

4x Board Game is Space

Similar to the SFB Campaign we made
Years ago.

Types of Planets : ~~E~~ Mineral, Food, Probes
Population, Mixed (Both) ☺

□

Types of Ships : Freighters, Colony,
escorts, Battleships, exploration

□

□

Worlds →

Fleet →
□ □ □

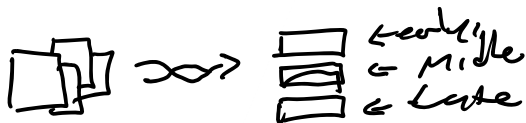
Scenarios : Attack on shipping lanes, Battle

★

(win Pts) For planet, skirmish

[So This is a Deck Building game. Planets &
generate resources that go into your Deck,
Resources + Planets = Ships = Cards in your Hand -
When Scenarios happen They Have the #pts
for the ships that can engage. 300 pts
Scenario, you can mix and match 300
pts of ships. The Scenario Deck has

Scenario Deck: Easy, Middle, Late
Stage. Shuffle ~~the~~ Three Scenario
Sub-decks and stack them up.



You can have different heights of games
with total points available for
example 1500 pt game.

~~Early~~

Starting Deck for each player. Pick
a Faction, but they are all very balanced.
Ships have weapons & speed & ~~all~~ shields!
and the trick is to balance each. You
can't move fast with full shields and
fire all your weapons. Speed is Life,
Fortune Favors the Bold.

Battle

Trying to keep the flavor of FTSB without the Map. possible? The Notice of the Impulse Track is Fun. Maybe we could have weapon cards with charge tokens. or primary & secondary weapons tracks on the ship cards. oh yes!



So Battle goes quickly with a pile of action cubes. each impulse place an action cube on the Tracks on the ship. Torp, phaser, shield, engines.

Weapons capacitors fill up the and let you fire them when full. firing them depletes them. More shield cubes make for more shields & more engine cubes help you go faster.

Placing cubes goes fast until one player drops the fire die. each player gets 4 fire dice to drop in a turn. Scenarios have a # of turns or victory conditions

Scenarios

examples

One planet - 800 pts. = Max # total ships
4 turns, Full skills,
Military Victory



Damage Inflicted



Damage Received

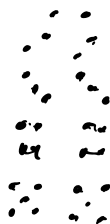
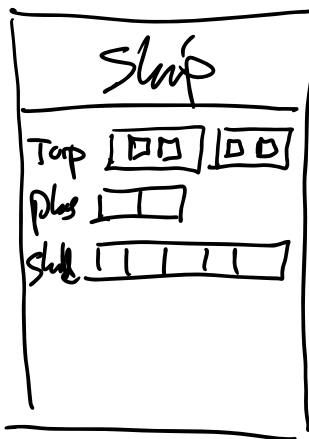


The Scale ship has
two tops that are
charged to phases and
fired together, when
Firing Roll Dice!



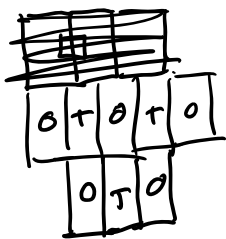
2-12

2	-	4
3-7	-	3
8-10	-	1
+		Miss



Laminated Sheets with Dry erase markers

Planets & Ports



(Move Cubes And)

Fleet



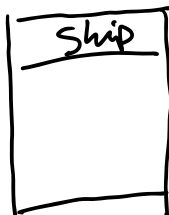
Turn

1. Produce
2. Transport
3. Build
4. Scenario
5. Repair

2

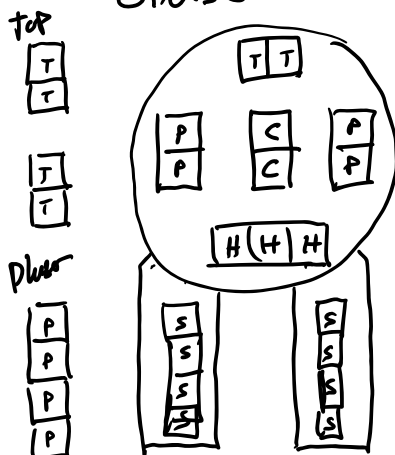
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Resolving Damage



