

SPACE ASSAULT

designed by JOE VEEN

Space Assault is a fast-paced action/dexterity game set in deep space.

Players pilot a set of ships through a randomly created asteroid field, while trying to destroy their enemies using laser cannons and homing missiles.

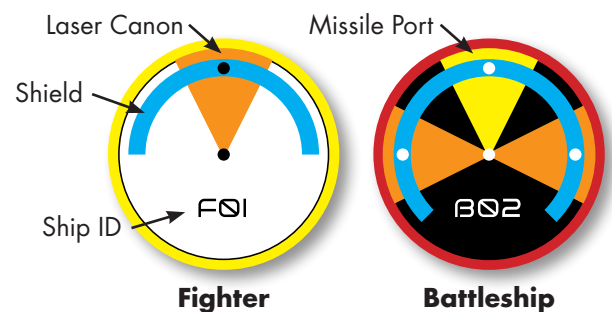
Space Assault can be played one on one, in teams for large-scale conflicts or as a bloody free-for-all game.

The Ships:

There are two type of ships included in the base game: highly maneuverable fighters and slower, heavily shielded battleships.

Fighters (F) have front shields, one laser cannon and may make two moves per **action point** (See section on action points, pg 3). Any impact with another ship will destroy a fighter.

Battleships (B) are almost fully shielded, have two laser cannons, one missile port and may make one move per action point. Any impact with another ship will destroy a battleship.



Weapons:

Laser Cannons (orange disc) are particle beam weapons that fire short, pulsed bursts. They have unlimited ammo and can fire at any target within their **firing arc** (See *firing arc diagram*, pg 4). A laser cannon shot will destroy a ship only if it strikes an unshielded section.



Laser
Cannon



Homing
Missile

Homing Missiles (yellow disc) are computer-guided and armed with antimatter warheads. Battleships can fire a homing missile at any time, but only within the firing arc of their missile ports. Homing missiles penetrate shields with ease and will destroy any target they strike regardless of where they hit that target.

If a homing missile fails to strike a target, a player may redirect it once each turn until it strikes a target, is **lost in space** (See *section on lost in space*, pg 4) or hit by another homing missile or laser cannon. **Redirecting a homing missile** (See *section on homing missiles*, pg 4) does not cost an action point.

Asteroids:

Asteroid fields are dangerous places to navigate for even the most experienced pilot.

If a fighter hits an asteroid during its movement, the fighter is destroyed and becomes **space debris** (See *section on destroyed ships*, pg 4). If an asteroid is pushed into a stationary fighter, it does no damage.

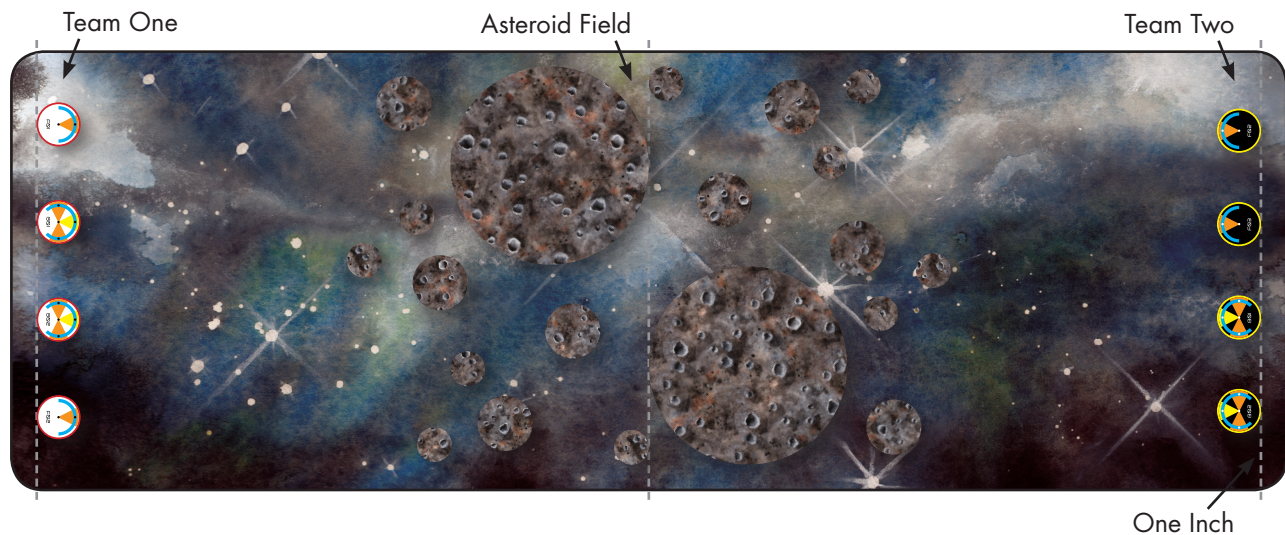
Asteroids can never damage battleships. The thick hulls and heavy shields of battleships allow them to clear paths through asteroid fields without taking damage.

