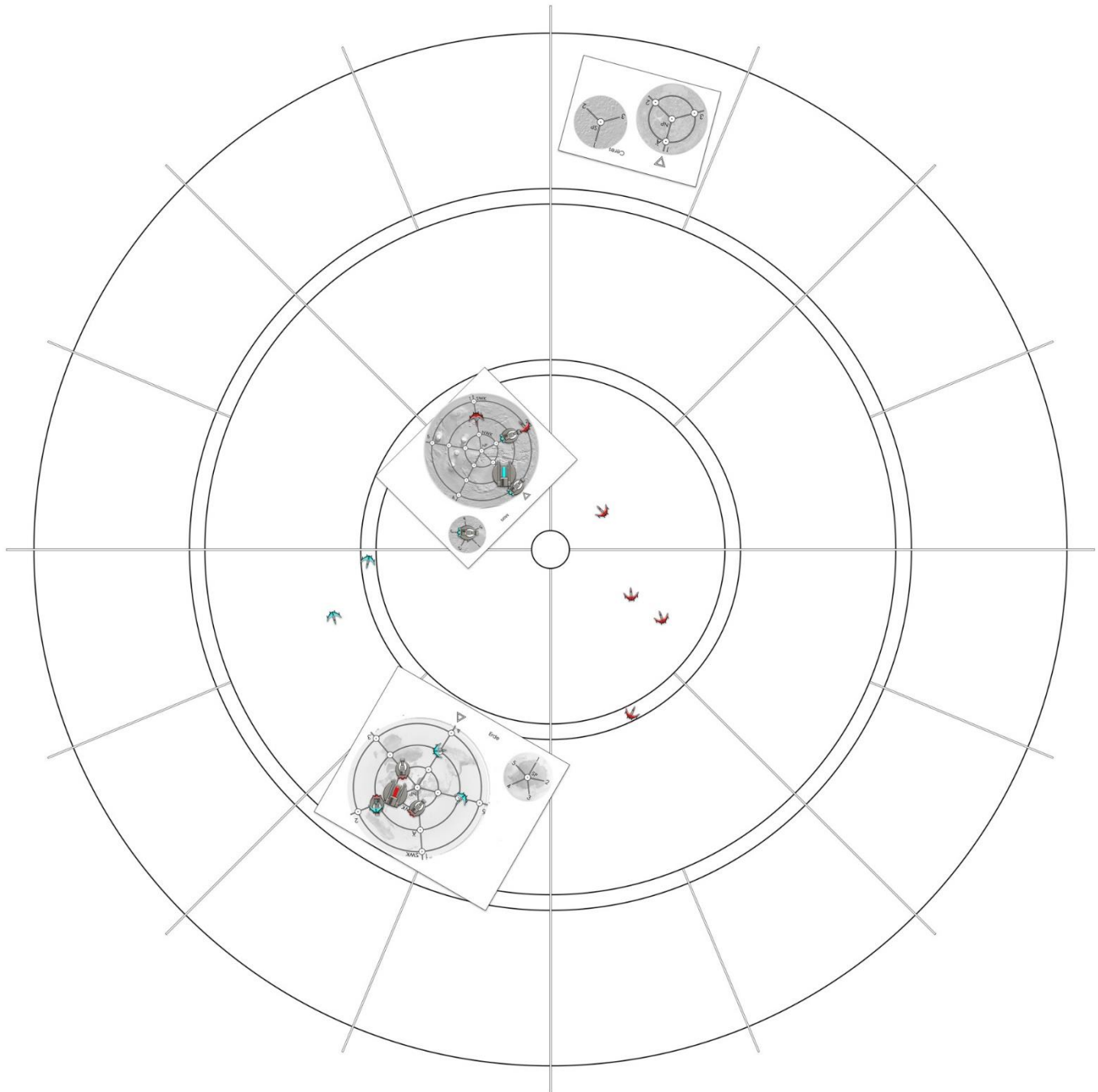# Solar Tower Defense

Age Recommendation: 8+   Playtime: 30-45 minutes   Players: 2   Genre: Strategy

Players are challenged to calculate flight paths and plan where they should most ideally build their towers on a rotating disc flying through space.
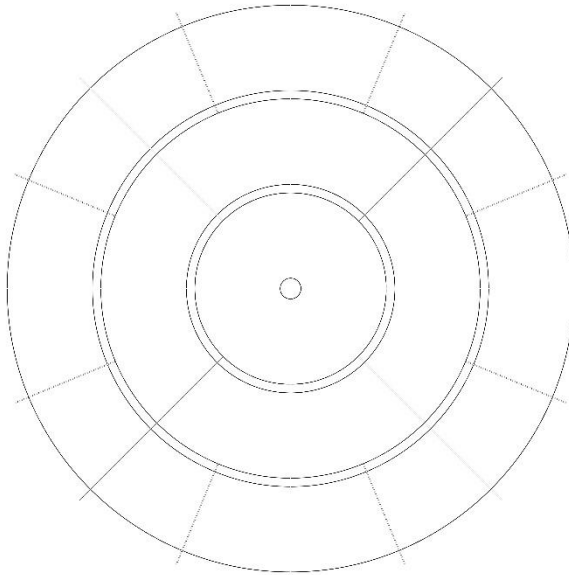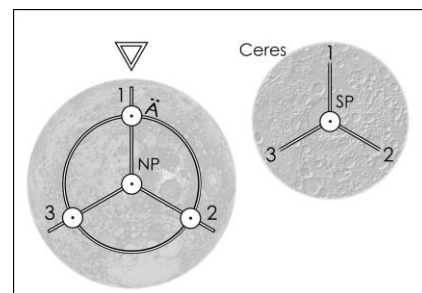
Story

Mars and earth battle it out.

