Territory capture game with races similar to SmallWorld, but acquired through a draft.

Inspirations: SmallWorld, 7 Wonders, Dawn of War

“Races” and “Classes”

races are dudes to be put into play, classes are modifiers that boost a race they’re played with

some races come with 2 dudes, maybe one or two with 3. Most with 1

Not large-scale combat, more tactical in appearance -Squads with Training instead of Races with Classes

Minimum two packs, five cards each for a proper draft experience

Maximum 20 pieces per player at any time for a manageable tactical game

Colors/Factions

Every Race and Class has a Color. Probably 3 colors (RGB), but maybe four or five.

If a Race is deployed with a matched-Color Class, it gets a small additional bonus

-possibly get this as well if two matched-color Classes are on an off-Color Race

If multiple matched-Color Races are deployed simultaneously, you get more dudes

-alternatively, only matched-Color Races can be deployed on the same turn

Stats:

Color, Squad Size, Strength, Duration

Strength: Ranging from 1-4?, must invade with higher strength

Duration: After n turns, stop doing anything

ranging from 2-6? most should be 3 or 4

tracked with a die on the Race card, counting down

Boosted by matching color?

Color and Squad Size have little/no effect once on the board

Some Classes may add a little

Squad Size should be usually 1, sometimes 2, only one or two with 3+

Board: More regular than Smallworld, looks more factory-ish. Planned arena. Some areas are chokepoints, others are King-Hills, worth more points than ordinary squares

-possibly hex grid rather than square

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|  |  |  |  |  |  |  |  |  | X |  |  |
|  |  |  | X |  | X |  |  |  | X |  |  |
|  |  | X | K |  | K |  | X |  |  |  |  |
|  |  |  | X |  | X |  | K | X |  | K |  |
|  |  |  |  |  |  |  | X |  |  |  |  |
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K is king-square

X is impassable

Need at least 40 cards (2 hands\*5 cards\*4 players), preferably 50

Duration stat = Connection: Each squad has a Connection counter that starts at N(+1 per color match) and decays by 1 each turn. If it decays to lower than the number of units from the squad on the board, units must be removed.

Notes:turn tokens face down to indicate having attacked, may not move after attacking

Powers:

Virus - attacks as though enemies had 1 strength each

Cyber-Twins 2 units: if adjacent, defend as though in the same square

Fortified -Attacks as 1 power, defends as 5 power

Grenadier - Defends as 1 power, attacks as 5 power

Houdini - If loses, may flee to any adjacent square without an enemy

Sniper: May assist/join in an attack without moving (super-range)

Commando - May be placed anywhere

Mobile -May move extra square per move

Strike Force - May attack twice per turn

Follow-Through - May make an extra attack at half strength - round down

Native - Duration +N (+3)