If an asteroid is hit by a ship, laser cannon or homing missile, leave it in play. Asteroids can never be destroyed.

Setting up the Game:

- 1. Choose a playing surface.** Space Assault is best played on a smooth polished wooden table, but it can also be played on most smooth surfaces, including the floor. If you're playing on something other than a table, define your boundaries. Different surfaces will change how the ships and asteroids move and interact during the game.
- 2. Create an asteroid field.** Randomly scatter the asteroids across the center of your playing surface to form an asteroid field. Alternatively, you may take turns placing the asteroids until you run out. There should be no clear line of fire for either team at the start of the game.
- 3. Divide the players into two teams*.**
- 4. Select ships.** Each team has six ships available: four fighters (F01-04) and two battleships (B01-02). In a 6-player game, each player selects two ships to pilot. With fewer players, more ships may be piloted by each player.
- 5. Take ammunition.** Each player receives two laser cannon shots. If they are piloting one or more battleships, they should also receive one homing missile per battleship.
- 6. Place ships.** The two teams move to opposite sides of the playing surface. Each player then places their ships one inch from the edge of the table (or the boundaries you've decided on). You can place ships in any arrangement along the edge.
- 7. Flip a coin to determine which team will go first.**

* For games of more than two teams, you'll need to create or purchase additional ships in different colors. The art files can be found here: <http://www.boardgamegeek.com/boardgame/101686/space-assault>



Playing the Game:

The team that wins the coin toss becomes the active team and begins the game.

In any order, each player on the active team takes their turn and uses all of their action points to move their ships around the table, fire laser cannons/homing missiles or simply pass. Once all players on the active team have taken their turn, the other team becomes the new active team. This process is repeated until only one team has ships remaining on the playing surface. That team has survived the round and is the winner.

Action Points:

Each player has two action points to spend during their turn. There are three different actions available: move/rotate, fire or pass. Players may perform the same action more than once per turn.

(A) Move/Rotate:

