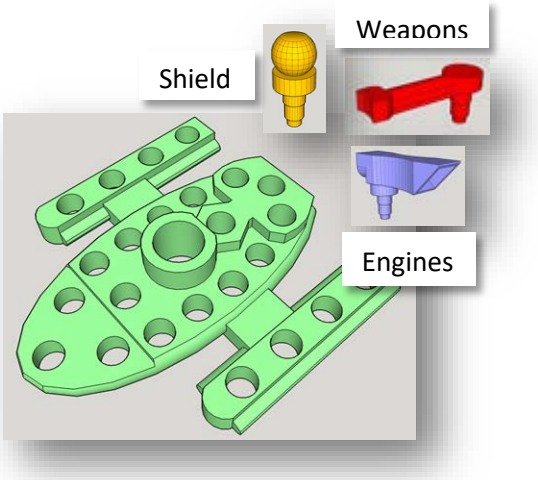
STGv2 Basics

The Player's Turn

Actions available in the order listed

1) Move Cards - Draw the player's first set of Move Cards
2) Play Board - Distribute Energy Cells as desired on the Play Board
3) Move Cards (Additional) – If indicated on Play Card
4) Combat – Attack another player's ship
5) Action –based on specific scenario rules
6) Purchase Supplies – obtain items by exchanging Spendys
7) Cleanup – Remove used Energy Cells from you Player Card

Ships and Assets

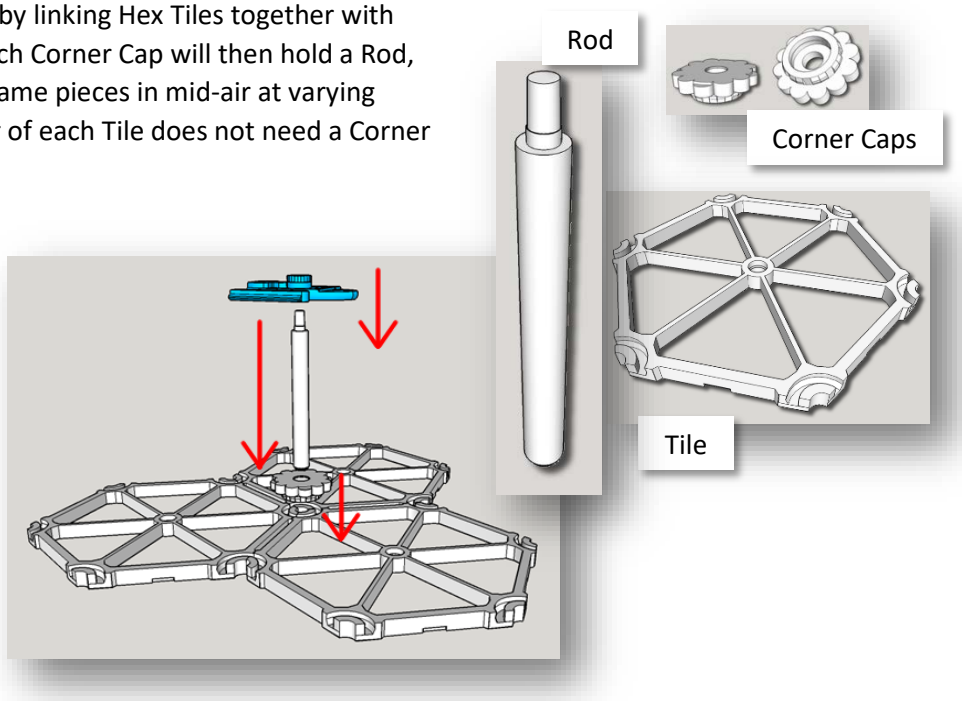


Ships by themselves do not have any value. They must be suited with Assets to function. The surface of the ships is perforated with 24 holes that can receive these assets and other items during game play.

There are 3 types of Assets, 1) Weapons, 2) Shields, and 3) Engines. All Ships start with a basic accompaniment of Assets,1 Weapon, 1 Shield, and 3 engines. As the game progresses, players may lose Assets in Combat with other Ships, and players will purchase new Assets at their respective Space Stations.

The Playing Field

The Playing Field is the area formed by linking Hex Tiles together with Corner Caps that snap into place. Each Corner Cap will then hold a Rod, or a series of Rods, to suspend the game pieces in mid-air at varying heights. For convenience, the center of each Tile does not need a Corner Cap to hold a rod or rods.



A Corner Cap may be placed at the corner of any Tile. By placing Tiles together at the corners 2 or 3 at a time, you can link the tiles together making the contiguous playing field.

It is allowed for playing pieces to share rods to locate them in the playing field. They just cannot occupy the same place on the rod, or pass through an occupied spot in the playing field.

