Project Space James
vA0

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CONTENTS

Chapter 1

Introduction

Project James is a community ruleset that brings together the classic features of Dropfleet Commander 1.0 by Hawk Wargames and Dropfleet Commander 2.0 by Tabletop Combat. The aim of Project James is not to revert from 2.0 to 1.0, but blend some of the streamlining improvements of the former with some of the characteristic mechanics of the latter.

Goals

- Focus on the impactful decisions behind controlling your fleet

- Reduce or eliminate time spent in redundant mechanics

- Create more opportunities for balanced tactical play without adding unnecessary complexity

- Remain recognizable to Dropfleet Commander players

As a community project, this ruleset exists for the members of the player base that want an evolution of the Dropfleet Commander ruleset, as such feedback is welcome and appreciated. There are many designer intent or commentary notes in this document, please read the designer intent for a given rule change or addition before giving related feedback.

The Project James ruleset is paired with ship profiles re-statted and re-balanced for Project James. Commentary will be given with each ship as to any substantial changes made from the design of the 1.7 profiles.

Chapter 2

The Basics

This section introduces some basic terms and definitions while highlighting components required to play the game.

2.1 Ship Characteristics

Name	What the ship type is called.
Scan	The base range at which the ship can obtain firing solutions on targets.
Signature	The base range at which the ship can located by enemy scanners.
Thrust	The base distance a ship can move.
Hull	The amount of damage a ship can take before being destroyed or rendered combat ineffective.
Armor	How string the ships armor is, and how likely it is to resist damage. Compared against a rolled D6 to potentially mitigate damage.
Point Defense	The effectiveness of the active countermeasures onboard the ship
Power	How much weapons power the ship generates.
[1] Squadron	The minimum and maximum number of ships of this class allowed in a single fleet organization slot.
[2] Tonnage	The strategic 'weight' of the ship, affecting initiative, fleet construction and objectives, values below: 1/L, 2/L2, 5/M, 10/H, 15/S, 20/S2
Special	Special traits the ship has.

2.2 Weapon Characteristics

Name	Name of the weapon.
Lock	How likely the weapon is to score hits on targets. Compared against a rolled D6 to determine whether a hit is scored.
Attack	How many dice are rolled when the weapon is fired.
Damage	The amount of hull that can be destroyed on an enemy ship hit by this weapon.
Armor Penetration	How Effective the weapon is at penetrating enemy armor. Compared to the armor value of targets. [3]
Low Power	Indicates whether the weapon is powered or not.
Close Action	Indicates whether the weapon is limited to scan range
Intercept	Indicates whether the weapon can be mitigated by PD
Arc	The angles around the ship the weapon can fire into. FN, F, FS, F/S(L), F/S(R), F/S/T
Special	Special traits the weapon has.

[4]

2.3 Components

Besides miniatures and terrain, these are components which help track information required to play the game

2.3.1 Dice and Target Numbers

This game uses size sided dice enumerated 1-6. When a value is marked with a $\triangledown$ it is a target number (TN), and each die rolled that is equal to or less than the target number succeeds. Each die greater than the target number fails. When dice are rolled as a part of a game step to determine the outcome of a random process, it is referred to as an event.

Modifiers

Target numbers can be modified, but may never be increased to more than 5 or less than 1. When improving a TN, add the modifier to the TN. When reducing a TN, subtract the modifier from the TN. Modifiers that increase or decrease a die are applied before modifiers that set a value to specified number.

Rerolls

Effects that grant rerolls allow a dice rolled to be rolled again. The roll does not need to fail against it's TN to be rerolled. A single die can only be rerolled once per event, and the result of the reroll always stands, even if it is worse than the original.

Strategy Cards

Strategy Cards that can record Strategy Rank and member squadrons are required, or a suitable alternative. Whatever component is used should be able ot hide information until the card is flipped.

2.3.2 Info Tracking and Tokens

Ship Information

Information for each ship that should be easily visible to all players.

- Layer: a token to indicate if the ship is in atmosphere or orbit. Should be easily visible to all players.

- Heat: a token to indicate the heat status of the ships. From one of the following states:

    - Silent
    - Normal
    - Minor
    - Major

- Hull/Damage: Remaining hull or total damage applied

- Status Effects: System Status effects currently applied to the ship.

OTHER TOKENS

- Launch Assets:
    - Fighters
    - Bombers
    - Torpedoes
- Ground Troops
- Cities

2.3.3 MEASURING DISTANCES

Distances to or from ships are always measured to the central/designated flight stem of the ship. Surface sites and stations use a designated center point. Players may measure the distance between any two game objects at any point in time.

2.3.4 TRAFFIC JAMES AND BASE CONTACT

Ships exist as points on the table corresponding with the location of their flight stem. Ships do not physically interact with other ships, even if their bases would overlap or models contact each other. Just do your best. ☺

Chapter 3

Core Concepts

This chapter covers key concepts that are relevant to multiple parts of the game.

3.1 Capital Ships

Capital ships are any ships tonnage M, H, S or S2.

3.2 Battlegroups and Squadrons

Ships are added to fleets in Squadrons, each of which occupies one fleet organization slot. Upon game start, all squadrons of the same ship class in a Battlegroup fuse into a single squadron. Battlgroups are composed of one to three squadrons and each represented by a Strategy Card which records the Strategy Rating and member squadrons of the Battlegroup.

