# Space Opera Boardgame (v1.01)
*Designed and illustrated*
*by*
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## Introduction

Space Opera is a 4x game (Exploration, Expansion, Exploitation, and Extermination) set in deep space where players try to expand the colonies they control by annihilating each other using a combat system quite similar to chess.

## Game Components

Map Cards
- 27 planet cards
- 27 space cards
- 6 space objects (3 comets, 3 wormholes)

Resource Tokens
- Energy (Red, Blue, Purple, Green)
- Meeple (Red, Blue, Purple, Green)
- Ore

Structures
- Windmill
- Refinery
- Farm
- Bunker
- Ship
- Nuclear warhead
- Biological warhead

Miscellaneous
- First-Player-Token

## First Game Setup (Vassal Module)

Predetermined player positions in clockwise order:
- First:  Red
- Second:  Blue
- Third: Purple
- Fourth:  Green

Game Scenario
- Type:  Last-Man-Standing

- Objective:  Anahilate all enemies
- Map Size:  5 x 5 grid
- Players: 2 - 4
- Starting Planets: 1 Class 5 planets per player (2 Class 5 planets per player for a 2-player game)
- Hidden Planets: 4 random planets (5 for 3-player game)
- Space Objects:  1 Supernova, 1 Asteroid, and 2 Wormholes
- Space Cards: 13
- Movement Rate:  2 spaces per Energy (No diagonal movement)

1.  Draw all Class 5 planet cards from the Main Deck and move them to Staging-2. Shuffle cards on Staging-2.

2.  Red player draws one card from Staging-2 and place it face up on the upper left corner of the board.  Put Red Meeple, Red Energy, and Ore counter on top of the planet card.  Adjust the values of the resource counters to match Resource Attributes of the planet card.

3.  Blue player draws one card from Staging-2 and place it face up on the upper right corner of the board.  Put Blue Meeple, Blue Energy, and Ore counter on top of the planet card.  Adjust the values of the resource counters to match Resource Attributes of the planet card.

4.  Purple player draws one card from Staging-2 and place it face up on the lower right corner of the board. Put Purple Meeple, Purple Energy, and Ore counter on top of the planet card.  Adjust the values of the resource counters to match Resource Attributes of the planet card.

5.  Green player draws one card from Staging-2 and place it face up on the lower left corner of the board. Put Green Meeple, Green Energy, and Ore counter on top of the planet card.  Adjust the values of the resource counters to match Resource Attributes of the planet card.

6.  Draw all planet cards from the main deck and move them to Staging-1.  Shuffle

then draw 4 planet cards and move them to Staging-3.

7. Draw 1 Supernova card, 1 Asteroid Field card, and 2 Wormhole cards from the Main Deck and move them to Staging-3.
8. Draw 13 Space cards from the Main Deck and move them to Staging-3.

9. Shuffle cards on Staging-3 and place them face down randomly on the empty spaces on the board.

## Game Concept

Game Map
Space Opera is played on a modular grid map using Map cards which can be any of the following type: planet card, space card, or space object card (comet or wormhole).

Players can design game scenarios by using different combinations and numbers of Map cards. Players are adviced to use the scenario provided for their first game, but are definitely encourage to design their own scenarios for their succeeding games.

Map Cards

Planet Card
Players compete to gain control of Planet cards.

Planet cards provide resources which the players use to expand their control. Each Planet card has three Resource attributes found at the bottom of the card:
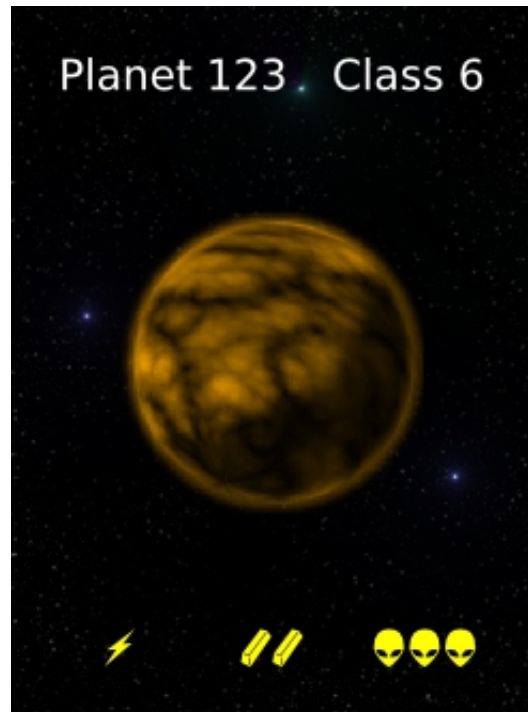


Each pip represents 1 Energy token the planet produces.



