

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

## **Game Description**

Galaxy Combat features a cubic 3D board, which allows travel through each of the planes, and attacks from unseen angles and directions. While each player's vision is restricted through the fog of war, with some strategy and a little bit of luck, you'll be able to dominate your opponents in this modern take of chess and battleship. This game will put your 3D visualization skills to the test, while providing quality, enjoyable, and interactive gameplay.

Each game set contains one cubic 3D playing field, 2 motherships, 14 fighters, 6 deployable asteroids, and 6 missile ships. And with 24 different playing surfaces and limitless ways to deploy your units, each new game will always be open to new ways and strategies to attack. So whether you're simply playing for fun, or for complete domination of your foes, you'll be sure to have an enjoyable time traveling through space in galaxy combat.

## **Game Lore**

The world of galaxy X has always known perpetual war.

The two factions – red and blue – live in a state of constant conflict. Each side wants the territory of the other – compromises and negotiations are not possible in their bickered state. The whole galaxy is wrapped in their mutual struggle for an absolute dominion. Neither side appears to have an upperhand in this conflict. However, only one side can reign supreme.

The balance of power between Red and Blue lies on the battle depicted by this game board – the victor would completely swing the tides of war into their favor. This is because this fight is where both sides' motherships are. Motherships are the pride and joy of both Red and Blue, as each mothership contains a psychokinetic core which increases the combat potential of all their allied troops. The destruction of the opponent's mothership would be significant in the eventual defeat of all opposing forces.

The commanders of Red and Blue have tasked you, the players, to lead this battle. Fight with valor and strength, use your allied pieces with strategic insight, and the game is yours. Your objective: destroy the enemy's mothership by any means necessary. You will have allied pieces, such as starfighters and missile ships, to aid you on this quest.

Good luck!

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.