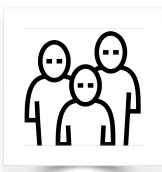


„Cosmic Combats”



12+



2-6



40-120min

Mechanisms:

Area Majority / Influence, Area Movement, Dice Rolling, Modular Board, Order Tokens, Variable Player Powers, hand management, dice management

Type: Strategy

Description:

In "Cosmic Combats" you play the role of a fraction leader. You will manage your planets&citizens, set budget (choose between army, logistic, business and civil support), gain glory, build units&structures, recruit heroes, use powerfull skills and finaly - lead exciting battles.

Components:

X map tiles, 10 bases, 192 unit models, 30 heroes models, X planet cards, X heroes cards first player token, 6 mepels, 250 tokens, glory track, X player boards, 20 K6 dices. Ammount for 6 player version. X values depending from ammount of fractions.



Product advantages:

- Only little shallower than 4X games for 6 or more hours - but several times shorter
- Easy rules explanation - 10 minutes
- Short downtime
- High replayability
- Many different playstyles&races
- Place for huge campaign
- Place for tournamet rules
- Small randomness
- Every planet give interesting decision
- 2 phases - one of them every player make in the same time.
- Quick setup
- Very easy and interesting resource managment
- Every choice does matter
- Every player are in game all time. If you gain enemy capital city - you win the game. Its one from three ways to win.

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