BOBSKI'S SPACE BUILDER

NATION CREATION

Fill in the following and post it.

Nation Name:
Color on map: Any choice except black or white
Starting location: Anywhere within the galaxy
Traits: Pick one of the racial traits and then one off the cultural ones (see below)
Fluff and Background: Info about your nation.

Note: Everyone starts with 1 territory, which is where there home world will be (Unless they pick nomadic culture in which case they just get the 1 territory.

RACE AND CULTURE CHARTS

The two charts here are used to represent a rough way to categorise your nation and work out your starting stats. Don't let it limit your imagination, you can place fire breathing space dragons using reptile if you so wish, or something else just as weird. What you should pay attention to though are the 4 stats each race has and the way a culture modifies them, as stats are used to boost actions and generate income (See *Stats and Wealth*).

RACE (Pick one)		
ARTHROPOD E3 I5 R3 M5	**MOLLUSC** E4 I4 R3 M5	**AMPHIBIAN** E5 I3 R3 M5
REPTILIAN E3 I5 R4 M4	**MAMMALIAN** E4 I4 R4 M4	**AVIAN** E5 I3 R4 M4
ARTIFICIAL E3 I5 R5 M3	**ICHTHYS** E4 I4 R5 M3	**ELEMENTAL** E5 I3 R5 M3

E = Economy
I = Industry

CULTURE (Pick one)		
SPIRITUAL E+1 M+1 I-1 R-1	**CORPORATE** E+1 R-1	**ECOLOGICAL** E+1 I+1 R-1 M-1
MILITANT M+1 I-1	**NOMADIC** -1 to all Home World Replaced by Nomad Fleet	**INDUSTRIOUS** I+1 M-1
COLLECTIVE R+1 M+1 E-1 I-1	**SCIENTIFIC** R+1 E-1	**INDIVIDUALISTIC** I+1 R+1 E-1 M -1

R = Research
M = Military

THE TURN SEQUENCE

1 - GM posts map and turn update

The turn begins when the GM post the latest version of the map, alongside the results of player actions and warns of any random events or narrative events taking place this turn.

2 - Generate your income using Stats and spend any Unit upkeep

Next using your Stats you generate your income to acquire the 4 types of wealth. The quick calculation for this is:

Economy X Territory = Credits earned per turn.

Industry X Territory = Resources earned per turn

Research + Territory = Tech earned per turn

Military + Territory = Troops per turn

Some units have an upkeep cost, if they do spend it now. If you can't support a unit for 3 turns in a row you have to disband it.

3 - Use your actions

Now you use your 4 actions to do anything you want with your nation. This is a roll of 1d100 per action. You can add any appropriate stats and/or bonuses to boost your rolls and spend an appropriate one of the types of wealth as well. At the start of the next turn the GM will tell you the results which can range from bonuses to wealth generation.

E.G.

1) Expand our empire and explore the frontier , +5 sensors +5 pioneer spirit, Spending 100 credits to fund it.

2) Research new propulsion techniques, +5 labs +5 Engineering schools, spending 25 tech.

3) Seek new forms of wealth in the markets, +5 economy +5 viral marketing

4) Construct a new fleet, +5 industry +5 recruiting

GOLDEN RULE OF CRITS:

4 - Use your units

Finally you may use any of your units you wish. All civilian units can generate a form of wealth with a 1d10+ relevant bonus per unit. All military units can be used to either protect your Empire or to harm the empire of another using 1d100+ an appropriate bonus. See the units list on the next page for a brief overview of the units available. See the Units section to learn more about what you can do with units.

AND THEN WE START THE NEXT TURN

UNIT CHART

| FLEET TYPE	COST IN RESOURCE	UPKEEP PER TURN	RANGE	ABILITIES
Defence	15	5 credit per turn	Home territory only	Can sacrifice self to automatically prevent one enemy fleet from succeeding in its mission. Defence fleet is killed instantly after.
Combat	25	5 credit per turn	10 tiles	Can capture 10 enemy territory and engage enemy fleets
Bombard	50	10 resource per turn	10 tiles	Can destroy enemy bonuses/wealth/fleets at a safe distance
Stealth	50	10 tech per turn	10 tiles	Can secretly steal enemy bonuses and wealth.
Trade	10	1 credit per turn	Home territory only	Generates 1d10(+Bonuses) credits per turn , lost on a natural 1
Mining	10	1 resource per turn	Home territory only	Generates 1d10(+Bonuses) resources per turn, lost on a natural 1
Sensor	10	1 tech per turn	Home territory only	Generates 1d10(+Bonuses) tech per turn, lost on a natural 1
Nomad	250 (SPECIAL: Requires Nomadic culture)	10 Credit 10 Resource 10 Tech 10 Troops	Home territory only	Increases all stats by +1.

