SPACE MERCENARIES

-From 2 to 4 players.
-Requires 2 dice (1 white and 1 black),
4 pencils and erasers.

Introduction
Space mercenaries is a game of programmed battles, where you can use different armaments and equipment, making each battle unique.

What is it all about?
All players will secretly buy weapons and equipment with their limited resources and create a pool in which to activate on their turn. The roll of the dice will determine how much energy you will have for the next two turns. With the energy rolled, you will program your actions for the that turn. Win the last ship in the game (You can reuse the **ship's sheets**).

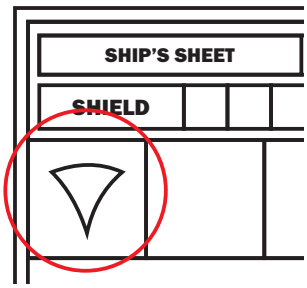
MANUAL

1. Prepare the game

1.1. Hand out a **ship's sheet** to each player and determine how many ⚙ Resources players will start with:
-15 ⚙ Resources for a slow and strategic game.
-20 ⚙ Resources for an intermediate game.
-25 to 30 ⚙ Resources for a quick game.

2. Buy weapons and equipment

2.1. Everyone buys at once, but they don't show what they bought to the opponents until the first showdown begins. They can take turns buying if they wish, print more **tech's sheets** or have one buy everything and then the other, since they won't show what they bought.



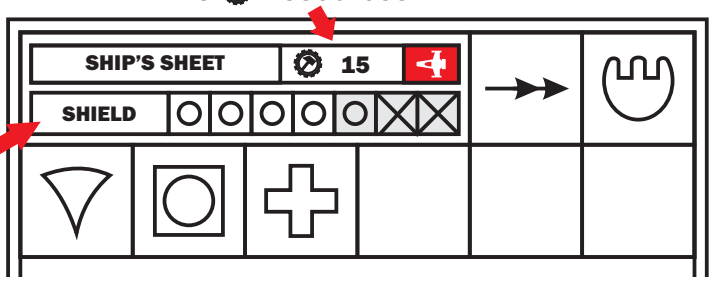
2.2. Choose the weaponry and equipment of the **tech's sheets**, write the symbol on the top of the **ship's sheet** (You have a limit of purchase of 8 objects), so you already have that action to use it in the game. Buy until you spend all your ⚙ Resources.

NOTE: All players start with 4 shield but can be increased if they buy **"REINFORCEMENT ARMOR".**

Example: The red player finished buying, in a game of 15 ⚙ Resources.

Buy "REINFORCE-MENT ARMOR" add a shield to your ship. Cross out unused shields.

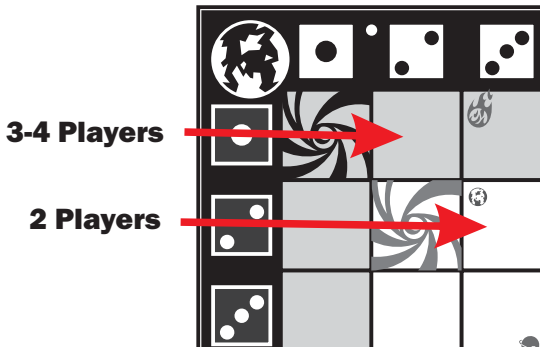
15 ⚙ Resources



This player can only use these skills in this game. If ⚙ Resources are left over, it is discarded.

3. Battlefield
After everyone finishes shopping, this preparation begins.

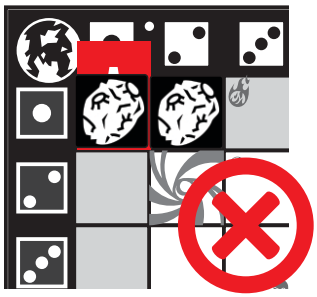
3.1. The battlefield varies if there are 2 or more players. For 2 players only the white zone will be used and for 3 to 4 players the gray zone is added. All players will appear in the portals at the corners of the map.



3.2. 1 Asteroid is placed and 2 more are added for each player. To determine the location of an Asteroid throwing the two dice (2 can be placed at the same time if it results).

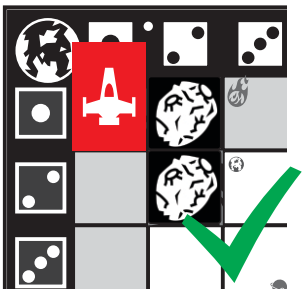
3.3. Asteroids cannot be placed on a player or completely block their movement.

Example: In a game of 4 players (2 Asteroids are used for the example).



An Asteroid cannot be placed on a player.