Each pip represents 1 Ore token the planet produces.



Each pip represents 1 Meeple token the planet can support.


*planet card*

The higher the resource attributes, the higher the Class rank of the planet. Base attributes can be improved by building structures.

Space Card
While not as dangerous compared to other Space Objects card, the empty Space cards are still harsh. A Ship, together with its cargo, is automatically destroyed when it runs out of Energy after moving into a Space card. However some Tech cards may mitigate this.

movement space.


*space card*


*asteroid field card*

Supernova Card
A ship is automatically destroyed if it enters a Supernova card.

Wormhole Card
Wormhole cards present special movement situation for ships.  This will be discussed in details in the Movement Phase section.
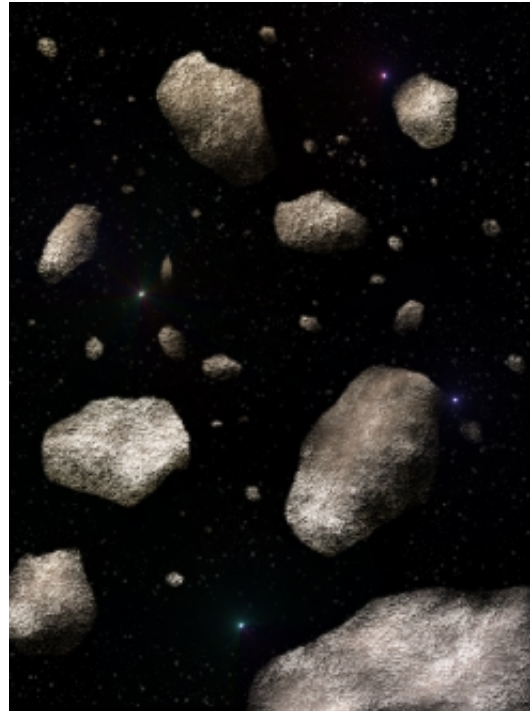

*comet card*


*wormhole card*

Asteroid Field Card
Moving a Ship into an Asteroid Field cost 2 spaces.  It has no effect if the Ship entered the Asteroid Field Card with it´s last

Resource Tokens
The three types of Resource tokens are

Energy, Meeple, and Ore. Except for Ore, these are color coded (red, blue, purple, and green) to help players identify which planets and ships they control.



The number on the upper left corner indicates how many resource tokens the players have at their disposal. This can be anywhere from 1 to 10. The number fluctuates as the players spend or gain them due to different situation.



Meeple tokens are the life blood of each player. Meeples are needed to build structures, to colonize new planets, or to invade planets controlled by other players. If a player loses all his meeple token, he is out of the game. The number on the upper left corner of a meeple token can be from 1 to 3. Players can add more tokens on a planet card if necessary.
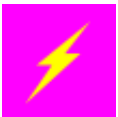


Energy tokens are needed for building structures and weapons, cloning meeples, moving ships, activating Technology cards, etc. The number on the upper left corner of the energy token can be from 1 to 10. 10 is the maximum energy a planet can store. Any energy gained beyond 10 is discarded.



Ore tokens are needed for building structures and weapons, and activating some Technology cards. The number on the upper left corner of the ore token can be from 1 to 10. 10 is the maximum ore a planet can store. Any ore gained beyond 10 is discarded.

Structure Tokens
Structures increases the base Resource Attributes of the planet. A maximum of 3 structures or levels, for each resource attributes can be built on a planet. Structures do not increase the Class of a planet.



Windmill increases the Energy production of a planet. Each level of Windmill increases the base energy attribute by 1.



Refinery increases the Ore production of a planet. Each level of Refinery increases the base energy attribute by 1.



Farm increases the Capacity of a planet. Each level of Farm increases the base capacity attribute by 1.



Bunkers are almost indestructible structures that provide protection from air strikes including nuclear and biological attacks. Each bunker can protect 1 meeple and 1 farm. Players can build as many bunkers as their resources will allow. Each bunker also adds 1 to the total meeple defense strength of the planet during invasion.
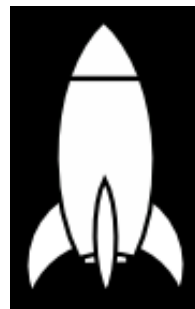


Ship is a virtual swiss-army-knife. It can be used as drone to discover new planets. It can transport energy and ore tokens from one planet to another. It can carry troops (meeples) for a full scale invasion on other

planets. It can be used as a missile to destroy enemy structures or even carry nuke and bio warheads for a more devastating blow. Ships however, need Energy in order to move from one point to another.



