

EXPLORATION WARZONE

Rules v0.3 © 2021 Ply

COMPONENTS:



Starter hex

War hex



Relic hex

Action hex



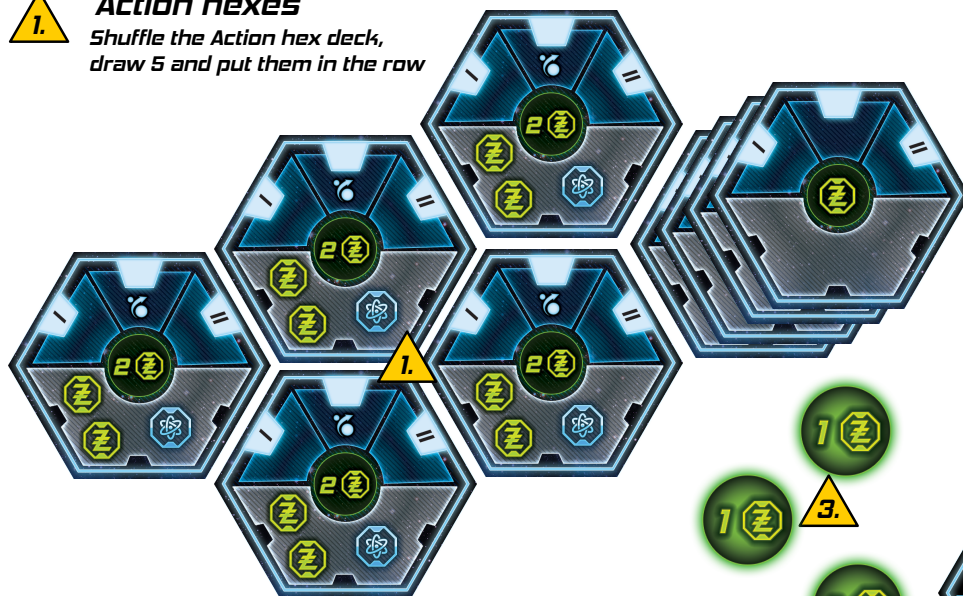
Spaceship hex

GAME SET UP:



Action hexes

Shuffle the Action hex deck, draw 5 and put them in the row



War hex deck

Shuffle the War hex deck



Player Area

- Randomly choose spaceship hex
- Take 3 Credit tokens
- Take 1 Starter hex



GAME OVERVIEW:

Randomly choose first player. Use first player token to track the order according clockwise.

ROUND STRUCTURE:



Play hex from your hand

Chose the hex from your hand and place it face down



Spend Resources

You can choose only one action per turn:



BUY WAR HEX from the deck
1 Hex = 1 EXPERIENCE token



RESTORE HP of your spaceship
1 HP = 1 TECHNOLOGY token



BUY ACTION HEX from the row. Cost of the hex is marked by the number in the center



BUY RELIC HEX if it is available in the Action hex row. To buy it, you must meet the INTERACTION requirements and pay the COST marked inside its AREA

3. Take Bonuses

Face up the action hexes and TAKE BONUSES from the white areas:

NOTE: After playing starter hex chose one bonus area

1) **RESOURCES** - take the resource (EXPERIENCE, TECHNOLOGY, CREDIT, VICTORY POINT) taken from the supply



2) **ONE MORE HEX** - play another hex from your hand



3) **TRADE** - exchange 1 resource for 2 others (1 TECHNOLOGY for 2 EXPERIENCE)



5. GAME END AND SCORING

The game ends when at least one of the following condition is met:

- Defeat all enemies - Last man standing wins
- One player has two relics
- First player has 15 VP

After that all players adds their VP scored by: ACTION HEX effects, WARZONE effects and RELICS. The player who has the most points wins.

4. Warzone

PLAY WARZONE EFFECTS from the blue areas in side contact with other hex card



ATTACK - Deal 1 HP damage to opponent spaceship

NOTE: During ATTACK you and opponent can use War hexes (one or more) to increase / decrease damage

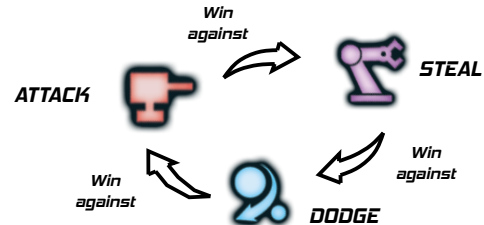


STEAL - Steal 1 chosen resource from your opponent



DODGE - Get 1 War hex from the deck

Take Victory Points from INTERACTIONS



NOTE: INTERACTIONS acts like Rock-Paper-Scissors.

Win means get 1 Victory Point from the supply and the enemy's effect doesn't work

DETAILED RULES

SPACESHIP CARD



SPACESHIP's ABILITY

Spaceship's Hit Points track

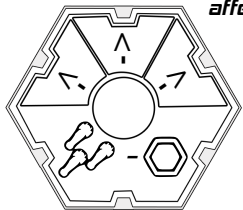
NOTE: 0 Hit Points = Destroyed spaceship = Player lose

SPACESHIP's ABILITIES

Works in progress

GLOBAL WARZONE EFFECTS:

GLOBAL EFFECT - after draw form deck, immediately affects all players



All players must discard one chosen hex



All players lose one HP and one EXPERIENCE token (if they have one)

RELICS:



END GAME REWARD - at the end of the game you will receive the number of VP marked in the center of RELIC HEX

COST AREA - pay the cost marked by both icons for example 1 TECH and 1 EXP

INTERACTION requirement, to meet it you must use marked WARZONE EFFECT this turn

WAR HEX:

After playing WARZONE EFFECT - ATTACK, you and your opponent can chose how many WAR HEXES you want to use. Simultaneously show how many WAR HEXES you used. Count the ATTACK POWER - it is equal to number of ATTACK icons used. The difference in ATTACK POWER is equal to dealt damage. After ATTACK you and opponent lose WAR HEXES



NOTE: ATTACK icon form ACTION HEX counts as 1 ATTACK POWER

NOTE: It is possible that defending player will have higher ATTACK POWER and will deal damage to attacker! In the case of a tie (example above) no one deals damage