A player's movement cannot be blocked (only the simple movement is considered)



A player's movement cannot be blocked (only the simple movement is considered)

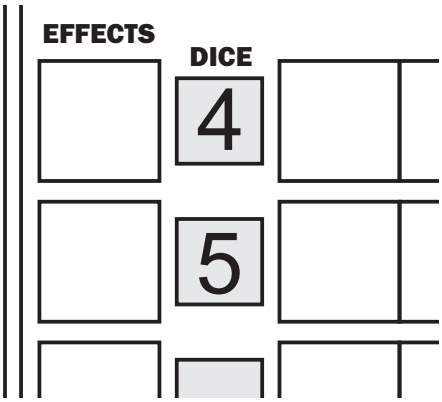
3.4. Other symbols on the map are decorative.

4. Determine the initial player

4.1. Determine the initial player, the one who dresses with darker clothes in general begins. You are given the initial player token. (Another selection method can be used).

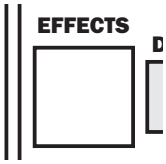
5. Determine the energy for 2 shifts

5.1. In traditional order, starting with the initial player, 2 dice are rolled to determine the energy of 2 turns. After these 2 turns the next player becomes the initial player and then the next player.

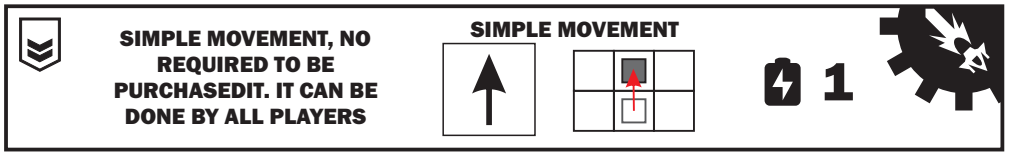


Example: A player throws a and a , then writes it in the order he wants on his **ship's sheet** but without showing it to other players. (In the course of the game you can exchange them, but you cannot do so if a dice was played)

5.2. You can use the EFFECTS box to write the extra energy or the decrease caused by some enemy or own equipment or weapons.



NOTE: All players can use this action.

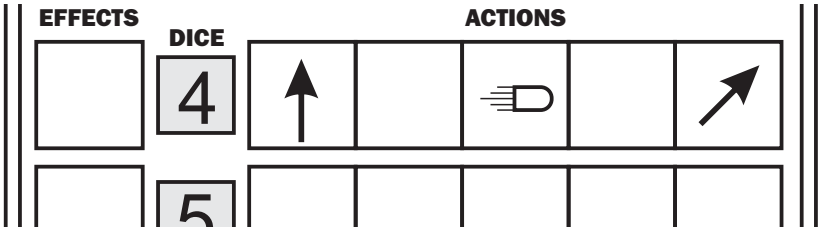


NOTE: You lose a shield if you hit another player or Asteroid during a move.

6. Actions

6.1. All players draw their actions on their **ship's sheet** in the corresponding turn. All in secret.

6.2.Each player performs 5 actions per turn that are performed in order from left to right. Be guided by the **tech's sheet** to know what each weapon or equipment does and its energy cost.



Example: The red player will make a forward movement as the first action using 1 energy (The other players also perform their first action). After he does not perform any action, he stays in the same place (The other players also perform their second action). Then the third, fourth and fifth action (The other players also perform their actions.) (Information on page 5)

6.3. The remaining energy cannot be saved (except equipment or energy-saving skills) if more energy is used than you have in one turn you subtract one **shield** for each additional energy used.

7. What action is performed first?

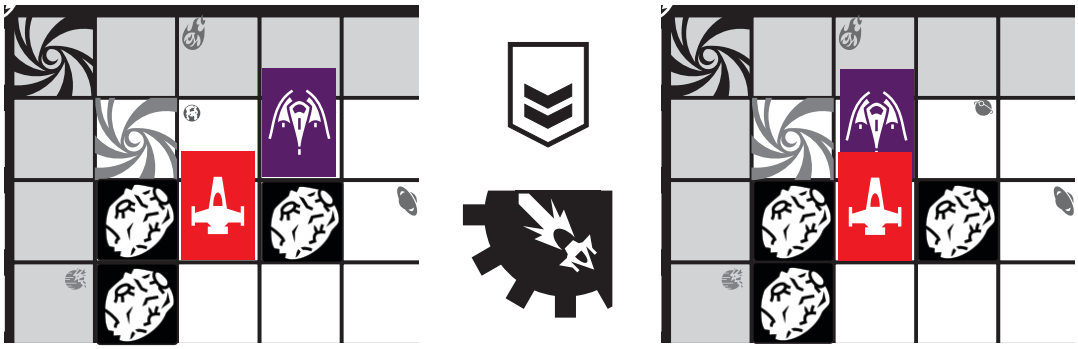
7.1.First the range is taken into account (It is in the upper left).