3.2.1 Strategy Rating

The Strategy Rating on a Strategy card is set during fleet formation, and does not change as ships are destroyed during the game.

3.2.2 Squadron Cohesion

Squadrons must stay in cohesion in the game. A squadron is cohesive when at least one ship in the squadron is within coherency distance of all other ships in the squadron. [5]

- L groups have a coherency distance of 3"

- Capital ships have a coherency distance of 6".

When moving their Squadrons, a player cannot voluntarily end a movement with ships out of cohesion.

3.3 Heat and Signature

The heat level of a ship affects how visible it is to enemies, and therefore how far away it can be targeted. A ships signature is the characteristic that forms the base of its Effective Signature, which is a value based on the signature and heat level of the ship.

Heat	Effective Signature
Silent Running	0"
Normal	<Signature>"
Minor	<Signature>" + 6"
Minor	<Signature>" + 12"

When a ship gains a spike, it moves down this table. When a ship removes a spike, it moves up this table, but cannot move to Silent Running except by use of the Silent Running special order. At all times the heat level of a ship must be tracked.

3.4 Orbital Layers

There are two orbital layers, orbit and atmosphere. The majority of gameplay will take place in orbit, while atmosphere hosts objectives and ground troops. At all times the orbital layer of a ship must be tracked.

IF a ship without the atmosphereic rule would enter atmosphere, it is destroyed, and does not roll on the Catastrophic Damage table.

Chapter 4

Game Turn Sequence

Each turn consists of the following phases.

1. Planning Phase

2. Activation Phase

3. Troop Phase

4. Launch Phase

5. Roundup Phase

   The planning phase consists of players setting their Strategy Decks. These decks determine the order in which ships will activate. The planning phase is asynchronous, and ends when both players are ready.

The Activation phase is where the bulk of combat occurs. Players will both activate one Battlegroup card at a time. The activation phase lasts until both players have activated all Battlegroups.

The Troop Phase is when Troop tokens and ground/station features activate. This phase lasts until every ground or space station feature and Troop activates, and is light on player interactions.

The Asset Phase is when ships deploy launch assets. Depending on launch asset type and distance to target, effects of launch assets may be resolved. This phase ends when all carriers have either launched all payload or passed, and when all required effects have been resolved.

The Roundup Phase is victory points are collected, as well as any specific end of turn conditions relevant to the scenario.

Chapter 5

Planning Phase

In the planning phase players 'set' their strategy deck by choosing an order for the cards in their deck and placing it face down. The top card in the deck will be the first Battlegroup activated and the bottom card in the deck will be the last to activate.

- Cards currently waiting to activate are in the deck.

- The card a player has most recently flipped is an <u>active</u> card.

- Cards that have been activated are placed in the <u>spent</u> pile until set back into the deck or discarded.

Any Strategy Cards in the spent pile are removed if their representative Battlegroup has been destroyed.

When both players have set their strategy decks, move onto the Activation Phase.

Chapter 6

Activation Phase

In the activation phase, players will repeat combat rounds until all Battlegroups have activated. The steps of a combat round are:

1. Flip Strategy Cards
2. Decide player order
3. First player activation
4. Second player activation

Each combat round involves the Battlegroups on the flipped strategy cards.

A player activation is:

1. Choose Special Orders
2. Squadrons Act
   (a) Initiate Repairs
   (b) Change Heat
   (c) Move
   (d) Shoot
   (e) Scan
   (f) Asset Resolution
3. Complete Repairs

Each squadron in the Battlegroup acts sequentially repeating steps 3a-3c. The order in which squadrons act is decided by the controlling player. Any damage or status applied during the activation phase is sequential.

6.1 Strategy Cards and Player Order

At the start of a new combat round, all players reveal one Strategy Card from the top of their Strategy Deck, that card becomes the player's active card for this combat round.

Compare the Strategy Ranking of the two cards. The player whose card has the lower Strategy Ranking decides which player will be first activation and which will be second activation.

Equal Strategy Ratings

IF the two active cards have the same Strategy Rating, each player rolls a die. The player who rolled higher wins and decides activation order. On a tie of the dice, reroll until one player wins.

Destroyed Battlegroups

If a card whose representative Battlegroup has been destroyed is reveal, discard it from the game and draw again. This does not apply if the active Battlegroup is destroyed during the First player activation, in which case the Second Player activation is simply skipped and the representative Strategy Card is removed.

6.2 Choose Special Orders

One squadron from the Battlegroup may be selected at this step to perform a special Order. Other squadrons that are within 12" of the selected squadron may also perform the same special order. Squadrons that do not receive or do not elect to use special orders use General Quarters. Before beginning Squadron activations, each squadron in the Battlegroup must choose what orders it is using.

6.3 Order Table

Order	Move (min to max)	Turn	Weapon Power	Heat
General Quarters	1/2 to full	start	base	remove spike
Course Change	0 to 1/2	start & end	base	gain spike [6]
Max Thrust	full to 2x	start	0	gain spike
Weapons Free	1/2 to full	none	full	set to Major Spike
Silent Running	1/2 to full	none	0	set to Silent Running
Active Scan	1/2 to full	none	base	set to Major Spike

- **Move** provides the minimum and maximum distances that a ship may move.

- **Turn** specifies when during the ships movement it may turn.

- **Weapon Power** specifies which weapons power value the ship uses this turn.