Roll	A	B	C
2	T	P	C
3-5	P	C	H
6-8	H	C	S
9-11	P	S	H
12	S	T	H

Cruiser



Spall



Ship Basics

escorts

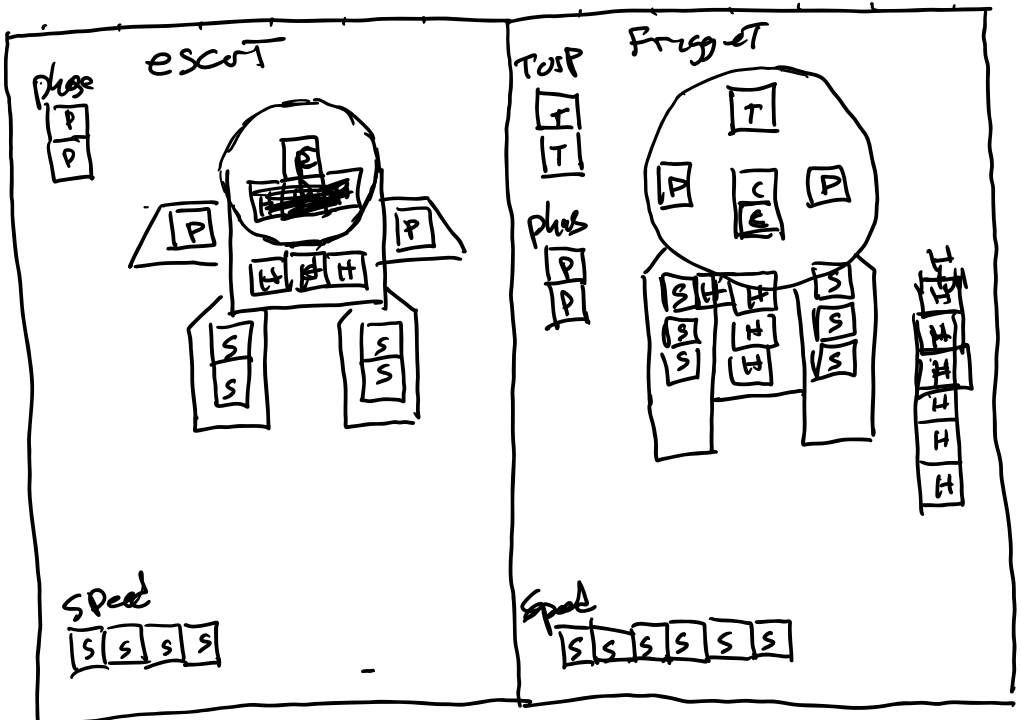
No torps, 2 phasers, 4 engines, 3 Hull, 1-CC