Rules

Goal

The first player to destroy all command centers (C.C.) Of his opponent wins the game.

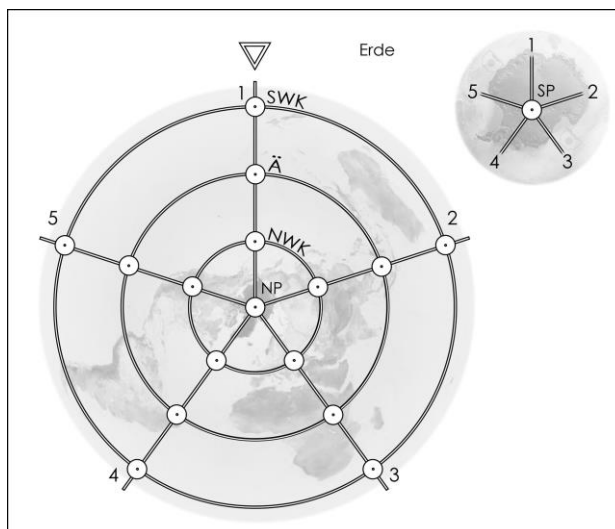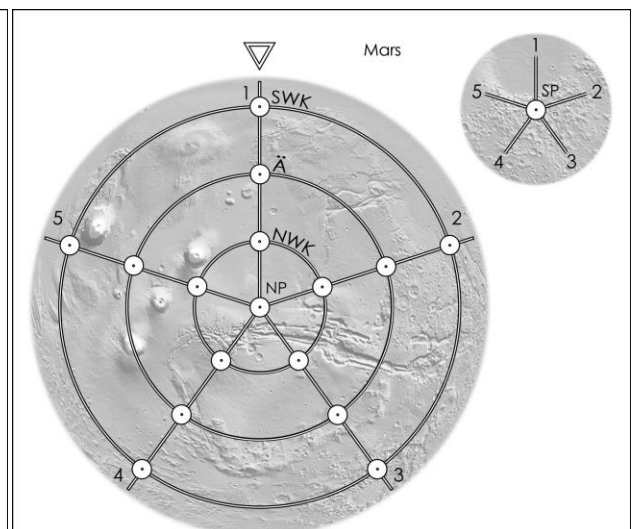Likewise, if you lose all your command centers you lose the game.
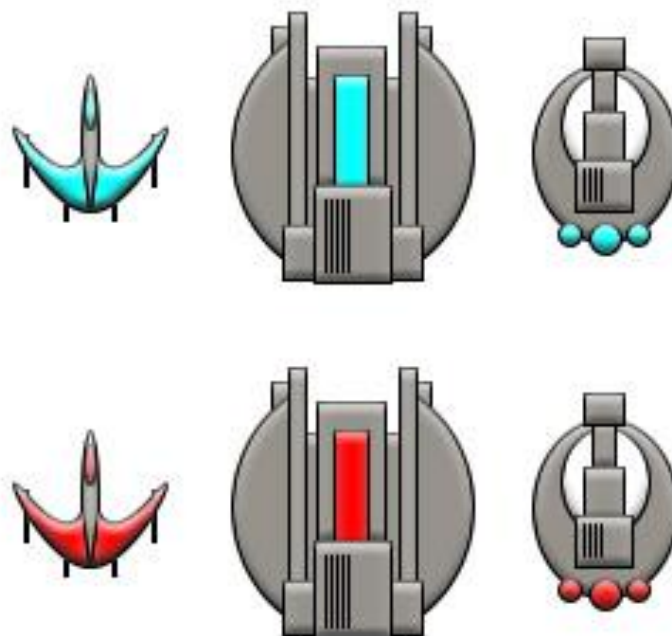
Material

1 - Playing Board

1 - Ceres

1 - Earth

1 - Mars

36 - Fighters   6 - Command Centers   56 - Turrets

and

	+ Equator	Tropic	Polar	Equator	Tropic	Polar	
	Turret	Turret	Turret	Command center	Command center	Command center	Fighter
Costs	12 🪙	12 🪙	12 🪙	24 🪙	24 🪙	24 🪙	1 👥
Upkeep	1 🪙	2 🪙	3 🪙				
Income				10 🪙 + 1 👥	13 🪙 + 1 👥	16 🪙 + 1 👥	
To-hit-planetary	5	5	5				2
To-hit-space	4	3	3				
Hitpoints	2	2	2	2	2	2	1
Movement							1

Max 10 turrets on the bigger planets. Max 1 cc on an equator, tropic or polar.

