Darkmatter Armada

Prologue

Simon Callahan sat back in his chair, watching various indicator lights go from red to green. He was getting really nervous now, with the test almost ready to go. First-Fire tests always stretched his nerves to the limit. The three admirals standing behind him did not help things either. *As if I need three more 'advisors' to remind me that things are not going according to plan*, he thought to himself. Ever since his promotion to Director of the Federation Academy of Science, anxiety had become a close friend. What really surprised him was the fact that he was still in charge. One hundred and seven million credits over budget. Forty-three change orders to the project scope. Nine months behind schedule. Still, the project was moving forward. Performance modeling of this new railgun design showed favorable theoretical improvements. But so far, he had little to show in practical results. He tried to push the doubts to the back of his mind as the final light went green.

"Ready to fire, sir" announced the technician. Looking out the window, he could see something written on the side of the prototype. Painted in big white letters on the forward housing, some enterprising engineer had christened this prototype 'Vera'. Simon did manage a smile at that little inside joke. He wondered how many might get the reference.

"Very well, lieutenant…let's see what she can do. Commence firing." Simon stood and took a step over to the window to watch, hoping that this first live-fire test wouldn't be the start of more headaches for him and his team.

A warning buzzer sounded and 'Vera' flashed five times, each shot spreading out across a 45-degree arc of fire. Five seconds to the first target, 9 seconds to the last. For Simon, it seemed to take days.

Finally, a technician broke the silence in the control room. "Sir…we, ah, have a problem. We've lost downrange telemetry on the targets. No signal." Simon looked over to see a young technician frowning at his display. Reach beyond

"Which ones?"

"All of them."

Depressed, Simon nodded and went over to the console. "So much for any chance of success," he muttered under his breath. Without the data from the test targets, they might as well have skipped the test altogether. "Okay, send over a camBot, let's see what happened." The technician toggled a switch, and the view from the remote camera came on the screen. Simon frowned, now aware the admirals had followed him over to see for themselves. The image from the camBot settled in on the face of target #3, and it took Simon a few moments to figure out what he was looking at.

A series of small twinkling lights filled the screen. At first it looked like static, and then he realized…he was looking at the stars *through* a gaping hole in the target unit.

The camBot circled around to the back and confirmed it. There was a jagged hole completely through the target. Thirty-eight inches of duraMax armor, punctured as if it were paper. The round had gone all the way through; there was no telling where it was now. The Type IX never came close to that, even by overclocking the driver coils past safe limits. Simon turned around, the smile on his face matched by the expressions of surprise and approval showing on the General Staff officers. He was feeling much better now. "A successful test makes up for a lot", Simon thought to himself.

In less than a year, 'Vera' would have her first deployment in the fleet. Just in time, too…

Game Overview

Darkmatter Armada is a game of ship-to-ship combat set in the far future. The exotic properties of dark matter allow for interstellar travel, and as a result it is the most valuable commodity in the universe. As an Admiral of the Fleet, you command squadrons of battleships and destroyers on galactic campaigns to secure this resource for the empire.

Play begins with players selecting ships based on cost and capabilities to form a fleet. These fleets meet in battlefields generated randomly, or in predefined scenarios. Players alternate turns moving and positioning squadrons of ships to bring the maximum amount of firepower down on the enemy fleet. Victory is determined by deploying beacons to capture strategic zones, scoring points for *Destroyed* ships, or in scenario specific conditions.

The DNS Reprisal, a Dreadnought class ship, begins its shakedown cruise.

Calibration of the railgun batteries are underway with help from several specialized escorts.

Special Thanks to the following:

- **Miriam Mar for general feedback, concepts, and playtesting.**
- **Dave Seely for playtesting, skirmish rules, and running convention events.**
- **Stuart Gaston for development of the movement methodology and beacon rules.**
- **Chad Meyer, Alan Monson, and Shawn Scheuerman for playtesting time.**

Feedback and suggestions are welcome. Please email Admiral@DarkmatterArmada.com with your comments and questions. Visit www.DarkmatterArmada.com for more information about the various races and locations in game.

Table of Contents

1.0 GAME BASICS

1.1   Units in the Game

There are two basic units in the game: ships and fighter tokens. Ship models represent individual spacecraft, and fighter tokens represent squadrons of 25 short range fighter spacecraft. Any scale of ships can be used, but the same scale of ship should be consistent across all miniatures. Ships and fighter tokens do not need to share the same scale.

Fighter Squadron Tokens

Some ships can launch fighter spacecraft to provide extra offensive and defensive options. Each fighter squadron is represented by a token on the board.

1.2   Dice

Darkmatter Armada uses a variety of polyhedral dice. This includes dice with 4, 6, 8, 10, 12, 14, and 16 sides for attack and defense rolls, and a 20-sided die for determining critical hits and turn initiative. In the rules, the number of sides on a die has a 'd' prefix; for example, d20 would indicate a 20-sided die.

1.2.1   Increase or Reduce Dice Steps

Certain rules may call for increasing or reducing the 'step' of a die. When adding a 'step' to a die, this means to roll a die with the next higher number of sides. For example, increasing the 'step' of a d8 would result in a d10 being rolled. Reducing a 'step' means a die with the next lower number of sides is used. A d6 that is reduced one step would be a d4.

If an effect would reduce below a d4, then no die is rolled. A d16 cannot be increased to a larger die.

1.2.2   Exploding Dice

Each time an attack or defense die is rolled, if the result is a 1, roll another die of the same type. Add all the rolls together for the final result.

Boarding Assaults, Fighter Squadron Dogfights, and *Critical Hit* Rolls do not use exploding dice to determine results.

1.3   Flight Stands

The standard flight stand has two components: a base and a post. The base should be clearly marked to corner to define the forward, aft, starboard (right) and port (left) quadrants.   Fighter tokens do not have a facing and may use any design of base or post.

1.4   Taking Measurements

All measurements are given in inches. Substitute feet for inches if you want a *really* large game.

1.4.1   Measurements: Terrain

When taking a measurement involving a piece of terrain, measure from the closest edge of the terrain to the <u>post</u> on the ship flight base, or to the closest <u>edge</u> of the fighter token.

1.4.2   Measurements: Ships and Tokens

When taking a measurement between ships, measure between posts on the bases. If a ship has more than one post, measure to the closest post. If a ship or model does not have a post, use the center of the ship. When taking a measurement to or from a fighter token, measure from the post on the ship base to the edge of the fighter token.

1.5   Scoring

Every ship has a point value based on the total cost of all options included on the ship. *Destroying* a ship scores an amount of points equal to this cost. If a ship makes a Hyperspace escape (retreating from the game), it scores half points for the opposition. However, making an *Emergency Hyperspace Jump* (see page 36) scores full points for the opposing side.

1.6   Victory Conditions

Victory conditions are determined based on the scenario in play. This may include taking control of certain areas on the map, scoring points by making a rendezvous with other units, or by destroying enemy ships.
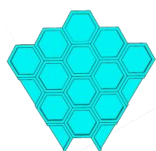
1.7 Status Markers

The following tokens and markers are used in the game. A ship can only have one of each type of marker; i.e. they do not stack in effects.

1.7.1 Activation Markers

An Activation Marker is used to show that a squadron has activated in the current round.

1.7.2 Arc Shield

Some ships are equipped with a shield generator, which projects an impenetrable barrier to one quadrant of the ship. An Arc Shield marker is used to show the protected quadrant.

1.7.3 Cloaked

A ship with an active *Cloaking Field* cannot be attacked by enemy ships. The *Cloaking Field* also interferes with the ships own sensor systems, making it impossible to make any attacks while cloaked.

1.7.4 Comms Down

A ship with this marker cannot make *Coordinated Fire* attacks with other ships. It is removed at the end of the ships next activation.

1.7.5 Disorder

A ship with *Disorder* markers aboard represents the chaos on-board a vessel with crews rushing to shore up structural faults, contain fires, and generally deal with the chaos of battle. Some maneuvers or ship operations result in *Disorder*, as the crew are forced to react to more stressful situations.

1.7.6 Hyperspace Beacon
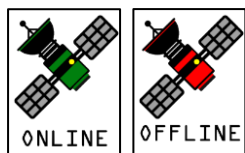
Hyperspace Beacons are used as an aid to navigation, surveillance on enemy installations, and to enhance communications networks. The Beacon marker has an online and offline side to show its operational status. See section *5.0 Hyperspace Beacons* for more information.

1.7.7 Evasive Action

A ship with an *Evasive Action* marker increases its defensive posture, gaining a bonus defense die based on its current speed. The ship skips its next *Combat Segment* unless it also takes a *Disorder* marker.

1.7.8 Defense Grid Fault

A ship with this marker reduces the **DEF** result by the number shown when making defensive intercepts. The marker is reduced by one step during the *Command and Control* segment of the ships next activation.

1.7.9 Speed Selection

These markers are used to show the current speed setting for a ship. The default ship speed is "M" (Medium) if no marker is shown.

1.7.1 Fire Control Offline
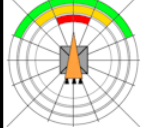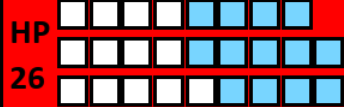
A ship with this marker subtracts 2 hits from the final hit result. The marker is removed at the end of the ships next activation.

1.7.1 Reactor Scram

A ship with this marker has suffered an emergency shutdown to the main reactor. If the ship was moving at High Speed, it gains 2 Disorder. If moving at medium speed, gain 1 Disorder instead. Gain 1 additional disorder if the ship was moving with *Evasive Action*. The ship then sets speed to Low and cannot change speed while this marker is active. The marker is removed at the end of the ships next activation.

| Defense Systems | 10 | | Scilix Dominion Battleship - (255 pts) - Alfa squadron |
| Critical Rating | 7 | | Fleet Admiral |

1.8 Ship Statistics

Each ship in the fleet has a printed card showing the statistics associated with it. A sample card is shown above:

1.8.1 Ship Details

Oro Yat Imperium Battleship - (285 pts) - Alfa squadron

The faction for the ship is listed on the top right of the card. Ship designations are used to indicate the general role a ship plays in a fleet. The designation includes battleships, carriers, destroyers, and the like. Each ship also has a point cost, representing the value of the vessel. This cost includes the base cost, and any upgrades that have been added to the design.

1.8.2 Commanding Officer Rank

The rank of the commanding officer for the ship is shown here. The rank may be of the Fleet Admiral (left), Squadron Commander (center) or Captain (right).

1.8.3 Shields

Shields: 1 If the ship is equipped with a *Shield Generator* module, the number of arcs that can be shielded will be shown here. The arc currently being protected is noted by placing an Arc Shield marker on the ships base.

Shields block all direct fire attacks (inbound and outbound) in the arc that they are protecting. *Torpedoes*, *Fighter Squadrons*, and *Boarding Assaults* are not blocked by shields due to their ability to manoeuvre around the ship. The shielded arc can be changed during the *Command & Control* segment when a squadron activates. Shields may also be voluntarily lowered; in which case they do not protect any arc.

If a *Station* is equipped with shields, any ships docked on a side with an active shield are also protected.

1.8.4 Ship ID

BB-938 Each ship has a unique ID to differentiate it from other ships on the battlefield. The ID must match with the ID marked on the ship's base.

1.8.5 Critical Hit Resistance (CR)

Critical Rating 6 The critical hit resistance values describe how well the internal systems are protected when an attack deals damage to the hull. If the number of hits from a single attack is equal to or greater than the **CR**, the attack has caused a critical hit. Roll 1d20 and compare the result to the ship blueprint to determine which system is destroyed.

Eutectic

1.8.6 Crew Points (CP)

Crew: 8

The Crew Point (**CP**) rating of a ship is used to determine the defensive strength of a ship during *Boarding Assaults* (see 9.4.10 Boarding Assaults, page 35).

When taking **CP** damage, mark off the white boxes first. Each time CP damage is recorded in the shaded boxes, the ship must make a *Condition Check* (see page 36) to determine if the remaining crew can continue to effectively man the ship. A ship that has a **CP** value of zero is operating at minimum staff levels, and cannot launch or recover fighters, or perform *Boarding Assaults*.

During the *End Phase*, the number of *Disorder* markers is compared to the current **CP** level. If the number of *Disorder* is equal or greater to the current **CP** level, the ship must make an immediate *Emergency Hyperspace Jump* (page 36).

1.8.7 Defense Systems (DEF)
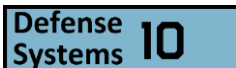
Defense Systems 10

A ship's Defense Systems (**DEF**) value represents the close-range laser grids, automated turrets, and other short-range defenses, as well as a measure of evasive maneuvers, electronic jamming, etc. When attacked by another ship, roll a die with the number of sides shown (in this case, a d10). The **DEF** value of a ship cannot be reduced below 0.

1.8.8 Hangar Capacity (HC)
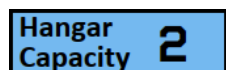
Hangar Capacity 2

This statistic is only listed for Carriers, and for ships with the *Hangar Bay* equipment module. The Hangar Capacity (**HC**) of a ship lists the maximum number of fighter squadron tokens that are included with the ship. See *Fighter Squadrons* on page 34 for more information.

1.8.9 Hull Points (HP)

HP 26
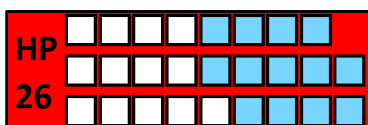
Hull Points (**HP**) are a measure of how much damage a ship can suffer before being *Destroyed*. When taking HP damage, mark off the white boxes first. When a ship takes damage in the shaded section it must make a successful *Condition Check* to avoid an *Emergency Hyperspace Jump*.

