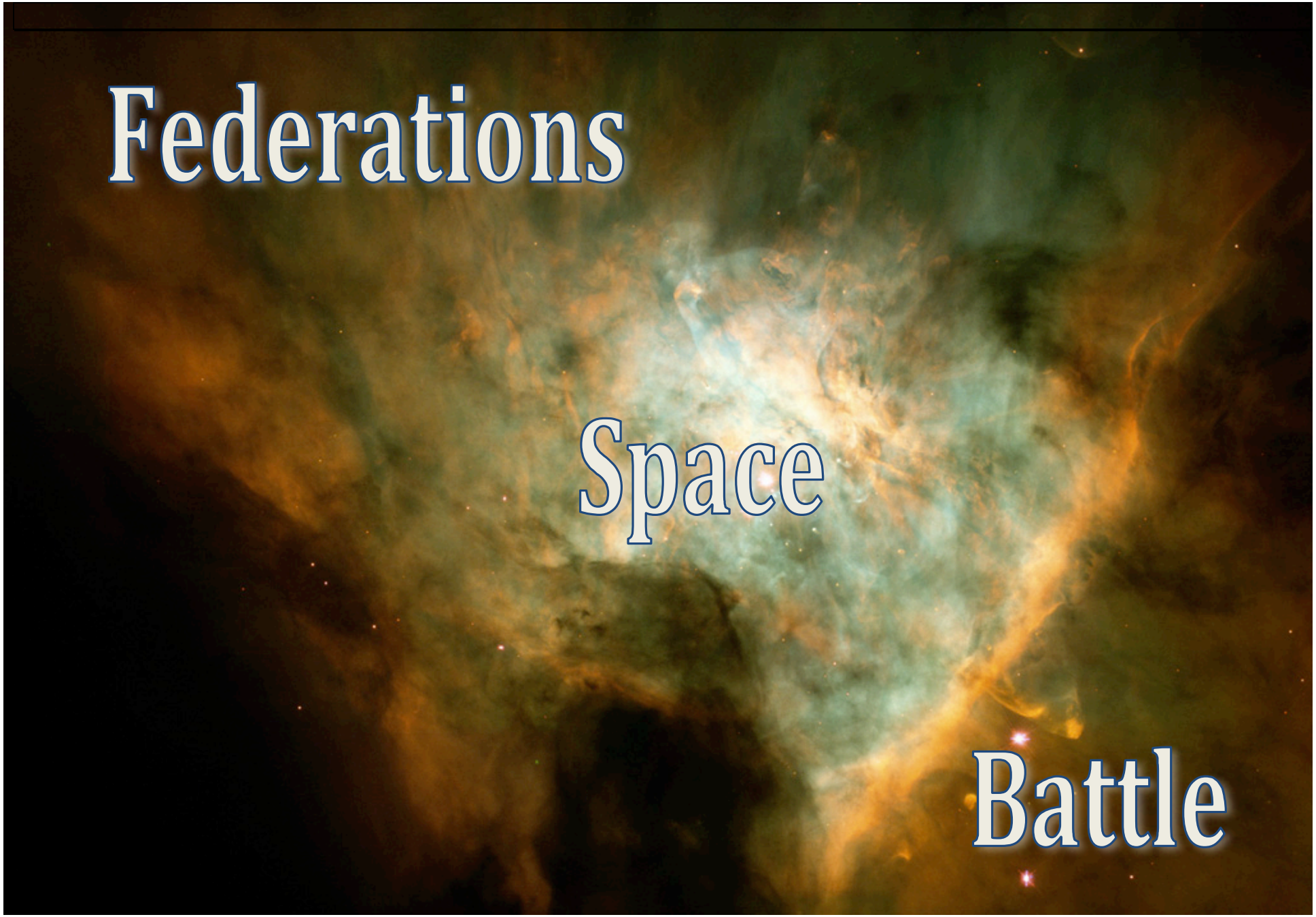
Federations
Space
Battle

To my family and friends – that means all of you!

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Federations Space Battle Board Game
p. cm.
Includes full color board game (the book's cover) and instructions.
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2015

Games / Board Games

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A big thanks to Lulu.com who prints these books – they are really great people for helping me prepare and market these books.

Federations Space Battle Board Game

ISBN-13: 978-1-329-71919-4
BISAC: Games / Board Games

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INTRODUCTION

Thus I have created the Starship game FEDERATIONS, the recreation of the galactic battle of 2200 A.D.. The game was created by me, Kamen, as a pastime to utilize mental facilities and encourage social interaction. For you of the 21st Century, this concept and all procedures (of play) were thrown back in time by a flux in the Extra Creative Perception Time Dimension format to my predecessor Teo Barry Vincent who was using his E.C.P. format talents - daydreaming. The 24th century is a communal existence where we live in the understanding that ALL changes, save the concepts and importance of the Commandments (updated bi-yearly since their enactment by the Star Court 2220 A.D.).

Disagreements and territorial arguments are not fought, but played on board games by appointed WISE ELDERS. - Commandment II. The board game FEDERATIONS is adapted from a territorial battle before the Commandments' enactment.

Now imagine yourself a Unit Commander in control of four starships, each fully equipped with Torpedoes, explosives that are shot in a straight path, and Phasers, destructive beams that strike at 45° angles. You are battling another Commander who also has four ships with the same weaponry. Each of you has already captured one of your opponent's ships and you want yours released!

Your ships happened to be on Territorial Boundary Scouting duty when a unjust action was taken against your Federation's home planet(s). You must eliminate your opponent's ships to allow a route for your Federation to confront your opponent with terms. In other words, to win, you must destroy all of your opponent's available ships and keep as many of your ships, as unharmed as possible.

To aid my construction of this leisure game, I was decreed limited use of the Brain Light. The Brain Light fluidates the conscious and unconscious mind, purifying one's direction, making one a knowledge-based being child, as opposed to carbon-based humans. Therefore, the starships, playing board, and rules are a near-perfect reconstruction of the battle situation.

As Teo was very receptive, I believe you'll agree FEDERATIONS is a startling, inspiring, progressive, recharging, E.C.P. illuminator, and an enjoyable socialator. I sincerly hope you will enjoy FEDERATIONS.

Theosoliddore Kamen Vincente XX
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REQUIREMENTS

TO PLAY YOU WILL NEED

1_____ 1 FEDERATIONS board (remove the cover of this book).

2_____ 8 Starship pieces, 4 per player (carefully cut them out of any type of paper that you like).

3_____ 1 Scoreboard (many in this book).

4_____ 2 Piece movers (pencils with erasers).

TO SET UP PLAY

See that you have all of the necessary pieces; you should make many in advance with various colors of paper or cardboard. Choose any Federation names for each of the two sides such as the Cryotons vs the Beoloths, the Kurtpips vs the Sendars, the Romulans vs the Spacebums, or even just the Johnnys vs the Little-Brothers. Fill out the Scoreboard and number the ships (both sides); here's to good intergalactic demolishing! Or if you're a nice guy, save the Universe!

THE GAME

Each player controls 4 ships, numbered 1 through 4. The first letter of your Federation's name and the number for each ship is written on BOTH sides of your ships. For example, the Kongs would be numbered K1, K2, K3, and K4. The reason for numbering both sides is explained in the STARBASE section. Each ship has 4 auxiliaries.

The auxiliaries are:

Warp drive propulsion through space, if lost, only turning (revolving) can be accomplished. A ship can always turn (emergency engines).

Torpedoes weapons that fire explosives along a straight path.

Phasers __ Weapons that fire destructive beams at 45° angles and hit everything in their path.

Shields ___ Protective shields, each ship has four - front, sides (2), and rear, without which a ship can be destroyed.

A ship can not fire a weapon in one of the three directions behind itself at all (engines and generators are back there). Every time a ship is hit, it must loose one of it's auxiliaries. A ship might first lose Phasers, then Torpedoes, etc..

This is your strategic decision as Commander. Chose which auxiliary to give up when a hit is taken, W, T, P or S.

Every ship has 4 shields, front, back and both sides. When a ship is hit, you, the Commander of the Federation, are able to decide which shield is destroyed, if the shot is not direct, on an angle.