Nuclear and Biological warheads are special structures that can be loaded onto a Ship to deliver more damage than an ordinary missile attack.

Ships and warheads will be discussed in details in the Movement / Combat Phase Section.

Miscellaneous Tokens



Before the start of the game, players decide or determine (by random) who among them will have the First-Player-Token. The player with the Firt-Player-Token will always act first in each game phase. At the end of each Round (when the players have gone through all the phases), the token is passed counterclockwise.

Technology Cards

Technology cards give players certain advantages over the game. Instructions on the card take precedence over some basic rules of the game. For example, if a player holds a Fusion Reactor card, his ship will not be taken off the board even if it runs out of Energy while in space and can even continue moving.

Players are allowed to have only four Tech cards in hand. Any excess must be returned back to the Technology deck.

The following are the current Technologies available for the game:

## Ambassador
*Offer diplomatic ties with other players during Maintenance phase. If they accept, place Meeple counter on any of the planet they control. You must pay them once any 1 Resource token to prevent them from attacking you during Combat phase.*
*Ties are automatically broken if you can not pay them and they continued their attack.*

## EM Pulse Cannon
*Spend 1 Ship Energy token to prevent enemy Ship movement and Techs from functioning on a tile map adjacent to your Ship.*
*EMP effect last until end of Combat phase. This Tech has no effect on Ship Armor and Bunkers.*

## Engineer
*Controlled planets get +1 Energy during Production or Harvest phase.*

## Energy Converter
*Covert Energy tokens to Ore tokens by paying 1 Energy.*

## Energy Shield
*Spend 1 Ship Energy to resist an enemy attack including a nuclear attack in space.*

## Armor Piercer
*Spend 1 Ore token to cancel effect of Ship Armor or to destroy a Bunker during an airstrike.*

## Force Field
*Spend 1 Energy to destroy any enemy ship entering your planet.*

## Fusion Reactor
*Prevents any Ship from being destroyed after it runs out of Energy token. Ship without Energy can still move 1 space during Movement or Combat phase.*

## Hacker
*Once per Round, cancel effect of any Tech card played by another player.*

## Hyperspace Drive
*Ships are allowed to use more than 1 Energy token during Movement phase. During hyperspace drive, a ship can pass through*

*enemy ship blockade.*
*A ship in hyperspace drive can not enter a planet or be destroyed.*

**Kamikaze Pilot**
*Cancels effect of Missile Defense System.*

**Matter Converter**
*Covert Ore tokens to Energy tokens by paying 1 Ore.*

**Metallurgist**
*Controlled planets get +1 Ore during Production or Harvest phase.*

**Missile Defense System**
*Spend 1 Energy to destroy or neutralize one drone missile or airstrike entering your planet*
*This tech does not work on piloted ships like Kamikaze attacks and invasion.*

**Permaculture Expert**
*Controlled planets get +1 on Capacity.*

**Plasma Propulsion System**
*Ship gets +1 extra space per Ship Energy during movement.*

**Radio Telescope**
*Spend x number of Energy tokens during Movement/Combant Phase to view x number of face down map card.*
*This Tech automatically negates effect of Stealth Technology.*

**Rogue**
*Steal any 1 Resource token from each player during Production or Harvest phase.*

**Ship Armor**
*Spend 1 Ore to survive an enemy attack.  Does not work against a nuclear attack.*

**Space Bridge**
*Spend 1 Energy to allow transfer of Energy and Ore tokens from one planet to another during Building phase.*
*Cost may be taken from any of the planet involved in the transfer.*

**Spy**
*Once per Round, look and copy Techs of other players.*

**Stealth Technology**
*Spend 1 Ship Energy to avoid enemy ship attacks or to cancel an Enemy Missile Defense System.  While in stealth mode, a ship can share space with enemy ships or pass through ship blockades.  Stealth last until end of Movement or Combat phase.*

***Super Soldier***
*+2 Meeple strength during invasion.*

**Surgical Strike**
*Target and destroy nuclear and biological warheads during a missile or air strike on an enemy planet.*

**Trader**
*Force a Trade with another player 1 Energy or Ore token for any 2 of his Energy or Ore tokens during Production or Harvest phase.*

**Transport Beam**
*Spend 2 Energy tokens to transport any number of Resource tokens from one location to another.*
*Spend 3 Energy tokens to transport 1 Structure token from one location to another.*

**Wave Motion Gun**
*Spend 10 Ship Energy tokens to destroy everything up to 3 spaces away including a planet.*

Unless otherwise specified, Tech cost can be taken from any planet controlled by the player.