- **Heat** is the effect on a ships heat level.

6.4 Initiate Repairs

Any repairable status on an activated ship are set to 'repairing' state. Note that because this step occurs at the beginning of a ships activation, any status inflicted during the ship's activation are not set to be repaired.

6.5 Movement

When a squadron activates, all ships in the squadron may move individually as long as they end in positions that maintain squadron coherency. To move a ship, measure from the flight stem directly ahead. The minimum distance a ship can move is the minimum distance factor given by the order multiplied by the Thrust characteristic of the ship. The maximum distance a ship can move is the maximum distance factor given by the order multiplied by the Thrust characteristic of the ship.

Example: A ship with Thrust 8" on General Quarters could move between 1/2*8"=4" and 1*8"=8".

6.5.1 Turning

When a ship is allowed to turn, it may turn up to 45 deg in either direction. Orders that include 'start' turning allow a ship to turn once before it moves. The Course Change special order allows a ship to turn again after its movement. Turning counts as movement, even if the ship moves 0".

6.5.2 Hazards

Hazards are objects that cause damage to a ship when it enters a defined area of the board, typically terrain pieces. Each hazard defines the effect of the hazard on the ship. Apply hazard damage events after the ship finishes movement, before it starts firing.

6.6 Firing

After a group has moved, it may fire a number of a weapon systems given by its Orders.
Firing Procedure

1. Power Weapons

2. Check Detection Range and Arc

3. Allocate Attack Dice

4. Roll to Hit

5. Check Armor Piercing

6. Calculate damage inflicted

7. Apply Point Defense

8. Roll Saving throws

9. Deduct Hull Points

10. Roll for Crippling Damage

11. Apply status OR roll for catastrophic damage

Note that while it may be convenient to fire each weapon individually for rolling purposes, all weapons count as being fired simultaneously, performing each step at the same time.

6.6.1 Power Weapons

A ship generates weapons power at the beginning of it's firing sequence based on its order and special rules. When a ship generates base power, it gains the first power value. When a ship generates full power it generates its second power value. A ship taking 0 power orders does not generate weapons power.

Each weapon a ship fires requires spending one weapons power. Power cannot be stored between turns, any remaining power is lost in the resolution phase.

Low Power

Weapons with the **Low Power** indicator do not cost power to fire as long as the ship generated at least one power this turn.

6.6.2 Check Detection Range and Arc

To fire a weapon system at a target, the target must be both:

- Within Detection Range

- In weapon arc

Detection range is the Scan of the firing ship plus the Effective Signature of the target ship, minus negative modifiers.

Weapon arc is the angles in which the weapon can fire. Use the base markings of the firing ship and draw a line to the target ship. Weapons that match the intersected arc of the firing ships base may fire at that target.

Close Action Weapons

Weapons with the **Close Action** indicator do not consider target effective signature when measuring Detection range, and thus may only fire within scan range.

6.6.3 Allocate Attack Dice

The Attack value of a weapon profile is the number of Attack Dice that are rolled when the weapon is fired. Each weapon system being fired must allocate all Attack Dice to a single target unless the weapon system has a special rule that allows it to multi-target. Ships may allocate against different targets with different weapons.

All of a squadron's Attack Dice must be allocated before any rolls to hit are made.

6.6.4 Roll to Hit

The base TN for rolling to hit is the Lock$_\triangledown$ characteristic of the weapon being fired. Apply any modifiers to Lock TN and then roll all allocated Attack Dice. Each die that succeeds is a hit, and each die that is 2 or more lower than the TN is a <u>critical hit</u>.

6.6.5 Check Armor Piercing

Each weapon has an Armor Piercing (AP) value. If the AP value of a weapon is higher than the Armor value of the target, any critical hits scored are also <u>armor piercing hits</u>.

6.6.6 Calculate Damage Applied

Each hit applies damage equal to it's damage value to the target, keeping track of how much damage was applied by critical hits separately as critical damage. Some of this damage may be mitigated by point defense or saved by armor saves.

6.6.7 Apply Point Defense

A ship with unsaved damage by weapons with the **Intercept** indicator may apply its point defense to mitigate damage. Upon suffering interceptable damage, the target ship generates PD points equal to its PD characteristic. The controlling player of the target ship may remove damage using it's Point Defense points:

- 1 PD removes 1 damage

- 2 PD removes 1 critical damage

After all PD points have been used or there is no more damage that can be removed, proceed to saves. [7]

Note that all damage with Intercept dealt within a single squadron activation is mitigated in one step. If two weapons with Intercept are fired at a target, it applies PD against the combined damage pool of both, not each individually.

6.6.8 Roll Saving Throws

Unless caused by an armor piercing hit or other special rule that ignores armor, each point of damage may be saved against by rolling a D6 for each point of applied damage. The base TN for an armor save is the Armor$\triangledown$ value of the ship. Apply any modifiers to armor value and then roll. Each die that succeeds removes 1 damage. Each die that fails results in 1 damage inflicted.

Shield Saves

Shield saves may be taken even against armor piercing hits. Ships with Shields will have a secondary save in their Armor Characteristic after a / sybol, and have special rules governing when the shield save may be used.

