

Dev Playtest 2

Group Members: Jack, Nathaniel, Koen, Austin, Han

July 3rd, 2025 Time: 8pm

Present: Jack, Nathaniel, Austin, Han

Location: Discord

Format: Canva Whiteboard

We playtested the Mid-Late phase of the game and began as the rules state. We decided to continue our game from our previous session.

Through this test we noticed a few issues and came up with solutions as a group listed:

- Phases: Earn -> Build -> Move -> Attack -> Build
- Ships may fly above an unoccupied planet or their own planet, but not other players planets, One ship max per tile
- Wormhole Hazard: first location is affected ship, roll new location. Space Stations and Ships are impacted, not planets
- Turrets can be triggered by an enemy vessel attacking an allied building within its range
- Laser: costs 2d6/E, can use as much energy for as much destruction as the player pleases. But takes 1 turn cooldown to reposition/prep for next use
- Removed Mines, as turrets accomplish the same goal better
- Laser: costs 2d6/E, can use as much energy for as much destruction as the player pleases. But takes 1 turn cooldown to reposition/prep for next use
- Level 3 forcefield stops laser in its tracks at the cost of the shield (edited)
- Forcefield cannot be placed within the radius of an enemy building/troop
- Railgun Overdrive Mechanic: use overdrive cost, once a railgun is overdriven it is permanently in a glass cannon state

[illegible]