7.2. If they are of the same range, the type is taken into account (It is in the upper right).

SUPPORT SHIELD MOVEMENT EXTERNAL ATTACK

7.3. In the draws the initial player decides which action is taken first.

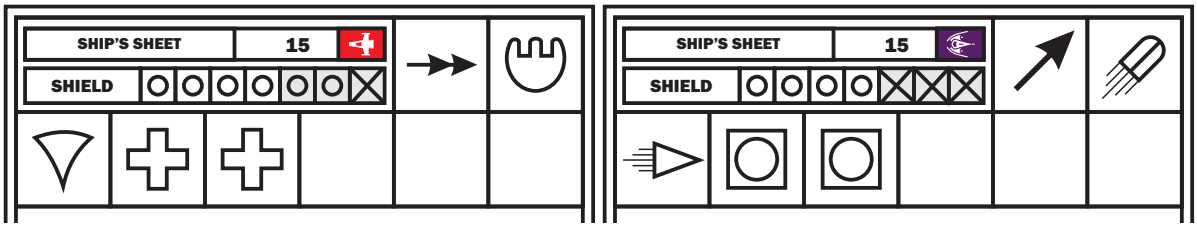
Example: The red player moves a square up and the purple player moves a square to the left. Both actions have the same rank and have the same type. In this case the initial player decides that the action of the purple player is done first (Both players lose a shield due to the clash).



8. Game simulation

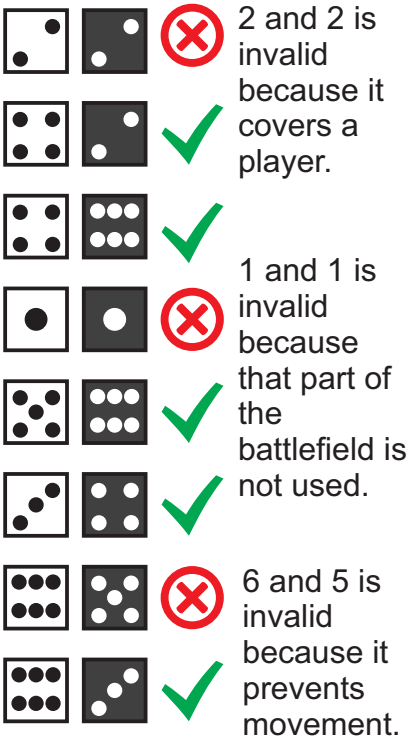
Preparation 1: The players decide to play with 15 Resources.

Preparation 2: Players buy in secret.



Preparation 3: The dice are thrown to determine the location of the Asteroids on the battlefield (Follow the rules on page 3).

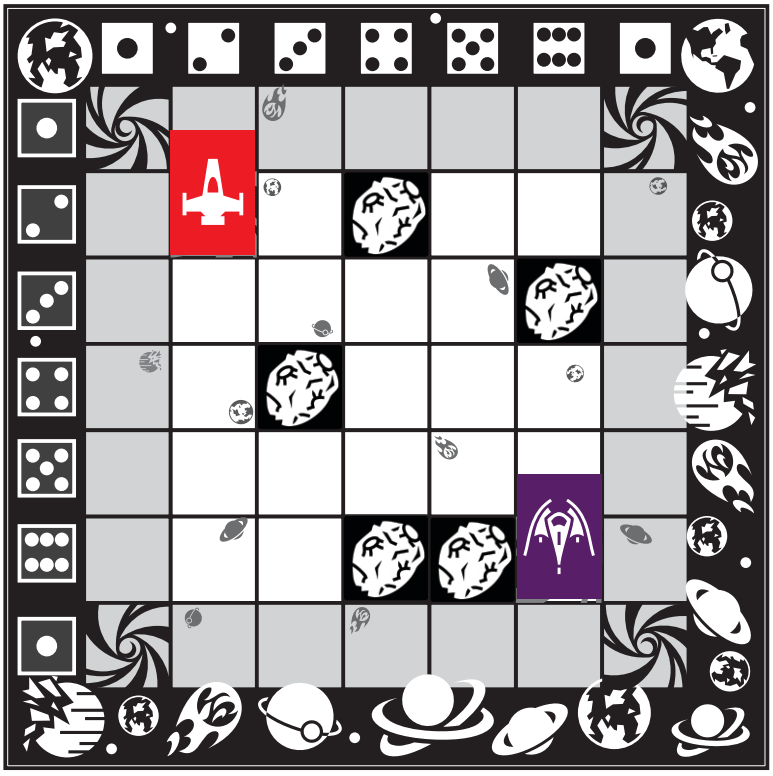
Dice Roller:



2 and 2 is invalid because it covers a player.

1 and 1 is invalid because that part of the battlefield is not used.

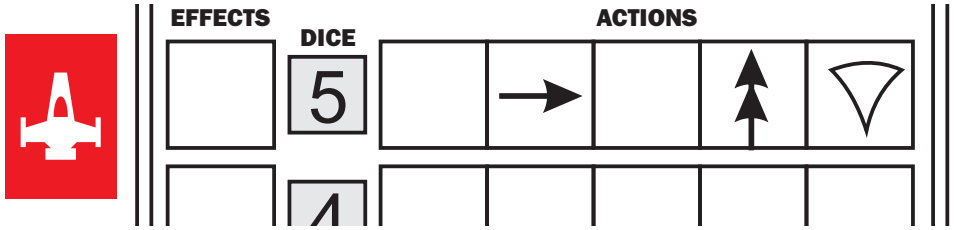
6 and 5 is invalid because it prevents movement.



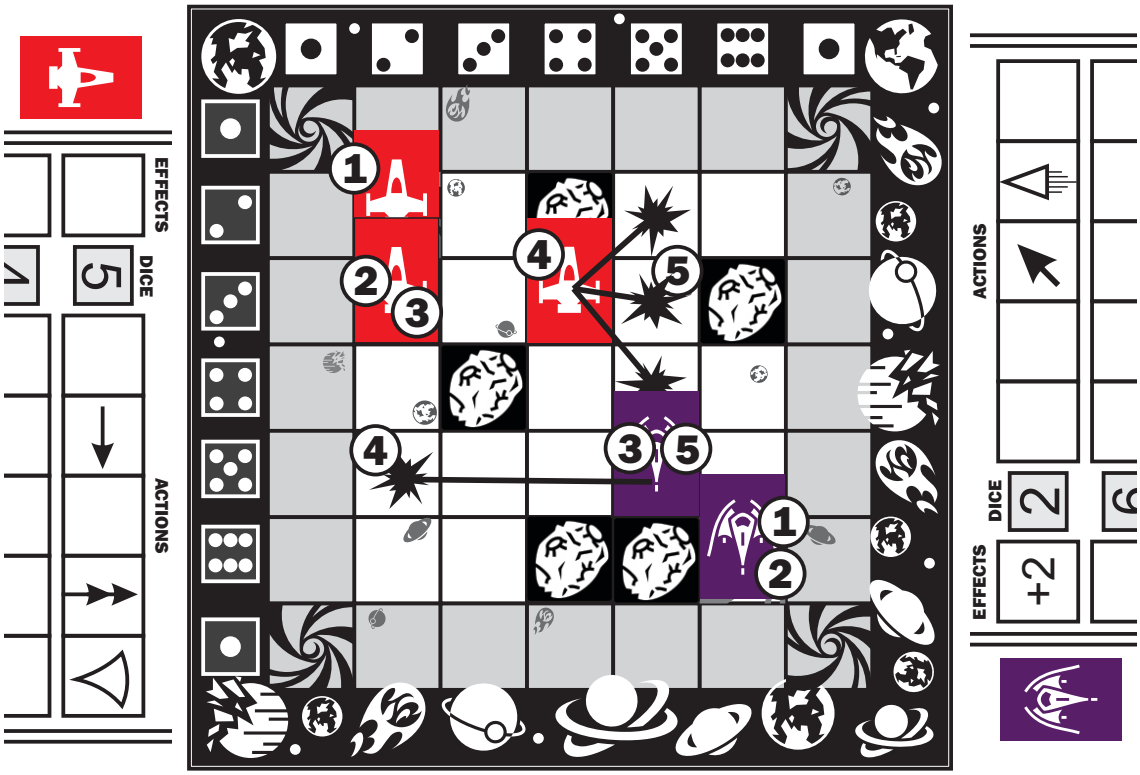
Preparation 4: The red player is the initial player.

Phase 1: Each player rolls the 2 dice. Starting the red.

Phase 2: Secretly players draw their actions only for the first turn (given).
Example: The red player decides to do these actions in this order.



Phase 3: The 5 actions of the first turn are carried out, in order from left to right.



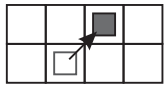
Phase restart: Now use the second dice for the second turn or if it is used, pass the first player token to the next one and roll the dice again.

PS: -Thanks to https://game-icons.net/ for providing the icons for this game and Frank (Wildcard Six) for supporting corrections.
-If you dare to try it, I would appreciate your opinion, thank you.

HUMAN TECHNOLOGY

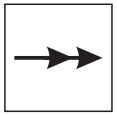
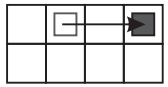
MOVEMENT EQUIPMENT

DIAGONAL PROPULSORS



2
1

TURBO ENGINES

2
1

PROTECTIVE EQUIPMENT

REPULSING SHIELD

YOU ARE IMMUNE TO ANY DAMAGE DURING THIS ACTION.