6.6.9 Deduct Hull Points

For each damage inflicted, deduct 1 hull from the remaining hull of the target ship. After all damage inflicted has been applied, check for secondary results:

- Capital Ship at 1/2 Hull : Roll for crippling damage

- L ship reduced to 0 Hull : Target Destroyed [8]

- Capital Ship reduced to 0 Hull : Target Destroyed + Roll for Catastrophic Damage

6.6.10 ROLL FOR CRIPPLING DAMAGE

When a ship suffers crippling damage, roll 3D6 and sort the dice by value, then use the middle die to determine which status effect is applied:

Die	Result
1	Weapons Offline
2	Fire
3	Scanners Offline
4	Energy Surges
5	Engines Offline
6	Armor Cracked

[9]

If three or more crippling dice are of the same value, the ship additionally suffers that value in damage. This damage cannot be saved.

If a damage result the ship already has is rolled, the player inflicting the crippling damage may choose one other rolled dies value to use or apply 2 damage. This damage cannot be saved.

FIRE

Add a fire token to the ship. In each resolution step, if the ship took special orders, it takes 1 unsaveable damage for each fire token on it. If the ship took standard orders, remove one fire token. Permanent. This crippling result may be repeated, each result adding a fire token. [10]

WEAPONS OFFLINE

The ship cannot generate weapons power and counts as being at weapon power 0, regardless of whatever order it last used. Repairable.

SCANNERS OFFLINE

The scan value of the ship is reduced to 1". Repairable.

ENERGY SURGES

The ship may not use special orders. Repairable.

ENGINES OFFLINE

The ship's Thrust reduced to 50% (round up) and it cannot turn. Repairable.

Armor Cracked

The ships armor value is reduced by 1. Permanent.

6.6.11 Apply Status

Any statuses, including crippling results, side effects of weapons are applied if the ship is not destroyed.

6.6.12 Catastrophic Damage

When a Capital ship is destroyed, roll for Catastrophic Damage. Roll 3D6 and sort the dice, using the middle value. The result is applied to all ships and stations within explosion range in orbit. Explosion range is based on ship tonnage. Heavy and Superheavy ships add additional damage to any damage result rolled.

Die	Outcome	Result
1	Reactor Pulse	Energy Surge
2	Burn Up	No Result
3	Bright Flash	Gain a spike
4	Detonation	2 damage, saves may be used
5	Overload	2 damage, saves may **not** be used
6	Foldspace Collapse	2D3 damage, saves may **not** be used

Ship Tonnage	M	H	S/S2
Bonus Damage	0	1	2
Explosion Range	4"	6"	8"

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Chain Effects

If two or more events are caused at the same time by damage from a Catastrophic Damage result, the player who inflicted the Catastrophic Damage decides the order in which they are resolved. Resolve all events caused by one Catastrophic Damage result before moving onto others.

6.6.13 Multi-Targeting

Some weapons are able to target multiple ships of the same class in proximity. When a weapon with a special rule that allows multi-targeting enters the allocate attack dice step, it may declare a number of multi-attack targets, each of which must be a valid target for the firing ship. Multi attack targets must be all of the same ship class and within group coherency of each other. When taking saves against a multi-target attack, use the best save of all targets. When a multi-targeting attack causes targets to suffer damage, apply damage against the ship with lowest remaining hull first. When a multi-target is destroyed by the attack, assign damage suffered to the multi-target with the next lowest hull remaining and so on, until all damage suffered is assigned to a ship.

If two or more weapons in a squadron use a multi-targeting weapon they must select the same multi-targets entirely or no common targets at all.

Multi-Targeting and Point Defense

When a weapon with Intercept Multi-Targets, apply the total PD of all multi-targets before rolling saves. [12]

6.6.14 Active Scan

In the scan step, one ship per squadron that is using the Active Scan order may select an enemy ship in Active Scan range to Active Scan it, adding a spike to the target. Active Scan is calculated exactly like weapons range, but doubled. Terrain that reduces or blocks weapons range also reduces or blocks Active Scan range.

6.6.15 Resolution

In this step various status and launch effects attached to the ship resolve.

6.7 Complete Repairs

Any repairable status effects on the ship in the 'repairing' state are set to 'completed', but remain in effect until removed.

6.8 End of the Activation Phase

When all remaining Battlegroups have been activated, the Activation Phase is over and the troop phase begins.

Chapter 7

Atmosphere and Surface

While the bulk of the game takes place in the void of orbit, key interactions will take place in the Atmosphere and on the surface of planets and moons.

7.1 Atmosphere

Atmosphere is a separate layer. Only ships and launch assets with the '**Atmospheric**' special rule may enter atmosphere. Any other ships or launch assets that enter Atmosphere are destroyed. For the remainder of this section, assume all ships referred to have the Atmospheric rule.

7.1.1 Moving and Atmosphere

Changing Layers

Ships may change layers between atmosphere and orbit at any point during their movement if their order allows turning. Ships can only change layers once per movement.

Moving to atmosphere does not affect movement. Rising to orbit counts as moving 4" against a ships movement distance.

Moving in Atmosphere

Ships may only move a maximum of 2" through atmosphere in any one movement. This restriction overrides the minimum movement distances required by orders.

7.1.2 Firing and Atmosphere

Weapons fire that includes a source or target in atmosphere is reduced to lock 1 unless the firing weapon has a rule that matches its use case. A weapon that does not have the matching special rule for its target is **scrambled** by atmosphere.

