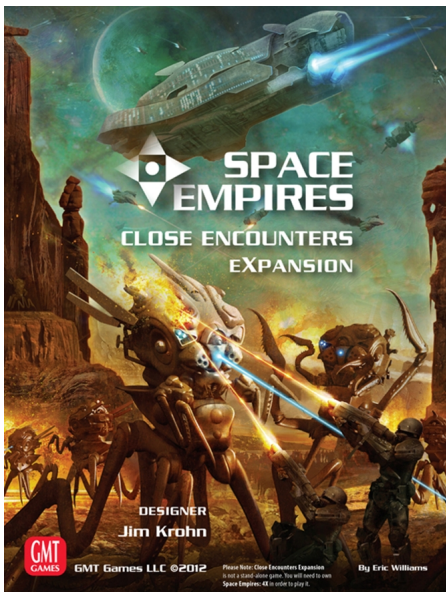


Space Empires: Close Encounters Expansion (2nd Printing)



Space Empires: Close Encounters is the first expansion to Space Empires: 4X.

Rating: Not Rated Yet

Price

Price £52.95

[Ask a question about this product](#)

Manufacturer [GMT GAMES](#)

Description

2nd Printing

Note: This 2nd Printing will be identical to the 1st printing, except that it will only contain the countersheets for Close Encounters (GMT added a bonus in the first printing to update the thinner original Space Empires counters. Because the last two printings of Space Empires have used the thicker counters, there's no need to include them in a new printing of Close Encounters.) As usual, GMT will update any known errata when printed.

Space Empires: Close Encounters is the first expansion to Space Empires: 4X. Alien races meet up close as they encounter each other for the first time in ship boarding engagements and planetary invasions with different types of ground troops. The strengths and weaknesses of each alien empire are brought out with roughly 20 unique racial abilities. The expansion takes advantage of the streamlined nature of the game system to add more technology and cool sci-fi things in very simple ways. While it is designed to be used as a whole, the expansion is modular and players can choose to use only the parts that they like.

Also included in the expansion is an experience system so that your ship groups become more proficient over time. There is a big benefit if you can keep ships alive! The game gives more counters of each ship type to accommodate groups at different experience levels. Military academies in your empire can give your new groups a head start in accumulating experience.

Titans, super large ships beyond dreadnaught, make their appearance and can both carry fighters and destroy planets, but have liabilities too. As requested, fleet counters and a fleet display are in the box. In addition to racial advantages, there are also unique Technological Advantages. There are more technologies and some more money is added into the game because of the larger tech tree.

New scenarios are added for both 3 and 4 players. A new alien empire solitaire scenario is included as well as another solitaire scenario where a player can attempt to fight off an invading mass of Space Amoebas.

The system is exactly the same, but more awesomeness is added!

Ownership of Space Empires: 4X is required to play.

COMPONENTS

3 New Counter Sheets

25 Racial Advantage Cards

30 Alien Technology Advantage Cards

Four cardstock Fleet Displays

One cardstock Battleboard

4 double-sided Reference Cards

Production pad w/o Facilities

Production pad w/ Facilities

Rulebook

Scenario Book

Players and Playing Time:

1-4 Players

1-4 hours to play depending on the scenario

Complexity Medium

Solitaire Suitability Low

DESIGNER: Jim Krohn