

SECTOR 18

Micro Strategy Lite RTS



A Game By
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Rival space factions are fighting over precious resources and territory. You must conquer planets, build ships, defend against enemy advances and ultimately destroy the enemy's Base.

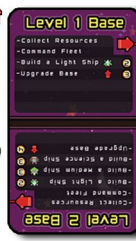
- Setup:**
- Each player chooses a Faction card, using either side. Set them in-front of you.
 - Each player takes a Base Level and Shield Level card and 4 same colored Ship tokens.
 - Set your Base Level card to the left of your Faction card, the Base Level 1 side up.
 - Set your Shield Level card to the right of your Faction card, the Shield Level 0 side up.
 - Find the Planet & Space cards, use them to build a pre-made map or make your own.
 - Each player gets 2 Resources (R) 1 Health (H) and a Light Ship token on their Base.
 - Last person to see a Black Hole goes first.

Game-play:
Players will take turns performing 1 Action from the list of actions on their Base and Shield card, until a player reaches 0 Base Health, at which point they lose.

New actions are unlocked as you spend Resources to upgrade your Base Level card.

You are not required to perform an action on your turn and may opt to pass your turn.

Upgrade Your Base: ↑
You can spend Resources on upgrading your base. Upgrades will unlock new technologies and actions available on your turn. To upgrade, spend the required resources shown on the Base Level card and rotate or flip the card so that the next level is shown on top. The top right arrow on this card tracks your Resources.



Doing Damage to a Base:
You can do damage to your opponent's Base by moving a Ship onto the enemy's Base card. The ship is immediately destroyed after doing its damage to the Base's Shields first, if any, and then Health. Use the arrows on the left of your Shield card to track your current base Health.



Power Up Shields: ↑
You may spend Resources on upgrading your current Base Shield Level, listed on the card. Follow the same process as upgrading your Base. Shield points will negate their power level in damage when your Base is attacked. Once Shield points have been expended, rotate your Shield card down to the new level.



Faction Abilities:
Faction abilities have a cost, listed in the bottom left. You may use a Faction ability even if you've chosen another action on your turn.

Think of them as an extra action once you pay the Resource cost. You may only use a Faction ability once per turn.

Command Fleet

Using a Command Fleet action lets you move each of your Ships, up to their Speed Value. A card is split down the middle into 2 zones. Ships may not move diagonally, only up, down, left and right.

1 Speed = 1 Zone.
Ships may not stop in a zone with 2 Ships in it unless it's an Enemy Ship and the stopping Ship can tie or defeat it in combat. Ending your Ships movement in a zone with an Enemy, initiates a Combat action.



Combat:
Combat is resolved when two Ships are stopped in the same zone. The highest damage Ship defeats the lower damage Ship. Ties in damage destroy both Ships. A Ship performs only one Combat action after moving.



Claiming a Planet:

If you have a Ship on an uncontested Planet zone, you claim it and get whatever bonuses that zone provides.

If your Ship leaves, dies or the zone becomes Contested, that bonus is lost until the Planet is reclaimed.

If an Enemy Ship occupies the same Planet zone as one of your Ships, it is considered Contested until only one player occupies the zone.

Uncontested



Contested



Collect Resources: (R)
When taking the 'Collect Resources' action, you will gain 2 + 1 for each uncontested Planet you have a Ship on.
(x2 if it's a Science Ship)
Slide your Base level card up and down to adjust your Resource count. You may not ever have more than 7 Resources at one time.

Building a Ship:

You may purchase 1 Ship and place it on an uncontested, claimed Planet, or on your Base.

There is no limit to the amount of Ships you can have on a Base card, but Ships cannot participate in combat until they have moved off the Base card. Follow normal rules for the max number of Ships on a Planet.

Upgrade a Ship:

Spend the listed Resources to flip 1 Ship token over, showing a red arrow and upgraded stats. These new stats take effect immediately and affect only the single Ship. Upgrade is lost once destroyed.

Ship Types:

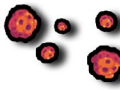
Light	Medium	Science	Heavy
Damage: 1 Speed: 3	Damage: 2 Speed: 2	Damage: 1 Speed: 2	Damage: 3 Speed: 1

Map Zones:

Empty Space
Nothing special happens here.



Asteroid Belts
Moving out of this zone requires 4 Speed. Ships with 1 Speed ignore this effect.



Warp Holes
When ending a Ship's movement on this zone, immediately move to any other warp hole on the map, if available.



Planets
Leave a Ship on a Planet zone to claim the Planet's bonus for yourself. Also gives Resources when collecting.



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Solo - Automa



Setup:
To play solo, you will need the 5 included Automa cards. Find them and shuffle them together to form an Automa deck. Place this deck close by, as you will be drawing from it during the AI Player's turn. Setup like you would for a normal 2 player game, except the AI Player starts with only 1 Resource.

How To Play:

On the AI Player's turn, draw an Automa card for them.

Check their current Base Level and perform the action listed for it on the Automa card. These do not cost Resources.

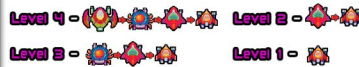
At the end of the AI's turn, increase their Resources by 1. When the AI reaches 7 Resources, reset the AI back down to 1 Resource and rotate or flip the Base Level card to Upgrade it 1 level.

The AI Player does not get bonuses for owning Planets. They also don't use their Faction abilities.

You win by bringing the AI Player's Base to 0 Health. You lose by letting your Base get to 0 Health.

Automa - Build/Upgrade A Ship:

When the 'Build a Ship' or 'Upgrade a Ship' action comes up, build or upgrade the Highest available Ship for the AI's current Base level. Move to the next Ship if they already have a Ship of that type built or upgraded. Built Ships go on the AI's Base card. If the AI Player has no Ships to build or upgrade, the Action becomes a 'Command Fleet' action instead.



Automa - Command Fleet: (CF)
When the AI 'Command Fleet' action comes up, you will move all of the AI's Ships their maximum Speed value, in zones, towards their Target, one at a time. If the AI has no Ships in play, this action becomes a 'Build a Ship' action instead.

To determine a Target, check the icons on the action. If there is a Planet icon and the player has claimed at least 1 Planet, each non-science AI Ship will target the closest claimed Planet.

When there are multiple claimed Planets tied in distance, the player picks the targeted Planet zone.

Automa - Command Fleet:

If there are no claimed Planets and a Base icon, each AI Ship will target the player's Base.



If there is no Planet icon on the action, the AI Ships will only target the player's Base, even if the player has claimed Planets.



AI Science ships override the normal targeting and always move towards the player's Base.

Solo Achievements:

Below is a list of Achievements you can complete against the AI Player! Each one adds a new challenge to overcome, can you beat them all?

- AI Player Ships have +1 Damage.
- AI Player Ships have +1 Speed.
- Player 'Build A Ship' action costs +2 Resources.
- On AI turn, draw & play 2 Automa.

Pre-Made Map Layouts:

Use the following key and map layouts to build a variety of maps! These are just some recommendations, try to come up with your own unique maps!

E Empty Space

A Asteroids

W Warp Hole

P Planet Zone

Small:



Medium:



Large:

