**Defense Roll Summary**

The Defender's roll equals the roll of two dice modified by:
- + Avoidance*
- + Rating Missile Defense**
- +3 if Defender has Evasion counter

*This is the Avoidance value for the arc from which the attack is originating. Thus, if the attacker is in the target's Front arc, the defender's Front Avoidance value is added to (or subtracted from) the target's die roll.

**If Missile Defense is listed, the Unit is equipped with a decoy launcher that confuses attacks with the 'Missile' characteristic ('Mis').

**Damage Procedure**

Total Damage = Margin of Success x Damage Multiplier
- If Total Damage > Stun Threshold, target is Stunned (Unit gains Stunned counter)
- If Total Damage > Crippled Threshold, target is Crippled (Unit permanently gains Crippled counter)
- If Total Damage > Overkill Threshold, target is destroyed

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**The Game Turn**

**Initiative Phase**
- Roll Initiative

**First Ship Phase**
- Players alternate taking Actions with independent Units. For each Unit:
- Place or remove Overthrust counters before Movement or Actions;
- Move and/or take Action(s)

**Main Phase**
- Actions and Command Points go back to zero.

**End Phase**
- Actions and Command Points go back to zero.

*Spaceships are not used in the demo game, since their rules are too detailed to fit within this small space. The Phases in italics are provided for completeness' sake and can otherwise be ignored.

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**Attack Roll Summary**

The Attacker's roll equals the roll of two dice modified by:
- + Attack's Accuracy (see Datacard)
- -3 if Attacker has Overthrust counter
- + Close Combat Optimized bonus (if applicable)

If the Attacker's roll is higher than the Defender's, the attack is a hit. If the target's roll ties the attacker's roll or is higher, the attack misses.

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**Crimps**
- Crippled

**Stunned**
- Stunned

**Overthrust**
- Overthrust

**Evasive**
- Evasive

**ECM**
- ECM

**Targeted ECM**
- ECM

---

**Aiming**

180°
90°

Forward (F)
Fixed Forward (FF)

---

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The End Phase: This phase is very important for warships, but less so for fighters. Space fighters are not covered in this demo game, ignore this phase. Command Points go back to zero. Any Action not spent by this point is lost.

A game may end when one side has completely cleared all opponents from the table, or when all sides but one concede victory. Deeply damaged or destroyed units are being played, other conditions for victory may also exist, adding to or replacing the basic goal of completely destroying one's opponent(s).

Command Points: Command Points (CPs) represent the pilots reacting to or anticipating the enemy's actions. CPs are valid for one round only, but are refreshed during each new Initiative roll. A single Command Point may be used as an additional regular Action incurring no penalty. One Command Point can be used to buy a +2 modifier to a single Defense roll. A Command Point can be used to activate a Unit out of sequence — to get out of harm's way, for example. In the latter case, the Unit must not have been activated (i.e., moved) previously, and it cannot be moved again (though it may act if it has any Actions left). Finally, a Command Point may be used to turn a Unit around by up to 180 degrees, even if it has been activated before (and thus has no MP left). A Unit can use only one Command Point per round.

Movement: Each Unit has a Movement entry on its data card. This is the basic distance (in centimeters) that the Unit may move each turn. All Units may only move once per phase. Units may move over and through each other without harm, with effectively no chance of a collision. Units may also end their movement anywhere, even atop other Units, although this may get awkward. A Unit that leaves the edge of the playing area is considered to have retreated from battle and is immediately out of the game.

Evasive maneuvers must be declared before the activation. This adds +3 to all defense rolls for that Unit for the current round, but forges it from taking any Action. Multiple “evasive” counters cannot be stacked. Exos cannot both evade and overthrust. Fighters can, but must move at least their basic Move.

Exo-Armors: An exo-armor may, during its activation, move anywhere within a circle centered on its starting position in that turn and whose radius in centimeters is equal to the Movement of the Unit. This means that the exo-armor may fly ‘backwards’ for the entire battle, if its owner so desires. The only purpose of facing is to determine which side is the ‘front’ (i.e., the rear) side. If an exo-armor is attacked while not activated, its current facing is used for targeting purposes. At the end of its activation, an exo-armor may be turned to face any direction, and will remain so until its next activation.