3
2

ELECTROMAGNETIC SHIELD

YOU ARE IMMUNE TO ANY DAMAGE DURING THIS AND THE NEXT ACTION.

5
5

PASSIVE EQUIPMENT

REINFORCEMENT ARMOR

YOU GET 1 EXTRA SHIELD FOR EACH "REINFORCEMENT ARMOR".

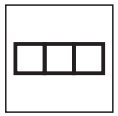
3

SUPER LOADED

YOU GET 1 EXTRA ENERGY PER TURN PER EACH “SUPER LOADED”

3

GENERATOR

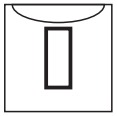
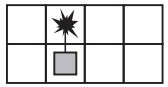


YOU CAN RE-ROLL 1 OR MORE GIVEN DICE AGAIN.

3

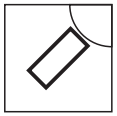
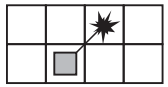
SIMPLE WEAPONS

SHORT CANNON 1

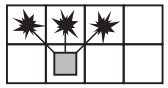
2
1

SHORT CANNON 2

2
1

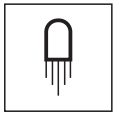
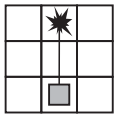
MULTI-CANNON



4
3

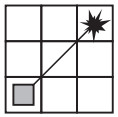
ADVANCED WEAPONS

MISSILE

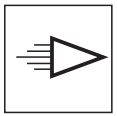
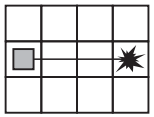
3
2

DIAGONAL MISSILE



3
2

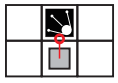
LONG REACH MISSILE

4
3

SPECIAL ARMAMENT

MINE



2
2

PLACE A MINE TOKEN ON THE FIELD, DOES ONE DAMAGE TO THOSE WHO TOUCH IT, REMOVE IT AFTER IT IS ACTIVATED (CAN BE DESTROYED WITH AN ATTACK, DOES NOT STOP THE ATTACK).

KO’ZOTH TECHNOLOGY

PROTECTIVE EQUIPMENT

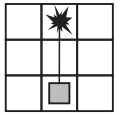
REFLECTOR SHIELD

IMMUNE THE DAMAGE IN THIS ACTION AND YOU RETURN THE DAMAGE RECEIVED.

4
3

ADVANCED WEAPONS

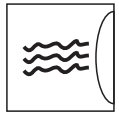
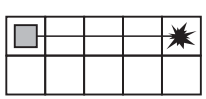
RAY EXTRACTOR



5
2

THE AFFECTED ENEMY REDUCES IN 1 ITS ENERGY THE NEXT TURN AND YOU INCREASE IT IN 1. DOES 1 DAMAGE.

LASER CANNON

5
4

KO’ZOTH EQUIPMENT

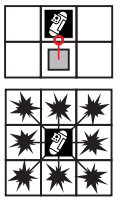
SAVE ENERGY

YOU GET 2 EXTRA ENERGY THE NEXT TURN.

4
2

SPECIAL ARMAMENT

ELECTROMAGNETIC BOMB



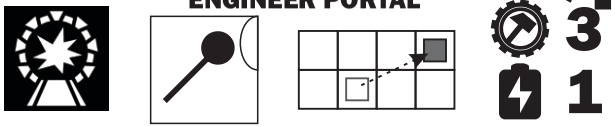
5
4

PLACE A NUMBER IN THE CIRCLE TO DETERMINE WHEN THE DATA TOKEN EXPLOITES (2 OR 3), THE AFFECTED PLAYERS RECEIVE 1 DAMAGE AND LOSE 1 OF ENERGY THE NEXT TURN. (ACTIVATED BEFORE WITH AN ATTACK, DOES NOT STOP ATTACKS. DO NOT ACTIVATE OR DESTROY CONTACT).

ENGINEERING TECHNOLOGY

MOVEMENT EQUIPMENT

ENGINEER PORTAL

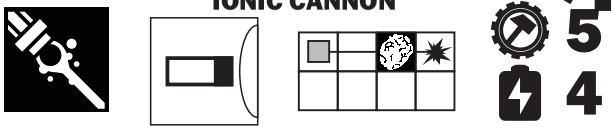


3
1

YOU CANNOT MOVE TO AN OCCUPIED PLACE. YOU DO NOT CONTACT OTHER ENEMIES OR ASTEROIDS IN THE TRAJECT.