Set Up

The board is placed in between the players. Both players pick a color and a corresponding command center and a turret, which they can build freely in the first building phase.

Green can build on any spot located on earth, whereas red can build freely on mars.

In the first round all phases prior to the building phase can be skipped. In the 2nd all prior to the balance phase.

Starting Player

The starting player is determined by highest dice roll.

Gameplay Overview

1. Fighting Phase

	1.1 Towers	1.1.1 Planetary War
		1.1.2 Space War
	1.2 Fighters	

2. Movement Phase

	2.1 Space Travel
	2.2 Landing
	2.3 Air Travel

3. Balance Phase
4. Building Phase
5. Cosmic Phase

Gameplay

Order of play: each round consists of 5 phases. A phase is resolved by both players simultaneously (or any order) before moving onto the next phase. So theoretically both players could kill each other off in the same phase, resulting in a draw.

1. Fighting Phase.

1	Longitude	*Facing ships origin*
2	Latitude	*C.C. Check*
3	Damaged	*Most damaged building*
4	Towers	*Least towers*
5	Best cc	*Highest income cc*
6	Closest	*Least number of steps to C.C.*

1.1. Turrets

1.   Planetary Wars

First, fighting is resolved on each planet separately.
Every turret shoots once, and may target any fighter, which is either on its or on one adjacent field.

Roll equal or higher your to-hit-value. If a player hits the fighter: destroy it and he gains 1 👥.

Turrets always shoot those fighters which are the closest to their most income generating C.C..

2.   Space Wars

Every turret may shoot once, if there isn't a fighter remaining on its field. Turrets may shoot on the adjacent field on the solar-map, on which the longitude line is pointing – the longitude line on which the turrets stands on.

Turrets on the pols may shoot freely on any adjacent field on the solar map.

4

1.2. Fighters

Fighters can only shoot once, and may target the building on that they stand on.

Players must roll equal or higher than their to-hit-value for a success.
If you hit a building it takes one damage, if it was already damaged, remove it.
Flip the fighter over to indicate that the building is damaged.
Destroying a turret or command center rewards the player with 1 🪙.

Furthermore, losing a command center costs 1 🪙.

2. Movement Phase

Fighters move only to one determined adjacent field each turn on the star map or planet map.

Fighters may not move after they have landed on a planet.

2.1. Space Travel
Fighters move straight outwards or inwards towards the orbit of the planet on which the opponents C.C.s are located.
Once they are already on the orbit of the targeted planet, they will stay on the orbit and move in clockwise order - one field at a time - towards the target in clockwise order.

2.2. Landing
Whenever a fighter moves into a solar-field on which a planet wis located, move him directly onto the planet. The fighter will land on the most suited spot along the longitude line, which is facing the field from which the fighter came.
Determining the most suited spot:

1.   *Longitude - is facing the field from which the fighter moved onto the planet.*
2.   Latitude - on which an enemy command center is located
3.   Least turrets on latitude.
4.   Highest income generating command center.
5.   Face the direction that reaches the command center in the least number of steps.

If the amounts of steps are equal, face clockwise.

If the command center is located at a pole: face it freely and regard the latitudes as if they were a longitude, traveling from pole to pole.

Facing the most suited lane, determine the lane like choosing a spot.

2.3. Air Travel

Fighters stay on their lane and keep traveling in the direction they are facing, until the command center is destroyed on their lane.

If the command center is located at a pole the fighter will turn around once he reached the pole and face the longitude, he came from and flies back the following turn.

Once the command center is destroyed the fighters search for the best suited spot, just as if they just have landed on the planet along the longitude line they are currently on, but they will still have to travel to the most suited spot in the following turns.

The fighters favor the command center, which is closest.

If the fighter was fighting a command center at a Pole and it got destroyed, while he was at a pol — the fighter will travel down whichever longitude leads to the next command center in the fewest steps.

3. Balance Phase

Players calculate their balance: subtract the sum of their up-keeps from the sum of their incomes. If a player has a positive balance, add as much 🪙 and 👥 *to* the players reserve from the bank.

🪙 *and* 👥 *are calculated separately.*

If a player has a negative balance, the player must pay the bank the calculated sum. If a player hasn't got enough 🪙, he must dismantle some turrets. Dismantling a turret grants a player half the building costs. Remember that dismantled turrets don't require upkeep this round.

A player may dismantle buildings in the balance phase and in the following building phase.

A player may not accumulate more than 6 P.

4. Building Phase

Players can build their turrets and command centers anywhere on their planet.

Players can only have 1 C.C. At a pol, turning circle and equator.
Players cannot build more than 10 turrets.

Fighters that are built are placed in the field on the solar map as the planet that belongs to the building player.

5. Cosmic Phase

    Planets are moved on their orbits one field further counter clockwise. Keep the planet's indicator facing the sun, while you move the planet.
    Spin the planet disk counter clockwise, so that the next longitude lines up with the indicator.

    Whenever a planet moves into a solar-field in which enemy fighters were already in position they may immediately land on the planet. They might choose the incoming longitude freely.

Development

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