An exo-armor may use Overthrust movement. The use of Overthrust movement must be declared at the start of the exo-armor’s activation, and an Overthrust counter is immediately placed on the Unit. The Overthrust movement is a linear distance in centimeters from a point A to point B, where A is the starting position of the exo-armor. If the exo-armor’s facing is independent of its movement, the exo-armor may fly ‘backwards’ for the entire battle, if its owner so desires. The only purpose of facing is to determine which side is the ‘front’ (i.e., the rear) side. If an exo-armor is attacked while not activated, its current facing is used for targeting purposes. At the end of its activation, an exo-armor may be turned to face any direction, and will remain so until its next activation.

Space Fighters: Under normal movement, a fighter may move a number of centimeters equal to its basic Movement. Fighters must pay for facing changes; they may make one turn of up to ninety degrees at any point for free; any additional turns cost half of the fighter’s Movement. For example, a Lancer has a basic Movement of 12 — if it only turns ninety degrees, it may move 12 centimeters. If it wants to turn around completely, it may only move a total of 6 centimeters. A fighter cannot move at all, but must move in one turn. If an exo-armor is attacked while not activated, its current facing is used for targeting purposes.

Fighters excel when throttles are opened wide. A fighter using Overthrust uses the Movement after the slash on its datacard. The fighter may make only one turn of up to ninety degrees at the start of its phase. It may make no other moves at all. An Overthrusting fighter must also move a minimum distance equal to its basic Movement. Fighters have no penalties for attacking or performing other AOs while using Overthrust movement, and so do not need to be marked with Overthrust counters.
Close Combat

When two or more Units are in contact, they are considered to be in close combat. If one of the Units is smaller than the other, it may hide behind the larger Unit. LD 5 cannot be drawn to the hiding Unit if the larger Unit is between the smaller Unit and the attacker trying to draw LD 5. If the Units are the same Size, then any ranged attack on one of those Units has a chance of accidentally hitting the other; roll randomly to see which Unit is attacked, and then make the attack-defense roll as normal. A Unit that is in close combat with several other Units may choose which of the other Units with which it is in base-to-base contact it will attack, with no chance of striking the wrong target.

In close combat (C range), Units add the rating of the Close Combat Optimized Perk (if available) to their Attack and Defense rolls when fighting Units without this characteristic. If both the attacker and the target have this Perk, use the difference between the two ratings (if any) as the attack and defense bonus for the Unit with the higher Close Combat Optimized rating. A Close Combat Optimized Unit cannot be attacked from behind in close combat unless there is more than one attacker. It may always turn itself to face an incoming close combat attack; however, it must keep its new facing even after the attack ends, and it may not turn in this manner if there is currently an enemy in base-to-base contact with it.

Damage

An attack's damage is equal to the Damage Multiplier times the Margin of Success of the attack roll. The final damage is compared to the target's Protection rating. There are three values for each defense arc: the Sun Threshold, the Crippled Threshold and the Overkill Threshold. Furthermore, there are two possible types of damage, designated by letters next to the Damage Multiplier on the data cards. Type shows whether the attack is 'P' (Projectile) or 'E' (Energy). Certain Units are better protected against one type of damage than another: if a Unit is attacked with a weapon that does this type of damage, it gets a different Protection (listed beside 'Protection' on the Datacard).

If the damage is less than or equal to Sun, the hit was a glancing blow, and no important damage is incurred. If the damage is greater than the Sun Threshold, the Unit is Stunned. If the damage is greater than the Crippled Threshold, the Unit is Crippled. Finally, if the damage is greater than the Overkill Threshold, the Unit is destroyed outright. A Threshold number must be exceeded, not merely equaled, to have an effect: thus, a Unit that sustains damage equal to the Overkill Threshold is only destroyed, not Overkilled. Only the most severe of these possible damage results applies to the target: a Unit that sustains Crippling damage gains only a Crippled counter. It does not gain a Stunned counter, even though the damage was obviously enough to exceed the Stunned Threshold. Only one damage result can be inflicted from each hit.