Frigates

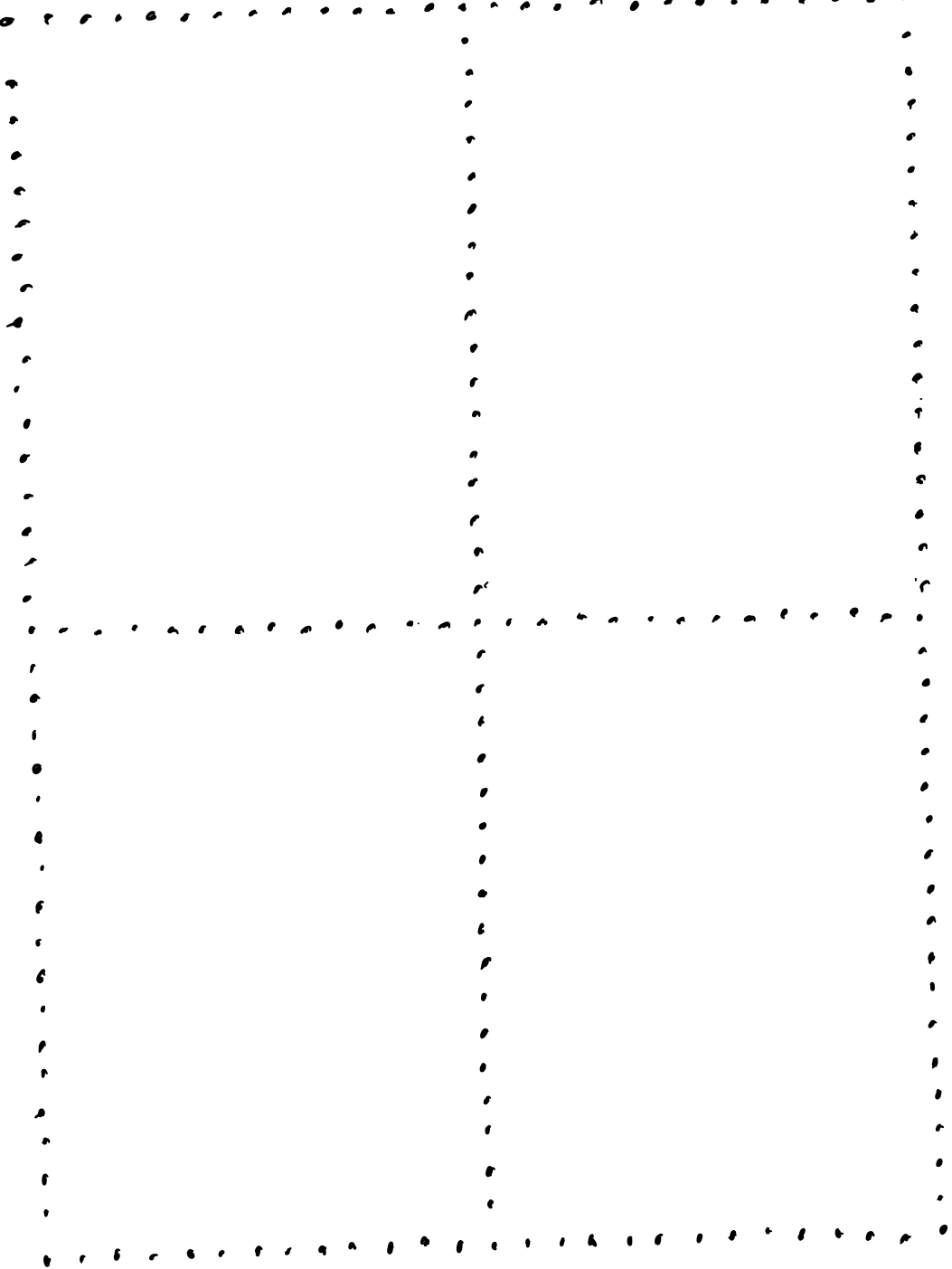
1 torp, 2 phasers, 6 engines, 6 Hull, 2-CC

Cruiser

2 torps, 4 phasers, 8 engines, 8 Hull, 3-CC



CARD TEMPLATE/FITS STANDARD SLEEVES



Skirmish beyond The Stars!

or Space Skirmish! general Premise

Politics → Make Alliances, Break alliances
establish Trade partners, etc

Skirmish → unleash electric death in The
Vacuum of Space, but Don't
Kill anyone, That is Forged
upon is these enlightened things

Administrations → The Heavyist element is
The Universe, The resources
MUST Flow!

Basically a 4X game in Space. Has The
Best elements of My Favorite games as
a kid: Markers & Laminated Sheets, Rolling
Dice, Space Battles, "Speed is Life", etc.