1.8.10 Squadron Attack Bonus

Attack Bonus 8

When making an attack with multiple ships, the squadron commander may add a bonus die to the attack. This is only available when using the Coordinated Firing Mode in an attack. See section 9.4.6 for more information.

1.8.11 Movement (MV)

Ship Movement Values
L:0-6 M:6-12 H:12-18

Ships have three movement speeds as shown in the movement block. The *Low*, *Medium*, and *High* speeds for the ship are shown here. See 9.2 *Movement Segment*, on page 26. A *Speed Selection Marker* (see 1.7.9) is placed near the ship to show its current speed setting.

For ships that have two Main Drive modules, if one is destroyed by a critical hit, then that ship can only move at *Low* speed.

1.8.12 Turning Arc
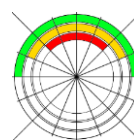
The ship movement arc shows the possible turning radius for the ship. See 9.2 *Movement Segment*, on page 26.

1.8.13 Ship Customization Rules (SCRs)

Elite Bridge Crew: Remove one Disorder in the End Phase.
Operations Center: Roll an extra d20 die when determining initiative.
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.
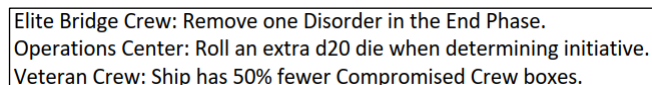
In addition to its base statistics, many ships have special rules that provide unique abilities. These are listed under 'Ship Customization Rules' ('SCRs') in the ship's statistics. A ship can have up three SCRs, depending on the size of the hull. A full list of available SCRs is available in section *12.4 Ship Customization* on page 45.

1.8.14   Ship Design Blueprint

8"-16"	**12"-48"**			
(5) Strbrd. ⚛ 8	(6) Turret 1 ☣ 12	(9) Reactor ☢	(12,13) Shields ❄	(18) Mn.Drv.
(1) Fore ◉ 14	(2) Bridge	(4) Life Spt. ✚	(7) DEF	(10) Hyprdrv. ✳	(14,15) Hangar 🏠	(19) Aft ✕
(3) Port ⚛ 8	(8) Turret 2 ☢ 8	(11) Reactor ☢	(16,17) APU	(20) Mn.Drv.
8"-16"	**12"-48"**			

The ship design blueprint shows all of the ship systems, weapons, and equipment modules installed on the ship. Each space on the blueprint has a number (shown in parentheses) showing the location affected when a critical hit is determined. Weapons on the ship also show the attack range (in red, next to the weapon slot), and the type of attack dice assigned to that weapon.
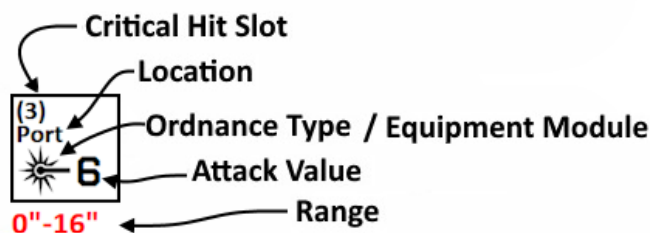
Each space on the blueprint shows the weapon or equipment installed on the ship, or a red X if there is nothing installed at that location. The largest ship classes have up to six weapon mounts available, one for each quadrant of the ship (fore, aft, port, and starboard) and two turret mounts that can fire in all directions. With limited power and hull structure available, the smallest hulls have only three mounts (fore, port and starboard).

Refer to the ship class blueprint layouts (section 12.3) for the specific locations available to each ship class.

1.8.15   Ordnance / Equipment Module

A complete list of ordnance types and equipment modules are listed in the design appendix. Some modules (Bridge, Life Support, Hyperdrive, Defense, Reactor, and Main Drive) are required on all ships, and their position in the blueprint does not change.

The number and position of the weapon mounts varies by ship class; refer to the design appendix for more details.

1.8.16   Attack Dice Value

If a weapon is installed at this location, the number of sides for the die is shown here. For example, a "6" indicates that a 6-sided die ('d6') is rolled in an attack.

1.8.17   Location

This is the blueprint location on the ship. For weapons, this is also the firing arc that the attached ordnance will fire into.

1.8.18   Effective Range

All direct fire weapons have a maximum range of 32". Each particular weapon type also has an effective range. This effective range is shown next to the weapon on the blueprint.

If a weapon is fired outside of this effective range, reduce the attack value by two steps.

No ordnance effect is applied when firing outside of effective range.

All torpedoes have an effective range between 16" and 48". They cannot be fired outside of this range band.

2.0 HOW TO PLAY THE GAME

At its most basic level, Darkmatter Armada is a game of maneuver and attack. Points are scored for completing mission objectives and by eliminating enemy ships.

This section will go over the basic elements of a game, with references to rules noted along the way. If you haven't yet, go back through the first section (1.0 Game Basics) to familiarize yourself with some common terms, tokens, and how to read the ship blueprints.

Setup

The first step is for each player to prepare a fleet of ships. A fleet is composed of one or more squadrons, and each squadron can have up to five ships. (3.0 Fleets and Squadrons)

For this sample game, Dave will play the *Scilix Dominion* faction using a fleet that includes two squadrons. The first squadron has a single battleship, and the second combines a heavy cruiser and cruiser together.

Scilix Dominion Battleship - (170 pts) - Alfa squadron — Fleet Admiral — Hull Size: Class 8 — BB-63 — Defense Systems 8 — Critical Rating 6 — Ship Movement Values L:0-6 M:6-12 H:12-18 — HP 26 — Crew: 8 — Operations Center: Roll an extra d20 die when determining initiative.

Scilix Dominion Heavy Cruiser - (95 pts) - Bravo squadron — Squadron Commander — Hull Size: Class 5 — CH-1 — Defense Systems 8 — Critical Rating 5 — Ship Movement Values L:0-8 M:8-16 H:16-24 — Attack Bonus 6 — HP 22 — Crew 6

Scilix Dominion Cruiser - (60 pts) - Bravo squadron — Captain — Hull Size: Class 4 — CR-2 — Defense Systems 4 — Critical Rating 4 — Ship Movement Values L:0-8 M:8-16 H:16-24 — HP 20 — Crew 5

Mike will play the Neem Cascade faction using these ships in his fleet. The first squadron has a pair of battlecruisers, and the second squadron has a light carrier and frigate.

Neem Cascade Battlecruiser - (130 pts) - Alfa squadron — Fleet Admiral — Hull Size: Class 7 — BC-1 — Defense Systems 8 — Critical Rating 6 — Ship Movement Values L:0-7 M:7-14 H:14-21 — Attack Bonus 8 — HP 22 — Crew 6

Neem Cascade Battlecruiser - (130 pts) - squadron — Captain — Hull Size: Class 7 — BC-2 — Defense Systems 6 — Critical Rating 6 — Ship Movement Values L:0-7 M:7-14 H:14-21 — HP 22 — Crew 6

DARKMATTER ARMADA

For this game, we will be using a simple map, with only a few pieces of terrain. The goal of the scenario will be to destroy the opposing player's fleet. Other scenarios can be found in section 15.0 Darkmatter Armada Scenarios.

The layout of the game board is simple, only a pair of asteroid fields stand between the two fleets (see 6.0 Game Set Up). One field has a density represented by a **d6**, and the other a **d8**. The blue and green shaded triangles are the deployment zones for each fleet. Dave will take the blue zone, and Mike will take the green zone.
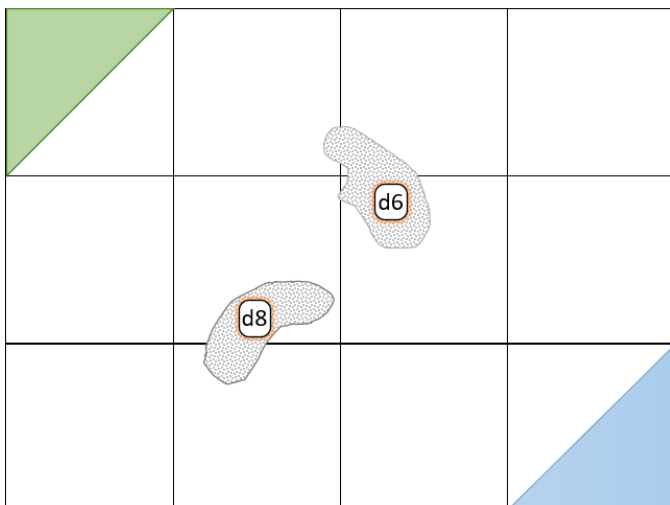
With the fleets chosen, and the map prepared, the players can now deploy the fleets. Each player rolls 1d20 to determine who will choose to deploy first. Dave rolls a 16, Mike a 12. Dave chooses to let Mike deploy the first squadron. (6.2.5 Squadron Deployment)

Each player deploys one squadron at a time until all ships are on the board. The light carrier that Mike owns also deploys with all fighters (4) launched and joined in a single stack. The end of deployment looks like this:
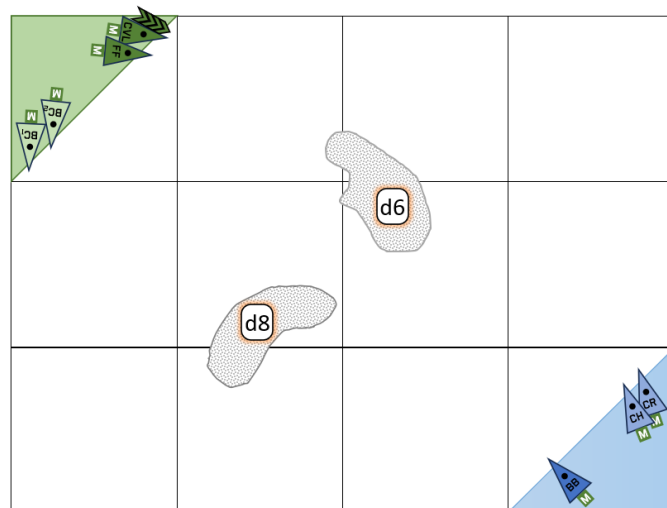
Each round activates the following phases in order:

(7.0 The Order of Play)

1. Initiative
2. Reserves
3. Squadron Activation
4. End

For the initiative phase, each player rolls a **d20** to determine who goes first in the round. If the player has a Fleet Admiral on the board, they gain a second **d20**. Dave also has the *Operations Center* SCR on his battleship, which provides a third **d20** to him. The players roll the following:

- Dave: 4, 15, 8
- Mike: 15, 6

As there is a tie for highest result, each player compares the second highest result. Dave has the option to choose to move first, or to pass to Mike. As there will be no firing on this first round, Dave passes, to see how Mike moves his ships.

Mike will move the light carrier squadron first.

Mike adjusts the speed of the ship to Low speed, which allows for a turning arc as shown. The light carrier (CVL) can move to any point in the green arc. The ship moves to the point shown, and then pivots to the right, but with keeping the starting point inside the rear arc of the new position. (9.2 Movement Segment) The frigate (FF) changes speed to match the CVL, and moves next to it, in order to maintain the *Defensive Screen*.
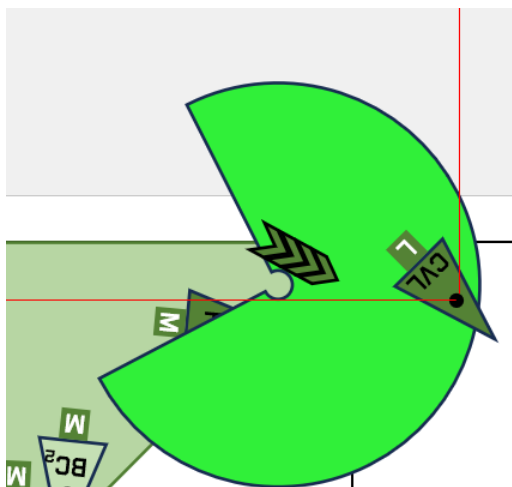
The fighters on the board can move up to 20" in any direction. They move out to the asteroid field, prepared to strike next round. With all ships in a squadron moved, play passes to Dave.

Dave decides to split his cruiser squadron around the asteroid field. He changes the speed to Low speed in order to avoid closing the distance too soon.

Mike then moves out the battlecruisers, and Dave follows with the battleship. The battleship has a strong weapon in the fore arc, which Dave points directly at the oncoming battlecruisers. With all squadrons moved, the round ends. Final positions are as follows:
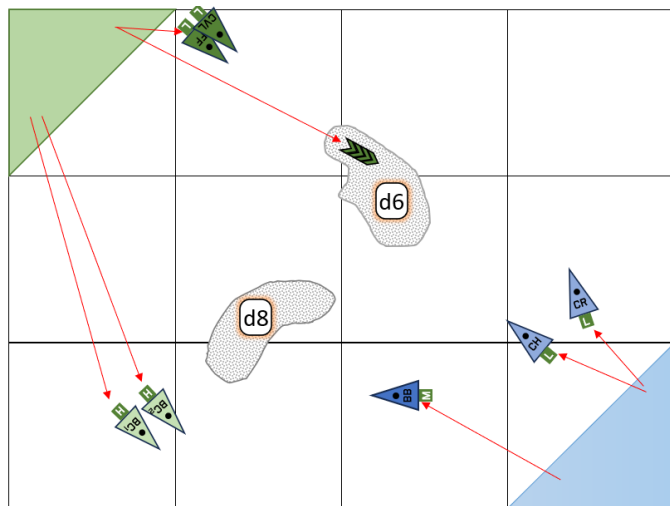
To start the second round, Mike rolls **2d20**, rolling a 14 and 9. Dave rolls **3d20**, with 15, 12, and 2 as results. Dave will go first this round.

