

SE4 Board Game Rules

By Suicide Junkie

Starting player is decided by highest die roll.
Play proceeds clockwise.

You will need:

- 2 to 4 players
- 1 game board map.
- 1 (or more) sets of item cards
- a set of 6-sided dice (minimum one)
- a large collection of pennies, chips or other small objects to represent money.

1) Setup:

Place all Standard armor cards face-up in a pile.
Sort all Colony and Facility cards face up into piles for easy access.
Pass out hull cards to players.
Sort all Tech cards face up into piles.
Shuffle and place all other component cards face down in a pile.

Each player

- selects one of the planets on the board marked with an H to be their home world, and places a colony marker on it.
- places two space yard cards, 10 mineral miner cards and one research center card on the home world.

Note: For convenience, you may use the 2x and 5x mineral miner cards to simplify the pile. They are simply for accounting purposes and should be treated like paper money is. When a planet takes damage, you may have to break a five into a set of single facility cards in order to apply the damage correctly.

- collects 25 starting coins from the bank, placing them on the home world.
- draws fifteen random component cards, and purchases up to four ships at their home world.

Note: these ships are presumed to have completed the construction process before the game starts, and are placed with all their components face up.

2) Game Turns:

Game turns involve the following phases:

- Research
- Ship purchases
- Combat movement
- Combat
- Non-combat movement
- New ship placement
- Administration

2.1) Research:

- The player states how many research attempts they wish to make this turn, and pays five production coins for each attempt.

Note: Coins used for this purpose must be located on a planet with a research center.

- The player rolls a 1d6 for each attempt purchased:

If a 6 comes up, roll the 1d6 again and look up what development you have gained on the research chart (see pg 7). If you already have the technology, pick up two component cards instead.

Note: Additional attempts may not be purchased once the first die has been rolled.

Note2: Tech cards always override component cards.

2.2) Space Yard Usage

- The player will state how many and what type of ship hulls he wishes to buy this turn. The location of each must be specified, but not the components that will be used.

- Only one ship may be purchased at each space yard facility, and the cost of that hull must be taken from the local planet. If insufficient funds are available, the ship cannot be purchased.

- Place the ship hull card upside down at the planet with a coin on the top to indicate it is under construction.

- The player may also draw component cards from the deck for one production credit each. This uses up a space yard for one turn: one space yard cannot build both ships and components at the same time. Again, the credits must be on the local planet.

- Ships may be retrofit at this time if there is an idle space yard facility (not used for other construction this turn) in the sector. Flip the ship hull card to the crippled side if it is not crippled already, and pay one production credit from the planet onto the ship (place credit on the hull card as with a new ship). Return all undamaged components to your hand. Also collect damaged Organic Armor and face-down shield cards for free (since they self-heal). Pay $\frac{1}{2}$ credit from the planet for each damaged component you wish to repair (round up) and add them to your hand. Discard all other components to the bottom of the pile. This ship is now treated identically to a hull under construction.

- Ships may also be scrapped at an idle space yard. This is identical to Retrofitting, except instead of paying one credit, the player collects $\frac{1}{2}$ of the build cost of the hull (rounded down), and the ship hull is discarded. Credits collected are placed on the local planet.

2.3) Combat Movement

- Any non-crippled ships in a sector containing enemy forces may retreat to any adjacent sector that does not contain enemy forces.

- The player may now move his non-crippled ships. Ships need not move their full distance, but all ships moved during this phase must end their turn in a sector occupied by enemy ships or planets.

- Any ships moving along a red-coloured (unstable) warp line will suffer structural damage. Unless otherwise stated, apply one point of damage to each ship, starting at step 3 on the damage chart (pg 7)

2.4) Combat

2.4.1) Ship Combat

All sectors containing ships from more than one empire will enter combat.

- Ship Combat comprises a maximum of 6 combat rounds.

- ROF 1 weapons fire every round.

- ROF 2 weapons fire on rounds 1,3 and 5 only.

- ROF 3 weapons fire on rounds 1 and 4 only.

- If a ship loses its turn to fire because of a repulsor beam hit, the shot is spoiled, and the ship must wait until the next normal firing round.

Note: This is particularly effective on a missile ship hit during round 3 so that it loses its chance to attack on round 4, and cannot fire again.

