

The Great Space Race

Web Enhancement Rules

Any new counters, cards and ships should be printed and carefully cut out before use. For the Major Event card, print out both sides and glue them back to back to make the complete card. (An alternative option is to print out the page that has only the face of the card and then reinsert this into your printer and print out the page that has the back of the card.) If the new card comes out looking pathetic like mine did (and therefore recognizable in the stack), simply have players draw major events out of a box or from under the table.

Planetoids

Place a planetoid marker on the track in an empty 3 hex area. Any ship that impacts a planetoid takes 1d6 damage, but the planetoid is not removed. If the ship continues moving and proceeds to enter another hex the same planetoid occupies, nothing happens; only one roll is made for the entire counter. If the planetoid event card is played and no counter is available, simply discard it and draw a card to replace it as normal. Once in play, planetoids can only be removed if the Space Amoeba munches them (pretty much an interstellar twinkie) or a black hole destroys it by doing what those horrible things do.

Note: the Planetoid event card is included in the regular game. We just withheld the counters to make you scratch your head.

Space Station

The Space Station has arrived! The player who drew this major event will place the Space Station counter on an empty 7 hex area that is at least 5 hexes away from the Acidic Cloud, Space Amoeba, a black hole or a ship. If the station ever comes in contact with the Space Amoeba, Acidic Cloud or the center of a black hole, remove it from play. Otherwise, let the good times roll!

Any player who ends a movement with their ship on top of the Space Station counter may choose to visit the station by immediately doing one following: 1) discard an equipment card or draw an equipment card if there is an available bay on his ship (never both in the same visit), 2)

restock to the starting compliment of mines, 3) recharge shields to maximum (only standard shields) or 4) repair up to 2 lost hull points. Once a ship has visited the station, the station is immediately moved. If the controlling player lands on the station but chooses not to visit it, the station is not moved. Other than when the station is moved, it moves exactly like the Acidic Cloud or Space Amoeba.

If the station is ever moved onto any counter other than those mentioned above, nothing happens; leave the counters as they are and continue play as normal. This includes ships, mines, asteroids, wormholes, etc.

Lap Counters

Players can use the lap counters to track when they have completed a lap. Simply place a Lap! counter somewhere on your console each time you complete a lap and watch your opponents cry.

The Barracuda

The Barracuda was designed with an additional engine. This extra capacity allows the Barracuda a speed burst that it can use to achieve bonus movement. Anytime the player controlling the Barracuda plays a Straight Shot movement card, he may add 1 additional hex of forward movement. For instance, if the player revealed a Straight Shot that allowed 4 hexes of forward movement, the ship could now move 5 hexes forward.

Optional Rules

Try some of these rules out to put a different spin on your next game.

Is the universe being mean to you?

If the game is too lethal or slow for your tastes try one more of the following optional rules to bring things under control.

Alter how Major Events are played. Decrease the Major Event event cards (located in the main deck) to one instead of the normal two. Removing the Terrible Secret of Space from play is another option when things get too tough. If you are a total wuss, just remove the Major Event cards from the deck altogether. <Sigh>

Alter ship-to-ship impacts. To address lethality, alter the impact table slightly to make impacts more difficult. An example would be as follows:

Speed of the Moving Ship		Impact Occurs on a Roll of:
1-3	impact not possible	
4	3 or 4	
5	2-5	

If things are not enjoyable at all with regards to play length or lethality, simply make ship-to-ship impacts impossible. Be sure to alter ship selection at the beginning of the game to ensure each player controls a ship that has a relevant special ability. If this is not possible, any player that controls a ship with an irrelevant ability should be given two extra Command Decision counters to prevent any unwanted whining.

Is the universe too easily tamed by your superior alien intellect?

So I was hanging out at this local wretched hive of scum and villainy the other day and the word is you talk a big game space cowboy. Ok then, you asked for it. Try these on for size.

Alter how Major Events are played. Place played Major Event event cards directly into the main deck discard pile instead of waiting until the next lap has been completed. If you are really sick, immediately shuffle them back into the draw pile. Another option goes like this: Instead of playing the normal one major event card when the Major Event event is played, draw and play 2 instead. You will be begging for mercy in short order.

Alter ship-to-ship impacts. If the game is too pacifistic for your tastes, alter the impact table slightly to make impacts easier. An example would be as follows:

Speed of the Moving Ship		Impact Occurs on a Roll of:
1-2	3 or 4	
3-4	2-5	
5	automatic	

Other Tragic Ideas

Well, let's see here. There's always the option of making all damage a 2d6 base instead of the normal 1d6 (anytime you are prompted to roll 1d6 for damage, roll 2d6 instead), but that is simply insane. Just stop now, because you don't have what it takes to go on.