Dave selects the battleship as the first ship to activate. He elects to keep the ship at medium speed. At this speed, there is a minimum and maximum distance the ship can move, and its turning ability is reduced. The possible end point for the ships movement is shown below in the yellow zone:
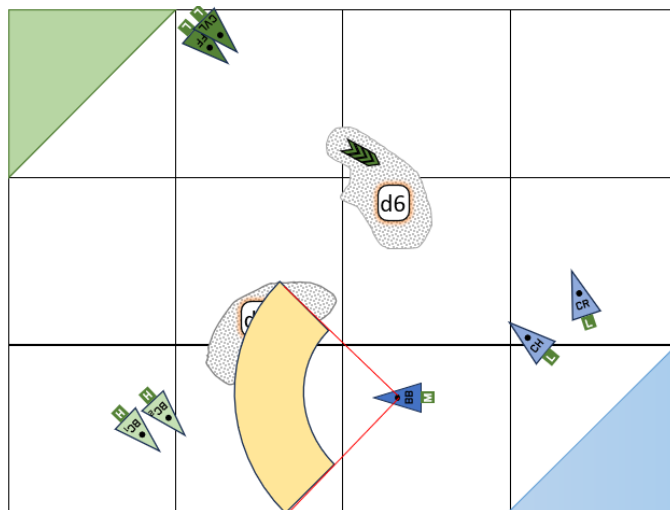
The battleships main forward weapon (an autocannon) has an effective range between 0"-32". Dave decides to move the full distance, taking advantage of the cover provided by the asteroid field against attack by the cruisers. The final firing position is shown below.
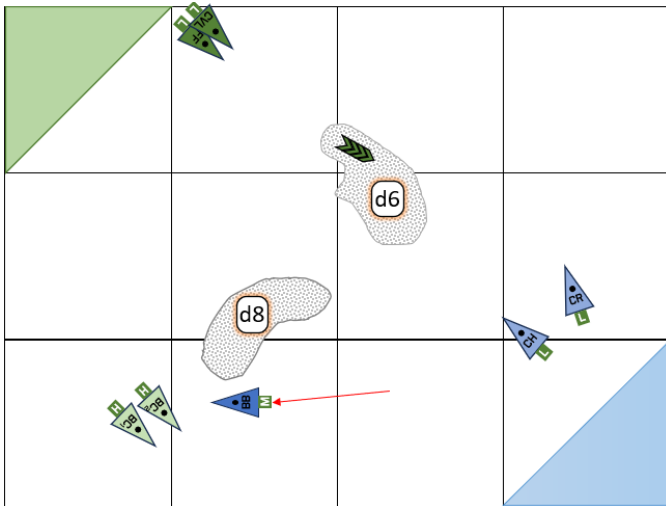
Dave is attacking battlecruiser #2 with his forward autocannon (a d12) and the frigate with nuclear torpedoes (a d8). There are no other ships in the squadron, so he will not get a bonus die for attacking as a squadron.

In the first attack, Dave rolls a 9 on the d12. Mike rolls a 4 on the d6 DEF on battlecruiser #2. This results in 5 hits to the battlecruiser, which is not quite enough to cause a critical hit.

The nuclear torpedoes attacking the frigate do not need direct line-of-sight, so there is no cover from the asteroid field. Dave rolls a 1 and then rolls another d8 for the exploding "1". Luckily, he rolls another 1, and gets another die. The final die is a 6, for a total of 8 hits (1+1+6). Mike's frigate rolls a 2 for its DEF roll, so a total of 6 hits strikes the ship. The ship has a Critical Rating (**CR**) of 3, so this is enough for two critical hits. Dave rolls a 7, knocking out the **DEF** system, and a 12, which is a hit to *Life Support*. The *Life Support* hit does not destroy the module, but instead causes 2 **CP** damage to the ship.

3.0 FLEETS AND SQUADRONS

3.1 Fleet

A *Fleet* is a collection of one or more *Squadrons*. There may be any number of squadrons in a fleet, subject to the total point cost of the scenario being played.

3.2 Squadron

A *Squadron* is the basic commanded unit in the game. Each squadron can have a maximum of five ships, with a total cost of 300 points or less. The base cost (shown in the statistics profile for each ship) and any upgrades are included in this total point value of the squadron.

3.3 Commanding Officers

3.3.1 Fleet Admiral

The *Fleet Admiral* represents the commanding officer for the entire fleet. The *Fleet Admiral* is assigned to one ship (the Admiral's Flagship) in the fleet. While the *Fleet Admiral* is present on the board, squadrons coordinate their efforts more effectively; during the Initiative phase, each player with a *Fleet Admiral* in the game rolls 2d20, using the highest result for their initiative roll.

The Fleet Admiral has an improved DEF system, gaining a two-step bonus against enemy attacks.

If the *Fleet Admiral* exits the game or if the Flagship is *Destroyed*, each *Squadron Commander* immediately gains two *Disorder* markers. Additionally, if a player does not have a *Fleet Admiral* on the board, only roll 1d20 for determining initiative.

3.3.2 Squadron Commander

A *Squadron Commander* is assigned to the lead ship in each squadron. Each squadron has one ship designated as the *Squadron Commander*, even if it is the only ship in the squadron. The Admirals Flagship also counts as the *Squadron Commander* for its own squadron. The ship designated as the *Squadron Commander* has additional computer systems installed, which allows ships in the squadron to coordinate attacks on a target by combining weapon fire from multiple ships into a single attack. It also has an improved DEF system, gaining a one-step bonus against enemy attacks.

If the *Squadron Commander* exits the game or is *Destroyed*, each remaining ship in the squadron immediately gains a *Disorder* marker, and ships may no longer combine fire when attacking.

3.3.3 Captain

All other ships in the squadron have a *Captain* as the commanding officer. This is the default rank if there is no *Fleet Admiral* or *Squadron Commander* on a ship.

3.3.4 Civilian Ships

Some scenarios include other non-military spacecraft. While each of these ships has a *Captain* on board, they do not hold military rank, and thus cannot command other military ships. The rank insignia shown applies to all civilian spacecraft. All civilian ships activate at the same time as if they were in a squadron together.

3.4 Command and Control

The maximum distance at which ships in a squadron can coordinate their efforts is defined as the *Command Radius*. The *Command Radius* only applies to squadrons; there is no maximum separation distance between squadrons and the *Fleet Admiral*.

The default *Command Radius* is 6", unless otherwise noted.

- A ship is in command if it is within the *Command Distance* of its *Squadron Commander*.
- A ship that is out of command cannot combine fire with other ships in its squadron.

4.0 CELESTIAL TERRAIN & OTHER NAVIGATIONAL HAZARDS

For all races, the discovery of the telescope had a profound effect on how time and space were perceived. Seeing the stars in the heavens is one thing, but it was the telescope that revealed the true *vastness* of space. Science fiction writers were first to dream of interstellar travel, and their stories inspired generations of scientists and engineers to make their dreams a reality. Despite their best efforts, faster-than-light travel was deemed to be an impossible feat, forever relegated to the realm of science fiction.

For a few visionaries, however, that dream of faster-than-light travel never quite goes away. Observations made on a galactic scale indicated the influence of some unseen mass or force affecting the fabric of space-time itself. There should be more mass out there, but it could not be measured. Or seen, or otherwise detected by normal means. For that reason, it became known as *Dark Matter*. While most civilizations never solve the riddle of dark matter, a few do, and it changes them forever.

An understanding of *Dark Matter* is key to unlocking the mystery of interstellar travel. By projecting a combined beam of X-rays and neutrinos through a matrix of dark matter, a rift in space can be opened. This rift leads into a hyperspace dimension, whereby a ship may travel *extreme* distances in a *very short* time. The dark matter acts as a kind of fuel while in hyperspace, and a typical ship may travel up to 75 light-years in a single day's journey.

As detection methods became more advanced, it was determined that the concentration of dark matter is not uniform across the galaxy. It is plentiful in some areas, and almost non-existent in others. It is not well understood why the distribution varies, only that it tends to concentrate around planets, stars, and nebulae. Whether one attracts the other, no one knows. These areas of higher concentration attract the space-faring empires, creating locations of strategic importance.

A patrol group makes a rendezvous with an allied battleship near the Onidda System

4.1 Line of Sight (LOS) Effects

If LOS is traced through terrain that blocks LOS, no attacks can be made against that target.

4.2 Defensive Die

If LOS is impeded, add the listed bonus die to all defense rolls.

4.3 Terrain Effects

When a ship enters or activates inside a terrain, the listed effect occurs.

4.4 Suggested Terrain Sizes

Listed below are the types and suggested sizes of Terrain used in *Darkmatter Armada*.

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"

4.5 Terrain Types

The following area terrain types are available:

4.5.1 Asteroid Field

LOS	Impedes LOS for direct fire. Clear LOS for torpedo fire.
Defense Die	Varies from d4 to d10.
Terrain Effects	A ship that enters or activates inside this terrain suffers damage according to the density of the asteroid field. Roll an attack using the die type shown on the terrain. This damage is not reduced by the ships **DEF** systems. *Fighter Squadrons* ignore the terrain effects of an Asteroid Field.

4.5.2 Emission Nebula

LOS	Impedes LOS for direct fire. Clear LOS for torpedo fire.
Defense Die	Varies from d8 to d14.
Terrain Effects	Ships lose 1d4 **CP**. *Fighter Squadrons* are *Destroyed*.

4.5.3 Distortion Field

LOS	Does not block LOS for direct or torpedo attacks.
Defense Die	None
Terrain Effects	If attacked, ships roll **DEF** die twice, using the lower result. Ships move at half speed when crossing the terrain. *Fighter Squadrons* cannot enter.

4.5.4 Particle Cloud

LOS	Blocks LOS for direct fire. Impedes LOS for torpedo fire.
Defense Die	Varies from d8 to d12
Terrain Effects	Ships gain a *Disorder* marker. No effect on *Fighter Squadrons*.

4.5.5 Minefield

LOS	Clear LOS for direct fire. Clear LOS for torpedo fire.
Defense Die	None.
Terrain Effects	Attack strength varies from d8 to d16. When inside a minefield, a ship is 'attacked' using the strength die. **DEF** is rolled twice, taking the lower result. *Fighter Squadrons* ignore minefield terrain effects. For each turn that a Fighter Squadron ends in a Minefield, reduce the attack die by one step (1d12 -> 1d10 -> 1d8 -> 1d6 -> 1d4 -> Remove Minefield)

4.5.6 Planet

LOS	Blocks LOS for direct fire. Blocks LOS for torpedo fire.
Terrain Effects	A ship that collides with this terrain takes 1d10 HP damage and gains two *Disorder* markers. This damage is not reduced by **DEF** systems. *Fighter Squadrons* cannot pass through this terrain but may launch and land on Planet terrain if allowed under scenario rules.

5.0 HYPERSPACE BEACONS
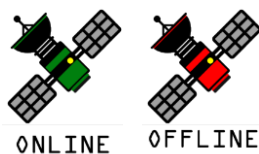
Some scenarios emphasize control of the battlefield instead of destruction of the enemy. Area control is determined by placing hyperspace beacons on the battlefield. These beacons are used to enhance communications, establish surveillance networks, or act as navigational waypoints. Deployment of these beacons are key to securing strategic locations in a scenario for scoring and victory determination purposes.

ONLINE   OFFLINE

5.1   Attacking Beacons

Due to their small size, beacons can only be destroyed by a *Fighter Squadron* that is in base contact. A *Fighter Squadron* must score at least 6 hits in a single attack to destroy a beacon.

5.2   Power State

A beacon token has an online and offline side. While offline, the beacon does not count for scoring or victory conditions and cannot be used for any game effect. A beacon is also protected from cyberwarfare attack when in the offline state. The power state of a beacon can be changed during the *Adjust Game Markers* segment of the *End Phase* of the round.

5.3   Deploy Beacon

As a special action, and after completing its movement, a ship with the *Beacon Deployment* module may deploy a beacon by placing it within 3" of the ship. The beacon is deployed with the offline side showing. A ship can deploy a single beacon during its activation.

5.4   Jamming a Beacon

If a friendly online beacon is in base contact with an enemy online beacon, the two beacons jam each other's signals. Both beacons are then flipped to their offline sides. Neither beacon can be used for any purpose until the other is destroyed. If either beacon is destroyed, the remaining beacon immediately returns to an online state.

5.5   Cyberwarfare Attack on Beacons

A ship that is within 6" of an enemy beacon, and that is equipped with the *Electronic Countermeasures* equipment module can make a cyberwarfare attack on an enemy online beacons' operating system by performing the *Hack Beacon* special action (see section 9.3.2 on page 29).

To make a hacking attempt, roll 1d6, adding 1 to the result for each *Electronic Countermeasures* module on the ship. The hack is successful if the final result is a 6 or higher.

5.6   Short Range Jump Navigation

An online beacon can be used to assist friendly ships that are using their hyperspace drives to move about the game board. As a *Special Action* during the movement segment of its activation, a ship may engage its hyperspace drive to make a *Short-Range Jump* from its current position to within 3" of any other friendly online beacon. See section 9.3.5, Short-Range Jump.

5.7   Area Control

Some scenario victory conditions require that strategic points on the game board be controlled by a player. Control is determined by the number of online beacons within a strategic area as defined in the scenario description.