The destroyed shield is documented by putting a dot – or blob – on that part of the little piece, as shown in Figure 1. Also put a line through the auxiliary that is given up on the Scoreboard. When the shield is destroyed like this, another hit to that shield and the ship will blow up and is destroyed! Taken off of the playing board, that is.

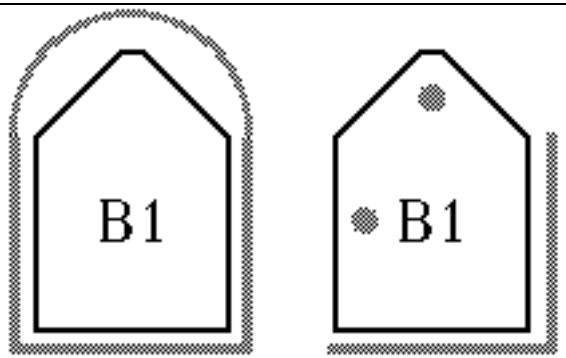

FIGURE 1, Ship's Shields: before and after being hit.

THE BOARD

The playing board is an 8 by 12 graph of space on the territorial boundary between two Federations. 2 Starbases are located on the board. North, South, East, and West directions are used. From now on: N, E, S, and W; also NE, SE, SW, and NW. Figure 2 depicts the board and positions to start. Ships 1, 2, and 3 start the game in the spaces noted "Start 1", "Start 2", and "Start 3".

RELEASE OF CAPTIVE (SHIP 4)

Your fourth ship starts the game in the "captive" space beyond the other side of the board. When you get to any space on the other end of the board you can demand its release. There are release spaces on all corners; these spaces cannot be entered by a ship in play, only for the release of captives.

A ship cannot move: into one of the release spaces (corners), into a Starbase a second time, off of the playing board, or into a space occupied by another ship - except during ramming - see RAMMING section.

Exactly when your ship enters a space on the other side of the board, your opponent chooses which release space and puts the ship there. Then any Torpedos continue, and then it is their turn.