CONSTRUCTING UNITS

Units are constructed on a successful 50+ action, including bonuses. You can build as many units as you want and or afford with an action but they must all be the same type.

See the UNITS page for more details on the special abilities.

STATS AND WEALTH

Stats represent the body of your nation. The only way to improve them is to acquire new territory with suitable bonuses, or to improve your owned territory with a project (see **projects**).

When you spend any form of wealth it is used up
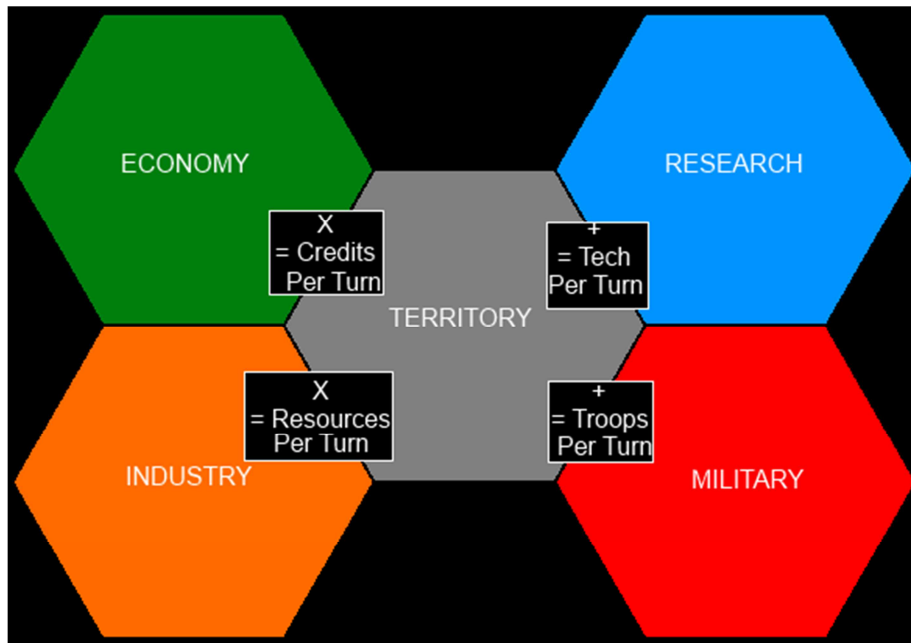
- **Territory:** How physically large your nation is. It generates no wealth on its own but is used to calculate how much wealth you earn for other stats. Even nomadic cultures have territory.

- **Economy and Credit:** Is how rich your markets, taxes and trade routes are. You can spend 10 credit to boost any action roll result by 1. So spend 1000 and you get a +100 to your roll. It is also spend in the upkeep of units.

- **Industry and Resources:** How efficient your farms, factories and mines are. You can spend 5 resources to boost the result any action involving the building of something by 1. So spend 500 and get a +100 to your roll. But *ONLY* if that action involves building. It is also used to build and upkeep certain units.

- **Research and Tech:** How quickly you learn new things. You can spend 5 tech to boost the result of any action that involves research by 1. So Spend 500 and get a +100 to your roll. But *ONLY* if that action involves researching something. It is also used in the upkeep of certain units.

- **Military and Troops:** The backbone of your armed forces. You can spend troops to boost the result of any combat action involving your fleets 1 to 1. In addition you can spend 10 to boost any action roll that might involve active troops by 1, such as spending 1000 to get a +100 to a riot suppression action roll.

ACTIONS, BONUSES AND PROJECTS

Actions

Actions can be used to do anything in the game. You can use them to spy on your enemy using an espionage bonus, build immense fortifications to generate a defence bonus you can use in your war rolls, or create portals to make contact with ancient gods. There's no real limit.