Rule	Source	Target
Re-Entry	Orbit	Atmosphere
Escape Velocity	Atmosphere	Orbit
Air to Air*	Atmosphere	Atmosphere

*: Air to Air – weapons with the A2A special rule increase their lock value by 1 when both source and target are in Atmosphere.

7.1.3 Atmosphere and Active Scan

Ships may not target enemy ships with Active Scan while in Atmosphere. Not that ships may select the Active Scan order in Atmosphere but cannot perform the actual spike placement.

7.2 Surface and Bombardment

The surface is a not a layer, and is only ever used for targeting. Weapons within Scan range of a surface site may target it with weapons, as surface targets do not have a signature. Any weapons that do not have the **Bombardment** special rule are reduced to Lock 1 when targeting surface sites. When a Bombardment weapon targets a ground site, its Lock is increased by 1. Critical hits against a surface site may be assigned to a features of the firing players choice, otherwise all damage is assigned to the site itself.

7.2.1 Surface Sites and Features

Surface sites are discrete locations on the map that act as scenario objectives, hosts to ground combat and platforms for features. Surface sites have hull points and take damage and armor saves like ships. Troops may be placed on surface sites. Features are attached to sites, providing combat capabilities and characteristic modifiers. Sites have access to all saving throws their features have. When a feature is reduced to 0 hull, it is destroyed and any benefits it granted are lost.

7.2.2 Bombardment and Troops

When a site or a feature takes damage, the firing player may destroy one enemy troop on the site (host site in the case of a feature). When a site is destroyed, all troops on it are destroyed.

Chapter 8

Troop Phase

In the troop phase, weapons and other effects are activated and troops fight. In any order, activate each surface site and space station with troops on it. When activated, a surface site or space station performs the following steps:

1. Feature Activation

2. Troop Combat

3. Resolution

Troops are player aligned tokens that are placed on sites and stations. When all sites have activated, move to the launch phase.

8.0.1 Feature Activation

If a player has more troops on a site than all opponents, that player controls the site, and may use any weapons or other activated abilities of features on the site.

8.0.2 Troop Combat

In sites where opposing troops are present, each player rolls a D6 for each troop they control on the site. A players combat score is the highest die each player rolls. The opposing forces compare combat scores.

Combat Scores	Result Winner	Result Loser
Equal	Players remove troops equally until only one player has troops left or all troops are removed.	
Not Equal	Remove all enemy troops	remove as many enemy troops as you have present, cannot remove last enemy troop.

[13] Apply troop losses to each side based on the comparison of combat scores

8.0.3 Resolution

Any pending resolution effects are triggered.

Chapter 9

Launch Phase

In the launch phase, ships with the Launch rule may deploy launch assets. The Launch phase has the following steps:

1. Cleanup

2. Launch Activations

3. Resolution

9.1   Cleanup

In this step, Torpedoes launched in the previous turn activate and any remaining Strike-craft from last turn are removed.

9.2   Launch Activation

Randomize which player goes first, then move through each category of launch. In each category, players alternate activating a squadron that has launch of the current category or passing.

1. Torpedoes and Mines

2. Bombers

3. Fighters

4. Landing Craft

When a player passes, that player cannot launch any more assets of that category this turn. Players automatically pass if they have no carriers that can launch the current category.

Move onto the next category when both players have passed. When the troopship phase is over, the Launch Phase ends.

When a squadron is activated, each ship within may choose one or more launch profiles that have an asset of the current category and then choose a number of assets to deploy along with targets for each. The first time a ship launches in each turn, it gains a spike. Place any launched assets on their targets.

9.2.1 Launch Eligibility

Carriers must have generated at least one weapons power this turn in order to launch.

9.3 Carrier Characteristics

All ships with launch will have an additional launch table listing its launch profiles. Each launch profile has characteristics:

- **Load**: The type(s) of launch assets the carrier can launch using this profile.

- **Launch**: How launch assets of this profile the carrier can launch in one turn.

- **Special**: Special rules attached to this launch profile.

The load of a launch profile can include two or more types of asset (for example, Fighters & Bombers). For launch profiles with multiple asset types, the carrier can launch any combination of those asset types as long as the total launched is less the the Launch characteristic of the profile.

9.3.1 Launch Thrust

Launch Assets have thrust characteristics. **Single Thrust** is up one Thrust distance away from the host carrier. **Double Thrust** is up to two Thrust distances away from the host carrier.

9.3.2 Launch States

- **Placed**: The Asset is attached to its target but currently has no effect.

- **Set**: The Asset is attached to its target and can be triggered.

- **Resolved**: The Asset is currently affecting its target. After resolution effects the asset is removed.

9.4 Launch Types

9.4.1 Strike Craft : Fighters and Bombers

Strikecraft that are within single thrust distance of their target set and resolve in the upcoming Launch Resolution step of this phase. Strike craft that are within double thrust distance of their target are placed on their asset and set at the end of the Resolution step, then resolve in the Resolution step of the target.

Fighters

Fighters have a **Point Defense Bonus** (PDB) characteristic.

When a Fighter is set on a friendly target, anytime that target takes damage from a weapon with **Intercept**, any number of friendly fighter tokens may be consumed. Each Fighter token consumed adds its own PDB to the PD of the target. Fighers do not resolve, and remain set until activated or cleaned up.

