

In-depth description and plays can be found on: <https://nathan2wong.com/gc3d>

## **Game Lore**

Oasis is the fictional world where *Galaxy Combat* takes place. The inhabitants of Oasis lived in harmony until Aoshi of the Darkin discovered the star crystal, which gave the inhabitants of Oasis the technology to explore the rest of the universe. The Darkin wanted to use the star crystal's to build fighters and missile ships to attack other planets. However, when the Celestials discovered the Darkin's plan to use the star crystal as a way to destroy other planets, they declared civil war on their counterparts. Destroying the Darkin's mothership would mean the end to this perpetual conflict, and declare the winner the sole power of the galaxial star crystals.

More on <https://nathan2wong.com/gc3d>

## **Game Rules**

- The game is played in a 3D cube with indents and blocks
- Once a piece is destroyed it is removed from the board.
- Each turn, players can move 1 piece in the 4 compass directions. If a piece was moved that turn, they are allowed to fire the weapon of the unit.
- The mothership cannot leave the plane it starts in.
- The blocks cannot be destroyed by any means, and block lasers when shot at in the same directional plane.
- The indents cannot be destroyed by any means and can serve as a place for the units to hide in. Lasers cannot shoot units hidden in the indents. Only missiles can hit units that are hidden in the indents.
- When a player has lost more than half of their fighters, their mothership has an opportunity to roll a dice in order to skip up the charge up phase, if they roll a 5 or 6.
- Deployable Asteroids can be placed anywhere in a player's viewing plane initially and cannot be moved after placed. These objects are destroyed after being shot with a laser or missile.
- Missile ships automatically target deployable asteroids, if they are within the range of the missile ships.
- A fighter cannot hit itself with its own laser, as once a laser enters the bottom plane it does not continue to wrap around.
- Once a player's unit has reached the opposing sides exclusive viewing planes they are granted vision of the opposing player's plane. However, once their piece is destroyed they lose vision of the opposing player's exclusive planes.

- Exclusive viewing planes are planes that only one singular player can see, this does not include the top plane which are available to be accessed by both players.
- Units who fire their weapon can still hit units that are hidden by the fog of war.

## **Description of Pieces**

### **Mothership Description**

Hit points - 2

Movement - 1 unit (up, down, left, right); can only stay on its original plane

Weapon - Orbital Cannon

Attack - Can only attack when at least half the fighters are destroyed. At this time, the player gets to roll a die each turn at the beginning of his/her turn. If the dice turns up a 5 or 6, only then can the mothership use its attack move.

Attack Range - Fires a ray in any direction (3 units wide). The ray destroys everything in its path, except for planets and units hidden in the indents. The attack pierces through units.

### **Deployable Asteroid Description**

Hit points - 1

Movement - Cannot move after it gets placed. All deployable asteroids are placed at the beginning of the game.

### **Fighter Description**

Hit points - 1

Movement - 1 unit (up, down, left, right); can move to any planes

Weapon - Gaussian Laser

Attack - No charge time

Attack Range - Fires a laser in any direction (1 unit wide). The laser can only deal 1 HP worth of damage to the first ship or asteroid it hits.

### **Missile Ship Description**

Hit points - 1

Movement - 1 unit (up, down, left, right); can move to any planes

Weapon - Thermokinetic Missile

Attack - No charge time

Attack Range - Fires a missile that targets any enemy unit that is closest to itself. These missiles can hit units that are hidden behind planets and/or units that are located inside black holes. If multiple enemy units are equidistant to itself, the owner of the missile ship gets to decide which unit to

destroy. However, the missile prioritizes deployable asteroids over any other unit. These missiles deal 1 HP worth of damage to its target.