However to because of the scale of some actions you might have to take several turns to complete it. This is called a project.. See below.

Bonuses

Due to the scope of the game there is no set list of what bonuses are available and what they can and cannot do. Suffice to say as you progress the GM will award them on the fly based on how you fluffed your action, and you will be expected to use them appropriately. So you can argue that you can use your sensor bonus to boost a roll to find a cloaked ship for example. You can't argue that your sensor bonus will help you make the best damn pizza in the galaxy. ***Bonuses are not used to calculate income*** however you can use them in actions to generate wealth and add them to units that generate wealth if the bonus appropriate (marketing to trade fleets for example)

Projects

Sometimes a turn isn't enough to do what you want to do. For that theres projects. Each time you undertake a project the GM will give you target goal to reach. For example 100 to build a pyramid shaped planet. Each turn you can use an action to get closer to the project, if successful the GM will award an amount of points based on the total result.

Projects can be large sweeping changes to the game, like building new units. Or they can be something dangerously game breaking like creating a new super weapon, summoning a god, or creating a plague of zombies. There's no limit, so be creative!

CIVILIAN UNITS AND WAR UNITS

MILITARY UNITS AND WAGING WARS

Each military unit has a special action that can be used to harm another player. All military units use 1d100 for their roll adding any appropriate bonuses to the total result (Such as shields, weapons, cloaking devices etc) . In addition players can spend troops to boost the total war result. The winner of a war roll is the side with the highest total result. The looser suffers 25% casualties, the winner only 10% casualties, both rounded up. All ships are lost on a natural 1.

Defence Fleets: These can be used in combat to block an invasion or raid etc. Alternatively you can declare you are sacrificing a defence fleet to prevent an enemy fleet from succeeding in its mission. This is 1 for 1, so sacrificing 12 defence fleets can prevent 12 combat fleets taking territory automatically. This works against any military fleet including stealth fleets.

Combat Fleets: Just like defence fleets these can be used in combat to attack enemy ships, not just a home but also abroad. Alternatively you can declare that a Combat fleet is capturing enemy territory. While doing this it is vulnerable to attack by fleets as it does not count to the war roll total. If the war roll is successful the player gains 10 territory for each combat fleet doing an invasion action.

Bombard Fleets: Just like defence fleets bombard fleets can be used in combat to add to the total war roll. Alternatively bombard fleets can attack enemy bonuses and wealth. Each bombard fleet rolls 1d100+ any appropriate bonuses. The total is how much damage the enemy receives. They can choose to take this from either one of their forms of wealth or from their bonuses. Note defending players can reduce bombard damage with any defensive bonuses (such as shields, flak turrets, fortifications etc) 1 for 1.

Stealth Fleets: Like defence fleets, Stealth fleets can be used to add to the total of the war roll. Alternatively they can steal enemy wealth or copy enemy bonuses. When doing so roll 1d100+ any stealth related bonuses. The total result is how much wealth of your choice is stolen. Or you can choose to copy 1 bonus point per every 10 of the result that the enemy has. If you so wish you can roll this stealth fleet action anonymously, though you must inform the GM of this. If you fail in anyway, you are revealed so beware!

CIVILIAN UNITS AND 'TRADE/RESOURCE/ACADEMIC WARS'

Each civilian unit has a special action which it can use to generate 1d10 of wealth. You can add any appropriate bonuses to these rolls. On a natural 1 the unit dies.

You can also engage in conflicts against other players for the wealth these units generate by engaging in a Trade/Resource/Academic war. If you do this compare the results of your 1d10+ Bonuses rolls. If successful you take half of the wealth your opponent would have generated. If defeated you give half the wealth you would have generated to your opponent. This can be done as an allied group with the allied totals added together and then spoils divided equally amongst players in the alliance (or any way the players agree to elsewise).

TRADING

You cannot trade bonuses or the 4 main Stats. No exceptions. You can however trade wealth, units, projects and even *territory* on the map. The price is up to you as a player, and negotiated with other players or the GM if trading with an npc. Trading is done via an action, and succeeds so long as no natural 1 occurs. **Both players must use an action** to make sure the trade is successful. If a natural 100 occurs on either dice, both players gets a rebate of 10% what they gave away, rounded up. On a natural 1 the trade fails due to weather, trade union strikes, difficult laws or pirate problems etc, and the goods never leave the players hands. If one player gets 100 and the other a natural 1, then the trade fails, but they both still get their 10% rebate.