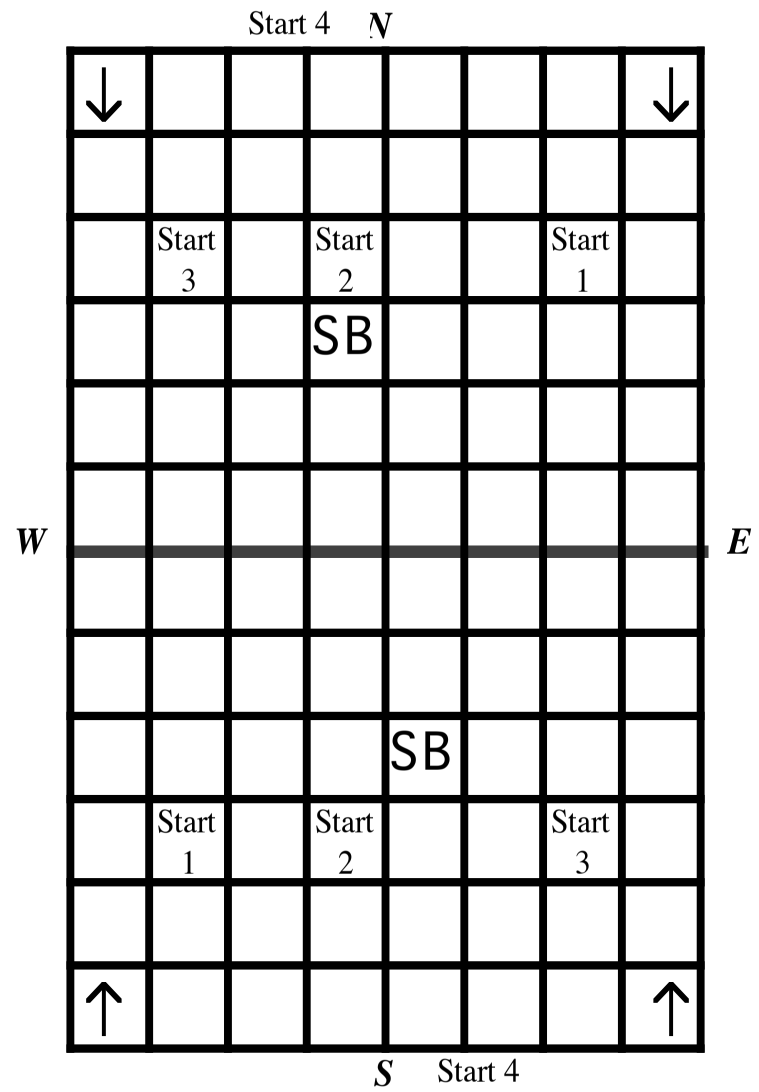

FIGURE 2, The Playing Board

Here is 1/2 of the playing board, showing all of the possible moves for ships T1 and T3. In the spaces noted with "*", the ships could be pointed in any direction.

Ships 1, 2, and 3 start the game in spaces "Start 1", "Start 2", and "Start 3". Ship 4 starts the game as a captive (across the board).

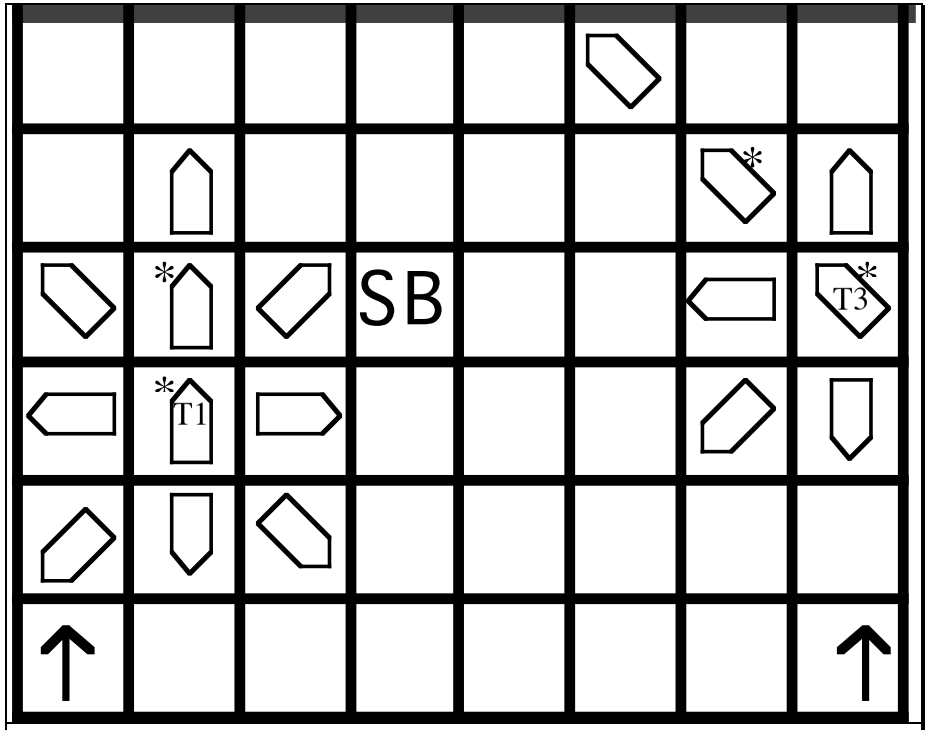

FIGURE 3, Possible moves

A PLAYER'S TURN

On a turn a player uses ONE of his ships, to MOVE or FIRE. A ship might MOVE into a Starbase, or FIRE at anything, but these are the only possible options - MOVE or FIRE. This makes for more concentrated strategy; for example, a ship must first MOVE into firing range of a ship, then on his next turn it may FIRE. Also, a ship can not fire and retreat immediately. The Commander's strategy must be good!

MOVING

When a ship moves it is allowed one or two motions. The combinations are listed below. Turning counts as a motion.

Move 1 _____ In the direction pointed in, move one space, and stay pointed in the same direction.

Move 2 _____ In the direction pointed in, move two spaces, and stay pointed in the same direction.

Move 1, Turn _____ Move ONE space in the direction pointed in, then turn to any direction (totals two motions).

Turn, Move 1 _____ Turn to any direction, then move one space in the new direction, and stay in the new direction (totals two motions).