ADVANCED WEAPONS

IONIC CANNON

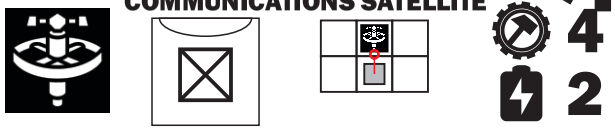


5
4

IGNORE ASTEROIDS. CHOOSE, DOES 1 DAMAGE OR THAT THE AFFECTED PLAYER LOSES 3 OF ENERGY THE NEXT TURN

SPECIAL ARMAMENT

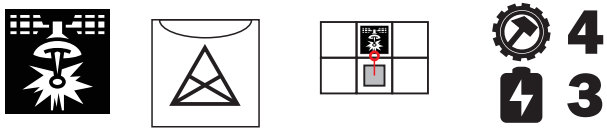
COMMUNICATIONS SATELLITE



4
2

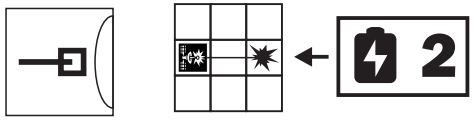
IF THIS TOKEN CONTINUES IN THE FIELD YOU GET 1 OF ENERGY (CAN BE DESTROYED WITH AN ATTACK OR CONTACT, DOES NOT STOP ATTACKS) (3 MAX. PER PLAYER).

IONIC SATELLITE



4
3

ACTIVATE THE ATTACK



2

THE ATTACK OF THIS TOKEN IGNORE ASTEROIDS AND DOES 1 DAMAGE, IT CAN BE PLACED UP TO 2 IONIC SATELLITES, ALL SATELLITES ATTACK AT THE SAME TIME WITH THE SAME ENERGY COST (CAN BE DESTROYED WITH AN ATTACK OR CONTACT, DOES NOT STOP THE ATTACK

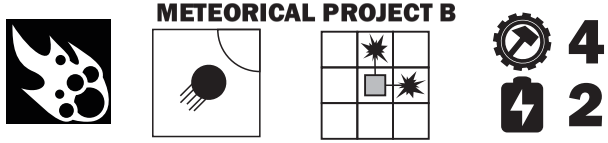
TAUKAD TECHNOLOGY

TAUKAD ARMAMENT

METEORICAL PROJECT A

4
2

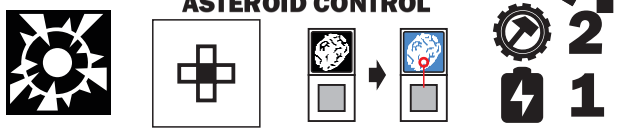
METEORICAL PROJECT B



4
2

TAUKAD EQUIPMENT

ASTEROID CONTROL



2
1

PLACE A TOKEN ON AN ASTEROID IN THE FIELD, THE NEXT ATTACK OF THE "TAUKAD ARMAMENT" DOES THIS ASTEROID, REMOVE THE TOKEN AFTER THE ATTACK (1 MAX.).

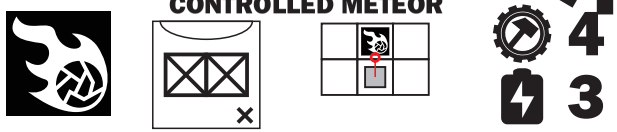
MOVE ASTEROID

5
4

MOVES AN ASTEROID TOKEN TO THE RIGHT OR LEFT OF YOUR POSITION. IF THERE IS AN ENEMY IN THE PATH RECEIVES 1 DAMAGE AND THE ASTEROID DOES NOT MOVE.

SPECIAL ARMAMENT

CONTROLLED METEOR



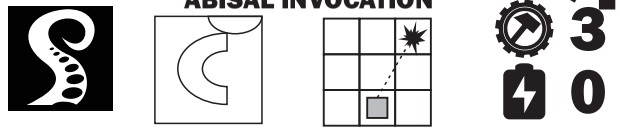
4
3

PLACE A CONTROLLED METEOR TOKEN ON THE FIELD, DOES ONE DAMAGE TO THOSE WHO TOUCH IT, THIS TOKEN WILL MAKE THE NEXT SIMPLE MOVEMENTS WHERE YOU PLACE AN X. REMOVE IT AFTER DAMAGING A PLAYER (IF IT DOESN'T DESTROY, REMAIN IN THE FIELD OF BATTLE, CAN BE DESTROYED WITH AN ATTACK, DOES NOT STOP ATTACKS) (1 MAX.).