Combat Round Order:

Phase 1) Targets for any non-crippled, cloaked ships are selected, and then the dice are rolled for each attack. All non-crippled, cloaked ships in the sector fire first and simultaneously with each other, including cloaked ships on both sides.

Phase 2) Defence rolls for the targeted ships are made (once for each ship targeting them), and damage is applied to any ships hit by the volley.

Phase 3) Any other ships now fire simultaneously with each other. Targets are selected, and attack dice are rolled.

Phase 4) Defence rolls for targeted ships are made (again, once for each attacking ship), and damage is applied

Phase 5) Any non-crippled, cloaked ships now have the option to retreat to an adjacent sector, provided that it does not contain any enemy forces.

Phase 6) Component Cards which apply every combat round (shield regenerators, organic armor, etc) are followed now.

Note: Ships under construction may be targeted and will be destroyed by any hit (since the hull is in a crippled state and they have no components). Ships under construction have a defence roll modifier of -1 (due to crippled state)

2.4.2) Planetary Bombardment (Ship combat round #7)

Non-crippled ships with Capital Ship Missiles or Planetary Napalm may optionally bombard planets in the sector at this time.

For each damage point inflicted, the planet owner must sacrifice one facility card. If the planet has any production coins stored, the attacker may call for a vicious bombardment. In a vicious bombardment, the planet owner must sacrifice one coin (per hit, not per damage point).

If a planet has no facility cards remaining, the next hit destroys the colony, and the colony card is removed. Any production coins remaining on the planet are left there as debris.

2.5) Non-Combat Movement

Any ship which was not in the same sector as a combat during this turn may move their full distance, as long as they do not enter or cross a sector containing an enemy ship.

Ships moving along an unstable warp line will suffer structural damage. Unless otherwise stated, apply one point of damage to each ship, starting at step 3 on the damage chart (pg 7)

Transports may load and drop cargo any number of times at no movement cost. Coins may be left on empty planets for future colonization, but are at risk from scavengers. (See 2.6.9)

If a player brings a non-crippled transport hull to an empty planet holding 3 or more coins, they may colonize it. Discard the coins, and place a colony card over the planet. Any coins left in the sector or on the planet as debris may be claimed as salvage and moved to the colony. Stars, asteroid fields and nebulae/storms cannot be colonized.

NOTE: Transport hulls can carry one coin in addition to cargo bay capacities.

2.6) Administration (done in order)

2.6.1) All ships with repair bay components that have NOT moved this turn may apply their repair points to ships in the same sector. For each repair point, you may pay one production credit (from any colony) to restore one card to its face up, undamaged state.

2.6.2) Any ship hull cards that are under construction (face down with coin on top) are now completed. Flip the hull card face up, and add component cards from your hand as desired.

2.6.3) Space yard facilities may be used to restore one damaged component card on any ship in the sector at no charge. Restoring a hull card costs one production credit.

2.6.4) All players may restore all of the face-down shield cards on non-crippled ships. Crippled ships may restore only half of their shield cards. (Round up)

2.6.5) Ships with organic armor roll a 1d6 for each organic armor component (damaged or not). Rolls above 4 restore any one organic armor card on the ship.

Note: an intact OA card's roll can be used to restore a damaged OA card that fails its roll. This rule does not apply during combat.

2.6.6) Planetary production is accumulated. Home worlds collect up to 10 production coins, colonies up to 4. The Ring World can produce up to 20 coins. No planet will produce more coins than the number of mineral miner facilities present.

2.6.7) The player may abandon any ships that they cannot afford maintenance on, or do not wish to keep for any reason. Such ships are removed from the board and their components are discarded. Any cargo carried by the ships is left in the sector.

2.6.8) Maintenance costs are subtracted. The player must sacrifice the number of coins specified on the hull card for each ship in service. Maintenance coins may be taken from any colony or home world for this purpose.

2.6.9) New facilities may now be purchased. Production credits must be present on the planet in order to purchase the facility. Subtract the cost specified on the facility card, and add the facility immediately.

2.6.10) If any sector contains debris (leftover coins) and no enemy ships or colonies, they may be loaded into cargo bays. A maximum of one coin per ship may be scavenged turn.

2.6.11) Any unwanted component cards may be discarded.

2.6.12) If a player holds less than three component cards, they may freely draw until they have three.

2.6.13) Three more component cards are drawn freely.

Combat Details:

See section 2.4.1) Ship Combat for which phase ships are allowed to fire in.