6.0 GAME SET UP
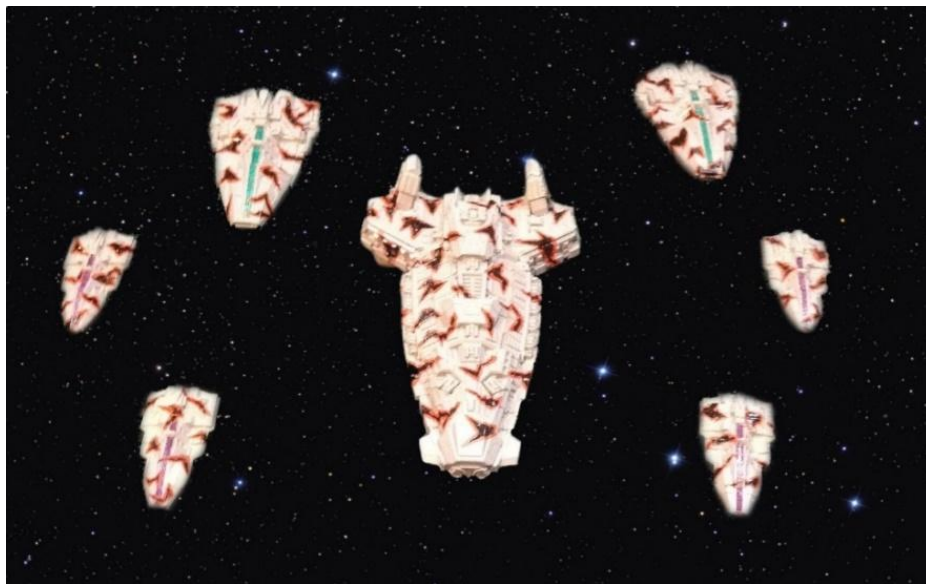
Hegemony ships in attack formation prior to the battle of 29 Prailos

This chapter will cover how to get your fleet of spaceships on to the gaming table, so that you and your opponent can leap into the action.

6.1 Game Size vs. Table Size

The first thing that you will need to decide with your opponent is how big you want your game to be. To do so, all players will need to agree on a **Maximum Fleet Value**. This will be the maximum number of points you are allowed to spend when putting your Fleet together for the game.

Game Table Size	Average number of terrain features
3x5	1 Small, 2 Medium
4x4	1 Small, 1 Medium, 1 Large
4x6	2 Small, 2 Medium, 1 Large
5x8	2 Small, 3 Medium, 2 Large

6.2 Setting up a Game

Set up a game using the following steps:
1. Determine Scenario
2. Assemble Fleets
3. Terrain Placement
4. Deploy Minefields
5. Squadron Deployment
6. Scout Deployment

6.2.1 Determine Scenario

You can agree with your opponent which Scenario to play, or randomly determine the scenario using the Scenario Tables.

6.2.2 Assembling a Fleet

A fleet may have any number of squadrons assigned to it, as long as the total cost of all squadrons does not exceed the maximum fleet value.

A squadron has a maximum size of 5 ships, with a total cost of no more than 300 points.

6.2.3 Terrain Placement

The majority of battles take place 'in system', where orbital platforms, asteroid fields, and particle clouds create hazards to navigation. Players may either select the terrain features they wish to use or use the random distribution tables below.

Random Terrain Table	
2d6	**Terrain Type**
2	Minefield
3-4	Asteroid Field
5-6	Emission Nebula
7	Asteroid Field
8-9	Particle Cloud
10-11	Planet

12	Minefield

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"

To determine order for placement, each player rolls **1d20**. The player with the highest result goes first, and then players alternate placing terrain features while maintaining at least 8" clear space between other terrain features or deployment zones. A selection of terrain types is presented in the *Terrain Rules*.

6.2.4 Deploy Minefields

After the terrain has been placed, all ships with the *Minelayer* equipment module deploy to the battlefield to create minefield terrain. Following the same order used for terrain placement, Players alternate deploying one ship at a time to any location on the battlefield, as if they had conducted a *Short-Range Jump*; use Table 1 to adjust final ship placement.

Table 1 – Minelayer Drift Location

1d20	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target

Place a minefield terrain marker at the final deployment location of the *Minelayer* ship. The *Minelayer* ship may then make a free standard move. In contrast with other terrain, minefields may overlap other terrain features, including other minefields.

6.2.5 Squadron Deployment

With the Battlefield set up, the Players now deploy their forces. Squadrons are deployed directly to the battlefield or held in reserve for entry later in the game. All ships in a squadron deploy together; there is no partial deployment of squadrons.

To determine priority, all players roll **1d20**, with the winner choosing whether to deploy their first Squadron before or after their opponent. Player's alternate deploying one squadron at a time, either to the game board, or to hyperspace reserve.

6.2.5.1 Fighter Squadron Deployment

When a *Carrier* deploys to the battlefield, it may do so with all *Fighter Squadrons* launched and in base contact with the Carrier. These may move as normal on the Carrier's next activation.

6.2.5.2 Shields

A ship with a *Shield Generator* equipment module may deploy with the shields active by placing the *Arc Shield* markers on the ships base.

6.2.5.3 Hyperspace Reserve

A squadron may be held in hyperspace reserve off the game board, waiting to enter the battlefield on a future turn. While in hyperspace, the squadron does not count for activations, victory conditions, or points. A player may elect to deploy a squadron in reserve unless otherwise stated in the Scenario Conditions, subject to the following conditions:

1. No more than 30% of the maximum fleet value may be held in reserve.
2. Only full squadrons can be held in reserve.
3. The Admirals Flagship cannot be held in reserve.

6.2.5.4 Battlefield Deployment

To deploy a squadron on the battlefield, place ships with their Flight Stand entirely within the Deployment Zone. If the Flight Stand cannot be placed within a Deployment Zone (due to the base being too big, for example) place the Ship with the stand touching a Friendly Board Edge instead.

6.2.5.5   Hidden Deployment

Ships with the *Ambush* SCR may be deployed to the game board using markers to hide the actual position of the squadron. To deploy as hidden, all ships in the squadron must have the *Ambush* SCR. The player takes three deployment markers, each consisting of a 4" diameter overlay, with the name of the squadron written on one marker. The rest of the overlays are used as decoys and are left blank. When the squadron is selected for deployment, set the squadron aside, and place the overlay markers anywhere on the board, subject to these restrictions:

1. The overlay marker cannot be in base contact of any enemy model.
2. The overlay marker cannot be inside an enemy deployment zone (if one is present).

When an enemy ship completes its movement in base contact (or within) with an overlay marker, reveal the marker. If the marker is a decoy, remove the marker from the board. Otherwise, the squadron is no longer hidden, and each ship must be deployed either inside the marker, or in base contact with it. The player that owns the overlay marker can choose any facing for the revealed ships. The revealed squadron will activate on the current turn and activates normally for the rest of the game. The other overlay markers that were part of that squadron's hidden setup are then removed from the game board.

As a squadron activation, a player may voluntarily reveal an overlay marker (and deploy ships as appropriate) during the *Squadron Activation Phase* of a turn.

6.2.6   Scout Deployment

After all other squadrons have been placed, any squadron where all ships have the *Scout* SCR may deploy to the game board.

7.0 THE ORDER OF PLAY

A game of *Darkmatter Armada* is broken down into several 'Rounds' which are further broken down into several distinct Phases.

In each Round, carry out each of these phases in order:
1. Initiative Phase
2. Reserve Phase
3. Squadron Activation Phase
4. End Phase

7.1 Initiative Phase

To determine the side with initiative, each Player rolls **2d20** and selects the highest result. The Player with the highest die result chooses their place in the Order of Initiative for the current turn. In case of a tie, consult the next highest die as a tiebreaker. If a player does not have another die to compare, the result is the same as a '1' result. If still tied, roll again.

7.1.1 Missing Fleet Admiral

When a player does not have a Fleet Admiral on the board, roll one fewer d20 in the initiative roll.

7.1.2 Initiative Bonuses

In some cases, a player may be eligible to roll additional dice, or modify the end results after dice have been rolled. Each of these dice is used for determining initiative, tiebreakers, etc.

7.2 Reserves Phase

During the Reserve phase, each player may bring in squadrons that have been held in hyperspace reserve.

A player may pass this phase if they do not wish to bring ships out of reserve. See section 8.0 *Reserve Phase* on page 23 for more information.

7.3 Squadron Activation Phase

The player who is first in the Order of Initiative may select a squadron to activate, or pass to the next player. Once this squadron has performed all its actions, the next player selects a squadron to activate. Players continue alternating activations until each Squadron has activated.

7.3.1 Disorder

A squadron with any number of *Disorder* markers may not activate before another friendly squadron that has fewer *Disorder* markers. See *Squadron Activation* Phase on page 24 for the complete rules.

7.4 End Phase

Once all squadrons present on the battlefield have activated, the play then moves on to the *End Phase*, detailed on page 37. Once the *End Phase* is complete (and assuming the game has not ended) the current round ends, and the next round begins.

An Oberian spy station quietly listens to interspace communications, gathering information from a nearby system.

8.0 RESERVE PHASE

During the Reserve phase, each player may bring in squadrons that have been held in *Hyperspace Reserve*. To deploy from reserve, a ship uses its *Hyperdrive* to create an energy portal between hyperspace and normal space. Energy portals are represented on the game board as a 3" diameter disk.

A player may skip this phase if they do not wish to bring ships out of reserve. Once a player has passed, he may not place any more portals this round.

8.1   Open Hyperspace Portal
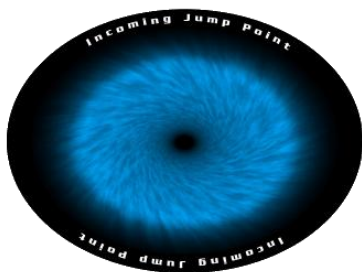
During the Reserves phase, and starting with the player that has initiative, players alternate selecting a squadron in reserve, and then placing an energy portal on the board to show where that squadron will enter the game board. The edge of a portal cannot be placed within 6" of any planet or active beacon. A player may have no more than two open portals at any one time.

8.2   Entering from Hyperspace

A squadron that has been selected to open a portal must enter the game during the *Squadron Activation* phase. Each ship in the squadron enters the battlefield by using the *Engage Hyperspace Drive* special action and is placed with its base in contact with the energy portal marker.

8.3   Combat Penalties from Hyperspace

Due to sensor interference from the hyperspace portal, ships that enter from hyperspace gain a *Defense Grid Fault (-2 DEF)* marker. Additionally, the Squadron Commander gains a *Comms Down* marker. Indirect fire attacks are not affected by hyperspace portal interference.

9.0 SQUADRON ACTIVATION PHASE

Each squadron activation has the following segments:

1. Command & Control Segment
2. Movement Segment
3. Special Actions Segment
4. Combat Segment

Following the Order of Initiative, players alternate activating squadrons.

If one Player has more Squadrons to activate than another, once the other Player has activated all their Squadrons, the remaining squadrons can activate in any order.
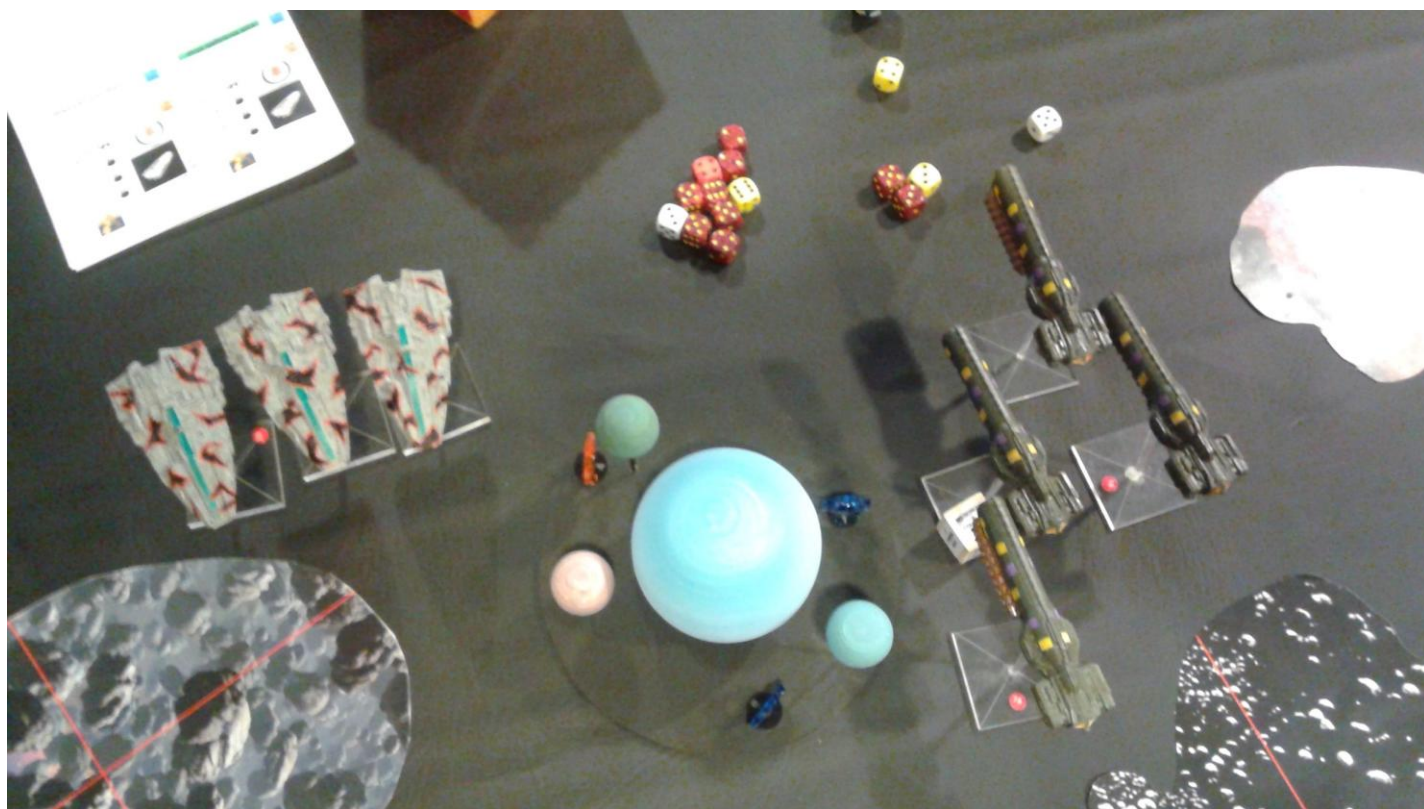
9.1   Command & Control Segment

Various actions related to ship operations are handled during this step. They are performed in the following order:

9.1.1   Adjust Temporary Markers

Remove all *Defense Grid Fault* markers showing the **-1 DEF** side from all ships in the squadron. Then, reduce all remaining *Defense Grid Fault* markers one step.

