

Only \$16 if ordered before 21 July; \$22 if ordered afterwards

FREEDOM IN THE GALAXY

The Star rebellions, 5764 AD

- **Multi-scenario Game of Secret and Open Rebellion in the Stars**
- **Integrated Character and Military Space and Land Combat Systems**
 - **Imperial Atrocities, Suicide Squads, Assassination, Torture, Sabotage, Subversion and Coups**
- **Strategic and Tactical Elements with Limited Intelligence and a Secret Rebel Base**

In a remote corner of the universe, and entire galaxy writhes in the turmoil of war. Unable to withstand the oppression of an empire bent on total domination, the multi-racial denizens of the galactic community have risen in revolt. It started as a few idealist murmurings of freedom and justice. The whispers soon grew to open protest despite Emperor Coreguya's heavy-handed retaliation, and then to actual armed skirmishes on backwater planets of the empire. The astounding number of imperial soldiers and battleships that soon filled the spaceways of the empire could not contend with the devious tactics of persuasion and secret quests that a few dedicated rebels quickly developed and mastered, always keeping one step ahead of the imperial hordes. No longer was the rebellion a few radicals with a las-gun, as imperial propaganda proclaimed, but an

organized political movement backed by an effective military force that the empire slowly came to realize could topple its very foundations.

Now two players can recreate this epic struggle, from the moment the first voices are raised against the empire to the final armededdon. The game features a host of totally new game mechanics that allow the players to lead individual characters in their noble or nefarious cause while raising and commanding millions of starsoldiers and spaceships as they battle across the galaxy.

Freedom in the Galaxy is played with 140 cards (many beautifully illustrated), 400 counters and a handsome four-color map that graphically presents natural, racial, and political details of 51 planets in 25 star systems. The characters and military forces travel in secret or in open aggression from planet to planet

and star to star (using the dangerous hyperjump dimension when long distances must be covered quickly), pitting elite spacefleets against key enemy-held worlds, or performing missions to win the favor of the various populations in the galaxy and to undermine the strategems of the enemy, while encountering creatures, disgruntled planet natives or unexpected allies along the way.

Always full of surprises, the game is a fine blend of random occurrences and player skill. It elegantly meshes characters, tactics, political effects, economics, grand strategy, and good-humored space fantasy. Presented in *three* graduated levels of complexity, *Freedom in the Galaxy* will please both the novice and veteran strategy game player, whether or not he enjoys science fiction.

