Space Vixens

Lily Seabreeze, Second Edition (Formatting, Balancing)

Character Species; SUPER = add 2, GOOD = add 1, OK = 0, BAD = subtract 1						
Species	Combat	Hacking	Fleeting	Magic Hand	Magic Value (For x + y)	Credits to Win
Slime Girl	GOOD	BAD	SUPER	OK	7 (96 combinations)	10
Blue Alien Girl	BAD	GOOD	OK	SUPER	14 (198 combinations)	15
Android Girl	OK	SUPER	BAD	GOOD	10 (134 combinations)	15
Space Zombie Girl	SUPER	OK	GOOD	BAD	5 (64 combinations)	20

Stat Explanations

Battles: In this game there are two ways of defeating an enemy: physical combat with dice, or magic with cards. If you cannot beat a monster you suffer BAD STUFF.

Physical Combat: In physical combat, to defeat an enemy, you want your roll to be equal to or less than three + COMBAT.

Magical Combat: Play two cards from your hand whose values when summed are your MAGIC VALUE. This kills an enemy. Bonus: see this [script which calculates pair combinations for magic values](#).

Magic Hand: You can hold 4 + MAGIC HAND cards total.

Fleeting: You may run away from battle by rolling a three + FLEETING or lower. You may run to avoid BAD STUFF.

Hacking: You hack a computer if your roll is equal to or less than three + HACKING. You get two credits for hacking a computer.

Credits to Win: The objective of the game is to collect this many credits to win the game.

General Rules

Special Card Values: King is 13, Queen 12, Jack 11, Ace is 1.

Selling Cards: You can sell three cards for a credit.

Bad Stuff: Make a roll to determine what ill fate you'll meet (try FLEETING to avoid):

⚀	⚁	⚂	⚃	⚄	⚅
Discard 2	Discard all	Lose 1 credit	Lose 2 credits	Lose half credits	Lucky!

Events

All events in the game are controlled by what the player draws on their turn. Once the event is done you can put it in your hand.

♣	♠	♦	♥
Monsters! Reward is 2 credits	Super Monsters! Add one to player's combat rolls. Reward is 4 credits .	Get a credit!	Computers! You can hack these for a reward of 2 credits.