Stunned Units are mildly shaken up by the attack, but not seriously damaged: place a Stun counter on the Unit. To remove it, the Unit must spend one Action. If, at any time, a Unit has two Stunned counters, both Stuns are immediately removed and replaced with a single Crippled counter. Note that a Stunned Unit is not required to remove the Stun counter if it does not want to: the only danger is that if the Unit gets Stunned again, it will become Crippled.

Crippled Units are permanently affected. They follow the 'rule of halves': values for Movement and weapon damage are halved, rounding up. A Crippled counter may not be removed from a Unit; it stays until the Unit is dead (or repaired after the battle). If a Unit ever has two Crippled counters on it (from new damage or an accumulation of two Stuns), it is immediately Overkilled.

Overkilled Units are immediately eliminated from the game and should be removed from the board as they explode in a blinding ball of fire.

Obstacles

If players decide to use Obstacles, each should get to place an equal number of 0 obstacles on the table, all assigned randomly. Obstacles block LD 5 but otherwise pose no threat to anyone, having no Actions or defenses. Each 0 obstacle marker is considered to actually be in scale with the table: any contact with an 0 obstacle results in that Unit being affected by it. 0 obstacles may not be destroyed.

Dust Clouds: These vast areas are filled with electromagnetic induction-absorbing dust. Exo-armors and fighters inside a dust cloud get a +1 bonus to their Defense rolls.

Debris Fields: These are like dust clouds, but are made up of larger objects. In game terms, they work just like dust clouds, with one addition: Units entering a debris field must make a Skill check against a Threshold of 2; if the roll is failed, the Unit takes a single Crippled hit from a collision.

Rock Fields: These are dense manmade fields of depleted mining asteroids. They inflict a -2 penalty to Units attempting to fire into, out of, or through any part of the rock field. Units entering a rock field must make a Skill check against a Threshold of 2; if the roll is failed, the Unit takes a single Crippled hit from a collision.

Factory Complexes: These are huge arrays of robotic manufacturing complexes. They inflict a -2 penalty to Units attempting to fire into or through any part of the complex. They do not penalize Units that are firing from inside the complex; however, Factory complexes do not have any penalties associated with entering them.

Electronic Warfare

ECM (Electronic Counter Measures) systems consist of jammers, while noise generators and other devices that can only be effectively canceled out by dedicated ECCM (Electronic Counter Counter Measures) systems. Units equipped with ECM and ECCM are marked as such on their data cards.

It costs one Action to activate ECM, and it costs one Action every turn thereafter to maintain it. A Skill roll is made, and the rating of the ECM is added to the result: this is the ECM's Threshold. Place an ECM counter with the Threshold near the broadcasting Unit; no Units on the opposing side may use Command Points. If the Unit cannot pay an Action to maintain its ECM (if, for instance, it is Stunned and wishes to remove the Stun counter), the ECM counter is removed at the end of its Action phase. If a Unit that is activating or maintaining ECM is Crippled, its ECM counter is removed, and it may no longer use ECM. If several Units on the same side use ECM at the same time, only the highest gets a counter.

Targeted ECM: instead of using ECM to create broad-based communications disruption, an electronics-warfare Unit can also attempt to interfere with a single target on a deeper level. ECM can also help a friendly Unit by masking its location. By spending one action, the ECM-using Unit may nominate a single target (including itself). An opposed Skill roll is made: both Units add their Electronics; the attacker also adds its ECM, and the target may add its ECM, if desired. The target may decline to roll, using zero as its result. If the attacker wins, place the counter next to the Unit being affected. If the target is friendly, it gains a +2 bonus to its Avoidance while the Targeted ECM counter is in play.

