Wild Spaces: Base Building Combat Game

Setting up the game.

Before the game players pick five building cards consisting of one core building and four other buildings.

Place the nine square 4x4 map plates so that they make a 12x12 square. Flip a coin to determine who places the first terrain piece, then take it in turns to place between 5-10 building and terrain pieces and 3-6 resource piles/special buildings.

The player who placed the first building then chooses who places first. The player placing first choose which corner of the board they want to start the game in, and place their core building so that it is within the outermost corner tile of that plate. The other player then places their core building so that it is on the opposite corner. The player who placed their core building last then takes the first turn.

Turn sequence

The game is played in a number turns, with the control of the turn switching between players until the game ends. Each turn is split into four phases that are progressed through until the turn is done.

1. **Build phase-** during this phase the player may create new buildings and spawn new units.
2. **Movement phase-** during this phase units may move up to their movement value in tiles.
3. **Attack phase-** during this phase units may attack and attempt to destroy opposing units and models
4. **End phase-** during this phase expired effects and damage done to units that where not destroyed are removed

Units

Units have a card that shows how each version of that unit on the board is used. The following is an example of a standard card and an explanation of its various parts.

Engineer team [1] *PGRC infantry build unit* [2] **RP: 1 [3]** **ATK:** 1M [4] **DEF:** 1 [5] **SPD:** 2 [6]	**Traits: [7]**

[1]Name: this is the units name, which is mentioned on the cards for spawn buildings, showing what units the spawn building can spawn.
[2]Faction and type keywords: the keywords that a unit has can determine how it interacts with different traits
[3]RP cost: this is how many resource points must be spent in order to spawn this unit
[4]Attack: this value is split into two parts, the attack power and the attack range. Power is how much damage is done during an attack, and range is how far away a target can be and be hit.
[5]Defence: this is how much damage a model can take before it is destroyed.
[6]Speed: this is how many tiles the model can cross during its movement.
[7]Traits: the traits that a unit may or may not have. Some traits are universal and are covered in this section, but other traits are described on the models card.

Unit may also have a number of special rules, and some of these are considered universal special rules that frequently turn up on a models cards.

Agile: this model can move diagonally as many times as it wants during its movement.

Bulky: this model cannot enter transports or buildings.

Flying: the model can ignore other models and buildings during its movement. These models cannot be targets by M range weapons.

Free standing: this building may be placed anywhere within 1 tile of your build units.

Transport: when a friendly *Infantry* unit starts its movement in base contact with this model, it may embark upon it. Remove the embarked model from the board. At the end of its movement, any models embarked on the transport may disembark. Only one unit may be embarked at a time.

Unique: only one unit with the unique trait and the same name may be on the board and under the control of the same player.

Buildings

Buildings are the core of the game. Each building has a special ability, either attacking targets, spawning units or providing more resources.

Barracks [1] *PGRC spawn building* [2] **RP: 3 [3]** **Spawn List [4]** • **Soldier team** • **Sniper team** • **Exo-trooper team** • **Exo-marauder** **10 SP [5]**	Traits: [6]

[1] Name- the name of the building

[2] faction and type keywords- the first part is the buildings faction, and you must choose your buildings so they share the same faction. The type of building has effects that are shown below.

[3] RP cost- the number of resource points that must be spent in order to build this building

[4] Spawn list- specific to spawn buildings, this shows the names of the units this building can spawn

[5] Structure points- the how much damage a building can take before it is destroyed.

[6] Traits- the traits the building may have.

There are four main building types that are used during the game.

Core buildings- each player must pick one core building to use during the game. When a players core building is destroyed they loose the game. You cannot build more core buildings.

Other buildings are built around your core building, When you build a new building you must place it adjacent to the core building you have already placed.

Resource buildings- these vital structures let you gain resources. You gain one resource point for every resource building you have placed on the board.

Spawn buildings- these buildings are used to produce the units you need to rule the battlefield. These buildings can create a single unit each at the start of a turn, and the unit must be placed as close to the building that created them as possible.

Support buildings- provide extra bonuses to the army that is using them.

Build phase

During the build phase players can spend the resources they have earned to create new units and buildings. The phase is split into three key sections.

Check resources: the player gains the resources from claimed resources piles and resources buildings. A resource pile is considered claimed by if there is one of more of your units or buildings adjacent to it without any enemy units in contact with it.

Create buildings: you may place a single building within 1 tile of a core building. If you have claimed a resource pile you may place a resource building within 1 tile of it. If you have a build unit they may be used to build a single building within 1 tile of the unit and within 1 tile of the core building.

If you have a unit claiming a resource pile, you may use your build units to place a resource building adjacent to a resource pile.

Creating buildings costs resource points equal to the buildings cost, which is shown at the top of the buildings card under the building title and type as a number of '§' symbols. Buildings do not contribute to population cap.

Spawn Units: each spawn building you have on the field may be used to spawn a single unit each, and the core building can often spawn units too. When a unit is spawned place it next to the building that spawned it or an adjacent spawn building.

The cost of spawning a unit is shown as 'RP' on the units card.

When spawning a unit you must make sure that the units point cost doesn't raise your total fielded points above the spawn limit. The total fielded points is the cost of all units you own currently on the board, and the spawn limit is the number of points you are allowed to have on the board at one time. Spawn limits are effected by buildings, with core buildings add 10 to it, and spawn buildings adding 5. You cannot spawn units that would take your total fielded points above the spawn limit.

