

## Space War (Name Temporary)

Space War is a game for at least 2 players for up to 4 more additional players. I intend for the game to be where it is one person against all of the other players. The first player, the Esion Empire is invading the worlds of the other players. The other players, the United Forces are defending their homeland. The longer the game goes on, the more of an advantage is placed upon the Esion Empire which will always put pressure on all of the other players to unite against a common enemy as well as give the Esion player powers that would otherwise be considered "overpowered".

The game is told through a story arch of sorts with the Esion player drawing from one of the 3 Phase Decks in order, with each deck filled with different things that the player may use. The later phases do worse and worse things. The United Forces are in a rush to get their defenses ready as well as recruit people onto their ship to use more powerful weapons and machinery. As well as being able to choose a ship, the players are able to select which stat is more important to them at a time without showing anyone else giving a guessing game feel. If the United Forces players manage to hurt the Esion Empire player's forces enough, he will be forced into a retreat and the game will be won in their favor.

**Note:** Below is my basic concepts written down. These will be fleshed out; but as I was told we are only supposed to write a paragraph of what are game is about, this is purely just for more information about my general thoughts and ideas to be used in the game and may not be grammatically correct and/or balanced.

### Space War – Brief Description/Concept

#### Esion Empire

1. Draw a card from the Phase Deck
2. May play 1 card
3. May move any ships you own
4. May Attack/Claim a planet

#### Federation

1. May move your ship
2. If on a planet, take the person on it (if there is one)

3. May Attack/Use Planet Ability/Turn over counter

If on a planet, players may take \$2 instead of having an encounter there.

### Combat:

Players whom are in conflict roll dice equal to their Attack if they are attacking and Defense if they are defending. The number of dice above 4 for the attackers are subtracted from the number of die above 4 for the defense roll. If the value left is over 0 subtract that value from your shields. If the player has no shield, subtract the value from the ship's health. If that is gone, the ship is destroyed..

Planet 1

Pay \$1 to restore 1 Health or Shield as many times as you'd like.

Planet 2

Pay \$3 to completely recover your Health

Planet 3

Pay \$3 to completely recover your Health

Planet 4

Pay \$5 to get one person

Planet 5

Draw 3 cards from the item deck, you may purchase one of them at list price

Planet 6

Draw one item from the item deck for free. Discard an item in your inventory.

## Items

### Lucky Dice

Reroll any dice that you did not get correct in one round

### Recruitment Poster

Roll a die, on a 1 take a player token

### Red Ray Gun

+1 to Strength

### Green Ray Gun

+2 to Strength

### Violet Ray Gun

+3 to Strength

### Red Shield

+1 to Defense

### Green Shield

+2 to Defense

### Violet Shield

+3 to Defense

Red Engine

+1 to Speed

Green Engine

+2 to Speed

Violet Engine

+3 to Speed

Phase 1

Lost – Move a target player their speed

Fighter – Add a fighter anywhere on the board at least 4 squares away from any opponent

Players must pay you 3 credits (if they have it)

Power Up – Draw one new phase card

Phase 2

You may use up to 3 cards this turn

Jammed Signal – Player may not use their defenses this turn

Players must pay you 5 credits (if they have it)

Cruiser – Add a cruiser anywhere on the board at least 3 squares away from any opponent

Misfire – Players must reroll all successes for any die roll

Phase 3

Players loose their turn

You may move a player to any space on the board

Players must pay you 10 credits (if they have it)

Battleship – Teleport a Battleship anywhere on the board

You're Surrounded – Place 4 fighters around an opponent

Don't forget to make ship icons