



# STAR RUNNERS

DESIGNED BY ANDREW LOONEY



2



FAST



SIMPLE

## EQUIPMENT

- Five Trios of any color
- 2 regular dice



## OVERVIEW

You control a small fleet of spaceships, as does your opponent. Your task is simple: maneuver your fleet across the galaxy to your opponent's star system. Along the way, all of your ships must stop at a difficult-to-reach system called Backwater. It's a friendly race, so you can't actually attack the other player, but there are ways you can try to slow them down. Who will get there first?

### GOAL

Be the first to get all 3 of your ships to the opposing star.

### HOMEWORLDS FUNDAMENTALS

This game uses some of the core mechanics of the interstellar classic, Homeworlds. As such, it makes a great place to start for students of that game. (It's also a nice alternative for players who crave a spaceship game for the pyramids but find Homeworlds too complex.)

Upright pyramids are stars. Pieces on their sides, next to a star, are starships orbiting a planet at that star. Starships are owned by the player they point away from.

Ships can only move between stars that are different in size. Binary stars consist of two upright pieces and are only "connected" to stars of the third size.

## SETUP

Each player builds a binary star system (which must not match the other one), and parks a fleet of 3 ships (one of each size) at this system. The remaining 5 pyramids are arranged as other stars between the two binary stars.

## HOW TO PLAY

First, roll the dice to determine your movement points.

**Roll Two, Use One:** The number of movement points you get is equal to the greater of the two values you rolled. If you get doubles, you can use that number or choose to re-roll both dice.

**Movement Rules:** It takes 1 pip on the die to move 1 pip's worth of your ships. Thus, a roll of 1 will only allow you to move your Small from one system to the next. A roll of 6 would let you move each of your ships once. You could also move the Large twice, or the Medium 3 times.

**Conflict:** There is no combat nor any catastrophes in this game. However, strength still has its power. Larger ships may block smaller ships, both from entering and exiting a star system. No ship may enter a system if it is occupied by an enemy ship of a larger size, and no ship may leave such a system either. (The latter is calling pinning.) There's one exception to this rule: a ship cannot be pinned at a binary star.

**Backwater:** As they travel across the galaxy, ALL of your ships must visit Backwater, this being the one star system in the middle, which neither player can get to easily. Each ship must end a turn stopped at the Backwater system.

## HOW TO WIN

The first player to move all three of their ships to the opposing binary star, after also tagging the Backwater system, wins the game!

## DESIGNER'S NOTES

It's important to understand that this game only borrows a few concepts from Homeworlds. In that game, color is very important. Movement is provided not with dice rolls, but based on the availability of yellow pieces. Larger ships cannot block arrivals or delay departures as they can in this game, however, if they have access to red pieces, they can board and take control of enemy ships. In Homeworlds, empty star systems are instantly removed from the board but new systems can be added to the star map at any time. And in that game, the object is not a simple race, but a complex battle to the death.

