

# Games To Play

Games high on the list that I'd like to play :)

## Times

TBD

## Miniatures



- [In Her Majesty's Name \(IHMN\)](#) - **2+ players** Steampunk company level (dozen miniatures or so) scenario based. 3 companies mostly painted. **d10** dice.



- [Frostgrave](#) - **1+ players** generic fantasy, wizard+apprentice+supporting soldiers (ten minis) competing for treasure . Can use any fantasy minis. Solo, Co-Op or Competitive. **d20** dice.



- [Stargrave](#) - **1+ players** generic Sci-Fi, Captain+First Mate+supporting soldiers (ten minis) competing for objectives. Can use any Sci-Fi minis. Solo, Co-Op or Competitive. The sequel to Frostgrave and Ghost Archipelago (which is fantasy pirates). **d20** dice.
- Solo/Co-op - **1+ players** I've a bunch of rules (some in ebook format), some IGO/UGO some alternating for Scifi, Fantasy and Pulp that could be worth a go sometime. These ones aren't competitive, enemies use AI.



- [Rangers of Shadow Deep](#) - **1-4 players** smaller group (up to half dozen). Co-op scenario based. Any fantasy minis. Each player has one ranger and a number of supporting companions based on how many players there are. The campaign is a series of linked missions that aren't randomly generated. **d20** dice.



- ( [5150](#) own Sci-Fi setting, skirmish games based on random missions. One main character and supporting characters. Has an extensive campaign system and expansions. **d6** dice.



- [Five Parsecs From Home](#) own Sci-Fi setting, skirmish games based on random jobs but has a fairly extensive campaign system. The player controls 6 main characters. **d6** dice.

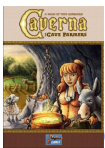


- [Perilous Tales](#) generic pulp (1890s to 1990s apparently) - aliens, supernatural and Cthulhu based missions with randomly determined objectives. The player controls 5 characters. Currently free as a beta release here- <http://planetsmashergames.com/perilous-tales/>. **d10** dice.

## Worker Placement



- [March of the Ants](#) - **1-5 players** competing ants with upgrades trying to make the nest better. A kickstarter I've never played.



- [Caverna](#) - **1-7 players** Sequel to Agricola. Dwarf families trying to thrive.

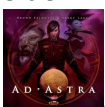


- **Played** [Discworld: Ankh-Morpork](#) - **2-4 players** Try to control the city. Set in the city of the Terry Pratchett books.

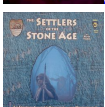
## Euro



- [Mistborn](#) - **3-5 players** Competing fantasy political families in the setting of Brandon Sanderson's books. Choose to solve problems to either help the ruling evil overlord or possibly side with the eventual uprising in the hopes it succeeds at the end. Semi co-op.



- [Ad Astra](#) - **3-5 players** Got secondhand, never tried.



- [Settlers of the Stone Age](#) - **3-4 players** Got secondhand, never tried.







- [Eclipse: Rise of the Ancients](#) - **2-9 players** 4x game, sadly not the latest edition but has breakthrough mechanics to make 4x a viable boardgame.





- [Tigris & Euphrates](#) - **2-4 players** Abstract tile placement game based on ancient empires


## Deck/Pool Building

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**Legendary: Encounters** - **1-5 players** Co-op Aliens movie franchise card based deck builder. So far I've only done the first movie 3 times, so we could try a different mix of cards.
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**Dice Forge** - **2-4 players** Dice building game (you use 2 dice but change their faces). I've not tried the advanced rules for this yet. It's a light game
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**Mystic Vale** - **2-4 players** Card building game (you have 20 cards in your deck but modify their faces). I've only played the basic without expansions so far. So eager to try all the expansions.
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**Played Quarriors** - **2-4 players** Cute dice pool building game.


## GM vs Players

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**Battlestations 2nd ed** - **2-9 players** oldie but a goodie. Everyone but me is a crew member of a tile-built starship where they run around to use battlestations to perform missions.
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**Guardians Chronicles** - **2-5 players** Players are superheroes versus an evil supervillain and their minions. Various expansions. Cards and dice.

## Ameritrash

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**Xia** - **1-5 players** Great single ship, slightly random, elite/firefly game with great gamepieces.

## Legacy

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**Charterstone** - **1-6 players** A 12 game legacy campaign of village building using worker placement and resource management. At the end you have a unique board and player powers. Replayable even after the legacy. Ideally we need the same amount of players for every game but it does have mechanics for missing players.

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