## Game Play

### Game Round
Each Round in Space Opera is broken down into four phases:

- Building/Research
- Movement and Combat
- Maintenance and Upkeep
- Production

### Building/Research Phase
In this phase, players can either build structures and clone meeples, or conduct research. Starting with the first player and moving clockwise, each player is given a turn to build one or more structures on one of the planet he controls. This goes on until all players have completed building structures on all of the planets they control.

If for some reason, on his turn, the player can not or does not want to build a structure on any of his planet, he can **pass**. This forfeits all his remaining actions or turns for the duration of the Building Phase.

### Building Cost
Building structures needs Resources. Every time a player builds a structure, he deducts Energy and Ore tokens from the planet´s store in which he is building upon. Meeple tokens are not deducted but instead turned clockwise everytime a player builds a structure. This is too mark how many Meeples are still free to take actions. Alternatively, players can use beads to mark how many Meeples have been used.



*Leftmost token has 3 meeples free, while rightmost token shows all 3 meeples were already used for either building or cloning*

### Cloning Meeples
Players are also allowed to clone one or more Meeples during the Building/Research Phase.

Meeples to be used for cloning must be free, meaning, they still have not been used to build structures. Players can not use newly cloned Meeples to build structures or to clone new Meeples.

For this reason and to avoid confusion, it is a good house rule to have Meeple cloning be done last so it will signal the end of a player´s turn.

| Structures | Cost | | |
|---|---|---|---|
| | Meeples | Energy | Ore |
| | | | |
| Meeples | 1 | 1 | 0 |
| | | | |
| Windmill | 1 | 1 | 1 |
| Refinery | 1 | 1 | 1 |
| Farm | 1 | 1 | 1 |
| Bunker | 1 | 2 | 3 |
| | | | |
| Ship | 1 | 1 | 1 |
| Biological warhead | 1 | 1 | 2 |
| Nuclear warhead | 1 | 2 | 3 |

*building cost table*

### Research
Instead of building structures or cloning Meeples, the player may opt to conduct Research instead. This must be declared at the very beginning of the Building and Research Phase (during his first action or turn). This forfeits all his remaining actions or turns for the duration of the Building Phase, but he can take a card from the Technology deck.

### Movement/Exploration/Combat Phase

Starting from the First Player and moving clockwise, each player takes a turn to move one of his ship. This continues around until all players have moved all of their ships. Should a player runs out of ship to move or decides not to move any more ships, he can pass and forfeit the rest of his turns for the rest of the Movement phase.

### Ship Energy
In order for a ship to move, a player must first load 1 or more Energy tokens to the ship. Once loaded, a ship can be move up to a number of spaces specified in the

game scenario (usually up to 2 for a small size map).  After moving the ship, take 1 Ship Energy token.   If the ship ends its movement on any card other than a Planet card without any Ship Energy token left, the ship is destroyed and removed from the board together with all its cargo. Unless the player has a certain Technology, a ship can only spend 1 Ship Energy per Movement Phase.   Ships can only move in four direction, up, down, left, and right.   No diagonal movement.

## Ship Cargo
A ship can carry unlimited number of cargo tokens including Meeples, Energy, Ore, and warheads.  When a ship is destroyed, all of its cargo is destroyed as well.   Loading cargoes onto a ship does not count as a movement turn.

## Drone Ship
Any ship without a pilot or Meeple is considered a drone.

## Exploration
When a ship end its movement on a face down card, the player has the option to flip the card face up and immediately resolve the situation.   A face down card is considered a Space card for the purpose of movement.

## Colonizing a Planet
In this quick start rule, hidden planets do not have any Meeple tokens controlling the planet.  If the player flips a planet card, the ship is considered to have landed.  If the ship is carrying Meeples, the player immediately colonizes the planet.   If the ship is a drone and has Ship Energy left, the player can still control the ship, otherwise, the ship is stuck on the planet without any controlling player.

## Ship to Ship Combat
Ships from two opposing players can not occupy the same map card at the same time unless certain Tech cards allow it. Thus, if a ship from one player moves into a space card already occupied by a ship of an opposing player, both ships will be destroyed and remove from the board unless one of the ship has certain advantage over the other because of some Technology.

