STATION X

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Overview

Station-X is a station that was under construction via the orders of nearby authorities due to the necessity of protecting multiple trade routes in the sector. Because of rampant piracy at the time, construction was halted before being outright abandoned. Years later with pirate activity declining, multiple factions have since taken notice of the station for various reasons ranging from the betterment of local settlements or sectors, strategic value or for more selfish and greedy wants.

The attention drawn to the station has sparked a war onboard the station for control. With the situation at hand, segments of the station have been built to the most minimalist standard possible by all factions as to give their troops the ability to eliminate what they perceive as threats.

Your leader has deemed all entities onboard as a threat to the potential control of the station as such, you have been tasked with removing them through more forceful means.

Your Objective?

With each group having a strong defensive point located somewhere within, you are required to move in and capture these areas. This alone may not be enough, and as such, you are also tasked with eliminating other commanders such as yourself to remove the chance of reinforcements being called.

How to setup for each game?

All tile pieces are evenly split amongst players to be used to expand the station.

Each player takes turns placing tiles onto the board in any order with their base being placed last. Each piece must be connected to one another from the center room and cannot be placed alone.

Players are able to place tiles next to or off tiles other players have placed previously.

If two bases end up next to each other, players cannot enter the other base directly. They must enter through another room. Act as if there is a solid wall between them.

Players then place down their teleporter and commander on any tile inside their base.

From this point onwards the game has begun.

Game Components

1 Rulebook
1 Gameboard
4 Leader Pieces
8 Droid Pieces
20 Trooper Pieces
4 Base Tiles
16 Teleporter Pieces
8 (2x1) Hallway Tiles
8 (3x1) Hallway Tiles
12 (3x3) Rooms
4 (2x2) Rooms
4 Upgrade Boards
40 Upgrade Markers
Deck of 18 Supply Cards
Bag of 200 Energy Tokens

How to Play

Player Actions

Players may do all actions once in any order per turn, these may be:
- Moving any unit
- Attacking
- Buying Units
- Upgrading Traits

Movement

Station-X's movement system is based upon a grid map.
Unless stated otherwise, each unit may advance towards any direction either vertically,
horizontally or diagonally 2 cells within that players turn.
Exceptions to moving diagonally is when cutting corners when entering another room.

Energy

Players start with no 'Energy' tokens at the beginning of the game and gain 2 each turn via their bases.
These values may vary and are dependent on the tier each base is upgraded to.
These upgrades that increase Energy per turn are:
- Base Tier I: 3 Total Energy per turn
- Base Tier III: 4 Total Energy per turn

Another method of getting Energy is from incentive rooms as a reward either over time or immediately.

Purchasing

Players may choose to spend their saved Energy to purchase units or upgrade their bases and units.
Each player is limited to only one purchase each turn and may be one of the following:
- Trooper (3 Energy)
- Droid (4 Energy)
- Upgrade (7 Energy)

Players are limited however to a certain amount of each unit type that they can buy.
These limits are that each player may only have 5 troopers and 2 droids at any one time and any extras they receive from supply rooms or other methods will be refunded for their equivalent value.

Bases

Bases are coloured 4x4 tiles given to each players
At the end of the build phase each person places their teleporter which will be used to resurrect your commander when you die.
- 2 Energy is consumed when commanders respawn

If a player's teleporter comes under attack from another player, it is then placed under that players control. This does not mean game is over for the player as they can still take it back should their own commander still be alive.
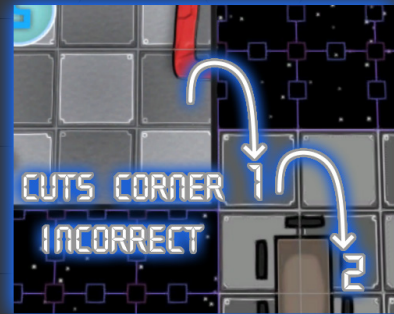
Oxygen

Station-X utilises an 'Oxygen System' to limit the number of units within a room at any one time.

Located at the corner of any room tile is a number within a circle, this is the oxygen count assigned to that room. This counter shows how many 'living' units are allowed in that room at any one time

A single player alone may take up only half of what that count is, with odd numbers being rounded up.

Examples: *A room with a count of five would allow a player to put up to three units after rounding, into it.*

Units that are exceptions to this rule are droids who do not require oxygen.

As a sidenote, to allow custom and homemade tiles to be added, the formula for oxygen is as such: two oxygen as a base, add on another count for every three cells.

Examples: *3x3 Room will have a base count of two, because there is three sets of cells we add on another three oxygen resulting in a count of five.*

Battles

Battles within the game are fought with proximity of units.

Any two opposing units may fight if they are adjacent to one another in any of the eight cells surrounding them. Similarly all allied units in that area for both sides will count towards the battle taking place.

Each unit has an attack value that contributes to their chances of winning, with the victor being determined by highest group value.

The base values for each unit are as follows:
- Troopers (1 Attack)
- Droids (1 Attack)
- Commanders (2 Attack)

Note upgrades will change these values to be higher.

Units that have attacked may not do so again until their next turn.

Units from the losing side or both from stalemates will have all units killed with the exception of attackers keeping a single unit if the result is a stalemate.