Two Players can make a trade route by both doing an action, same as a regular one shot trade with an agreed upon amount of wealth of any kind to be transferred each turn. A player can have only one trade route per every 10 Economy he has. If his economy declines he must sacrifice a trade route automatically. Either player can declare as a free action that they are ending the trade route at no cost, but please make sure to tell the other player so he knows.

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EXPLORATION EVENTS

As you roll to explore and expand your empire I will use the following chart to interpret your rolls!

Die Result	Map Change
Natural 1	Pirate Empire (10+ tiles)
02-09	Pirate Enclave (1-5 tiles)
10-20	Death World
20-49	Nothing
50-80	New Territory
81-89	NPC empire
90-91	Economic Territory
92-93	Industrial Territory
94-95	Research Territory
96-97	Military Territory
98-99	Fortress world
100	New Home World

RANDOM EVENTS

As the game progresses the GM may or may not choose to spice things up with random event rolls at the start of a turn.

Die Result	Event
Natural 1	**Galactic disaster**
02-05	**Plague:** A new plague spreads across the galaxy, infecting all players. Till cured players suffer a -3 penalty to all stats including territory (To a minimum of 0). Once removed the penalty is lifted and lost stats restored.
6-10	**Stellar Storms:** Travel conditions are poor across the galaxy. Players suffer a -10 to all rolls this turn, both actions and units, to a minimum of 0. Natural 1's and 100s still apply.
11-15	**Crime syndicate:** An intergalactic crime syndicate takes hold across the galaxy. Players act as if they had -5 territory for this turn (to a minimum of 0).
16-20	**Corsair Colonies:** The Pirate Empires Grow in strength by 2d10 Tiles
21-30	**Economic Crisis:** International trade is suffering badly, count your income for this turn as if you had -1 Economy stat to a minimum of 0.
31-40	**International Scandal**: Something terrible has happened, quick use an action to avoid blame or to shift the blame onto someone else (Penalty for the one blamed: 50 credits). **Note:** Participation optional but that won't prevent you suffering the penalty if someone shifts it to you with an action.
41-60	*********NOTHING*********
61-70	**Galactic Olympics Sports event!** Roll to win using an action versus the other players (Prize is 100 credits and a little trophy). **Note:** Participation optional
71-80	**Trade Bazar:** International trade is booming, count your income for this turn as if you had +1 Economy stat.
81-85	**Little Pioneers:** The NPC Micro Nations Grow in strength by 2d10 Tiles.
86-90	**Big Pioneers:** All players receive 5 more territory as their empires expand. If no tiles available then they 'expand within' still gaining the 5 territory.
91-95	**Stellar Winds:** Good conditions for traveling spread across the galaxy like a gentle breeze. Players gain +10 to all rolls this turn both actions and units. Natural 1's and 100s still apply.
96-99	**New Age:** A revolution in industry and science has brought a new era of progress. All players act for this turn as if they had +3 to all their stats including territory.
Natural 100	**Galactic Miracle**

GALACTIC EVENTS

	Theme
1	Invasion/Visitation
2	Scouts/Exploration
3	Enslavement/Uplifting
4	Raiders/Peacekeepers
5	Awakening/Return
6	Destruction/Creation
7	Tribute/Trade
8	Experimentation/Research
9	The Rampaging Horde / The Long Nomadic Journey
10	GM's Choice

	Origin
1	Aliens be they bugs, greys or body snatchers
2	Constructed Machines
3	Eldritch creatures from deep time, such as the deep ones or outer gods
4	Ancient Pantheons of Earth such as the Olympians or the Asgard and Demons so on.
5	Tolkien: Orcs, Elves, trolls and so on
6	Gothic: Vampires, Werewolves, Mages and so on
7	Super-powered humans (capes optional)
8	Strange Zone created (probably by one of the above)
9	Cosmic Phenomena (Gamma burst, dark matter fragment etc)
10	GM's Choice