Turn _____ (Without moving any spaces) turn to any direction (one motion).

Each of the above moves uses, as stated before, ONE or TWO actual motions. Moves can not be divided, when a player moves a ship on his/her turn, he/she can only move ONE of the ships, either ONE or TWO motions. A ship can always turn. Even if Warp drive is lost, a ship can turn - not move, but turn (emergency engines). Moving strategy is very important in playing this game, so along with reading the STRATEGY sections, try thinking up some advantageous positions and directions to point in.

RAMMING

A drastic offensive move is to ram an opponent's ship. What happens is this: The ship that rammed is destroyed, and the ship that was rammed takes a hit just like any other hit. Any ship, no matter how shot up, can ram another ship. The ship that is ramming the other one must move into the same space as the ship it's ramming, and right then, the ship that rammed is taken off the board, and the ship rammed takes a hit. There is also an explosion (one space radius) the same as a Torpedo hit. Chain reactions are possible if you ram a ship causing an explosion that hits another ship that then blows up too.

FIRING

TORPEDOES

A Torpedo is an explosive fired in a straight path, exploding on contact, or acting as a mine, or continuing on down the board. Torpedoes can be fired in any direction (N, NE, E, SE, etc.) except the 3 directions behind the ship firing (engines and generators are there). When a Torpedo is fired, it moves 4 spaces, one at a time, and if it does not hit a ship or Starbase, will stay in the space 4 spaces from the ship that fired it . If the Bobs have fired a Torpedo at the Velvets, and the Torpedo did not hit anything, it is in the space 4 spaces from the ship that fired it (B1). The Bobs have set a mine in that space! If ANY ship goes into the space that the Torpedo is in, it registers a hit on the front shield, and also there is an explosion in a one space radius. A ship that goes through a space occupied by a Torpedo, the effect is the same as a hit. The Torpedo did not hit anything, so after the Velvets take their turn, (and if they don't detonate it), the Torpedo moves another 4 spaces, and again if it hits nothing and isn't detonated, after the Velvet's next turn, it continues on down the board. Any time a Torpedo is in a space, it can be detonated (not explode) by Phaser fire, or an explosion radius that hits it (doesn't explode). Torpedos don't detonate each other, but simply pass each other by or stay in the same space (if a ship moves into a space occupied by 2 Torpedoes, it is hit the same as if it was just 1 Torpedo). A Torpedo can not be in a release space waiting for a ship, it must be out of the release space; if it goes into the release space BEFORE the ship is released, it is considered OFF the BOARD.

When a Torpedo hits a ship, there is an explosion that hits every ship in a 1 space radius, from the hit ship.

