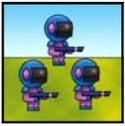
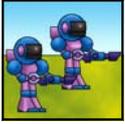


SPACA WOR



Spaca



Mekka



Bika



Tanka



All Gone



Same as a kept die



Gain an extra roll



The normal Battle Order

1. Spacas
2. Mekkas
3. Bikas
4. Tankas



Mekkas beat all in Jungles



Bikas beat all in Deserts



Reverse order of Plains

Spaca Wor simulates battles between the Redd and Bloo Nations. You must choose your forces carefully before each combat, taking into account the terrain you will be fighting in.

Print and assemble all 20 dice from the previous pages.

Starting a Game

A game goes for at least five Battles and the winner is the player who wins his last two battles in a row.

Each Player rolls one of their combat dice. BOOMS are worthless and the lowest result on the dice. Spacas are your standard troop and come next in power. Mekkas follow and are your heavy armour troops. Then comes your Bikas, fast and deadly. The last troop type is your Tankas which can only be beaten by a Support or Turbo - the final results you may get on a combat die and equal in power.

The winner is the Defender for the first Battle.

Starting Battle

The Defender chooses a Terrain Die from the four available and shows it to their opponent.

The Attacker must choose six dice from their Combat dice pool to use in the Battle.

The Defender rolls the Terrain Die to determine what terrain they will be fighting in.

The Defender must now choose six dice from their Combat dice pool.

Keep the Terrain die nearby to remind players of any special rules that apply (See terrain rules).

Combat in a Battle

The Attacker can roll their Combat dice up to 3 times. The Attacker can keep dice that they like after each roll and roll the remaining dice. The Attacker can choose to re-roll any kept dice from a previous turn as well. The only exception are BOOM results which cause the die to be removed for the rest of this battle. If a 'Support +1' result is gained, it must be linked to another die. If the linked die is rolled again, then the 'Support +1' die is also rolled again. You must keep all dice results visible until the end of the battle. If a 'Turbo 4x' result is gained then you may roll 4 times this battle instead of 3 times. You also get to re-roll the 'Turbo 4x'. Further results of 'Turbo 4x' can be ignored. You do not need to roll the full number of times, if you do not want to.

The goal is to have the highest number of Dice with the same unit type. E.g 3 Tankas, 4 Bikas etc.

Now the Defender can roll their Combat dice up to 3 times. They follow the same rules as the Attacker.

The player with the highest number of Dice is the winner. If both players have the same number of dice, then it goes on the power of the Dice. If both players have the same dice power then it goes on the results of any extra dice.

For example: If the Attacker had 3 Tankas and the Defender had 4 Spacas then the Defender has won because he had more dice the same. If the Attacker had 4 Tankas and was playing on the Plains then he would win because Tankas are more powerful than Spacas.

If both Players had 4 Spacas the result would be determined by the extra dice. If the attacker had a Tanka and Boom and the Defender had a 2 Mekkas the Defender would be the winner. If the Defender had only 1 Mekka and a Boom then the Attacker would win.

If Both Players have exactly the same dice results then it is a draw and the Battle is played again.

Ending a Battle

If this is not the fifth Battle, then another Battle is started by the players.

The winner of the Battle is the Attacker for the next round.

If it is the fifth battle (or more) then determine if the Winner has won his last two Battles. If he has, then he is the winner of the game.

Terrain Effects

Terrain effects the power of all the dice. In the Plains Spacas are the lowest, followed by Mekkas, then Bikas and finally Tankas. In Jungle Terrain the Mekkas are more powerful and in Desert Terrain the Bikas are more powerful. In Urban Terrain, the order is the reverse of Plains.

Alternative Rules

1. If you roll 3 or more BOOMS in single roll for a Battle, you may ignore one of them.
2. Roll the Terrain Die before the Attacker chooses his combat dice, so both players know the Terrain.
3. Increase the number of Battles to win in a row from 2 to 3.
4. Increase the minimum number of rounds from 5 to 10.

SPACA WOR

Example

Player Bloo Wins the Starting roll and is the Defender. Bloo chooses the Terrain die with 3 Plains on it.

Player Redd chooses 4 x the standard die (one of each unit and a Boom and +1) and 2 x the Tanka die (2 Tankas, 2 +1 and 2 Booms).



Bloo chooses 4 x the standard die (one of each unit and a Boom and +1) and 2 x the Turbo die (one of each unit and a Boom and 4x).

Redd rolls the dice and gets the following results:



Redd keeps the two Mekkas, sets aside the Boom

And rolls the remaining three dice to get the following results:



Red keeps the Mekka and links the Support to it

And rolls the remaining die to get the final result:



4 Mekkas

Now Bloo rolls the dice and gets the following results:



Bloo keeps the three Spacas, noting he has 4 rolls

And rolls the remaining three dice to get the following results:



Bloo keeps the three Tankas

And rolls the original three Spacas to get the following results:



Bloo has another roll due to the turbo

And rolls the dice again and gets the following results:



4 Tankas

Redd has a Quad of Mekkas. Bloo has a Quad of Tankas. So Bloo wins as Tankas are more powerful than Mekkas on the Plains.

Bloo now becomes the Attacker and Redd the Defender.

Redd chooses the Terrain die with 3 Urbans on it.

Player Bloo chooses 2x the standard die, 2x the Tanka die and 2x the Turbo die.

Redd rolls the Terrain die and gets an Urban Result.



Red chooses 4x the standard die and 2x the Turbo die.

Bloo rolls the dice and gets the following results:



Bloo keeps the 2 Spacas

And rolls the remaining dice to get the following results:



Bloo keeps nothing and sets aside the Boom

And rolls the remaining three dice to get the following results:



Bloo keeps nothing and sets aside the Boom.

And rolls the dice again to get the following results:



2 Spacas and 1 Mekkas

Now Redd rolls the dice and gets the following results:



Redd keeps the 2 Mekkas and sets aside the Booms

And rolls the remaining dice to get the following results:



2 Spacas and 2 Mekkas

Redd has a Double of Spacas and a Double of Mekkas. Bloo has a Double of Spacas but only one Mekka. So Redd wins.

Redd becomes the Attacker and Bloo the Defender.