ANCIENT TECHNOLOGY

ADVANCED WEAPONS

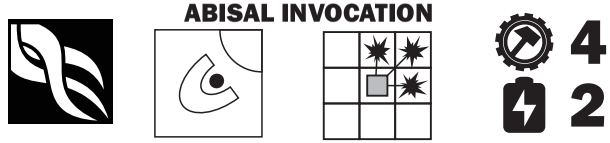
ABISAL INVOCATION



3
0

DOES NOT DAMAGE ENEMIES IN THE TRAJECT. THE NEXT TURN YOU LOSE 1 ENERGY.

ABISAL INVOCATION



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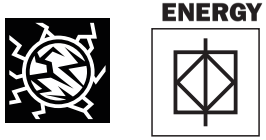
THE NEXT TURN YOU LOSE 1 ENERGY.

ANCIENT EQUIPMENT

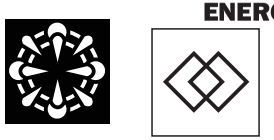
ENERGY REQUIREMENT



YOU GET 2 EXTRA ENERGY THIS TURN AND THE NEXT TURN YOU LOSE 2 ENERGY.

5
0

ENERGY PORTAL

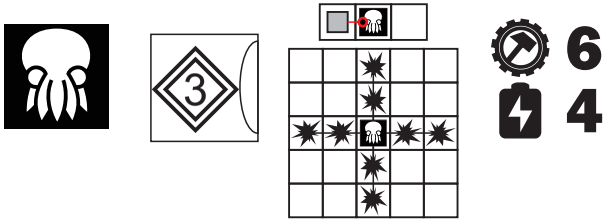


RE-ROLL THE NEXT DICE OF ENERGY.

2
1

SPECIAL ARMAMENT

INVOCATION OF THE OLD



6
4

PLACE A NUMBER IN THE ROMBO TO DETERMINE WHEN THE FILE SHOULD BE EXPLOITED (2 OR 3), THE PLAYERS AFFECTED RECEIVE 1 DAMAGE AND LOSE 1 OF ENERGY THE NEXT TURN. (ACTIVATED BEFORE AN ATTACK, DOES NOT STOP ATTACKS. IT IS NOT ACTIVATED OR DESTROYED TO CONTACT).