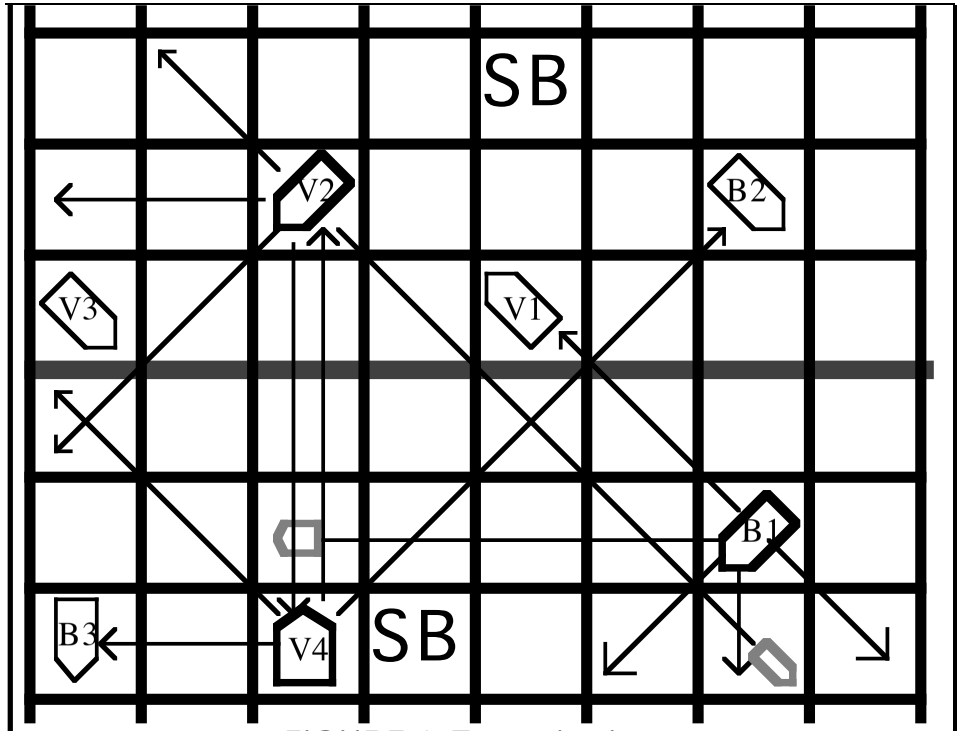

FIGURE 4, Torpedo shots

Here we have the Bobs and the Velvets. We see all possible Torpedo shots from ships B1, V2 and V4. Torpedoes explode when they hit a ship, and might hit other things with the explosion. If they hit nothing, they continue on down the board.

PHASERS

Phasers shoot a beam that hits EVERYTHING in a 45° angle. Each ship can fire Phasers in 4 directions, but no directions behind. EVERYTHING in the area is hit!

From the ship that fired, count 2 spaces, 3 spaces, 3 spaces (notice on the examples). Phasers hit EVERYTHING in the specified 8 spaces. Notice that a ship can hit the same space with Phasers 2 ways, for example, it can fire Phasers "Forward-Left" or "Forward-Right", either shot will hit a ship directly in front. Or "Left-Forward" and "Forward-Left". These 2 directions of fire will hit the 3 spaces in-between, but one shoots the spaces forward, and one shoots the spaces to the left.

Note: A Phaser can detonate (destroy) a Torpedo, and the Torpedo will not explode. Phasers fire through any and everything (I don't know why, but they just do). Part of a Phaser shot may go off the board. A Phaser shot does not stay more than 1 turn (like Torpedos). Phasers do not make an explosion as Torpedos do - just damage to everything in the 8 spaces.

When calculating the shields that are hit, look to the first direction of the Phaser blast. If it is “Forward-Right,” treat it as a shot forward, if it is “Right-Forward,” it is right.

There are situations where you can get next to an enemy ship and if they fire Phasers at you it will also hit their own!