9.1.2   Open Hyperspace Portal (Optional)
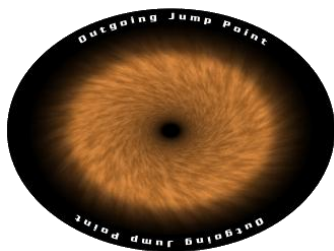
Any ship with a functioning hyperdrive may open a hyperspace portal.

If a ship is on the board (i.e., in normal space), place an outgoing *Hyperspace Portal* marker within 3" of the ship, and not closer than 6" to any terrain feature.

A *Hyperspace Portal* works in only one direction, either from hyperspace to normal space, or from normal space to hyperspace. A ship can maintain only one *Hyperspace Portal* at a time, although any number of friendly ships may use the *Hyperspace Portal* while it is open.

The portal will close when the ship that opened it has passed through. During the End Phase, all unused portals automatically close.

9.1.3   Remove Disorder

Each ship in the squadron may remove one *Disorder* marker, in addition to any other removals due to SCR's or other conditions.

9.1.4   Adjust Ship Speed

At this step, each ship can change its current speed setting. A ship that changes from *Low* to *High* speed also takes a *Disorder* marker.

9.1.5   Adjust Shields (Optional)
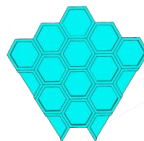
If a ship is equipped with a *Shield Generator* equipment module, it can raise shields to protect one of the four arcs (forward, aft, port, or starboard). Mark the protected arc by placing an *Arc Shield* marker on the ship base. A ship lowers shields by removing the *Arc Shield* marker from the ship base.

Cruisers from the Neem Cascade make a jump in-system, catching a Torgovian battleship group by surprise.

9.2   Movement Segment

During the *Movement Segment* each ship in the Active Squadron is moved according to its current speed setting (Low, Medium, or High).

9.2.1   Turning a Ship

There are five different templates that define how tightly a ship may turn, as shown in Table 2.

Table 2 - Turning Arc Templates

	Turning Arc A
	Turning Arc B
	Turning Arc
	Turning Arc D
	Turning Arc E

9.2.2   Ship Speed

A ship's ability to move across the board is defined by its **MV** (Move) and turning arc statistics. The **MV** values for the ship are shown above the turning arc diagram:

Ship Movement Values		
L:0-6	M:6-12	H:12-18

There are three speed settings available when moving a ship:

- Low Speed. The ship has a minimum movement of 0" and a maximum movement value equal to half the MV value.
- Medium Speed. The ship has a minimum movement between the half the MV value, and the MV values.
- High Speed. The ship has a minimum movement equal to MV value, and the MV value plus half the MV value.

For example, using the MV values shown above, the speed settings would provide the following movement values:

- Low Speed: Movement between 0"-6"
- Normal Speed: Movement between 6"-12"
- High Speed: Movement between 12"-18"

A ship can change to a different speed setting at the start of the *Command & Control Segment*. The ship will gain a *Disorder* marker if it changes from low to high (or high to low) speed.

Each ship in a squadron can have separate speed settings. If a ship does not have a speed setting shown, it is assumed to match the speed of the squadron commander. If no ship in the squadron has a speed setting, all ships are assumed to be at Medium Speed.

9.2.3   Minimum Movement

All ships have a minimum movement value based on their current speed setting. A ship must move at least as far as their current minimum speed.

Frigates and Corvettes are exempt from minimum move requirements when they are acting as escorts to other capital ships.

9.2.4   Exceeding Maximum Movement

A ship may not exceed the maximum movement shown in its current speed setting.

9.2.5   Ship Movement Limitations

A ship cannot end its movement with its Flight Stand on top of another ship's Flight Stand or fighter token, or with any part of the physical ship model touching another physical model. If a ship cannot move to a clear space beyond a conflicting ship or token, it must end its movement prior to making contact.

9.2.6   Moving a Ship

Movement in *Darkmatter Armada* uses the following procedure:

1. Measure the distance to move in a straight line from the ship's origin (current position) to its destination (new position) inside its allowed movement arc. Always measure from post to post.
2. Place a marker at the origin position and move the ship to the destination position.
3. With the ship at the destination point, rotate the ship to a facing such that the movement origin remains inside its aft arc.

If the movement path from start to finish crosses any part of a terrain feature, check for terrain effects as detailed in the terrain section on page 16.

Single Measure Movement
1. Measure 2. Move 3. Spin

Ship w/ 4-7" MV stat
180° Available Move Area

The point of origin must remain in ship's rear arc at the destination
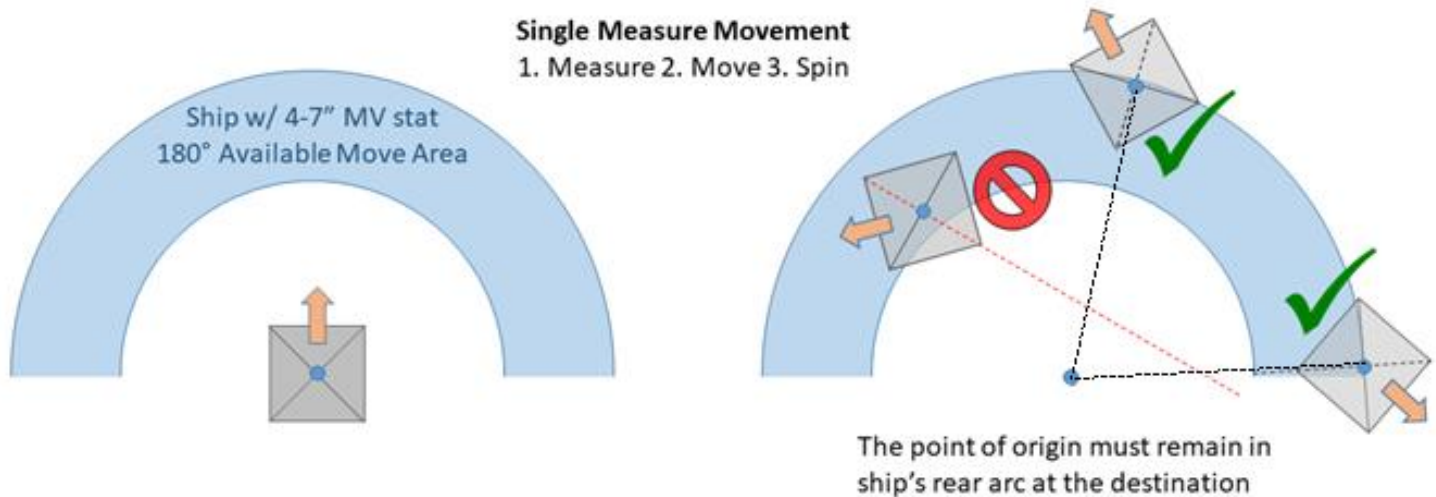
9.2.7   Fighter Token Movement with Ships

A fighter token that is in base contact with a friendly ship is moved along with that ship for free. This does not count as movement or activation for the fighter token.

9.2.8   Moving Off the Table

Unless a Victory Condition or Scenario Objective says otherwise, if any part of a Flight Stand leaves the game board, the ship or token counts as being *Destroyed* and is removed from the game with full points awarded as normal.

9.2.9   Moving Through Terrain

Apart from planets, ships can move through terrain. Doing so presents certain hazards, and the ship may be adversely affected, depending on the type of terrain.

Shields and Cloaking systems have no effect on preventing damage from terrain effects.
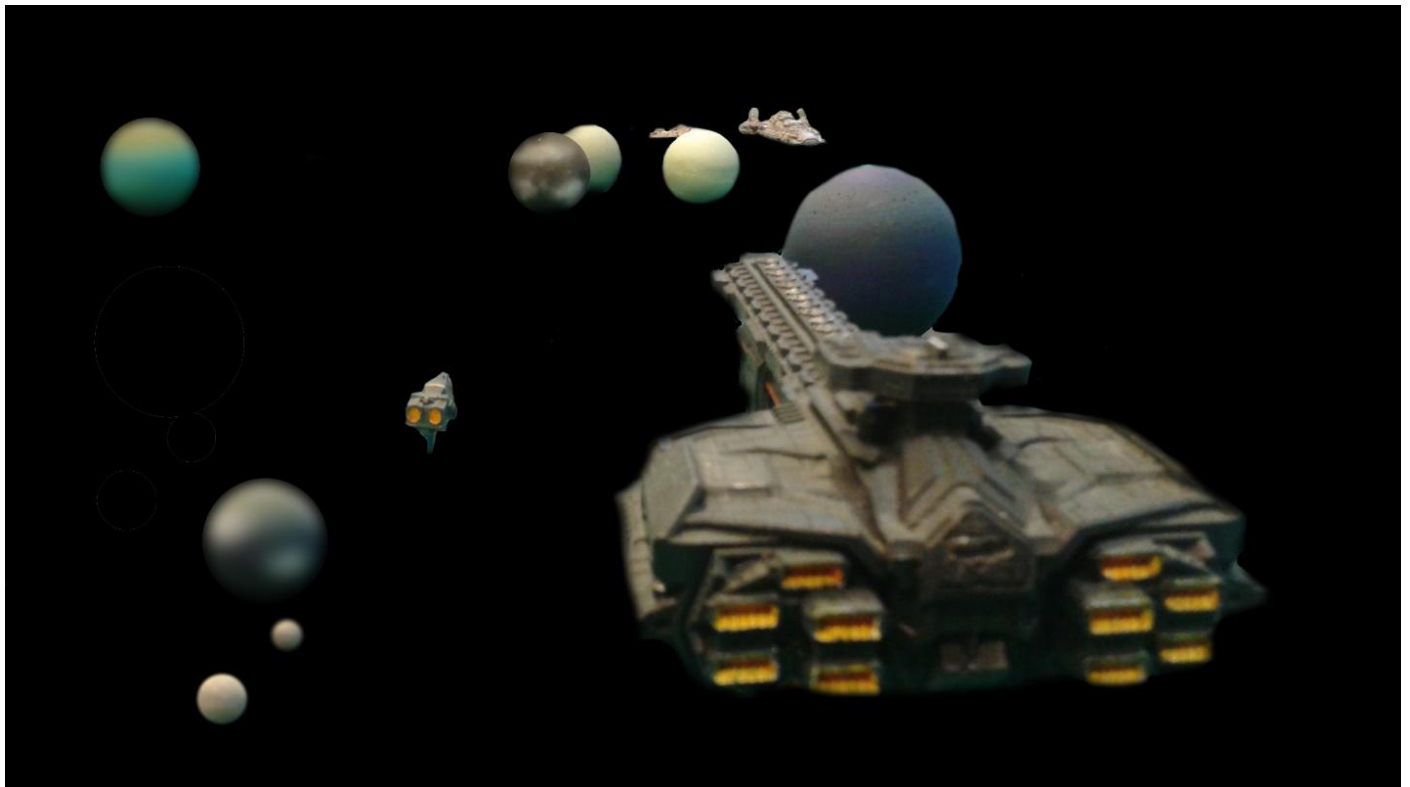
Aided by the DNS Perception, the DNS Avenger of Ixalan begins its targeting calculation on the enemy fleet.

9.3 Special Actions

After completing its movement, a ship may take one of the following special actions during its activation. A ship may only perform one *Special Action* per turn.

9.3.1 Deploy Beacon

A ship with a *Beacon Deployment* module may deploy a single beacon by placing it in base contact with the ship. The beacon is deployed with the offline side showing, and automatically goes online at the end of the current round. A ship can only perform this action if it has the *Beacon Deployment* equipment module installed.

9.3.2 Hack Beacon

A ship that is within 6" of a beacon may attempt to hack into the beacons computer system. To make the attempt, roll 1d6, adding +1 for each *Electronic Countermeasures* module on board. If the result is 6 or higher, the hack was successful; replace the enemy beacon with a friendly offline beacon.

9.3.3 Engage/Disengage Cloaking Field

Ships with a *Cloaking Field* equipment module can elect to engage or disengage their cloak by adding or removing a *Cloaked* marker.

A ship that disengages a cloaking field gains *Comms Down* and *Fire Control Error* markers.

9.3.4 Engage Hyperspace Drive

To enter hyperspace, a ship must end its movement in base contact with an open hyperspace portal marker. The ship will enter hyperspace during the *End Phase* of the turn.

9.3.5 Short-Range Jump

A *Short-Range Jump* is a special kind of hyperspace jump that allows a ship to move to within 3" of any friendly active beacon. The ship may choose any facing when it makes the jump. The ship also gains a *Fire Control Error* marker due to residual electronic interference from the jump.

