter Standing. But, while defeating your fellow Bounty Hunters can be rewarding it can also be quite risky. For every assault you engage in you put yourself in danger of not having enough Action and Boost Cards to defend yourself.

Galactic Infamy is designed to scale from 2 to 6 players and accomodate a variety of play styles. However, the quantity of players and ever changing environment may require your strategy to evolve throughout the length of the game. Here are some tips and tricks to help you succeed!

THE GOLDEN RULE

Rules are rules, but in Galactic Infamy, rules are meant to be broken, particularly by Action Cards. Any time there is a conflict between the rules in this book and the instructions on a card, always follow the instructions on the card. Further conflicts are resolved in the order in which cards were played. Come up with creative ways to combine Action Cards and you'll be able to manipulate almost any battle to your favor!

BALANCE THE ODDS

Some players prefer to balance their Attributes and rely on Action Cards or Boost Cards to mitigate low values. Others choose to build up one or two Attributes, hoping to overpower their opponents with minimal use of additional cards. Critical Equipment Card and Skill Card choices can be very effective. Be aware of what Equipment Cards and Boost Cards are being discarded and use the Merchant District or Black Market to your advantage.

A LEAP OF FAITH

Many Bounty Hunters are reluctant to pursue more difficult Bounty Cards for fear of the Bounty drawing powerful Equipment Cards or Boost Cards. Remember that even just one Action Card or Boost Card can give you the edge you need to capture that difficult Bounty Card and put you ahead of your opponents.

HIDE IN PLAIN SIGHT

Information is valuable, but hidden information is invaluable. Being able to bluff about what cards you have in your hand can be a good way to trick players into overcommitting cards during a battle. Also, if other players can't see what's in your Holding Cell or Storage Locker, they might be less likely to engage in a Player Battle with you.

KNOW THINE ENEMY

Have a good idea what your opponent is holding in their hand so you can always commit the minimum number of cards necessary to win a battle. Emptying your hand of cards in order to win a particular battle is usually a good way to make yourself a vulnerable target in the following turns.

BLOOD IN THE WATER

Stealing other Bounty Hunter's hard earned Bounty Cards or Equipment Cards is a great way to avoid risking Infamy and spending Credits. However, make sure your reason is purposeful and precise as Party Crashers an easily make aggressive players regret their decisions.

NOTHING IS EASY... UNTIL IT IS

The longer you delay fighting a Crime Lord the better chance you have of capturing one. As the game goes on, players are confiscating and purchasing the best Equipment Cards, making it less likely the Crime Lord will draw high quality Equipment Cards. Knowing what cards are still in the draw pile can inform your decision to attempt a Bounty Battle with a Crime Lord.

THE LAST STEP

Once someone captures a Crime Lord, the game changes drastically as players try to prevent it from being turned in for rewards. If you paint such a target on your back, be prepared to defend against an onslaught of attacks as other players try to steal your hard earned Bounty. Stock up on Action and Boost Cards to ensure multiple victories as you head for the Crime Lord's Home Planet.

WE ARE PLAYING WITH LESS THAN SIX PLAYERS. DO WE SHUFFLE THE EXTRA A# AND B# ACTION CARDS INTO THE DRAW PILE?

No. Action Cards with a # symbol are intended for Starting Hands only. If you are playing with less than six players, return the extra Action Cards with a # symbol to the box.

MAY I STAY ON THE SAME SPACE INSTEAD OF MOVING?

No. When it is your turn you must always move at least one Movement Space and you must perform a Movement Roll, even if you intend to only move 1 or 2 spaces.

WHEN I RE-ROLL AN ATTRIBUTE DIE, MAY I CHOOSE TO KEEP MY PREVIOUS ROLL INSTEAD OF THE NEW ONE?

No. If you choose to re-roll an Attribute Die, you must keep the new result. If you are able to re-roll the same Attribute multiple times, you must keep the most recent result.

MAY I LINK MORE THAN ONE SKILL CARD TO MY CLASS CARD?

No. Your Class Card has only one slot for a Skill Card. You may purchase a new Skill Card, but you must discard the old one in order to slot it.

MAY I CARRY MORE THAN ONE BOUNTY CARD AT A TIME?

No. Your Holding Cell can only hold one Bounty Card at a time. If you gain additional Bounty Cards, you must perform Inventory Management to resolve down to one.

MAY I TRADE INFAMY WITH ANOTHER PLAYER?

No. You may not trade Infamy, Character Cards, Class Cards, or any cards linked to your Class Card. You may only trade Credits, Bounty Cards in your Holding Cell, Equipment Cards in your Storage Locker, or Action and Boost Cards in your hand.