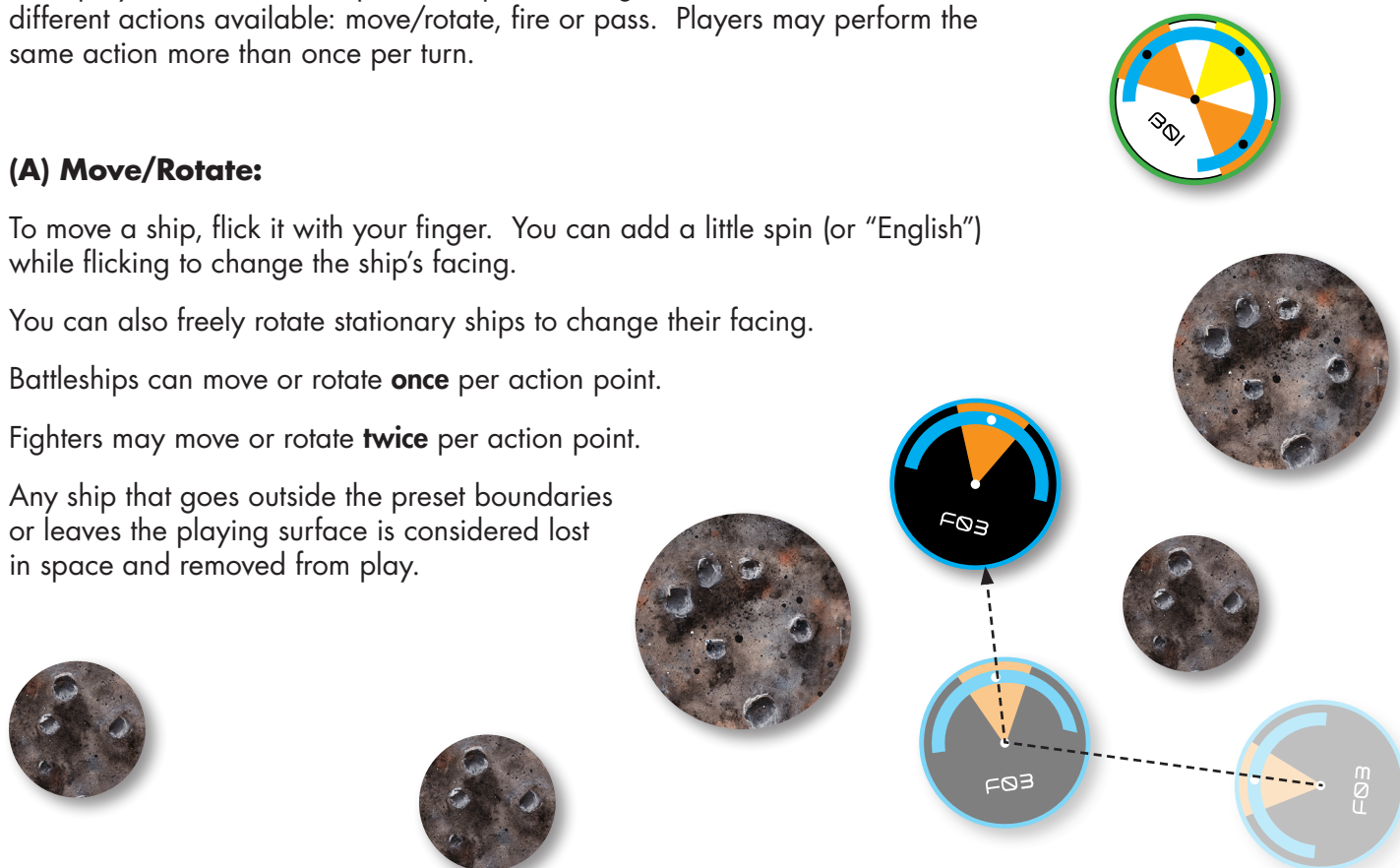
To move a ship, flick it with your finger. You can add a little spin (or "English") while flicking to change the ship's facing.

You can also freely rotate stationary ships to change their facing.

Battleships can move or rotate **once** per action point.

Fighters may move or rotate **twice** per action point.

Any ship that goes outside the preset boundaries or leaves the playing surface is considered lost in space and removed from play.



(B) Fire:

Laser Cannons (orange disc) - Place the disc up to 1" away from a cannon port and within its orange firing arc. Flick the disc only once at any target within that firing arc.

Laser cannon shots destroy a ship only if they strike an unshielded section.

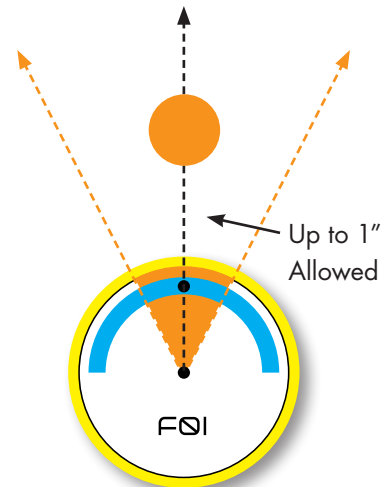
Remove any missed shots from the playing surface. They will be available during your next turn. Cannons have unlimited ammunition.

Homing Missiles (yellow disc) - Place the disc up to 1" away from a cannon port and within its yellow firing arc. Flick the disc only once at any target within that firing arc.

Remember, homing missiles penetrate shields with ease and destroy any target they strike regardless of where they strike that target.

If a homing missile fails to strike a target, leave it in play. You can freely redirect it once each turn by flicking it in any direction until it strikes a target, is lost in space or hit by another homing missile or laser cannon. Note: You can choose a different target when you redirect it.

Redirecting a homing missile does not cost an action point.



Firing Arcs

(C) Pass:

No action is taken.

Other Stuff:

Destroyed Ships:

Destroyed ships are flipped over and become space debris for the remainder of the game. Treat them as asteroids.

Lost in Space:

Any ship, asteroid or missile that leaves the playing surface for any reason is considered lost in space and removed from play.

Space Assault

Game Design: Joe Veen

Editing: Alex Friedrich

Artwork: Joe Veen

Playtesting: Joe Austrian, John Austrian, Shaun Boyke, Nikki DeGuerre, Alex Friedrich, Jeremy Geary, Jeff Whiting Grimes, Isaac Holmlund, Joe Johnson and Joe Veen

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