During each round of combat, the players involved are each allowed one called shot. The attacker names one of his ships, and specifies which opposing ship it will be firing at. This call must be made at the beginning of the combat round, before the dice are rolled. All weapons on the ship fire at the same target, except for TK projectors which can target any ship the attacker desires. Each weapon is rolled separately. All other targets are the defender's choice, and again must be specified before the dice are rolled. Firing order within a phase is the Attacker's choice.

Note: If any ship takes sufficient damage to be completely destroyed during the round, ships which have not yet rolled their attacks against that ship must choose another target, of the defender's choice.

Note2: Called shots should typically be rolled early on; if the called target is destroyed, then the defender gets to choose the alternate target, and your call has been lost..

Reminder: All attacks in each phase use the components and ship stats from the beginning of the phase: Damage does not affect fired weapons until the next combat phase.

PS: Shield and armor damage can be recorded without affecting the combat rolls, but you may wish to count hull damage against each ship via tokens or coins until the rolls are done.

For missile weapons:

- Missiles always hit. Attacker rolls 1d6 unmodified to see how many missiles launch and lock on successfully (at 1 damage each). If ship is crippled, divide by 2 and round down.
- Each defending ship may make one point defence roll per combat round (or three if they have a point defence component) Remember to save PD shots for missile volleys targeting other ships..
- For each point defence roll, use a 1d6. Hull bonuses are NOT used, component bonuses are as follows:
- The targeted ship must roll 4 or higher to score a PD hit. Both ECM and Combat Sensors are used.
- Other ships providing support must roll a 6 or higher to score a hit. Only Combat Sensors are applied.
- For each point defence hit, one missile is shot down, thus reducing damage by 1.

For other weapons:

- With a target picked, the attacker rolls 1d6, and adds the attack modifiers from the ship hull and any components.
- The defender rolls 1d6 and adds defence modifiers from the ship hull and any components.

Note: Crippled ships have a hull defence modifier of -1, and hull attack modifier of -1

If the attacker's total is greater than the defender's roll, a hit is scored, and the full damage is applied.

If the defender's total is greater, then a complete miss has occurred, and no damage is applied.

If the totals are equal then a near miss has occurred. Any damage that would have been applied to non-shields is ignored.

If a complete miss has occurred, roll 1d6-3. If you roll more than the count of non-crippled enemy ships, then the shot **hits** a ship other than the one originally targeted. The defender may choose which.

Combat Examples:

#1: Simultaneity and strategic sacrifice

Player A has 2 ships:

Escort with 1 Ripper Beam, 1 Organic Armor, 2 Shields

Cruiser with 1 Torpedo, 1 Antiproton Beam, 1 Shield Regenerator, 4 Shields

Player B has 4 ships:

Transport with 1 Cargo Bay, 2 Armor

Transport with 1 Cargo Bay, 1 ECM

Dreadnought with 1 Capital Ship Missile, 1 Antiproton Beam, 1 Combat Sensor, 4 Organic Armor, (Note not all slots are filled, possibly due to previous damage)

Round 1:

No cloaked ships are available, so phase 1, 2 and 5 are skipped

R1, Phase 3 & 4.

A makes a called shot of: Cruiser against the ECM Transport (In hope of crippling it)

B makes a called shot of: Dreadnought against Escort (In hopes of disabling the powerful Ripper Beam)

The Ripper beam cannot fire during round one, so all attacking ships have now been accounted for.

The Cruiser rolls: 2 +1 (hull) +1 (torpedo card) For its torpedo attack

And: 6 +1 (hull) For its antiproton beam attack

The transport rolls: 3 +0 (hull) +1 (ECM) Against the torpedo (4 vs 4 = Near Miss)

And 1 +0 (hull) +1 (ECM) Against the APB (7 vs 2 = Hit)

The Dread rolls: 4 For 4 missiles locked onto the Escort.