WHAT SHOULD BE DONE IF A DRAW PILE IS CONSUMED?

If the draw pile is consumed and additional cards of that type are required, collect all the cards of that type from the discard pile. Shuffle them, then place them face down to create a new draw pile. When you create a new draw pile of Boost Cards or Equipment Cards, you must also draw the top six cards and place them face up to create a new purchase pile. Resume drawing cards of that type as needed.

I CHOOSE TO PLAY TWO ACTION CARDS DURING A PARTY CRASH. ONCE THE FIRST CARD IS RESOLVED THE BATTLE IS SUFFICIENTLY MANIPULATED. MAY I RETURN UNRESOLVED ACTION CARDS TO MY HAND?

No. Once you declare Action or Boost Cards for play you must commit to resolving all declared cards in the order you choose. You may not take any back.

MAY I SAVE MY SKILL CARD RE-ROLL UNTIL AFTER PARTY CRASHERS PLAY THEIR ACTION CARDS?

No. Skill Card and Species Trait re-rolls are performed after the initial Attribute Dice roll and before the Party Crash. In the event of a Player Battle, the attacker always performs their Skill Card and Species Trait re-rolls before the defender.

I HAVE CAPTURED A CRIME LORD. MAY I DISCARD THE CRIME LORD TO DELAY THE GAME?

No. You may not discard a Bounty Card, but you may engage in another Bounty Battle with a different Bounty Card, then, by means of Inventory Management, you may capture the new Bounty Card, and discard old Bounty Card.

I HAVE BEEN DEFEATED. WHAT DO I DO WITH MY CARDS?

Discard any Action, Boost, Bounty, Equipment and Skill Cards to their appropriate discard or purchase piles then return your Character and Class Card to the box along with your Attribute Tracker, Dice, Life Point Tracker and Player token. You may want to take on the roll of a Bounty Card during Bounty Battle to remain active in the game.

2simpletons wishes to thank all of those who helped test our game, provided critique and made suggestions on how we could make the best possible version of Galactic Infamy.

Internal Testing
Nicole Belanger
Kevin Brylski
Noel Hanson
Matthew Hubbard
Mike Johnson
Schelkia Logterman
Katherine Kove
Teilen Kove
Lisa Lontz
Britt Marek
Clint Martenson
Michael Martinez
Natalya Martinez
Laura Mohlman
Dan Peters
James Peters
Melanie Peters
Robert Peters
Ryan Peters
Tyler Praeter
Scot Shoemaker
Chris Tabor
Hannah Warner
*Thomas Pratt's1
*Thomas Pratt's2

E.C. Games and Arcade 2017
Max Baldovin
Jadzig Forkner
Michael Greiner
Kevin Harris
David McNamara
Hilary Peterson
Micah Wolf

GenCon 2017
Jonathon
Steven
Josh Cooney
Jonathan Dixon
Robert Dixon
Sarah Guthrie
Eric Ledbetter
Scott "Jackso (?)"
Amul Kumar
Michelle Mangal
Chris Maka
Mark Mayer
Chris McTaggart
Aaron Olson
Justin Orr
Jeffrey Punkse
Chris Raba
Andy Rosenberg
Kris Saunders
Micheal "Sheetz (Skeetz)"
Luke Stevenson
David Stoner
Jim Tullis
Kate Wahlberg

Eau Claire Comic Con 2017
Becky Pratt
Thomas Pratt
Cymbria Sasman

Gamehole Con 2017
Tony Balistreri
Howard Brody
Brad Gorecki
Steve Horn
Kurt LaRue
Dale Lathrop
Colin Marshall
Landyn Record
Joseph Retkofsky
Alan Schwantes
Chuck Stevens
Jeffary Sonnentag
David Wickham
Tony Zastsow
Dieter Zimmerman

Evercon 2018
Jack Difino
Luke Erickson
Chris Headlee
Chris Lofgren
Trentan Meyer
Laurie Mohlunau
Josh Roloff
Michael Stanley

SaltCON 2018
Alex Boydzzz
Jared Bronson
John Lagerquist
David Pruitt
Braden Steiner
Steven Thompson
Aysha Williams
Justin Williams

Menomicon 2018
Garret James
Cole James
Nathaniel Kietland
Peter Matz
Emma McGovern
Ming Vang
Antiny Yang

Heroicon 2018
Rook Ascenzo
Mark Monroy
Michael Rink
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Arely Torres
Jake Walters
Renew Church
Tim Nordin
Breven Quinn
Hunter Lellman
Vincent Traxler