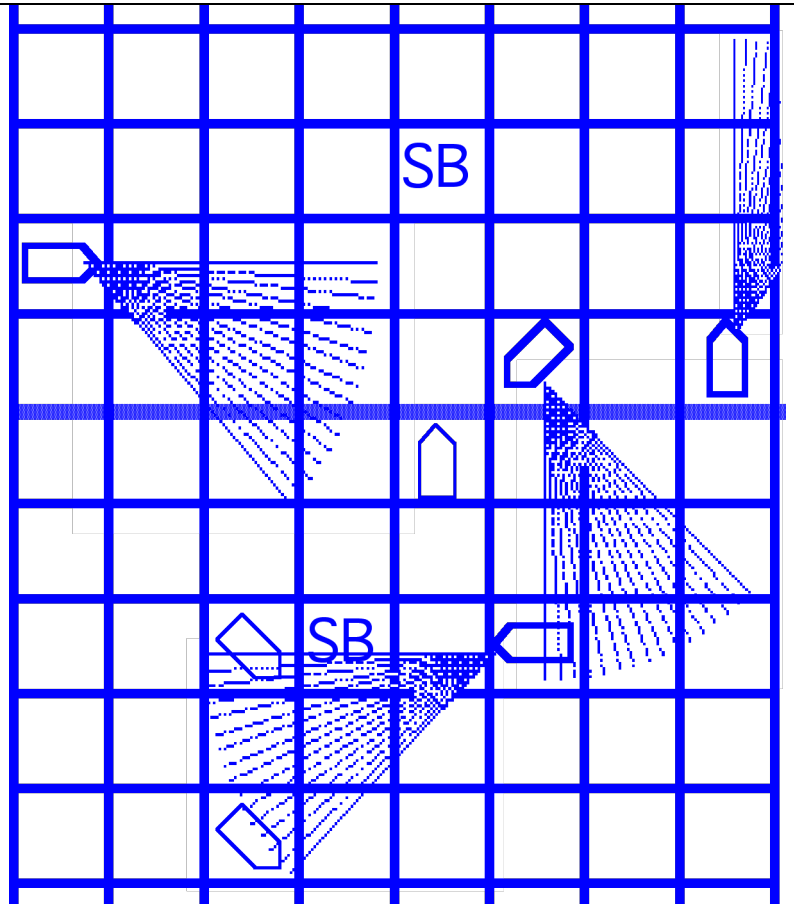

FIGURE 5, Phaser shots

SHIELDS AND HITS

These things cause hits: Phasers, Torpedos, being rammed, and explosions (from ships or Torpedos). A ship has a front shield, a left shield, a right shield, and a rear shield. If for example a ship is hit directly on the front shield, the shield must be marked by putting a dot on the front of the ship piece (also put a line through the auxiliary they give up in the Scoreboard). If that ship is hit another time on the same shield, it is destroyed and explodes creating a hit on any ships next to it.

If a ship is hit directly on a shield, that shield is destroyed. If a ship is hit on an angle so that two shields are hit, the ship (the Commander of that Federation) decides which shield is hit. This can seem tricky with Phasers. It is almost always on an angle, a choice between 2 shields. In Figure 5 above, the shot that also goes through the Starbase is a “Forward-Left” shot and both ships that are hit would be able to chose between FRONT and SIDE shields being hit.

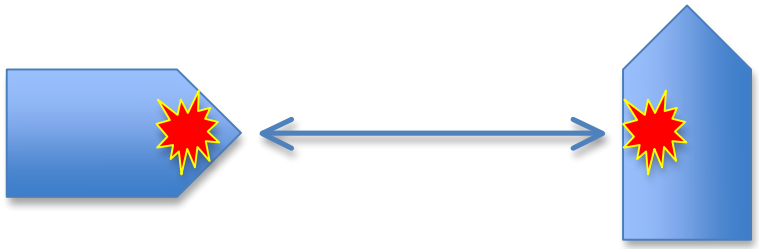

FIGURE 6, A direct hit on a shield (not at an angle)

FIGURE 7, A hit taken either on the side or rear

THE SCOREBOARD

BOBS
B1 WTPS
B2 WTPS
B3 WTPS
B4 WTPS

VELVETS
V1 WTPS
V2 WTPS
V3 WTPS
V4 WTPS
FIGURE 8, THE SCOREBOARD BEFORE THE GAME

BOBS
B1 W~~T~~PS
B2 ~~WTPS~~ WTPS
B3 WT~~P~~S
B4 WTPS

VELVETS
V1 W~~TP~~S
V2 W~~T~~PS
V3 WTPS
V4 WTPS
FIGURE 9, THE SCOREBOARD DURING THE GAME

When the game starts all ships have all 4 of their auxiliaries. As shields are hit and auxiliaries are lost, they are crossed out on the scoreboard. When a ship goes into a Starbase, the player turns the piece over, and it has a new set of auxiliaries. On the scoreboard, the first WTPS is crossed out and another WTPS is written to keep track of it's auxiliaries again.

THE STARBASE

Any ship can go into any Starbase and be re-energized with all shields and auxiliaries – weapons. You can do this once per ship per game, and everything is refreshed on your ship. On the Scoreboard a new WTPS is written.

No harm comes to your ship in the Starbase, it is a protected area and no amount of firing affects a ship in a Starbase. Phasers can go through to the other side though. Torpedoes are just neutralized. There can be only 1 ship in a Starbase at a time. Your ship can sit in the Starbase forever if it wants, even to create a draw outcome to the game.

