**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

Darkin v. Celestials

Mothership

Deployable Asteroids

Fighter

Missile Ships

Rules:

* The game is played in space – represented by a 3d cube with indents and blocks.
* Each turn, the player can move 1 piece in the 4 compass directions. In the same turn, the player can also use the weapon of the unit that was moved.
* Planets (blocks) cannot be destroyed by standard weaponry, and serve as a block to lasers which shoot in a directional plane.
* Black holes (indents) cannot be destroyed by any means, and serve as a place to hide for units. Lasers cannot shoot units hidden in the black hole, as the unit does not lie directly on the weapon’s directional plane. However, cannons can hit these units.

**Game Rules**

* The game is played in a 3D cube with indents and blocks
* 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 blocks cannot be destroyed by any means, and block lasers when shot at in the same directional plane.
* The indents cannot be destroyed b a

**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 - Takes 1 turn to charge (ready by the 2nd attack move).

Attack Range - Fires a ray in any direction (3 units wide). The ray destroys everything in its path.

**Deployable Asteroid Description**

Hit points - 1

Movement - Cannot move after it gets placed

**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 destroy the first ship, planet/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, all enemy units equidistant are destroyed. However, the missile prioritizes deployable asteroids over any other unit.