

Species of Man™ is a tactical space combat board game. The game Species of Man came from the ashes of older game that I created called Galactic Domination I recreated the game and made much more playable and a lot more fun. My friends enjoyed this newer version of the game. I decided to put it on the market to raise money to help charities and causes that I care for.

The name Galactic Domination was taken as domain name and the web site had freeware video game. I did not want legal problems. After work sitting in front of my computer one late night, I was trying to figure out a new name for the game. It came to me, Species of Man. I had to change how the game played out and feel of the game. The name of game is important it gives the game a certain theme and reality which the game is presented.

I prefer board games versus video games. Video games may have great sounds and graphics, but one finds that you are stuck playing a story line that someone comes up with. But a board game usually involves two or more people and players can play certain scenario or make up one from scratch. I like to promote the idea for people to use their imagination with the rules that keep the game playable and with a sense of order. Many of my play testers had to move due to 2008 economy crunch. It was great we would get together and everyone brought food and the friendship was great. We had discussion about how the battles went and how things could be improved. I will restart the play testing to improve the game play, but friendship made it very memorial thing that video games cannot touch, also I mentioned the food.

This game has some nice features when future expansions or volumes will expand the playing of the game into new ways to play a board game never thought of before. If you want a board game with options in playing or presenting this game in certain format. Buy this game and make useful comments that would allow you to enjoy this game better. I thank you for reading this page. I will be even more thankful if you buy this game.

The Idea of the Game

The Idea of the Game is the distant far future, the time line where the game begins 81st millennium. A possible reality where the earth, could have developed differently from what we know now. The game portrays if the rule of governments do not take place, but the rule of corporations. Everything or everyone is or maybe owned. Dark ages never happened, but wars that consumed smaller corporations and forged larger corporations that almost resemble government but not so.

Human went to the stars and found no place where in space that any humans are welcomed. The environments of those planets are harsh and caused humans to mutate to adapt to the environments. The species of man are at war with each other. For many species forgot their humanity and fight earth (terra) with extreme hatred.

Two species that mutated are Xanthians and Crystal Mutants. The Xanthians are ammonia-carbon-based mutant. The Crystal Mutants are silicon-carbon-based mutant. There is also another Specie that exists developed by genetic engineering are the Daalgaumei. This species is mainly human but is divided into two different subspecies. One of the specie has splice genes of wolf and lion. The other specie has spliced genes of a bear and gorilla. This species escaped from the compounds and formed its government. This specie was created to form powerful combat units to fight mutants and other humans.

The last specie is a self-mutated human that purposely mutated to use cybernetics. This specie is neither the largest nor the most powerful specie, but this specie is to be reckoned with.

Since this earth is corporate owned and not government controlled. The star ships are divided into two classes' inner core and outer core. The inner-core is the most expensive and powerful ships. The other class is the outer-core ships, which can be mass-produced at a cheaper rate to build. These outer-core ships are not as powerful as the inner-core ships.

In the game outer core ships are used. Inner core ships will be used later in the game in future volumes. Thank you for your time and investing your time reading this page.

Ray Sanner



How the Game plays

Species of Man is space tactical ship combat system. I have watched movies where all ships are at point blank range with battling each other. When it comes to most games, this is not true. Having weapons only being useful in a range so close, which forces the players to be more creative in combat and using terrain such as planets or moons are so critical. Species of Man uses shuttles, fighters and missiles to be critical part of combat. The ships in the game have direct aim weapons that only can fire up to maximum range of 5-8 hexes depending on the class of ship. All ships of every class carry some shuttles and fighters. Beyond eight hexes combat depends on the shuttles, fighters and missiles. Missiles in this game travel 150 to 200 percent faster than the ships. Shuttles and fighters play a big role as missile screen. It is important to destroy any shuttles and fighters quickly to allow missiles to be more effective weapons against opponent ships. Also at close ranges the missiles travel very quickly in such little time. Couple hexes distant between ships give opponent ship very little time to stop a missile barrage.

Gameplay with realism

This game is not turn based, but movement segment based. Turns are only a reference point. The maximum speed of ships or smaller units is forty hexes per turn. Each turn consist of forty movement segments. Each movement segment is 1.5 seconds long. Weapons in Species of Man game cycle, this means player powers up the weapon then weapon charges fires, then cycle begins cool off and recharging then fires again. Once a weapon is powered it remains powered until power is no longer available. Many weapons fire several times a turn. The game uses movement segments to keep realistic motion of the different events that take place. Everything is based on many movement segments have been taken place, other words time.

What comes with the box game?

This gaming system uses a map and counters to represent ships, fighters, shuttles, missiles, and space terrain and couple monsters. The game consists of a main rule book, mini cadet rule book, map, and counters, some large terrain and 2 D10 dice.

Being Different

There are many new terms and ideas used in this game were never used before. I am stepping out in areas of space combat and ideas of space travel never thought of until now. Ships do not have shields or deflectors as many games, but space itself is wrapped around a ship in such matter to distort or scatter enemy fire. This is called Quantum Space Distortion Field, QSDF for short. The QSDF gives ships defensive screen, allows ships to travel faster than light, deflects some damage and acts as a battery to store part of the enemy fire as a power source.

Everything moves at below speed of light and with that in mind ships do not have to use constant power to keep same speed, unless a player wishes to speed up to maximum or to slow down. There is no atmosphere to slow a ship down and ships are not going faster than light.

Different types of weapons systems are torpedoes which use electron depleted matter which does great damage. Ram cannon that are modified torpedo, advance plasma lasers, particle beams, advance electromagnetic pile drivers, also a weapon that can be used as a shield or as offensive fire.

The Game's Future Plans

Many terms and ideas I have not gone into great detail in Volume One, but I will go much deeper in detail how the Species of Man universe is really different from any other game. The Species of Man First Edition Volume One is the introduction to Species of Man universe. Each following volume will unfold and working with main rule book.

There are 12 volumes in all and many are partly done. This game will expand quickly if sells are good. In miniatures will be in the works. Player feedback will need to make this game that many players will want to buy. Be part of the team, buy the game and provide useful feedback.

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