## Fleet vs Ship
Two or more Ships from one player can occupy the same Space card.   This is considered a Fleet.  When an enemy ship attacks a fleet, only one ship is affected and not the entire fleet, unless of course, the enemy ship has some Technology or weapon to affect the fleet.   The player controlling the fleet decides which of his ship is taken down.  An enemy ship carrying a nuclear warhead, may be able to wipe out an entire fleet.

## Missile or Airstrike
Drone ships, or missiles, can be sent to enemy planets to cause damage.  A ship can take down 1 unprotected Meeple or 1 Structure token.   Warheads and bunkers can not be normally targeted and destroyed without the aid of some Technology.

## Missile vs Resource Structures
When a Windmill, Refinery, or Farm token is struck by a missile, the entire token is removed.

## Missile vs Meeples and  Bunkers
On the otherhand, Meeple and Bunkers tokens are ony reduced in value if struck and destroyed by a missile attack.

## Biological Attack
When a planet is struck by a Biological weapon, all unprotected Meeples and Farm tokens are removed.   A Contamination marker will be left on the planet until the end of the third Round.  While a planet is contaminated, Meeples can not clone or build structures and Energy and Ore production is limited to 1 token each. Movement is still possible if Ships are available.

## Nuclear Attack
A nuclear strike will wipe out everything on the planet except bunkers and the Meeples and Farms they protect.  A Nuclear Fallout

marker will be left on the planet until the end of the third round. For the duration of the contamination, no activity will be possible except movement if Ships are available.

Invasion

Players can launch an invasion by moving their Meeples to enemy planets by means of a Ship or other Technology available. To resolve the conflict, compare the strength of the invading party (total Meeples modified by Techs used) vs the strength of the defending forces (total Meeples modified by occupied bunkers and Techs used). The side with the higher strength wins. The losing side removes all his Meeples while the winning side is left with a number of Meeples equal to the difference in strength of both sides. Transport ship of the invading forces is automatically destroyed regardlessl of the outcome of the battle. If the invading player wins, he now controls the planet and all its Structures and Resources.

## Production/Harvest Phase

Starting from the first player and moving clockwise, each player gets a turn to replenish his coffer. Each planet the player controls collects Energy and Ore tokens equal to the Resource attributes of the planet modified by the Structures in placed. Tokens are placed on the planet. Any token that brings the total above ten for each Energy and Ore is discarded.

## Maintenance/Upkeep/Cleanup Phase

All planets are checked for over population. Meeples on the planet that exceed the total Capacity of the planet is removed. Meeples aboard a ship are not counted.

Any turned Meeples are reset to upright position.

Movement markers on the ships are remove.

Contamination, Nuclear Fallout, and other

markers that are due are removed.

When everything is ok, the phase ends and a Round of game is completed. The First-Player-Token is passed counterclockwise and a new Round commences.

## Ending the Game

The game ends when a player eliminates all of the Meeples of his opponents or all them surrenders.

Players can also set a time limit for the game. The player with the most number of planet at the end of the game wins. In case of a tie, the player with the highest Class total wins.

## Player Re-Spawn

No one wants to get eliminated very early in a game that may last an hour or more. One suggestion is to have the eliminated player take control of a newly discovered planet. To give him a fighting chance against an already established opponents, the planet can be given Meeples twice the Capacity of the planet, Windmill, Refinery, Farm, and Bunkers all at Level 1 or 2, 2 Ships, and maybe a Tech card or 2 if randomly drawn.

## Vassal Module Hot Keys

CARDS
Select card:  Ctrl + Alt + click
Card commands:  Ctrl + Alt + right click
Flip card:  Ctrl + F
Return to main deck:  Ctrl + R

RESOURCE COUNTERS
Delete:  Ctrl + Delete
Select counter: Left click
Counter commands: Right click
Rotate clockwise:  Ctrl + Close bracket
Rotate counterclockwise: Ctrl + Open bracket
Mark move:  Ctrl + M

Meeple
Increase value:  Ctrl + Right
Decrease value:  Ctrl + Left

Energy
Increase value:  Ctrl + Period
Decrease value:  Ctrl + Comma

Ore
Increase value:  Ctrl + Up
Decrease value:  Ctrl + Down

STRUCTURE COUNTERS
Increase value:  Ctrl + Period
Decrease value:  Ctrl + Comma

Warheads
Flip counter:  Ctrl + F

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*Anthony Peña*

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