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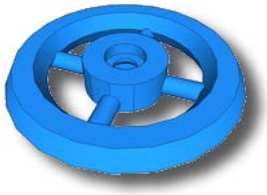
The Space Station:

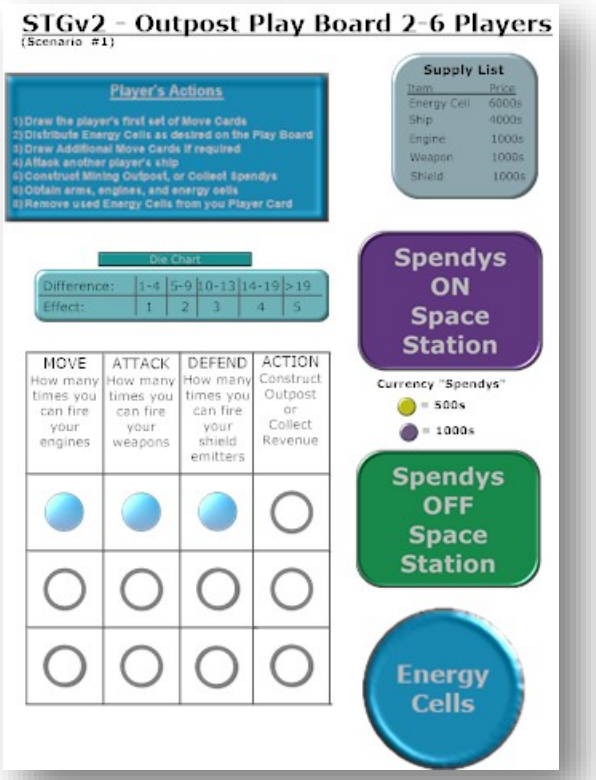


The Space Station is a point of Civilization and Commerce. It is also an area governed and protected from outside assaults. Which means that when a player's ship is adjacent to their Space Station, the number of the ship's Weapons and Shields are doubled. Also, during combat, any additional ships of the player's, that are also adjacent to the Space Station, will be included in the combat. In the case of multiple attacks to a ship adjacent to a space station, all adjacent ships will participate in each attack. However, an adjacent ship may only initiate an Attack during the players turn once. The ships can either attack once as a group, or multiple individual attacks by separate ships. It is also allowed to have multiple group attacks if the number of ships and their positions allow for it.

The Play Board

Each Scenario will come with its own unique Play Boards. However, they will all resemble the example used here.

Players Actions: The items to perform during your turn and the order you can perform them.



The Die Chart: This chart is used to determine one of 3 things. 1) How many Hits a ship sustains in battle. 2) How many cards to draw when Constructing a Mining Outpost. And, 3) how many cards to draw when Collecting Revenue.

MOVE, ATTACK, DEFEND: Players distribute their Energy Cells under these columns to improve their odds in battle or movement. Once a player lays out Energy Cells for Weapons or Shields, they will remain in place until the player's next turn. All ships have one default energy cell for each of these.

ACTION: placing Energy Cells in this column will give you a chance to either establish a Mining Outpost on an Asteroid Cluster, or collect revenue from an established Mining Outpost.

Spendys: This is the Currency for STGv2. At times the players will be collecting revenue in the form of Spendys at the Asteroid Clusters, or either spending or depositing them at their Space Stations. The ON and OFF Space Station areas are to keep track of Spendys being collected or in transit to the Space Station, and Spendys that are already at the Space Station.

Supply List: this is a price list of items that can be purchased at a player's Space Station. There is also a legend providing the denomination of Spendy by color.

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Energy Cells: Energy Cells are what makes the world go around. Literally. Without energy Cells to power them, the ships could not do anything. That is why MOVE, ATTACK, and DEFEND all have one free Energy Cell. This way the ship will always be able to do something if it has at least one asset. Players start with a set number of Energy Cells, and may buy more as the game advances. The tray is provided to retain the player's Spendys while he/she is waiting for their next tern.

Movement

Charted and Uncharted Space

Even for advanced civilizations, space travel is still a dangerous environment to travel. There are random asteroids, comets, and debris that must be maneuvered around. Only so much of space has been charted and all obstacles known. Plotting a course through uncharted space would mean certain destruction since there is no way to know where the hazards are like comets, asteroids, and general space junk will be when you happen to be passing through. Since it is so difficult to chart all phenomenon in a region of space, only a narrow corridor between key locations have been charted.

To simulate this limited space, the Hex Tiles are interconnected to form the base of the playing field. There is a location where to place your ship(s) at each corner and center of each Hex Tile. With the Hex Tile's linked together in a chain or cluster, this creates the places where it is safe for your ship(s) to navigate. In Addition, each of these locations will allow for multiple levels of vertical movement and placement as well.

The Move Cards

Another thing that must be considered for movement, is that you must do this in zero gravity. So, short bursts from rockets to shoot you in a straight line, and thrusters to keep you moving in the direction you really want to go. Think of it as the old ATARI video game Asteroids. So, it is necessary to plot your course carefully and in accordance with the ever-changing obstacles in your proposed trajectory.

To simulate this random change effect, each time you fire your engines, a card will be drawn for each engine, and the pattern that the progression of cards produce is the one you must follow.

1) Movement is Affected by 3 things
    a. How many engines on the ship (# of engines on the ship)
    b. How many energy cells you applied to your engines (Energy Cells placed in the MOVE column of the player's Play Board)
    c. Which Move Cards are turned over (each card indicated distance and direction to move)
2) How it works
    a. **To move a ship**, it must have at least one engine.