When a fighter is set on an enemy target, remove one enemy fighter from the target. [14]

Bombers

When a Bomber resolves it attacks the target, with all bomber attacks on a target combining into a single damage pool. All bomber attacks have **Intercept** and are vulnerable to PD mitigation. Bombers count as being within scan range for the effects of any weapons applied, and any special rules applied on hit are applied at most once.

9.4.2 Landing Craft

Landing craft land troops on surface sites and space stations. Landing Craft can only single thrust. When resolving in the current launch resolution phase, strike craft create troop tokens on the target. All landing craft are atmospheric.

Dropships

Dropships must select targets in the same layer as their host. Dropships create 1 troop token. Dropships have a Thrust of 3" unless otherwise stated.

Bulk Landers

Bulk landers create 3 troop tokens. If enemy troops are present on the target, place 2 instead. Bulk landers have a Thrust of 3" unless otherwise stated.
[15]

9.4.3 Torpedoes

Torpedoes target a position in orbit and can only single thrust. In the cleanup step, each torpedo can select an enemy ship or station to target within single thrust range, then move to and attack it with its weapon profile. Torpedoes reduce the TN of scenery obstructions by 1. If a torpedo does not hit a target in the cleanup step, it is removed.

Players may alternate selecting targets for torpedoes following the same order as launch activation.
[16]

Mines

Mines target a position in orbit, can only single thrust and set in the resolution step of the current launch phase. Mines are **NOT** cleaned up in the cleanup step.

Mine Trigger

If an enemy ship moves into the thrust range of a mine at any point during movement, the mine may be triggered by its controller. The mine resolves a weapon attack against the target ship during its resolution step. Note that mines do not trigger against ships that started their movement within the thrust range of the mine.

Mine Sweeping

Two fighters can be assigned to a mine. If 2 fighters are set on a mine, remove the mine.

9.5 Launch Travel

Launch Assets always moves in a straight line from host ship or current position to target. If an asset moves through scenery, the scenery may destroy the asset, depending on the scenery type. If the scenery has a obstruction characteristic, the opposing player rolls a D6 for each launch asset against the obstruction value. Each success removes one asset.

Chapter 10

Roundup Phase

In the roundup phase, check for any end of turn victory points and initiate repairs. Any repairable status effect a ship has in the 'completed' state are removed.[17]

Chapter 11

Terrain

11.1 Debris Fields

Debris Fields are areas on the map that impede weapons targeting and can potentially dam-
age ships and launch assets.

Type	Lock Penalty	Scan Penalty	Damage	Launch Hazard
Fine	–1	6"	1	4▽
Dense	–2	12"	3	2▽

Ships that move through a Debris Field take damage which can be saved against. Assets that enter a Debris Field roll a hazard check for each asset. Each failed roll removes one asset.

11.2 Planetary Rings

Planetary Rings are thin lines that run from one edge of the board to another in orbit. Planetary rings impose a 6" scan penalty to any weapons range measured across them.

11.3 LSO

Large Solid Objects (LSOs) are areas of the map which completely block line of sight and movement in orbit. If any ship moves into contact with a LSO, it is destroyed by hazard damage.

Chapter 12

Fleet Formation

Game Size	Battlegroup Type					Strike Capacity
	Pathfinder	**Line**	**Vanguard**	**Flag**	**Max**	
Skirmish (500–750)	0–2	1–2	0–1	0	4	10
Skirmish+ (751–1000)	0–2	1–2	0–1	0	5	10
Clash (1001–1499)	1–2	1–3	0–2	0–1	6	15
Clash+ (1500–1999)	1–3	1–3	0–2	0–1	7	15
Battle (2000–2500)	1–3	1–4	0–3	0–2	8	20
Battle+ (2501–3000)	1–4	1–5	0–3	0–2	9	20

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The above chart gives the minimums and maximums of each battlegroup type as well as how many total battlegroups are allowed. Total strikecraft and torpedo launch count is counted against strike capacity.

Chapter 13

Scenarios

I'll figure it out later.

Chapter 14

Special Rules

14.1 Ship Special Rules

Ablative Armor

A ship with Ablative Armor increases its armor value by 2 until it is crippled. At this point the bonus is lost for the rest of the game.

Aegis (X)

Ships with the Aegis special rule add X to the effective PD value of friendly ships within 4" on the same orbital layer.

Each ship with Aegis may destroy one enemy mine per movement if it generated at least one weapons power and moves within Aegis range of the mine. Destroyed mines do not trigger.

Atmospheric

Only ships and launch assets with the Atmospheric special rule may enter the atmosphere layer.

Detector (X)

- Detector ships may always use Active Scan special orders even if outside of battlegroup cohesion or their battlegroup has chosen a different special order.

- Every Detector ship in a squadron may active scan, not just one.

- For the purposes of Active Scanning, this ship uses X as its scan instead of its own Scan characteristic.

- While suffering Statuses that reduce scan range, ships lose the benefits of this rule.

Dreadnought

- A battlegroup containing a dreadnought may not contain any other ships

- Dreadnaughts cripple at 1/3 and 2/3 hull instead of 1/2. Other effects that consider when a ship is crippled still use the 1/2 cutoff value. [19]

Fortified Armor

When taking hits against damage that is not armor piercing or dealt by close action weapons, this ship adds 1 to the TN of armor saves. [20]

Full-Cloak

A ship with the Full Cloak special rule can never recieve an energy spike for any reason until it is crippled.

Launch

Ships with the Launch rule can deploy Launch Assets.