9.3.6 Evasive Action

A ship may increase its defensive posture by placing an *Evasive Action* token on the ship base, with the speed matching the current speed setting. The ship gains a bonus defensive die against all attacks while it has this marker. The ship skips its next Combat Segment unless it also takes a *Disorder* marker. Freighters cannot take this action.

9.3.7 Launch Fighters

A Carrier with available *Fighter Squadron* tokens on board may launch up to three fighter tokens by placing them in base contact with the parent carrier. Up to three additional fighter tokens can be launched if the carrier takes a *Disorder* marker.

9.3.8 Tractor Beam

A ship with a *Tractor Beam* equipment module may move a smaller object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the *Tractor Beam*.

9.3.9 Split-S Maneuver

A ship can execute a *Split-S* maneuver to change its facing 180° in a single move. This *Special Action* replaces the ships normal *Movement Segment*. The ship must be in **Low Speed** to use this maneuver

The ship moves forward 6" and then rotates 180° from its current facing. The ship then takes a number of *Disorder* markers based on its size:

- Corvettes, Frigates, and Destroyers: 1 *Disorder*
- Light Carriers, Cruisers and Heavy Cruisers: 2 *Disorder*
- Dreadnoughts, Battleships, Fleet Carriers, and Battlecruisers: 3 *Disorder*

9.3.10   Orbiting Planets

A ship may enter orbit around a planet to conserve movement or to gain a boost of speed without using the ships engines.

9.3.10.1 Entering Orbit

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet to enter orbit, and it must be moving at Low Speed.
2. Once the ship is perpendicular to the planet, and is within 3" of the planet's edge, it may enter orbit. It can then move up to four orbital segments around the planet (from point B to point C). This does not cost any of the ship's base movement. A ship must move at least one segment to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.

9.3.10.2 Activating while in Orbit

If the ship is already in orbit when it activates (i.e., it is perpendicular and within 3" of the planet's base) it must move between one and six segments around the planet. This orbital movement does not count as using the ships base movement for that turn, although it must remain at *Low Speed* while in orbit.

If desired, the ship may move up to three extra segments around the planet. This extra movement results in the ship taking a *Disorder* marker.

9.3.10.3 Breaking Orbit

To break orbit around a planet, a ship simply moves as normal away from the planet. Breaking Orbit does not count as a *Special Action,* although using any orbital movement (up to 4 segments worth) before leaving orbit would count as the *Special Action* for that turn.

A ship cannot break orbit on the same turn that it enters orbit.

9.3.11   Orbital Bombardment

Some scenario objectives require ships in orbit to fire at a planet's surface. To perform an orbital bombardment, a ship must begin and end its activation in orbit of a planet. During the combat segment, the ship can fire weapons from the arc facing the planet, and any number of turrets on the ship.

9.3.12   Gravitational Slingshot

This special action can be taken at any time during the *Movement Segment*, if a ship is parallel to the planet, and within 3" of its base. Performing a *Gravitational Slingshot* ("GravShot") allows a ship to swing around a planet, using the gravity well to increase its effective speed.

A example of a Gravitational Slingshot for a ship with a base movement of 9":

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet. The ship moves 2" from A to B.
2. Once the ship is perpendicular to the planet, and within 3" of the edge of the planet's base, it is in orbit. It can then move up to three orbital segments around the planet from point B to point C. This does not cost any of the ship's base movement. It must move at least one segment to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.
4. The ship may break orbit at any point during its move around the planet, using its remaining movement (in this case, up to 7"). Several possible end positions are shown in the diagram. Note that the ship could break orbit at any point along path #2 if it had moved at least one segment in orbit.

1. Move to within 3".
2. Move up to 3 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.
4. Break orbit at any point using remaining movement.
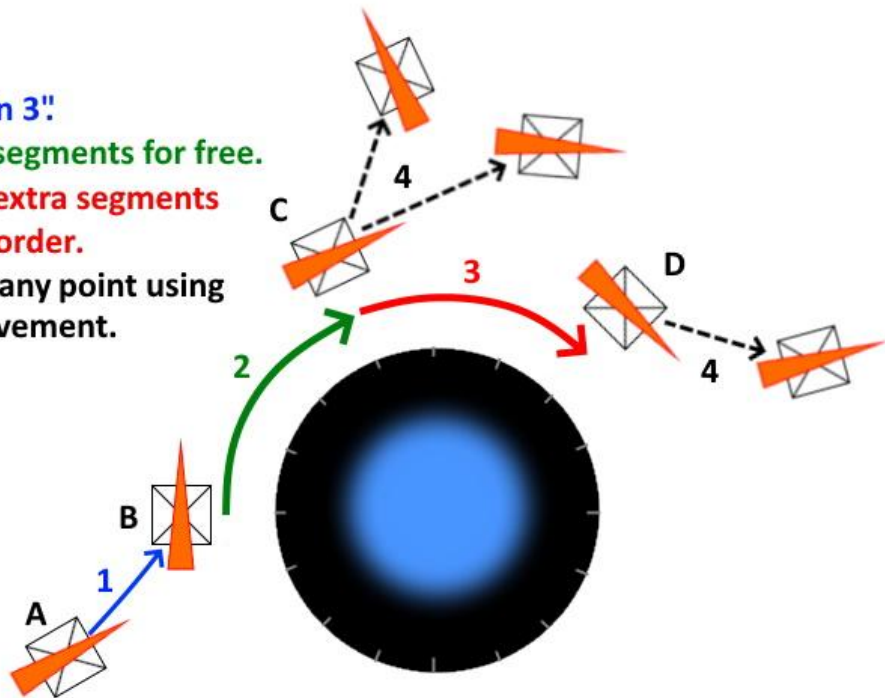
9.4   Combat Segment

In the Combat Segment, ships can make separate attacks against multiple targets, or they can coordinate firing patterns to maximize firepower on larger targets. Combat in *Darkmatter Armada* takes place using three separate modes:

- Weapons Fire from Ships
- Fighter Squadrons
- Boarding Assaults

These combat modes may be performed in any order that the controlling player desires; it is not necessary to declare every target and every weapon to be used. However, all attacks of the same mode must be completed together, i.e., all *Weapons* fire together, then *Fighter Squadrons*, etc.

9.4.1   First Round Signal Interference

On the first round of a game, heavy signal interference from all of the ships entering the battlefield prevent the targeting of enemy ships. Skip the Combat Segment on the first round of the game.

9.4.2   Determining Range

The range between two ships is determined by measuring a straight line from a post of the firing ship to a post of the target ship. If multiple ships are combining fire in the attack, the shortest distance from any attacking ship to the defending ship is used to determine the attack range.

9.4.3   Line of Sight (LOS) and Cover

LOS is determined by projecting a straight line from the post of a firing ship to the post of a target ship.

If multiple ships are attacking, determine the LOS from each individual ship. If any LOS crosses a terrain feature, the defending ship will gain a bonus terrain defense die, based on the terrain.

If this line crosses terrain that blocks LOS, then a direct attack from that ship is not possible. Indirect attacks are not affected by terrain types that block LOS, unless they are being combined with other Direct Fire attacks.

9.4.4   Defensive Screen vs. Direct Fire

To provide additional defensive protection to other ships, the crews of Frigates and Corvettes are trained to screen the larger, more valuable capital ships from direct-fire attacks. By placing themselves in between an attacking ship and its target, these smaller ships can partially intercept incoming fire. A ship must have the *Defensive Screen* SCR to provide this benefit, and only one such ship can be used per defense roll.

Each time a ship provides this screen, it will take 2 **HP** damage from the incoming fire. Do not apply any ordnance effect from this damage.

9.4.5   Vulnerable Aft Sector

Interference from a ship's engines causes the aft section of a ship to be more vulnerable to attack. Any ship making a *Direct Fire* attack that traces their LOS into the target ship's Aft Arc adds an extra 1d6 die to the attack. Indirect weapons cannot deliberately target the *Vulnerable Sector* of a ship, regardless of the relative positions of the attacker and defender.

9.4.6   Coordinated Firing Mode

When making an attack, a squadron of ships coordinates attack patterns and shares firing solutions to create a time-on-target attack. This allows ships to maximize their impact on the enemy.

The effectiveness of an attack is improved when multiple ships combine fire on a single target. Add the squadron bonus die to the attack, in addition to the weapon dice from all the ships in the squadron. After rolling all dice, select the highest result from the weapons dice and add the squadron bonus die result to determine the total number of hits on the target.

When *Coordinated Fire* mode is used, only ships within the *Command Radius* (i.e., 6") of the *Squadron Commander* may participate in the attack. A Squadron can only make one *Coordinated Fire* attack each round.

Indirect fire weapons cannot be used with this firing mode unless each ship also has the *Multiplex Targeting* equipment module.

9.4.7   Independent Firing Mode

Each ship in a squadron may make attacks on its own without coordinating with other ships. When using this attack mode, a ship will roll only its weapon die against the enemy ship.

A ship may fire on separate targets that are in any (or all) firing arcs when using this mode. The attacking player determines the order in which attacks are made.

9.4.8   Attack Procedure (Direct or Indirect)

Attack Procedure

1. Select Target
   a. It is not necessary to select all targets prior to making an attack.
2. Check Line of Sight (LOS) by drawing a straight line from the post of each firing ship to the post of the target ship:
   a. If a ship's LOS crosses blocking terrain, no attacks can be made from that ship.
   b. If any ship's LOS crosses a terrain feature that impedes LOS, the defending ship gains a bonus defense die based on the terrain. Only one bonus die is gained in a single attack.
3. Determine the Firing Arc. The post of the target ship must be within a single Arc of Fire. If a target's post is on the line between two firing arcs, the attacking Player chooses which arc the ship is in. A ship cannot fire at the same target from different arcs that do not overlap.
4. Measure Range
   a. Measure the distance between the posts of the two ships to determine the range.
   b. If multiple ships in a squadron are combining fire on a target, use the <u>shortest</u> distance between the attacking and defending ships when determining if the target is within range of all weapons being used.
5. Roll Attack Dice:
   a. The pool of attack dice includes:
      - The attack die for each firing weapon.
      - The squadron bonus die if using coordinated mode.
      - Any other bonus attack dice.
   b. If coordinated firing mode was used, keep the highest weapon die results, and discard the remaining results.
   c. Add the results from all remaining bonus dice to find the total number of hits.

6. Roll Defense Dice:
   a. The pool of defense dice includes:
      - The Defense (**DEF**) rating die
      - The die from any *Fighter Squadrons* assigned to **CAP** on the defending ship (optional)
      - One die from an adjacent ship with the *Defensive Screen* SCR
      - Any bonus defense dice from terrain.
   b. The results from each die are added together to determine the number of intercepts.
7. Subtract defensive intercepts from attacking hits. If any hits remain, subtract these from the HP value of the defending ship. At least two HP must be assigned to the ship providing a defensive screen.
8. If any HP damage was scored, apply one *Ordnance Effect* from any one weapon type that was used in the attack (attacker's choice).
9. For direct fire attacks, if the number or hits inflicted on the ship is equal or greater than the defending ships' Critical Rating (**CR**), roll 1d20 for the critical hit location shown on the ship blueprint.

   The affected critical hit location is immediately marked as destroyed.
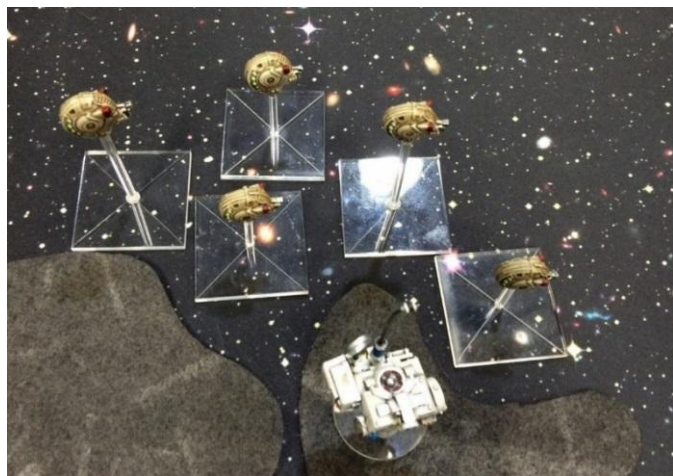
Ships of the Imperium maintain close formation while on patrol near an allied listening post.

9.4.9   Fighter Squadrons

Fighter Squadrons represent multi-role spacecraft that provide additional long-range strike and defensive options for a fleet. *Fighter Squadrons* are represented by individual tokens on the game board.

9.4.9.1 Launch Fighter Squadron

At the start of the game, all *Fighter Squadrons* may start deployed in base contact with their parent *Carrier*. During a *Carriers* activation, they may be launched as a *Special Action,* see section 9.3.7 for details.

9.4.9.2   Move Fighter Squadron

A *Fighter Squadron* activates at the same time its parent carrier activates. A *Fighter Squadron* token may move up to 20" in any direction, with no minimum move, and no restrictions on turning.

9.4.9.3   Return to Carrier (RTC)

Fighter Squadrons instantly move any distance (even over 20") to make the return flight to their carrier. A *Fighter Squadron* may voluntarily **RTC** when it activates. Upon returning to the carrier, remove the token from the game board.

9.4.9.4   Combat Area Patrol (CAP)

When a token is in base contact with a friendly ship, the *Fighter Squadron* will also move and activate with that ship. In this way, the *Fighter Squadron* can provide cover to ships as they move around the battlefield. The **CAP** provided can be used to defend against other fighters, torpedoes, and *Boarding Assaults*. When a *Fighter Squadron* provides a bonus defense die for **CAP**, it must **RTC** after the action.