SHIP'S SHEET

SHIELD

EFFECTS

DICE

ACTIONS

SHIP'S SHEET

SHIELD

EFFECTS

DICE

ACTIONS

SHIP'S SHEET

SHIELD

EFFECTS

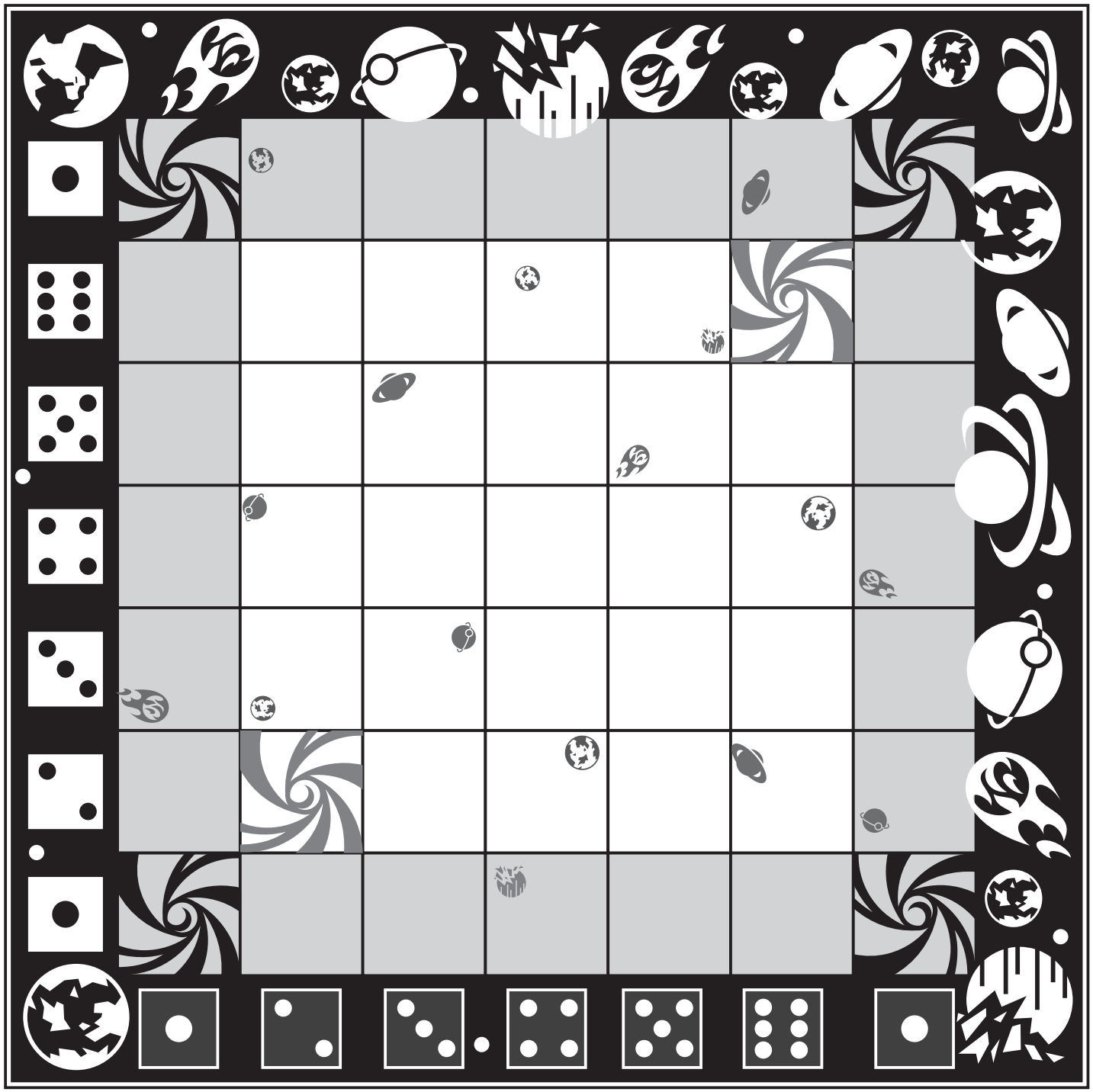
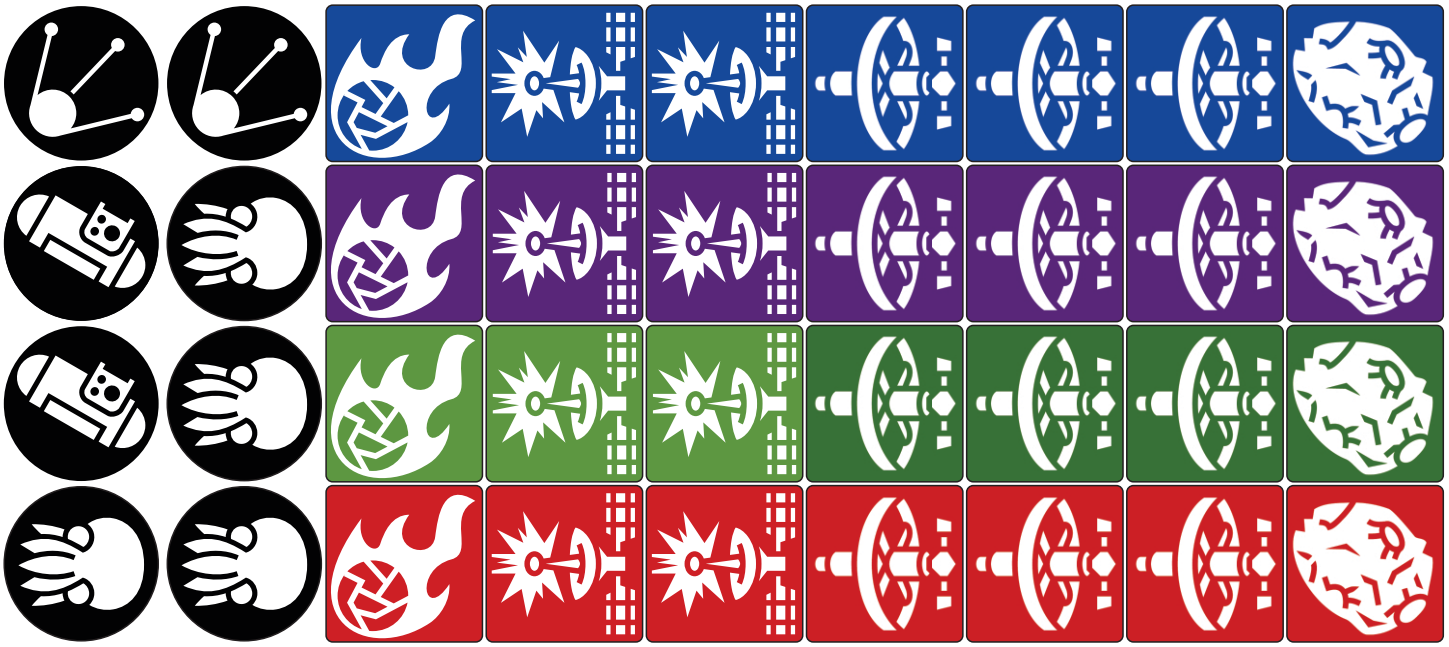
DICE

ACTIONS

SHIP'S SHEET

SHIELD

EFFECTS

DICE

ACTIONS