Monitor

Monitors may not use the Course Change or Max Thrust special orders.

Open

Ships with the Open rule do not need to maintain squadron coherency with other members of their squadron.

Partial-Cloak

A ship with the Partial Cloak special rule can only ever receive a Minor Spike - it may never be increased to a Major Spike. If a rule or weapon would cause this ship to gain Major Spike, it instead gains a Minor Spike (or nothing at all if it already has a Minor Spike). This rule ceases to work when the ship is Crippled.

Rare

You may only take a maximum of one Rare squadron in a Skirmish sized game, two in a clash and three in a battle.

Reinforced Armor

When targeting a ship with reinforced armor, decrease the number required to score a critical hit by 1.

Stealth

A ship with the Stealth special rule generates base weapons power when on Silent Running special orders. The benefits of this rule are lost when the ship is crippled.

Vectored

Ships with this rule may make their allowed turns at any point in their movement, instead of just the points specified by their orders.

14.2 Weapon Special Rules

Air to Air

This weapon can fire through atmosphere without the scramble penalty. See 7.1.2.

Alternate Fire / Alt-X

A ship can only fire one weapon of each Alt-X value per turn.

Barrage

This weapon may multi-target any number of targets. [21]

Bloom

Weapons with this rule add a spike to the firing ship when used. This is in addition to any spikes gained from special orders or other sources.

Bombardment

This weapon may be used against ground sites without scramble penalty. See 7.2

Burnthrough

When a weapon with Burnthrough scores an armor piercing critical hit against a target, all hits rolled by that weapon are considered armor piercing as well. [22]

Caliber X

Each Caliber weapon will specify one or more tonnage types, L,M,H,S. When firing at a target, weapons with a Caliber value matching the tonnage of the target increase their lock by one.

Coordinated

When a squadron of ships uses multiple weapons with the Coordinated rule, all ships may elect to use Coordinated Fire. Ships using Coordinated Fire collectively gain 1 Multi-Targeting target per coordinating ship, and the total PD value of targeted enemies against this attack is reduced by 1 per coordinating ship beyond the first. [23]

CORRUPTOR

If this weapon scores at least one critical hit and deals unsaved damage, the target gains a fire status in addition to normal damage dealt. [24]

CRIPPLING

When a weapon system with this rule scores at least one critical hit and deals unsaved damage, the target must roll on the crippling table and apply the result. This roll does not give the ship the crippled status and the ship may be normally crippled if in the future its hull is reduced to its crippling point. If this weapon reduces an enemy hull to where a crippling roll would normally be made, the normal crippling roll is performed in addition to the bonus crippling roll that can be inflicted using this rule.

ESCAPE VELOCITY

This weapon can fire from atmosphere to orbit without the normal scramble penalty but cannot target enemies in the same orbital layer as itself. See section 7.1.2

FLASH

A ship that is hit by a flash weapon gains a spike in addition to any other damage effects.

FUSILLADE X

When a ship uses the Weapons Free special order, each Fusillade weapon it has adds X to its attack value (where X is the fusillade value of the weapon) for the duration of that firing step.

HIGH POWER X

This weapon requires X power to fire instead of 1.

IMPEL X

If a weapon with this rule inflicts at least X unsaved damage to an enemy ship, the ship may be rotated 45 deg by the firing player in the apply status step.

LIMITED-X

A weapon with Limited may only be fired X times per game. A launch profile with Limited may only Launch X of that asset per game.

LINKED-X

Multiple weapons on a ship may have Linked-X values. When a linked weapon is allocated power, all weapons with the same linked value may be fired for zero additional power. Each linked weapon may be fired at different targets.

Mauler

Mauler weapons use the Armor value of the target ship as their lock value. This rule always uses the armor save the target started the game with, before any negative modifiers.

Overcharge

When powering weapons, any amount of additional power beyond the base 1 may be used on this weapon. Each additional power spent increases the attack value of this weapon by one. [25]

Particle

Ships and space stations may not take saving throws against this weapon.

Re-Entry

This weapon does not suffer the normal lock penalty when firing at targets in Atmosphere from Orbit. See section 7.1.2.

Scald

If the ship firing this weapon is within scan range of the target, saving throws taken against this weapon are at -1 TN.

14.3 Faction Special Rules

14.3.1 Shaltari Special Rules

Gateship-X

Gates are special dropships used by Shaltari Fleets that can use teleportation networks. Gateships can deliver up to X gates per turn. Motherships may source gates by launching them, and gateships may source gates by redeploying them.

When a gate is delivered to a gateship, it acts as a dropship that can target sites within 3" of the gateship. When a gate is sourced, it can be teleported through to any gateship to be delivered given that there is a chain of gateships, each within 18" of each other, connecting source and delivery ships.

Gateships may redeploy up to X gates per turn, counting against the same limit as delivery. When a ground site is activated, before combat a player with gateships within dropship thrust range of the site can remove a friendly troop token to redeploy and deliver it elsewhere.

Gates can be launched to space stations or other orbital sites directly from a mothership if in range. Gateships are never considered to be launching, with only the Mothership gaining the associated spike.

Gateships may only deliver or source gates when the Gateship has generated at least one power this turn.

When an enemy troop is delivered to a surface site that is within 6" of a gateship in Atmosphere, a charged air roll may be made to destroy the troop before it lands. Roll a D6 for each troop, destorying the enemy if the TN 1 roll succeeds.