If the target is an enemy, it receives a -2 penalty to its Attacks rolls, may not use ECM or spend Command Points. These effects last as long as the Targeted ECM counter is in play. Any number of Targeted ECM counters may be present at any time, though they are not cumulative. In each End Phase, every Unit with Targeted ECM counters makes a Skill roll against 4 for each ECM counter (friendly or hostile) it has; if the roll succeeds, remove the counter. A Unit with ECCM may spend an Action to remove an enemy ECM counter on it without having to roll, but is unable to use ECCM to help other Units.

Electronic Counter Checker Measures (ECCM): Units with ECCM can use it to disrupt the effects of hostile ECM. For each Action spent on ECCM, a Skill roll is made, and the Unit's ECM rating is added to the result. If the total is higher than the ECM Threshold, the ECM counter is removed. If the total is lower than the Threshold, the attempt fails and the ECM counter remains. If the roll ties the ECM Threshold, the ECM Threshold is halved (rounding down) but remains (the counter should be changed). Crippled Units may not use ECCM.
JOVIAN FORCES

**PATHFINDER**

- **TV:** 8
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** +2
- **MOVE:** 10/20
- **FACING:** Exo
- **AVOIDANCE:** 0/2
- **PROTECT:** 4/10/12
- **PERKS/FLAWS:** Close Combat (2), ECCM (4)

**ATTACKS**

- **P. Cannon** F C/10/25 +1/+1/0 4/3/2 E

**NOTES**

PATHFINDER

**SYREEN**

- **TV:** 7
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 15/25
- **FACING:** Exo
- **AVOIDANCE:** -1 -3
- **PROTECT:** 4/6/11
- **PERKS/FLAWS:** ECM (3), ECCM (4), Missile Defense (2)

**ATTACKS**

- **Light Missiles** FF C/10/25 0/0/-1 3 E Mis

**LANNER**

- **TV:** 8
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 15/45
- **FACING:** Fighter
- **AVOIDANCE:** -1 -3
- **PROTECT:** 6/12/18
- **PERKS/FLAWS:** none

**ATTACKS**

- **P. Cannon** FF C/10/25 0/0/-1 3 E

**WRAITH**

- **TV:** 10
- **ACTIONS:** 2
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 10/35
- **FACING:** Fighter
- **AVOIDANCE:** -1 -3
- **PROTECT:** 6/12/18
- **PERKS/FLAWS:** none

**ATTACKS**

- **P. Cannon** FF C/10/25 0/0/-1 3 E

CEGA FORCES

**PATHFINDER**

- **TV:** 8
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** +2
- **MOVE:** 10/20
- **FACING:** Exo
- **AVOIDANCE:** 0/2
- **PROTECT:** 4/10/12
- **PERKS/FLAWS:** Close Combat (2), ECCM (4)

**ATTACKS**

- **P. Cannon** F C/10/25 +1/+1/0 4/3/2 E

**NOTES**

**SYREEN**

- **TV:** 7
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 15/25
- **FACING:** Exo
- **AVOIDANCE:** -1 -3
- **PROTECT:** 4/6/11
- **PERKS/FLAWS:** ECM (3), ECCM (4), Missile Defense (2)

**ATTACKS**

- **Light Missiles** FF C/10/25 0/0/-1 3 E Mis

**LANNER**

- **TV:** 8
- **ACTIONS:** 1
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 15/45
- **FACING:** Fighter
- **AVOIDANCE:** -1 -3
- **PROTECT:** 6/12/18
- **PERKS/FLAWS:** none

**ATTACKS**

- **P. Cannon** FF C/10/25 0/0/-1 3 E

**WRAITH**

- **TV:** 10
- **ACTIONS:** 2
- **SIZE:** 3
- **E-TRONICS:** 0
- **MOVE:** 10/35
- **FACING:** Fighter
- **AVOIDANCE:** -1 -3
- **PROTECT:** 6/12/18
- **PERKS/FLAWS:** none

**ATTACKS**

- **P. Cannon** FF C/10/25 0/0/-1 3 E