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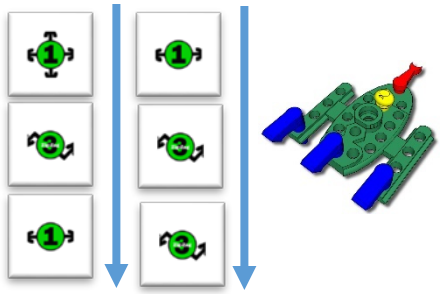
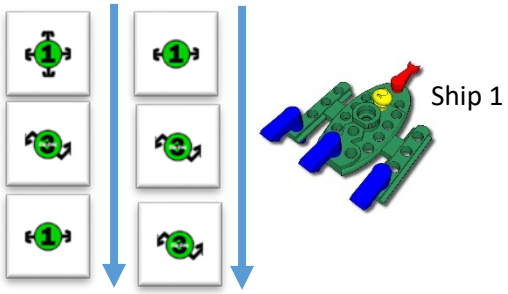
b. **For every energy cell in the MOVE column**, turn over and lay out in order one Move Card for each engine on the ship. The example here represents a possible draw for a ship with 3 engines and a play board with 2 energy cells in the Move column.



   i. There are 5 different types of move cards.
      1. Move **1 space** in any direction
      2. Move **2 spaces** in any direction, but in a straight line
      3. Move **1 Vertical** space
      4. Move **1 horizontal** space
      5. Move 3 spaces in a **Zig-Zag** pattern: 1 space in any direction, then 1 space in a different direction, and then 1 space back in the original, or as close as possible to the original direction.

   ii. **Player's may choose to use movement at any time** during their turn, and it can be broken up into multiple moves between other actions. However, when a player draws a series of cards (say, 3), it is considered a single move. One cannot use one or two of the three cards by choice. The player must use all three or none.

c. For multiple ship movement

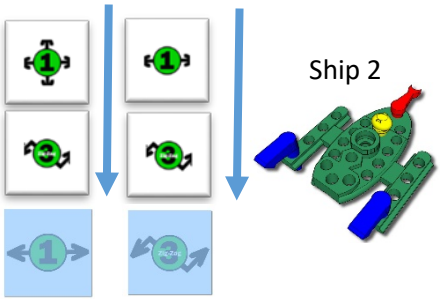


   i. The player turns over the number of cards equaling that of the ship with the highest number of engines on it.

   ii. The ship with the highest number of engines on it will move the full distance and direction indicated by all the cards.

d. **All ships will utilize the same set of cards** following the direction and distance through the progression of the cards.

e. **Each ship will stop at the card whose number equals the number of engines** on that ship.



f. **For multiple Energy Cells** in the Move Column on the player's game board. After the ship has used the number of cards equal to the number of its engines, the ship's movement then proceeds to the first card in the next series, and so forth. The example here represents a possible draw for a player with 2 ship, and a play board with 2 energy cells in the Move column.

g. **In the case that the ship's path is blocked** at any point during movement, the ship must stop the progression for that set of cards, and proceed to the next set if available.

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Combat

Note: Until a player has purchased their first additional ship, they are not susceptible to attack from other players.

How it works

Players' ships must be adjacent to one another. If they are not it is up to the attacking player to move adjacent before an attack can take place.

The **Attacker** rolls 6Ds equal to the number of **Weapons** on the attacking ship. In Addition, for each energy cell placed in the **ATTACK column** on the player's game board, the player re-rolls the 6Ds.

The **Defender** rolls 6Ds equal to the number of **Shields** on the defending ship. As with the attacker, if the defending player has allocated Energy Cells to the **DEFEND column** on the Play Board, then the defender may roll again for each Energy Cell.

If **Attacker wins**, the difference between the two rolls is applied to the Die Chart to determine how many assets will be lost. After this battle is complete, this will be the number of assets to remove from the damaged ship.

If the **Defender wins** play continues without any damage to the defender's ship

After the attacker completes his/her assault, the defender then returns fire and becomes the attacker The defender then repeats the above actions waging an assault upon the initiating player. The damage is tallied for both sides and each player removes the number of assets determined from the die chart.

Resolving Damage

The Die Chart:

The Die Chart is located on the Play Boards, and provide a matrix used to resolve damage to ship, or cards to draw, based on the difference between opposing rolls of die.
It is used by taking the difference between two rolls, like attacking and defending players' ships in battle. Then, the player then uses that number to locate the corresponding column in the "Difference:" row, then find the "Effect:" row value for that column. This number will be the number of assets removed from the damaged ship when the battle is complete.

Damage Adjustments to Ships

For each hit indicated on the die chart, the damaged ship removes assets. Some assets are more valuable than others.

- Shuttles = 3 Hits
- Engines = 2 Hits
- Weapons & Shields = 1 Hit

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Destroying a ship:

If the number of hits to a damaged ship equals or exceeds the number of assets it retains, then the ship id destroyed. It will complete the battle if it can return fire. After that, the ship is removed from the playing field. All the ship's remaining assets are turned in. If the destroyed ship is the player's last ship, the player's space station is removed from play as well. And the game is over for that player.

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