And 5 +0 (hull) +1 (combat sensor) For its APB

The Escort rolls: 6 >4 Point Defense (PD Hit)

And 4 +2 (hull) Against the APB (6 vs 6 = Near Miss)

The Cruiser rolls: 6 >6 for support PD (PD Hit)

Near miss of Torpedo deals no damage to ECM transport (only shields can be affected)

APB hit deals 2 damage to the ECM transport. (#4: Hull Crippled and #5: Cargo Bay destroyed)

Capital ship missiles deal 4-2(PD hits) damage to the Escort. (#1 two shields, #3 OA)

Near miss of APB deals no damage to Escort (only shields can be affected)

Note: Player B was hoping that the missiles would knock out the Escort's shields, thus allowing the APB to do 2 damage instead of 1 (APB card states half damage to shields). Since the APB scored only a Near Miss, they did no hull damage, and the plan backfired. If the APBs had been rolled first, then the near miss would have done 1 damage to the shields, and the missiles would have been able to cripple the hull.

Note2: Player B has decided to use the ECM transport as a shield for its Dread, giving it more time to attack A's forces before it takes too much damage. Thus the reason why B sacrificed the cargo bay before the ECM.

Phase 6:

The Escort rolls: 3 on its damaged OA. The OA is restored

Round 2:

A makes a Called Shot of Escort against Dread. B makes a Called Shot of Dread against Escort.

Now, B gets to choose that A's Cruiser will target his crippled ECM Transport.

A's Ripper beam and Antiproton beam are fired, B's Antiproton beam is fired. The missiles and torpedoes do not fire on round 2 (ROF 3 and ROF 2, respectively). They are still reloading.

The Cruiser rolls 3+1(hull) against the transport's 4 -1(crippled) +1 (ECM) so the APB scores a Near Miss doing no hull damage.

The Escort rolls 2+1(hull) against the Dread's 2+0(hull) so the Ripper scores a hit. B sacrifices 2 organic armor.

The Dread rolls 4+1(combat sensors) against the Escort's 3+2(hull), scoring a Near Miss.

Phase 6:

The Dread rolls 1 and 6 on its damaged OA. One organic armor is restored, leaving a total of 3.

Combat continues, leaving A's escort completely destroyed by missile fire, A's cruiser undamaged, B's ECM transport destroyed, B's armor transport undamaged, and B's Dread crippled with sensors and APB destroyed.

Ship Damage:

When a ship is hit, damage must be applied.

For each damage point inflicted, do the first applicable item:

- 1) Turn one shield card face down.
- 2) Apply armor-card based damage-negation. (Note that limits are per combat round not per hit)
- 3) Turn one armor card face down. (All armor can absorb one damage in this manner, even if not stated on the card)
- 4) Turn the hull card face down. (This ship is now Crippled, and cannot attack or move)
(Note: #4 is optional if the Durable Hull tech has been researched)
- 5) Permanently remove a component card from the ship and return it to the deck. This includes face-down shield and armor components. If shield components are selected, two face down shield cards must be sacrificed per damage point.

Note: Any cargo carried by a ship is left in the sector as debris when the cargo holds are destroyed.

- 6) Remove the entire ship and return all the cards to the deck. (Ship is destroyed)

Ship Design:

Each hull has a number of component slots. When installing components as ships are completed, take note of the following:

Each slot can hold:

one generic component.

-OR- two Armor components.

-OR- four Shield components.

-OR- one Armor AND two Shield components.

(IE: armor takes 1/2 of a slot, and shields take 1/4 of a slot)

Note: Some slots are restricted as to what type of components can be placed in them.

When a ship is completed, standard armor components may be purchased and used immediately for 1/2 production credit each (round up). All other armor must be drawn normally.

Facility Prices:

Mineral miner: 3 coins

Research Facility: 6 coins

Space Yard: 8 coins

Planetary Shield: 20 coins (maximum 1 per planet)

Research Chart:

1 = Advanced Storage Tech

2 = Advanced Repair Tech

3 = Advanced Armor Tech

4 = Durable Hull

5 = Phased Shields

6 = Quantum Torpedoes

Ship Hulls:

Hull	Slots	Speed	Combat Mod	Build Cost	Maint. Cost
Transport	1 general, 1 cargo	1	-1A 0D	5	0
Escort	2 general	2	+1A +2D	3	1
Destroyer	2 weapon, 1 armor/shield	2	+1A +2D	6	1
Cruiser	2 general, 1 weapon, 1 armor/shield	1	+1A +1D	8	1
Battleship	2 general, 2 weapon, 1 armor/shield	1	0A +1D	10	2
Dreadnaught	3 general, 2 weapon, 1 armor/shield	1	0A 0D	13	2
Star Base	8 general	0	+2A -1D	10	1