

Space Empires: All Good Things



The Third and Final Expansion in the Space Empires series.

Rating: Not Rated Yet

Price

Price £85.95

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Manufacturer [GMT GAMES](#)

Description

Available for Pre-Order. Made the Cut.

Space Empires: All Good Things is the Third and Final Expansion in the Space Empires series. It is designed to complete the game and add even more replayability and options. Note that this expansion contains NO Board. Ownership of the original game, *Space Empires: 4X*, is required to play. Ownership of *Space Empires: Close Encounters* and *Space Empires: Replicators* is recommended.

	<p>P500</p> <p>Game Design by Jim Krohn</p>	<p>SPACE EMPIRES ALL GOOD THINGS</p> <p><i>Space Empires: All Good Things</i> is the Third and Final Expansion in the Space Empires series. It is designed to complete the game and add even more replayability and options. Note that this expansion contains NO Board. Ownership of the original game, <i>Space Empires: 4X</i>, is required to play. Ownership of <i>Space Empires: Close Encounters</i> and <i>Space Empires: Replicators</i> is recommended.</p>	
Features			
Combined Rule Book, Combined Competitive Scenario Book, and Combined Solo/Co-op Scenario Book: Since this is the final expansion, all the rules and scenarios over the four different games will be compiled in one place.			
Solo and Co-Op: Refined solo and co-op rules.			
A New, Alternate Empire (two copies): Not as different as the Replicators, it has the same economics as a base empire, but some of the ship classes have different stats and abilities. Some of the ship classes are also completely replaced with new classes.			
<ul style="list-style-type: none"> • Allows you to play <i>Space Empires</i> as a 6-player game without Replicators or a 7-player game with them. • Even in a 2-player game, you can now play it 5 different ways. <ul style="list-style-type: none"> • Base Empire vs Base Empire • Base Empire vs New Empire • Base Empire vs Replicators • New Empire vs New Empire • New Empire vs Replicators 			

Sci Fi : Space Empires: All Good Things

Variable Home Planetary Attributes: Scenarios use the same Home System Attributes as before. However, you will have a choice of one randomly rolled variable Home Planetary Attribute.

Scenario Cards: 30 or so cards, and 1 or 2 could be flipped to change the overall galaxy conditions for the game. A couple of these are from the scenario book, but most are new.

Missions: Missions are Resource Cards that can't just be played but require you to complete something on the map to gain a larger benefit. More work, but more reward.

Deep Space Planetary Attributes: The NPA planets in deep space will now have a bit of personality. Some will be harder or easier to take. Some will really be worth fighting over as they will have different abilities and bonuses.

Crew Cards: Notable crewmen that bring bonuses will be on some of your ships. Sometimes they benefit just one ship, sometimes a group, and sometimes a fleet.

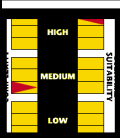
Facilities Game: Two new facilities will be added to complete the facilities game.

Much, Much More: extra cards of every type, Starbases, Defense Satellites, Cyber Armor, New Terrain types, additional terrain to support larger scenarios, a 4" box to give you more storage options, and more!

COMPONENTS

- 4" Box
- 1 Combined Rule Book
- 1 Combined Competitive Scenario Book
- 1 Combined Solo/Co-op Scenario Book
- 5 Counter Sheets 5/8"
- 5 Tile Sheets
- 190 Cards
- 4 Player Aid Cards
- 2 Player Aid Cards New Empire
- Production Pad
- Production Pad New Empire
- Production Pad Facilities
- Production Pad Facilities New Empire
- 2 Cardstock Fleet Displays
- 100 green plastic stands

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Game Design: Jim Krohn

**SPACE
EMPIRES**
ALL GOOD THINGS

This final Space Empires expansion is full of cool new features that improve, expand, and add versatility to your game. A New Variable Empire, Variable Home Systems, Missions with new rewards, Deep Space Planetary Attributes, Added Terrain for larger scenarios, Crew Cards with bonuses for your ship or fleet, and much more!



Game Design by Jim Krohn