

Hexcape Island Rules

Introduction

You are in a time of great prosperity thanks to steam machines - steampunk. They are used mainly for flying ships and other war machines. You were all part of a big ship battle among three dominant factions above an unknown island. However you got hit and where others sunk to the bottom of the sea, your crews survived and got to the island. The only way out of the island is to fly away. And there is only one wreck far and wide which can be repaired - in the middle of the island. Your mission is to fight the other two factions for resources on the island, repair the ship and fly away before them, because only one crew can leave the island alive.

Start of the game

All players put their two heroes at the starting positions of the hexagonal board. Starting positions are along the coast on every second side, so there is one empty side between each player. Each player should have a hero card for every hero.

Shuffle cards of hexagon tiles. Cards of equipment, supplies and ship parts should be available to take when somebody earns it.

Player turn

Each turn consists of spending movement points every of his heroes has.

When the player doesn't want to spend remaining movement points or he uses them all, his turn ends.

Movement points (MP)

Each hero of the player has **six** movement points for spending. The movement points are a currency for movement and other actions, but mainly for movement. Each hero can move to an adjacent tile if there is not his other hero except tiles of the base. When he stands on a special cave tile, for 4MP he can move to any other cave tile on the board. In general MP can be used for this:

1. Movement - 1MP for move to "Meadow" and "Cave" tile, 2MP for move to "Hill" tile and 3MP for move to "Mountain" tile. Each hero can carry 1 resource with him.
2. Resource gathering - More to that in the "Resources" section.
3. Crafting & building - 1MP for crafting equipment, ship parts and for building buildings.

Fighting

If the player moves to a tile where some other player has his hero, a fight will start. Both players throw with two dices and who throws more wins. The defending player also wins a draw. The player which lost the fight is moved to the starting location and if there is a resource, it remains on the tile with the winner.

Resources

There are 4 types of basic resources: wood, rope, leather and metal. Three of them are between players on the board and metal is in the middle, on a tile with a fallen airship.

Gathering

All resources can be obtained from special tiles on the board. To gather a resource from such a tile, the hero has to be on it and throw a dice, which tells the player how many movement points it will cost. The player immediately gets the resource and pays with MPs after throwing the dice. When the hero does not have enough MPs, he will not get anything and he will lose his remaining MPs. If the gathering was successful, a resource is obtained and placed on the tile where the hero is standing.

Equipment and buildings

To craft an equipment the hero doing this action has to be on the tile where there are enough resources for crafting. After crafting the hero gets a card of the equipment which he crafted and from that point he can use it.

Building works the same as crafting, except it is built on the tile, where the hero is standing and can't be moved. The workshop can be built only on the base and after that it is possible to craft all special parts (S) in the whole base.

Name	Cost	Effect	Building / Equipment / Special
Boots	1 rope, 1 leather	+1 MP per turn.	E
Backpack	1 leather, 1 wood	Can carry 2 resources at once.	E
Tools	1 wood, 1 rope	Gathering costs always 1 MP.	E
Workshop	1 rope, 1 wood, 1 leather	Needed for crafting of special parts for ship repair.	B
Road	1 metal	Sets cost of movement to the tile where the road is built to 1MP.	B
Sails	2 rope, 1 metal	Needed for repair of the ship	S
leather supplies	2 leather, 1 metal	Needed for leaving the island.	S
Spare parts	2 wood, 1 metal	Needed for repair of the ship's engine and deck.	S

Ending

The game ends when a player who crafted all the special parts from the table above and gets to the ship in the middle with all his heroes.