9.4.9.5   Destroyed Carriers

When a *Carrier* is *Destroyed*, all *Fighter Squadrons* which are aboard are also lost. *Fighter Squadrons* that are currently deployed remain in play until they must *Return to Carrier*, then the token is permanently removed from the game.

9.4.9.6   Attack Die and Range

A single *Fighter Squadron* token has a base attack using a d4 die. The *Fighter Squadron* must be in base contact with its target to make an attack.

9.4.9.7   Stacking Squadrons

Any number of *Fighter Squadron* tokens may combine in a stack to act together. When in a stack, only a single attack die is used, but it is increased by one step for each additional token after the first.

9.4.9.8   Fighter Squadron Attack Missions

Two attack missions are performed by *Fighter Squadron* tokens:

- **Pinpoint attacks against enemy ships.**
  To make an attack, the fighter token (or stack of tokens) moves to base contact with the enemy ship.
  1. If the enemy ship has **CAP** *Fighter Squadrons* protecting the target ship, the defending player may assign any number of those to gain a bonus **CAP** defense die.
  2. Roll dice for the **DEF** and **CAP** (if available). For every three intercepts rolled, one attacking *Fighter Squadron* is destroyed.
  3. If the attacking *Fighter Squadron* stack remains, the attacking player rolls a die with steps equal to the number of fighter tokens. If the result is equal or greater than the **CR** of the defending ship, the attacker rolls 2d20 and chooses one location to inflict a critical hit on the defending ship.
  4. After the attack is complete, all surviving attacking and defending *Fighter Squadrons* involved in the attack **RTC** after the battle.

- **Attacking another *Fighter Squadron*.**
  When a *Fighter Squadron* stack moves into base contact with another *Fighter Squadron* stack a dogfight ensues:
  1. Each stack rolls its respective attack die.
  2. For every three hits, destroy one opposing *Fighter Squadron* token.
  3. The stack that took the most damage (or both if a tie) must **RTC** after the dogfight. The victor can choose to remain, or **RTC**.

9.4.10   Boarding Assaults

To launch a *Boarding Assault*, a ship must have the *Space Marines* equipment module and be within 6" of an enemy ship. Ships in a Squadron conduct separate *Boarding Assault* actions against enemy ships; only one ship at a time is involved in a *Boarding Assault*.

Boarding Assaults use the following procedure:

9.4.10.1 Declare Targets

A *Boarding Assault* can be made against any enemy ship within 6". If the ship is equipped with the *Long-Range Assault Craft* equipment module, the assault range is extended to 12".

9.4.10.2 Boarding Assault Dice Pools

The attacker gains the following:
- A d6 die for each *Space Marine* module on board. If the ship has the *Special Forces* SCR, use a d10 instead.
- A d4 die if the ship has the *Veteran Troops* SCR.
- A d4 per supporting *Fighter Squadron* token from the attacking ship.

The defender gains the following:
- A d4 die if there are any compromised (blue) **CP** boxes marked. Otherwise, gain a d6 die.
- A d6 die if the ship has the *Security Detachment* SCR.
- A die matching the current ship **DEF** rating.
- A d4 per *Fighter Squadron* token that are performing CAP with the defending ship.

9.4.10.3 Compare Results

The outcome of a *Boarding Assault* is determined as follows:
1. Both sides roll their respective boarding assault dice, adding the results of their dice together.
2. If the attacking side has a result greater than the defending die roll, the boarding assault has been successful. The defender takes 2 **CP** damage and a critical hit. The attacker also marks one *Space Marine* equipment module as destroyed, as if it had taken a critical hit.
3. If the defending side has a result equal or greater than the attacking die roll, the boarding assault fails. The attacking ship marks all S*pace Marine* equipment modules as destroyed, as if they had taken a critical hit. The defending ship also takes 1 **CP** damage.

All *Fighter Squadrons* involved in the battle **RTC** after resolving the *Boarding Assault*.

9.4.10.4 Boarding Example

A cruiser equipped with two *Space Marine* modules makes an assault against a ship with a **CP** of 3 and a **DEF** of 6. The defending ship also has not taken any **CP** damage and has two *Fighter Squadron* tokens escorting the ship.

The attacker gains two d6 dice for the Space Marines.

The defending player gains a d6 for the **CP** of the ship, a d6 for the **DEF** of the ship, and a 2d4 from the fighters.

The attacker rolls a 5 and 6, for 11 hits. The total from the defender's dice is 13. The attacker has a lower result than the defender, and the boarding assault is unsuccessful. The attacking ship marks all *Space Marine* equipment modules as destroyed, and the defending ship takes 1 **CP** damage.

9.4.10.5 Modifiers to Boarding Assaults

The following *Ship Customization Rules* apply to *Boarding Assaults*:
- 12.4.14 Security Detachment
- 12.4.15 Special Forces
- 12.4.19 Veteran Troops

9.4.11   Damage Effects
As a ship takes damage, various effects come into play:

9.4.11.1 Disorder
Disorder represents the confusion of battle, panic among the crew, fires on the ship, and other bad things that happen when ships take heavy damage. A ship with *Disorder* suffers the following effects:
- Squadrons must be activated in order of least *Disorder* activating first to those with the most *Disorder* going last.
- During the *End Phase*, if the number of *Disorder* markers is equal or greater than the current **CP** rating, the ship must make an immediate *Emergency Hyperspace Jump*.

A ship removes one *Disorder* marker during the *Command & Control Segment* of its activation. Some SCR's also allow *Disorder* markers to be removed.

9.4.11.2 Condition Check
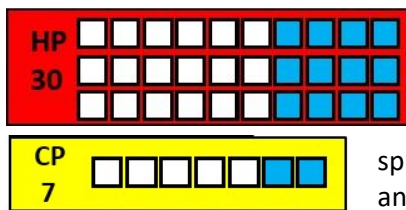
The effects of shock damage, loss of power to repair systems, fires spreading out of control, and so forth can make it risky for a ship to remain on the battlefield. Each time an attack causes **HP or CP** loss in a shaded box (as shown on the stat card), the ship must also make a *Condition Check* to determine whether it will stay and fight or withdraw from the battle. Only one *Condition Check* per attack is required.

To make a *Condition Check*, roll **2d6** and subtract the number of *Disorder* markers present on the ship from the result. The rank of the ships' commanding officer determines if the *Condition Check* is successful:

- 6 or higher for Captain rank
- 5 or higher for Squadron Commander rank
- 4 or higher for Fleet Admiral rank

A ship that fails the *Condition Check* must make an immediate *Emergency Hyperspace Jump*.

9.4.11.3 Emergency Hyperspace Jump
A ship that is required to make an *Emergency Hyperspace Jump* is immediately removed from the game. This action is the same as if the ship had taken the *Engage Hyperspace Drive* special action except that the ship scores full points to the opposing player. If a ship is unable to use its hyperspace drive (either due to damage, terrain effect, or it has no hyperspace drive) it instead gains two *Disorder* markers.

9.4.11.4 Zero Hull Points (0 HP)
A ship that is reduced to zero **HP** counts as *Destroyed* and the model is removed from the table.

9.4.11.5 Zero Critical Rating (0 CR)
A ship that has its Critical Rating (**CR**) reduced to 0 has lost its structural integrity and is *Destroyed*.

9.4.11.6 Zero Crew Points (0 CP)
A ship with **CP** value equal to zero is running on minimal crew. The ship cannot launch or recover *Fighter Squadrons* and cannot initiate *Boarding Assaults*. The ship immediately makes an immediate *Emergency Hyperspace Jump* if it gains a *Disorder* marker, or it if takes any additional **CP** damage. If it cannot make the jump, instead of taking *Disorder* markers it is *Destroyed*.

9.4.11.7 Critical Hits
A critical hit is scored when the number of hits in a single attack are greater or equal to the **CR** of the ship. Some ordnance effects may also generate critical hits.

When a critical hit is scored, roll **1d20** and consult the ship blueprint for the affected location. Mark the location as destroyed; that equipment or weapon cannot be used for the remainder of the game.

If a critical hit location does not have equipment or weapons installed (or if the location has been destroyed by an earlier critical hit), then the next lower numbered location receives the critical hit damage.

In the case of location #1 being rolled, and it has already been destroyed, then the critical hit is instead counted as a miss, and no further action is taken.

9.4.11.8 Weapon Ordnance Effects
When an attack is successful, apply an *Ordnance Effect* from any one weapon system that was used in the attack.

9.4.12   Combat Examples

9.4.12.1 Example 1

A squadron of three destroyers are attacking an enemy cruiser located to port. Each destroyer has an EMP cannon (d6 attack dice, range of 0"-16") mounted in the port weapon mount. The *Squadron Commander* has a d8 squadron bonus die.

The target is an enemy cruiser with a **DEF** value of 4, and a **CR** value of 5. It is part of a squadron that includes one other cruiser and a destroyer.

1. The cruiser is chosen as the target.
2. LOS from one attacking destroyer passes through an asteroid field that grants a d6 defensive die. Another destroyer has LOS through a gas cloud which provides a d8 defensive die, and another has clear LOS. The Defender will gain both dice (d6 and d8) for its defensive roll, in addition to its **DEF** rating. The cruiser is in the port arc of all destroyers, so each destroyer will fire its EMP weapon.
3. Range to target is 13", which is inside the range for this weapon system.
4. The attacker rolls 1d8 (the squadron bonus die) and 3d6 (three ships with a d6 for each weapon) and gets the following result on the dice: 5(bonus) and 2, 3, 6 (weapons). The highest result from the EMP weapons is used, resulting in 11 potential hits on the cruiser.
5. The defender rolls 1d4, 1d6, and 1d8 (the **DEF** value of 4 on the target ship, plus the d6 and d8 from terrain cover) and gets the following: 2, 2, 4. This gives 8 intercepts.
6. The cruiser will take 3 **HP** damage (11 hits – 8 intercepts). The EMP weapon *Ordnance Effect* adds a *Defense Grid Fault (-2 DEF)* marker to the defending ship.
7. The number of HP damage (3) is less than the **CR** of the ship, so there is no critical hit.
8. The destroyers have no more valid targets, so their activation ends.

9.4.12.2 Example 2

A squadron of two cruisers and one battleship is attacking an enemy battlecruiser squadron, which includes a battlecruiser and frigate. Both cruisers are armed with torpedoes with High Explosive warheads (d6 attack die, range of 16"-48"), and the battleship has torpedoes with Nuclear warheads (d10 attack die, range of 16"-48").

1. The battlecruiser is chosen as the target.
2. Although LOS from all attacking ships passes through an asteroid field, torpedoes are not affected by this terrain type. The defending ship does not gain any bonus terrain dice.
3. Range to target is 18", which is inside the effective range for torpedoes (16"-48").
4. Torpedo attacks do not combine fire, so each torpedo attack will be made separately with the defender will rolling separately against each attack.
5. First salvo of HE torpedoes:
   a. Attack (d6): 4
   b. Defense (d8): 5
   c. 4 hits – 5 intercepts: No effect.
6. Second salvo of HE torpedoes:
   a. Attack (d6): 6
   b. Defense (d8): 2
   c. 6 hits – 2 intercepts = 4 HP damage
7. Third salvo of nuclear torpedoes:
   a. 1d10 from the battleship: 9
   b. Defense (d8): 5
   c. 9 hits – 5 intercepts = 4 HP damage
8. Total damage is 8 HP to the battlecruiser.
9. Two *Ordnance Effects* are applied: -1 **CR** (High Explosive) and a *Disorder* on the battlecruiser (Nuclear).
10. For each salvo, compare the number of hits scored against the adjusted **CR** value of the ship. This results in one critical hit inflicted on the ship. The attacker rolls 1d20 to determine the affected location.

10.0   END PHASE

Perform End Phase actions in the following order:

1. Check for End of Game
2. Adjust Game Markers
3. Next Round

10.1   Check for End of Game

If one side has satisfied the scenario Victory Conditions, the game ends. In addition to points scored during the game, the following end game scoring applies:

- Ships that have lost at least half their initial HP score half points for the opposing player.
- Ships that have not entered from reserves score full points for the opposing player.

Players then compare their scores to determine the winner.

10.2   Adjust Game Markers

Several game markers have End Round effects:

- Ships with the *Elite Bridge Crew* SCR remove one *Disorder* marker.
- Resolve any *End Phase* effects stated in the scenario or terrain rules.
- Players may switch *Beacons* on, which may cause other beacons to become jammed, if they in base contact with each other. A player may also power down any of their *Beacons*.
- All ships in base contact with a *Hyperspace Portals* enter hyperspace; remove the ships and portal markers from the game board.
- Remove all *Activation Tokens* from all ships on the board.

10.3   Check Level of Disorder

If the number of *Disorder* tokens on a ship is equal or greater than the current **CP** level, the ship immediately makes an *Emergency Hyperspace Jump*.

10.4   Next Round

If no player meets the scenario victory conditions, begin a new round with the *Initiative* phase.

Boarding Assault Summary

A squadron with *Space Marines* may assault when within 6" of an enemy ship.

The Attacker takes the following dice:	The Defender takes the following dice:
• A d6 for each *Space Marine* module, or a d10 if the ship has the *Special Forces* SCR. • A d4 for the *Veteran Troops* SCR. • A d4 per supporting *Fighter Squadron*.	• A d4 if any blue CP are marked off. Otherwise gain a d6. • A d6 for a *Security Detachment* SCR. • A d6 (or d10) for each *Space Marine*. • A d4 per supporting *Fighter Squadron*. • A die for the ship **DEF** value.