Supplies

The 4 rooms on the edge of the game board are called 'Supply Rooms'. Only the Commander can go into these rooms for the player to draw a card from the supply card pile, giving them a small bonus, such as free units or more energy.

When collecting supplies, you may only collect from the same supply room after collecting from a different supply room. This means you can collect all your supply bonuses from a minimum of 2 rooms, but you must travel to a different room after collecting your first bonus.

Supply cards are drawn, the player receives whatever bonus is on said card and placed in the discard pile. When all the supply cards have been drawn, players may shuffle them from the discard pile and put them back on the draw pile slot.

Skill Tree

Each player has a skill tree that they can upgrade to enhance the mobility, strength and energy production of the units and base.
The upgradeable skills are towards the:
      - Troopers/Droids
      - Commander
      - Base

Each player can choose any of the bottom most skills to upgrade first before branching out to the other skills. So before upgrading the 'Space Jump' for the Commander, the '+1 Movement' must be upgraded first.
Each upgrade path goes as follows:
Troopers/Droids:
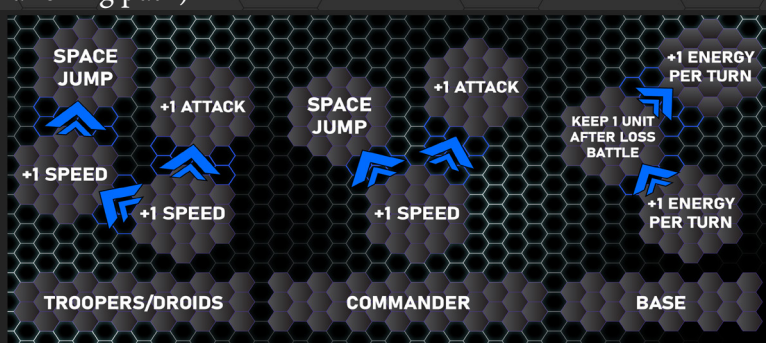   +1 Movement
      +1 Movement or +1 Attack (Branching path)
      Space Jump
Commander:
      +1 Movement
      Space Jump or +1 Attack
Base:
      +1 Energy per turn
      Keep 1 unit after battle loss
      +1 Energy per turn

Players do not have to finish fully upgrading one tree before progressing onto another. If players wish to get an extra energy per turn with the first base upgrade, and then move on to upgrade their Commander, they are fully able to do so.

Space Jumps

Space Jumping is an ability given to units upon progressing to the end of each tech tree.
It allows units to travel from one room to a room across the board.
The target must be in either vertically or horizontally from the unit and must have an unobscured view. Units wanting to jump must be on the edge of the room.
Units may move before jumping but upon doing so are not able to take any actions after jumping.

Movement Upgrades

When Upgrading movement in the skill tree, those units affected will be able to move an extra space per turn.

Energy Upgrades

Upgrading your energy will allow for economic advantage, allowing for extra units early on and access to more upgrades in the skill tree.

Attack Upgrades

When upgrading attack in the skill tree, those units affected gain an extra attack value of 1 in combat.

Unit Perservation

Upgrading your base to tier 2 will allow the player to keep one unit of their choice after a losing battle.

Win & Lose Condition

Players win once all four bases come under their control and no other commanders are alive.

Players who have had their base taken from them and had their commanders killed after this event preventing a respawn, will have been considered as lossing the game.

Units
Troopers

The standard foot soldier of any organisation and considered to be at the bottom of the hierarchy. These troops are cheap and effective to train and produce making them good for overwhelming
enemies.

Traits: 1 Attack, 2 Movement
Cost: 3 Energy

Droids

Expensive and bulky machines designed to resemble humans. Unfortunately they've turn out quite horrifying, looking more like a human skeleton covered in wires and metal. Fortunately, their upside is the ability to operate without oxygen unlike their human counterpart.

Traits: 1 Attack, 2 Movement, Requires no oxygen
Cost: 4 Energy
Limit: 2 Per player

Unit, building & token types.

Commanders

Traits: 2 Attack, 2 Movement, Respawnable
Cost: 2 Energy Each respawn
Limit: 1 Per player

Cyborg

These Cyborgs belong to a PMC from a neighbouring sector with aims of expanding their operating areas. Personnel from this faction have been seen to not only be genetically but also mechanically enhanced. Whilst not scum to the degree of pirates, this PMC operates under its own terms and is not un-willing to break a few laws to do so.

Pirates

One of the few remaining groups left since the decline of piracy in the sectors. With visions of a lavish and rich life in which they rule at the top, these bands of rogue misfits wish to take the station to allow themselves to plunder trade routes in the area safely and freely.
Deemed as criminals by all, they have given up justifying their actions and will simple kill and take as they please.

Spacemen

Soldiers from the local settlements sent to reclaim the station with goals of unifying the sector for protection and peace. With multiple factions vying for the station, the government had deemed them as criminals to be detained and the station to be brought under control.

Aliens

No one truely knows what these beings are nor where they came from, however it's been noted that they have a strange fascination with Station-X. Why or how this came to be is also unknown as they have become hostile to anybody seen in the sector leading to a lack of information.