Clearwater Con 2018
Jeff Conrad
Tom Falbo

Coulee Con 2018
Pamela Abbott
Michael Austin
Devan Barret
Kayla Barret-Millison

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Josh Oxborrow
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Damian Ostrem
Adam Tegen

Eau Claire Comic Con 2018
Mitch Mueller
Tom Zemaitis

Board Wars 2018
Jeff Budzynski
Robert C
Nathaniel Krautkramer
Wil Kwoy
Jeremy Leininger
Cierra Socks
Alec Steele

New Gameapalooza 2018
Bob Buehler
Hunter Forrish
Joseph Pregols
Kaiden Schultz

Gamehole Con 2018
@TheCarpeDM
Francisco Garcia
Nate Haley
Ryan Haley
Chad Knight
Justin Maggiori
Keith Meyer
Willow Palecek
Scott Rehm
Lauren Rhoades
Ted Shuenemann
Collin Stafford
Dan Thompson
Allie Torgeson

UWEC GEEKcon 2018
Carver Empey
Tanner Troutt

Evercon 2019
Chris Chula
Stephen Chula
Luke Johnson
Aaron Kuzniewicz
Austin Michael
Chris Rhyner
Nicholas Schulz
Shane Smith
Conrad Winkelman

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Jacquelyn Cardenuto
Klay Eckles
Amy Egan
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Matthew Nickolay
Jamison Stramer
Aaron Taylor

Gary Con 2019
Paul Aho
Steve Cape
Charley Case
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Andrew Green
Andy Hand
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Doug Phillips
David Ryan

Menomocon 2019
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Bennet Buxrude

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Andrew Stengele

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Brad Weber

CONvergence 2019
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David Lee
Tim Lies
Andrew Rattei
Lara Richardson
Boris Smelov
Kris Spiesz
Dan Stiglich
David Toboz

Coulee Con 2019
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Dal Downing
Mike Downing
David Johnson
Andrew Jones
Stefan L.
Joshua Shatek

Eau Claire Comic Con 2019
Chad Braun
Gilda Bour

Tim Christ
Justin Jordan
Sai Yangz

Gamehole Con 2019
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John Bruns
Nick Geber
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Carl Halberstadt
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Ken Klimala
James Krull
Colin Marshall
Toby Meehan
Bob Johnson
Seth Johnson
Greg Schams

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Basil Apostoloy
Max Bachleda
Anthony Bilka
Collin Carney
Christopher Colton
Jeff Conrad
Sara DeBauch
Tony Digaetono
Noah Fuller
Brett Fuller
Daniel Gibson
Thomas Hammerschmidt
Levi Heath
Kyle Jernigan
Bob Johnson
Seth Johnson
Bryan Kading
Kevin Kleckner
Brian Korkowski
Colin Marshall
Austin McBride
Ken McBride
Derrick McBride
Megan Messong
David Peterson
Alex Plunk
Arwen Plunk
Lee Rettman
Benjamin Reyes
Zach Scheeler
John Sefton
Samantha Snedigar
Jeffary Sonnentag
Adam Stapleton
Lynn Stegner
Crescentia Stegner-Freitag
William Stensvold
Brian Strassman
AJ Suneson
Jason Whipple
Ryan Willemsen
Lee Willis
Joshua Wright
Blake Youwer
Balthasaur Zeinz

2SIMPLETONS, LLC

CONCEPT AND DEVELOPMENT
Frank Lontz
frank@2simpletons.com

DESIGN AND DEVELOPMENT
James Gatmzer
james@2simpletons.com

ADDITIONAL ARTISTS

CONCEPT ART & ILLUSTRATIONS
Mathieu Chevalier
artstation.com/mathieuchevalier
fb.com/mathieu.chevalier33

ILLUSTRATIONS
Mathieu Parisot
artstation.com/mathieuparisot
fb.com/mathieu.parisot.9

FONTS

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Bounty Card Lieutenants

Action Card Tray and Action Cards

Movement Dice

Bounty Card Enforcers

Triton Planet Tile

Movement Ring Tiles and Planet Tiles

Bounty Card Thugs

Infamy

Bounty Card Crime Lords

Hypergate Reset Tokens

Merhcant Disctrict and Equipment Cards

Boost Card Tray and Boost Cards

Training Grounds and Skill Cards

Credits

Holding Cell Bounty Card

Life Point Tracker

Action Card and Boost Card Hand

Storage Equipment Cards

Class Card

Attribute Marker

Attribute Dice

Attribute Tracker Card

Linked Equipment and Skill Cards