Movement phase

When a unit moves, it may move up to its movement value in tiles, with each time the model crosses over to a new tile costing one movement. Normally a unit can only move to a tile that is sharing a side with the tile it currently occupies, but once per movement it may move diagonally.

A unit cannot move through another unit or a building. A model can move through rubble and resource piles, but cannot stop on them, and the cost of movement is doubled when moving over them.
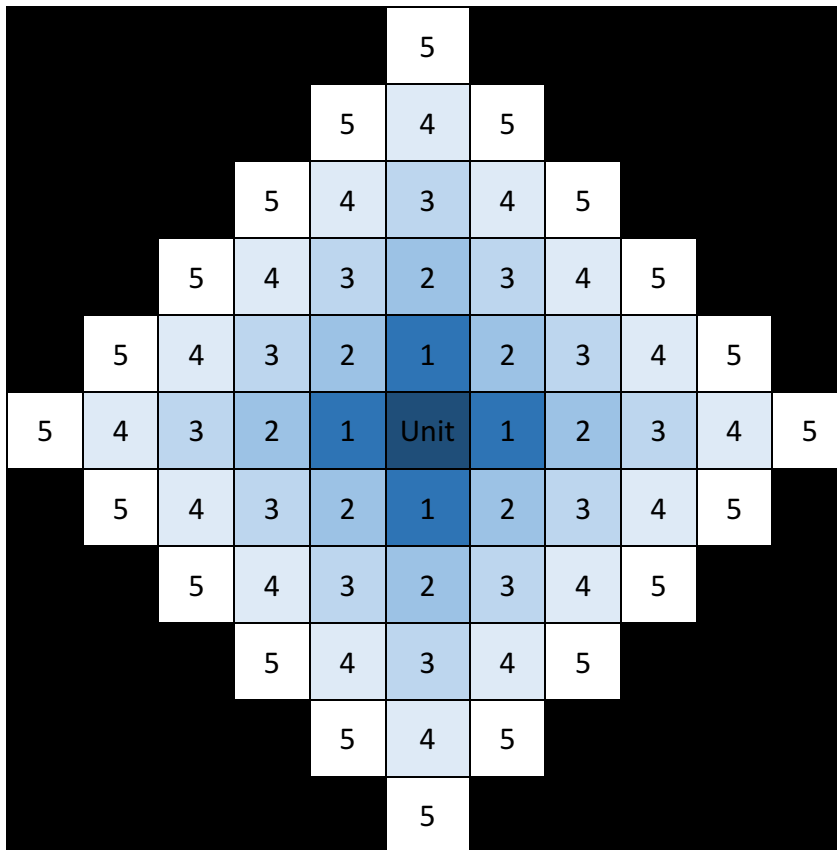
Attack phase

Declare targets- choose a target for each of your models. Each models attack stat has a range that determines how far away a target can be and still be attacked. The three attack ranges are M, S and L.

M- melee: attacks with this range can target no more than 1 tile away.

S- short: this attack can target models 3 tiles away or less.

L- long: this attack can target models 5 tiles away or less.

Refer to this diagram to work out the distance to the target. If a rule states the term 'adjacent' then this means any tile touching the tile by either a corner or a side.

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Sometimes a target is out of your units line of fire. To check if it is, trace a line from any point of the tile your unit occupies to any point on the target occupies. If that line crosses a tile occupies by another unit or building, it is blocked and you cannot target that unit.

Damage targets: the target models suffer damage equal to the attacking models attack power. This is the number in the models attack stat.

Remove casualties and reduce structure: any units that suffer damage equal or greater than their defence value are removed from the board, and all other damage on other units is removed. Buildings have their structure reduced by the amount of damage they suffered, and are removed if their structure is reduced to 0 or less, with the tiles they occupied having a rubble tile placed upon it.

End phase

During this phase clean up all effects that last "until the end phase" and discard all damage from units that are on the table.

Winning the game

A player wins the game by destroying their opponents core building or by controlling the most resource piles at the end of the tenth round.

Terrain

Across the battlefield there can be a number of different types of terrain that can show up.

Buildings

Terrain buildings block attacking and movement. Buildings can be targeted by attack, and depending on the size of a building it has a different number of structure points;
Small buildings- 5 SP
Medium buildings- 10 SP
Large buildings- 15 SP

Units with the infantry type can enter terrain buildings if they start their movement phase adjacent to one. Terrain buildings can hold units with a total point value equal or lower than the buildings current structure points.

Units inside a building cannot attack units that are outside the building during the attack phase, but may attack other units inside the building, regardless of weapon range. Models outside the building cannot attack the units inside directly. If a building is destroyed all units currently inside are destroyed too.

Rubble tiles

Units may not stop on a rubble tile during movement, and buildings being built on a rubble tile cost one RP extra to build. Attacks that cross over a rubble tile have their attack value reduced by 1.

Hazardous rubble

This tile acts as normal rubble, but causes 2 damage to any unit moving over it.

Resource piles

Resource piles are valuable and vital caches of technology. Aside from their other effects previously noted, resource piles act as rubble tiles.