Shaltari Shields

When a Shaltari fleet Battlegroup activates, the controlling player may elect to raise or lower shields of each ship in the group. Ships with shields raised gain shield saves, but have an effective PD value of 0 and use their secondary signature value. Ships may not select the Silent Running special order while using shields.

14.3.2 Resistance Special Rules

Elite Bridge Crew

Ships with the Elite Bridge Crew upgrade may remove a major spike when on General Quarters instead of a minor spike.

Designer Notes

1. This is in effect what 2.0 did as a replacement for '1 weapon' orders but gives more design space that the flat 1/2 system.

2. Squadron replaces the term group here to differentiate the two different levels of organization, as group was easy to confuse with battlegroup in conversation.

3. The goal of this new characteristic is to provide a secondary dial for weapon damage that highly effects weapon performance versus armor, and makes lock alone less determinative. See Attack Sequence subsection.

4. 1.0 close action had three components, being able to fire if one other weapon is online, being in scan range and being intercept-able. For better clarity on each rule and more design space I am breaking those three components apart and making them core weapon traits. Low power being buffed essentially merges it into one of these traits.

5. This cohesion definition is somewhat easier to write, but it also means that squadrons can't spread out as much while still being slightly less cumbersome than 2.0 cohesion.

6. I'm copying the 2.0 course change here as a fusion of Course Change and Station Keeping

7. With intercept weapons back, PD is now becoming automatic to save rolling time.

8. I followed 2.0 in omitting crippling and catastrophic for L ships because it saves a lot of time rolling for the more numerous ships and helps L ships be more competitive instead of popping off in chain reactions after 2 damage.

9. There are a few things going on here:
   - Goal is to make each crippling result really matter, no more 'dud' results
   - I decided to remove damage repair rolls and make all repairable results auto repaired. In 1.0 the rolls were a coin toss without much player interaction other than command cards. In 2.0 the damage control order could help but it put your ship largely out the fight for a turn, which reduces your combat effectiveness almost as much as the damage result. In a game with so few turns, I wanted to shift the focus towards a predictable window where you have to temporarily change your plans, and the enemy can exploit that gap. To that end I decided rolling for damage repair was not worth the time.
   - This throws orbital decay out the window. Orbital decay had outsized rng influence in usually not mattering but occasionally 1 hit killing big ships, which is too much swing for me.

10. My goal here is to make fire interactive. Especially since damage control is now automatic, simply applying a little bit more damage later doesn't make sense. The fire result encourages players to go on GQ with a predictable cost/risk if they don't.

11. Keeping the deterministic explosion range from 2.0 but reusing the curved D6 mechanic to control the odds of more significant events. Adding a low probability energy surge instead of the 1 damage result or K/E result from 2.0

12. This is a part I don't like but I couldn't think of another way to do it. In practice the only multi-targeting weapons will be big rare guns or networked lights that use squadron mitigate the effects anyways.

13. This is 2.0 but with a bit of a twist that while still staying quick, will sometimes allow a player with fewer troops to win. As an example, in a 2v1 combat the outnumbered player has a 25% chance of winning.

14. The intent here is that fighers and bombers now act the same when double thrusting, so there is more of an incentive to place your defensive carriers closer to the action.

15. Taking the concept of 2.0 bulk landers but making it a bit more friendly, as bulk landers only dropping 2 troops made them not very cost effective compared to strike carriers.

16. Mixing it up with torpedoes here. The goal is to create a sort of loitering munition that can threaten entire areas to make Torpedoes a more strategic tool. Rolling to dodge enemy torpedoes was based on a single D6 roll that felt very swingy and not very interactive. The goal here is to create a known threat area – get out or get hit – that both players can easily strategist around without a 16% chance of the entire thing being moot. NOTE that Torpedoes are launched AFTER the cleanup step, so torpedoes will be on the map for one whole turn before they seek a target, giving time for people to get out of the way or take the hit.

17. As noted previously rolling for damage control was a very swingy part of the game that was often forgotten, and without much player interaction. The changes here remove the rolling and make all repairable effects just last for one turn always. The 'states' mean that ships have to complete at least one activation with a temporary status for them to be removed, including a launch phase. My hope is that in practice it isn't that complex, just mark each status effect a ship had at the end of its activation for removal, except for anything it suffered during the activation.

18. Experimental idea, adding more battlegroups at higher points bands of the old fleet templates to allow for a bit less SR bloat. Also increased a battlegroup type allowance here and there to adjust for that.

19. Trying to reduce the differentiation between battleships and dreadnoughts, so again, less special stuff for dreads

20. This rule is meant to be a middleground between two armor save strengths

21. This rule is for big gunships like the Onyx or Vilnius/Moscow that chuck lots of dice, allowing them to blast light group effectively as crowd sweepers.

22. Since armor piercing crits are back, BTL can now go back to locking in multiple crits. as a tool to crack open armored ships. This still requires each BTL weapon to be rolled seperately but should be faster and less swingy than the 1.0 BTL mechanics while still satisfiying the feeling of going hot by landing a perfect BTL critical hit

23. This is the replacement rule to squadron, but rather than adding random attacks it has more determinstic benefits

24. With fire being more powerful than in other editions, toning down Corruptor is neccessary.

25. Getting rid of this weapon disabling own launch because it seems annoying to remember