

SpaceHole

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INTRODUCTION

Solo Dice & Card game.

The player must defend and build up his Space colony.

SPACE JUNK

Six sided dice are needed.

Tokens to indicate damage and power are needed.

Pen & paper to record Megacredit totals are needed.

THE DECK

The deck has 4 types of cards mixed in:

Events, Invaders, Defenders, and Structures.

BASE

You start with your base card in play.

The Base has the following attributes:

It can take 5 hits of Damage before being destroyed.

It has a built in laser turret: It attacks with one die every battle turn.

It generates 5 power points every turn.

A Base allows you to have one defender.

SETUP

You start with your base, zero Megacredits, and no cards.

END OF GAME

The game ends at the end of the turn when the last card has been drawn from the deck.

If your base is ever destroyed the game ends immediately and you lose with a score = 0.

SCORING

Your score is equal to your Megacredit total at the end of the game.

TURN SEQUENCE

Each turn has 5 Phases:

1. Space Karma Phase
2. Event Phase
3. Build Phase
4. Power Phase
5. Income Phase

SPACE KARMA PHASE

Draw 1 card.

If it is an Invasion or Event card it is resolved in Event Phase.

Otherwise, keep it in your hand.
Max hand size is 5 cards. Discard excess cards.

EVENT PHASE

An Invasion or Event card drawn last phase is resolved now.
For Event cards just follow the instructions on the card.
Discard the Event card after it is resolved.
For Invasion cards are resolved through Battle Rounds.
In a Battle Round the Invader attacks, and your Defenders & Laser Turrets attack once each.
Roll 1D6 for every level of Force an Invader or Defender has.
A roll of 1 will do one point of damage to the opposing side.
Use counters placed on the cards to record damage.
Each damage counter so placed reduces the cards Force by one point.
An Invader or Defender card reduced to 0 Force is destroyed.
Destroyed cards are discarded.
When the invaders inflict damage a random defender card will be hit first.
If there are no defender cards, Force domes will be attacked next.
Force Domes can take 3 Hits before being destroyed.
If all force domes are destroyed, Laser Turrets (Force = 1) are next.
If all Laser Turrets are destroyed, then the Base card will be attacked next.
The Base card can take 5 hits and it has a built in Laser turret that can make a one die attack every round.

BUILD PHASE

You may play one Structure card or one Defender card from your hand.
The played card is placed face-up on the table in front of you.
Note: You cannot have more Defender cards than your structure cards allow.
Excess are discarded.
You cannot play a structure if you can't provide it a power token this turn in power phase.
If you did not play a card you may remove all the damage tokens on one of your cards.

POWER PHASE

Your Base and Solar Array cards generate power points.
Other Structure cards use up Power Points.
Some structures also need the presence of other structures to be maintained.
For example: Each Colony requires one power point plus the food output of one Agrodome.
Note: One Agrodome could not support 2 Colonies.
Place a Power Token on every structure that is able to meet all of its upkeep demands.

INCOME PHASE

Some structures generate income.
If such a structure has a power token on it then it is able to generate all of its income this turn.
Otherwise it generates no income.
Record all income generated from all structures.
At the end of this phase discard all Power tokens.

STRUCTURE CARD LIST

Card Name:	#	\$	P	D	Notes:
Base	1	0	0	1	Generates 5 power/turn
Solar Array	7	0	0	0	Generates 5 power/turn
Agrodome	6	1	1	0	Supports Colony
Colony	4	3	1	1	Requires 1 Agrodome
Mine	8	1	1	0	Supports Refinery
Refinery	4	2	1	0	Requires 2 Mines
Factory	1	3	1	0	Requires 2 Refineries
Starport	1	5	2	1	Requires 2 Colonies
Research Labs	2	1	1	0	
Stargate	1	7	3	1	Requires 1 Lab
Command Center	1	0	1	1	Hand Size +2
Laser Turret	4	0	1	0	Force = 1
Force Dome	2	0	1	0	3 Hits

= Number of that card in the deck

\$ = Number of Megacredits generated each turn

P = Amount of Power used up per turn

D = Number of Additional Defender cards that may be in play.

DEFENDER CARD LIST

Card Name:	Force	Notes:
Space Rangers	2	Discard at end of turn to look at next 1D6 cards in deck
Astro Guard	2	
Space Marines	3	
Space Navy	4	
Battle Station	4	
Star Fighters	3	
Space Hero	5	Can only take 1 Hit
Star Force	3	
Space Patrol	2	
Space Scouts	2	Discard at end of turn to look at next 1D6 cards in deck
Space Troopers	3	
Alien Artifact	5	Play & use only if you have a Lab

INVADER CARD LIST

Card Name:	Force
Alien Predators	3
Imperial Stormtroopers	4
Berserker Robots	6
Alien Invaders	3
Corporate Mercenaries	3
Cyborg Collective	6
Little Green Men	4
Alien Brainsuckers	5
Cylon Raiders	4
Space Pirates	3
Alien Parasites	4
Dalek Exterminators	5
Space Monster	5
Romulan Warbirds	4
Vampiric Space Beavers	3
Starmada	6
Time Warp Fugitives	3
World Eater	7

EVENT CARDS LIST

Card Name:	Notes:
Solar Flare	Randomly distribute 2 points of damage to your defenders
Reinforcements	Take 1 defender from your discard & put it in your hand
Lost in Space	Discard 1 random Defender
Supernova	Discard your hand
Lab Explosion	Discard 1 Lab
Core Instabilities	Discard 1 Mine
Terraform	All Agrodomes income +2 for rest of game
Black Hole	Discard 1 random Defender
Emergency Repairs	Discard all Damage counters
Seismic Events	Generate no income this turn
Intergalactic War	Discard 1 random Defender
Sabotage	Discard one random structure*
Dilithium Crystals	Gain 10 Megacredits per Mine
Space Traders	Gain 3 Megacredits per Structure
Planet Bombs	Discard one random structure*
Meteor Swarm	Discard one random structure*
Space Virus	Discard 1 Defender or Colony
Discovery	Gain 50 Megacredits if you have a Lab
Merchant from Venus	Gain 20 Megacredits per Colony
Intergalactic Conartist	Lose half of your Megacredits
Interstellar Tax Men	Lose 2 Megacredits per Structure
Repairs	Take 1 structure from your discard & put it in your hand