Ok, how about this one. Place the Black Hole major event card on top of the Major Events deck at the start of play so it is guaranteed to enter play. Now, anytime a ship ever touches any hex that makes up the black hole counter, it is immediately sucked into oblivion and destroyed. That should cure you of this nonsense.

Somebody is going home mad the night you try these rules. Hey, we warned you!

What do you think?

Do you have some good ideas for optional rules? Jump onto the Kenzer & Company gaming forums and share your ideas with other players and have any rules questions answered!

The Last Rule

Have fun! Note: this is not an optional rule. Any rule that contradicts the Last Rule is to be ignored. If, at any time, the Last Rule cannot be followed, immediately stop playing and watch an episode of Firefly.

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Rules Errata

Sorry folks, looks like the Nova Mites got into the hard drive!

Impact Table

The Impact Table on the board is incorrect. Players should reference the table located in the rulebook. A corrected copy of the impact table is included below as it should appear on the board:

What did we miss?

That's all we can think of just now, but please feel free to visit the Kenzer & Company gaming forums to post any questions you may have. Thanks!

Impact Table

Moving ship's speed:

1-2
3
4-5

An impact occurs on a roll of:

impact not possible
3 or 4
2-5

Events Phase

Events are not played on the first turn. During the first turn Events phase, players should discard any drawn events and replace them until their hands contain no events cards. Immediately reshuffle the deck before proceeding to the next phase.

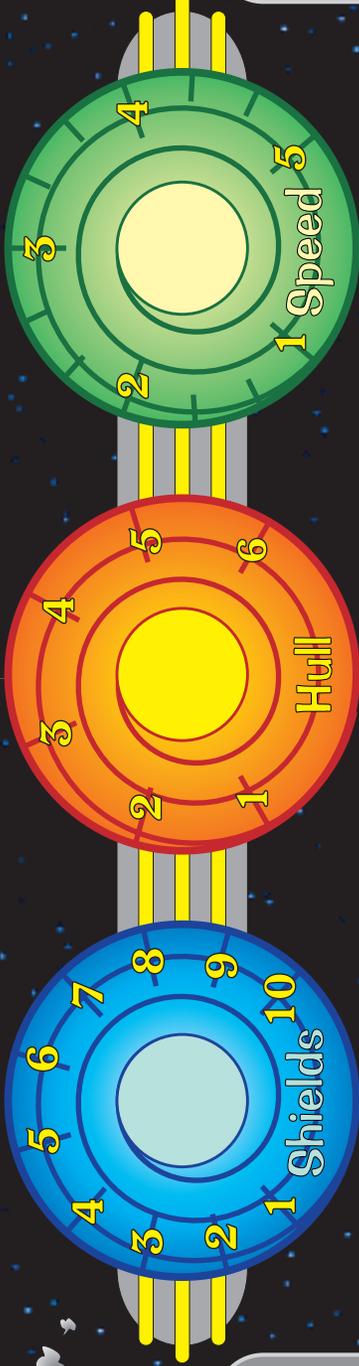
Black Holes

The rules state the black hole "may be placed adjacent to a wormhole, but may not overlap one". This refers to the center hex of the black hole counter. The black hole gravity well may be placed onto a wormhole counter that is already in play.

Since there is more than one way a black hole can enter play (they're sneaky that way), we realized you might need an extra counter or two. A copy of the black hole counter is included so you may print one or more for play as you see fit. By the way, the current record is 3 black holes in play during the same game.

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Barracuda



Bay 1

Command Decision

Speed Burst
you may add +1 movement to the end of any Straight Shot movement card

Mines

Bay 2

Slot 1

ACTION!!
Speeds
3 - 4 - 5

Slot 2

ACTION!!
Speeds
2 - 4 - 5

Slot 3

ACTION!!
Speeds
1 - 3 - 5

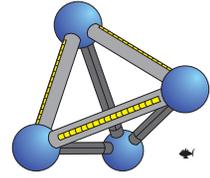
Slot 4

ACTION!!
Speeds
2 - 4 - 5

Slot 5

ACTION!!
Speeds
3 - 4 - 5

Major Event



Space Station (1 counter)

A ship that visits the space station may reload mines, recharge shields, activate/deactivate equipment or repair up to 2 lost hull points. The space station moves once it has been visited.