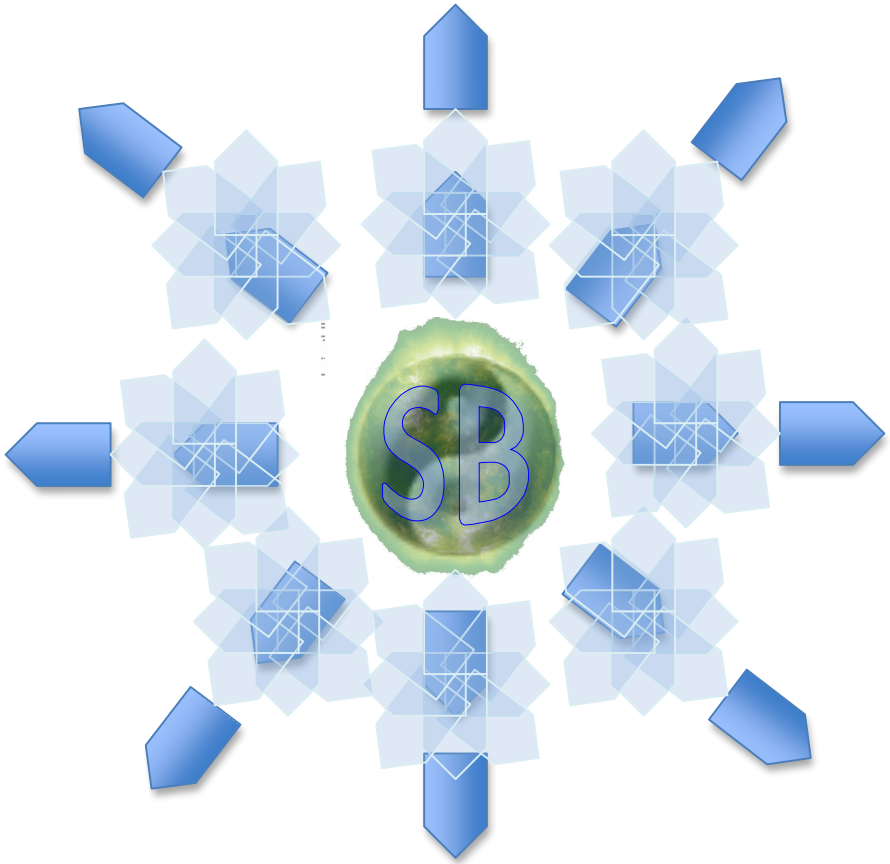

FIGURE 10, Launching from the Starbase

You can come out of the Starbase pointed any direction. You can go 2 spaces in any direction, or 1 space and turn to any direction. You can do a lot of your strategy based on how your ship will come out of the Starbase.

STRATEGY

GOALS OF THE GAME

Some consider it excellent strategy to simply bide their time, and allow their opponent to put themselves in dangerous positions, where they can not back out without allowing hits that they can't defend. Perching your ships at the Starbases would be part of this strategy.

Another approach is to get your ship to the other side as soon as possible, then you get your 4th ship giving you a great advantage.

Another theory is to place your ships far apart but able to hit your opponent. You surely don't want your ships too close together, remember that a Torpedo hit also hits everything in a 1 block radius! You can put a ship next to another ship that has Torpedos only, because if they hit you the explosion hits them back! Chain reactions are possible.

STRATEGIC MOVING

Putting yourself in the optimal position and angle is the best approach. To move into range with only 1 shield toward your enemy is foolish, one hit and you will have to spend your next move running away! You should only move into range of your opponent with 2 shields facing them. The best idea is that you move into range, with only 1 of his shields pointed at you, and 2 shields facing him (on an angle), your opponent will have to run! He can only take 1 shot, you can take 2.

Also, if you get 2 spaces away from a Starbase, pointed at it, you can take a lot of hits and then zip in there safely!

Don't forget, a ship can not fire behind itself, this means if you can sneak up behind them they are defenseless.

USING WEAPONS

A sneaky strategy is to send Torpedoes across the board, making your enemy jump here and there, or waste time shooting Phasers to detonate them. If you plan your attack well, you can put your ship next to your enemy and then even if your ship blows up it will hit their shields and maybe blow them up too! You can always RAM your opponent, which registers a hit, you may defeat him this way as well!

Usually on the 1st hit a ship will give up Torpedos, because Phasers hit more spaces, though less distance. If you are a daredevil, give up shields – you still will have both weapons! If you then make it into a Starbase, you did great!

After the ship is damaged by taking hits, when it goes into either Starbase it gets all new shields and weapons.

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