A Cool Twist: Repairing ships is more
expensive than Building New ones. So
Your Best tactic is to Damage but NOT
Destroy the enemy ships. When your ship
is Destroyed, you get The Basic Resources
Back?

Skirmish

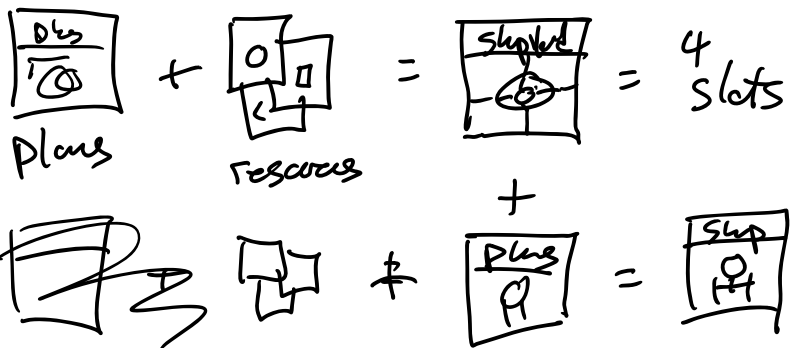
Dock Building: You need plans to Build Ships, everyone starts with Freighter & colony ship plans. ~~to~~ Discover New Plans by upgrading production Facilities. Plans with a Single Tech Tree You Can Trade Tech and Rescue Cards, but Not rescue cubes

Rescue Cubes. planets generate Cubes each according to their Color. This helps blurry Administration / produce Place. Cubes are raw Materials that Move From planet to planet via Ships to Colonies & Trade Rats. You must have a Freighter to Move Cubes. one Cube per Freighter. planets can surplus up to 3 Cubes. Some planets Convert Cubes to Cards.

Space Skirmish

Shipyards

Some planets are Shipyards. You can also build Shipyards if you have the plans.

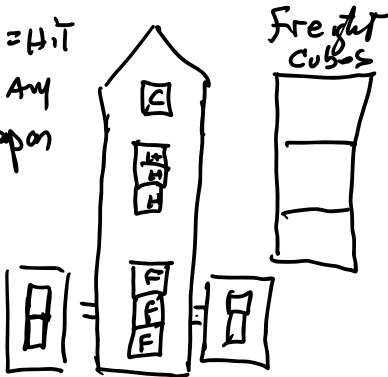


Shipyards gives 4 slots to Build or repair ships. Your fleet size is limited to the total # of Build slots. NOT counting Freighters.

Pro Tip: To make room for New, better ships you may want to sacrifice older, lower ships in Battles.

Freighter

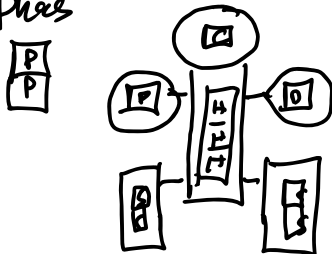
☐ = Hit
on Any
Weapon



Speed: [][][][]

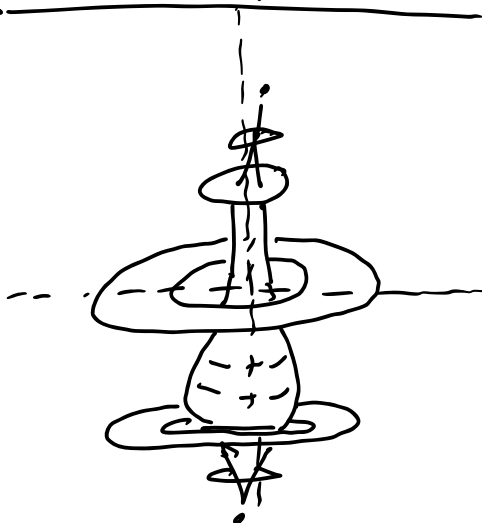
Escort

Phas



Speed [][][][]

Ship Yard



Shipping Lane
Trade Route