Each player rolls and sums their respective dice; the player with the higher result wins the boarding assault. Ties go to the defender.
- If the attacker won, the defender takes **2 CP** damage and one critical hit, and mark one attacking *Space Marines* module as destroyed.
- If the defender won, mark all attacking *Space Marine* modules as destroyed, and defender loses **1 CP**.

Turn Sequence:
1. **Determine Initiative (roll 2d20)**
2. **Reserve Phase**
3. **Squadron Activation Phase (optional actions in BLUE)**
   a. **Open Hyperspace Portal**
   b. **Remove 1 *Disorder***
   c. **Adjust penalty markers.**
   d. **Standard Movement**
   e. **Special Action (Limit 1)**
   f. **Combat**
   g. **Remove Comms Down, Fire Control Error, Reactor Scram**
4. **End Turn**
   a. **Beacons power up**

Fighter Squadrons
(RTC = Return to Carrier)

Fighter movement is 20"; Activate with the parent carrier, or as **CAP**.
Stacks of tokens may be formed or disbanded at any time.

Dice Steps:	d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12 ↔ d14 ↔ d16
Fighter Stack:	1 2 3 4 5 6 7

Attacking Ships	1. The defender rolls a **DEF** die and a bonus from **CAP**, if desired. 2. For every three intercepts, destroy one attacking token. 3. Roll the attack die for remaining fighter stack. If result is equal or greater than defending ship **CR**, roll 2d20 and choose one location to inflict a critical hit. 4. All attacking and defending Fighters then **RTC**.
Dogfight vs. Enemy Fighters	1. Each stack rolls its respective attack die. 2. For every three hits, *destroy* one Fighter token. 3. The stack with the most losses (or both, if tied) must **RTC**. The victor may optionally **RTC** after the dogfight.
Combat Area Patrol (CAP)	When in base contact with a ship, *Fighter Squadrons* move and activate with that ship. If the ship is boarded or attacked (by ships or other fighters), a stack can provide a bonus defense die if desired. *Fighter Squadrons* **RTC** after providing this defense die.

Special Actions:
- Short-Range Jump movement
- Cloak (engage/disengage)
- Deploy Beacon
- Hack Beacon (Within 6"; Roll 1d6; Change control on a 6+)
- Launch 1-3 *Fighters* (+3 w/*Disorder*)
- Engage Hyperspace Drive
- Evasive Action (gain a defense die; skip *Combat* or take *Disorder*)
- Orbit 1-6 segments. (+3 w/*Disorder*)
- GravShot (4 seg; +3 w/*Disorder*)
- Split-S (180° turn and gain *Disorder*)

Hyperspace Drift

1d20	Drift Distance
1	6" fore-port + Critical Hit
2	6" fore-starboard + Critical Hit
3	6" aft-port + Disorder
4	6" aft-starboard + Disorder
5	6" fore-port
6	6" fore-starboard
7	6" port
8	6" starboard
9	6" aft-port
10	6" aft-starboard
11	3" fore-port
12	3" fore-starboard
13	3" aft-port
14	3" aft-starboard
15+	Arrive on target

Gain one *Disorder* if final location is within 6" of any terrain feature. For a *Hyperdrive Overload*, add 10" to the distance and gain one *Disorder* marker.

Rules for *Emergency Jumps*:
- When **HP** or **CP** damage in a blue square is taken, roll 2d6 and subtract number of *Disorder* markers on the ship. The ship jumps if the result is:
  - 5 or less for *Captains*
  - 4 or less for *Squadron Commanders*
  - 3 or less for *Fleet Admirals*
- A ship with 0 **CP** immediately jumps if it takes any **CP** loss or gains a *Disorder* Marker.
- At end of round, a ship jumps if the number of *Disorder* is equal or greater than current **CP** level.

Entry from Hyperspace:
- During the *Reserve Phase*, a ship in Hyperspace uses its Hyperdrive to open a portal anywhere on the board, and not within 6" of any terrain.
- During *Squadron Activation*, any number of ships enter from Hyperspace by placing the ship base adjacent to an open portal. This counts as the entire movement for the ship.
- Ships that enter gain a *Signal Interference* (-2 DEF) marker. Squadron Commanders also gain a *Comms Down* marker.

1.2.2 Exploding Dice: When a '1' result is rolled, roll another die with the same number of steps and add all results together.

1.8.18 Effective Range: All direct-fire weapons have a maximum range of 32". If attacking outside of the printed effective range, reduce the attack die by two steps, and no ordnance effect is applied on a successful attack.

8.3 Combat Penalties from Hyperspace: A ship entering from Hyperspace gain *Comms Down* and *Fire Control Error* markers.

9.4.4 Defensive Screen: Only effective against direct-fire attacks. The ship with the *Defensive Screen* SCR takes 2 HP damage each time it provides a screen.

9.3.3 Engage/Disengage Cloaking Field: On the turn when a *Cloaking Device* is deactivated, the de-cloaked ship gains *Comms Down* and *Fire Control Error* markers.

9.4.5 Vulnerable Aft Sector: Gain a d6 bonus attack die if all weapons in an attack target the aft arc of a ship.

12.6 Torpedoes (Indirect Fire): Torpedoes do not gain the squadron bonus attack, and cannot coordinate with other ships in a squadron. When fired from the same ship, torpedoes combine results, with only a single **DEF** roll for intercepts.
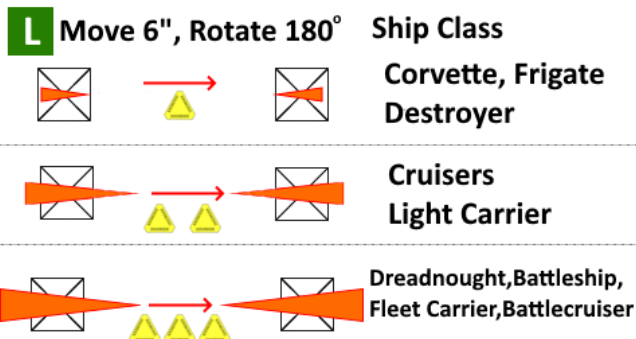
Attack Summary

1. Select target.
2. Check LOS and Firing Arcs.
3. Measure range. Use nearest between defending and attacking ships.
4. For a **Direct Fire** attack, roll the following dice:
   a. Squadron bonus die, if using coordinated fire.
   b. Weapon dice from all ships, keeping the highest result among these dice.
   c. Other bonus dice, if any.
5. For a **Torpedo** attack, roll the following:
   a. Weapon dice from a single ship.
   b. Torpedo attacks do not combine results from multiple ships.
   c. Other bonus dice, if any.
6. Defender rolls the following:
   a. **DEF** from target ship.
   b. One die for *Defensive Screen* vs. direct fire, if available. (optional)
   c. **CAP** from available Fighters. (optional)
   d. Cover from each attacker firing thru terrain.
   e. Other bonus dice, if any.
7. Add the attack dice results for total hits.
8. Add the defense dice results for total intercepts.
9. Subtract the intercepts from hits. Remaining hits are subtracted from the targets **HP**.
10. If a ship with a *Defensive Screen* was defending in the attack, at least two **HP** damage of the total must be assigned to the screening ship.
11. For each ship that took **HP** damage, the attacker chooses one *Ordnance Effect* to apply to the target.
12. For each ship took any damage in a blue square (**HP** or **CP**), check for an emergency hyperspace jump.
13. Check for critical hits vs. **CR**.
14. Move on to the next Attack.

Split-S Maneuver

L Move 6", Rotate 180°

Ship Class

Corvette, Frigate
Destroyer

Cruisers
Light Carrier

Dreadnought, Battleship,
Fleet Carrier, Battlecruiser

Entering Orbit

1. Move to within 3".
2. Move up to 4 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.
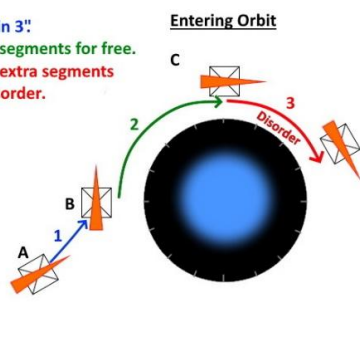
Currently in Orbit
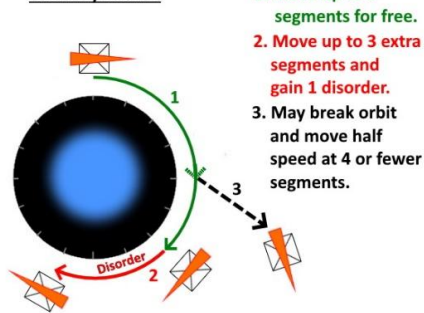
1. Move up to 6 segments for free.
2. Move up to 3 extra segments and gain 1 disorder.
3. May break orbit and move half speed at 4 or fewer segments.

COMMS DOWN	No Coordinated Fire attacks. Remove at the end of the activation.
CONTROL -2 ERROR	-2 hits on each attack total. Remove at the end of the activation.
REACTOR SCRAM	If High Spd, +2 Disorder. If Med. Spd, +1 Disorder. If Evasive, +1 Disorder. Set speed to Low and remove at the end of next activation.

Version 3.4

12.0   DESIGN APPENDIX

12.1   Baseline Ship Statistics

Baseline statistics for each ship classification are provided in Table 3.

Table 3 - Baseline Ship Statistics

Classification	ID Code	Base Cost	Squadron Attack Bonus Die[3]	Equipment Modules[2]	Max Allowed SCR	Defense (DEF)[4]	Base Movement (MV)	Turning Arc	Crew Points (CP)[6]	Critical Rating (CR)	Hull Points (HP)	Reactor Power (PWR)	Auxiliary Power Unit (APU)	Hull Size (HS)
Dreadnought	DN	180	10	3	3	8	12	A	8	7	30	30	6	9
Battleship	BB	120	8	3	3	6	12	A	7	6	26	28	5	8
Fleet Carrier[1]	CV	90	6	2	3	6	12	A	6	6	22	17	4	7
Battlecruiser	BC	80	8	2	3	6	14	B	5	6	22	22	5	7
Heavy Cruiser	CH	50	6	1	2	6	16	B	5	5	22	18	4	5
Light Carrier[1]	CVL	50	4	1	2	4	14	C	4	4	18	14	3	5
Cruiser	CR	35	6	2	2	4	16	C	4	4	20	15	3	4
Destroyer	DD	25	6	1	2	4	18	D	4	3	18	13	3	3
Frigate	FF	20	4	2	1	4	20	D	3	3	16	10	2	2
Corvette	K	10	4	1	1	4	24	D	2	3	12	9	2	1
Large Station[2]	LS	130	10	3	3	10	0	n/a	10	8	30	30	6	7
Small Station[2]	SS	80	6	2	1	6	0	n/a	6	6	20	18	4	5
Lg. Freighter[5]	AFL	50	0	3	0	6	10	A	5	4	20	10	3	6
Md. Freighter[5]	AFM	35	0	2	0	4	12	B	4	3	16	8	2	4
Sm. Freighter[5]	AFS	20	0	2	0	4	14	C	3	3	12	6	1	2

Notes:

1. Fleet Carriers have a baseline *Hangar Capacity* (**HC**) of 6. Light Carriers have a baseline **HC** of 4.
2. Stations have two variants. Variant 'A' adds a second turret weapon mount. Variant 'B' has a second hangar bay. When using the variant 'B' design, the baseline **HC** is doubled.
3. Squadron Attack Bonus Die is only available to Squadron Commander or Fleet Admiral ships.
4. Maximum **DEF** value is twice the listed baseline **DEF.**
5. Freighters cannot move at 'H' speed and cannot take evasive actions.
6. The *Life Support* module will add **CP** to this value.

12.2 Ship Design & Customization

Each ship class has its own blueprint and critical hit map, which varies depending on the role and size of the ship.

12.2.1 Design Blueprints

The following basic design blueprint is used in the game:

	F	
	BR	
P	LS	S
T1	DF	T2
RE	HY	RE
E1	E2	E3
DR	A/HG	DR

Location key:
   F = Fore weapon mount
   BR = Bridge
   P = Port weapon mount
   LS = Life Support
   DF = Defense systems
   S = Starboard weapon mount
   T1, T2, T3, T4 = Turret/Torpedo weapon mounts
   RE = Reactor power plant
   HY = Hyperdrive engine
   E1, E2, E3 = Equipment module space
   DR = Main drive engine
   A = Aft weapon mount (non-carriers)
   HG = Hangar for Fighter Squadrons (carriers only)
   W1, W2 = Weapon mount (360° arc, stations only)

12.2.2 Critical Hit map

Critical hit locations are mapped to individual locations in the blueprint. Each ship classification has its own layout.

12.2.3 Power Requirements

Ship systems must be powered to be effective in battle. The power rating of a ship (shown in Table 3) is the amount of excess power available for weapons and defensive systems. Other ship systems (life support, propulsion, etc.) are included in the baseline power requirements for the ship.

Additional power can be gained by adding an Auxiliary Power Unit (APU) to the ship's equipment. The amount of extra power provided depends on the size of the ship and is shown in the APU column of Table 3.

A ship can be upgraded by allocating more power to the onboard **DEF** or weapon systems. The amount of extra power required depends on the strength of the dice rating:

Table 4 - Power Requirements by DEF Rating

Dice Rating	Power Requirement		
	DEF System	Direct Fire Weapon	Torpedo Weapon
4	2	1	2
6	4	2	3
8	6	3	4
10	8	4	5
12	11	6	6
14	14	8	7
16	17	10	8

12.3   Ship Blueprints

The basic design blueprints and critical hit locations for each class is given below.

12.3.1   Dreadnought and Battleship

	F	
	BR	
P	LS	S
T1	DF	T2
RE1	HY	RE2
E1	E2	E3
DR	A	DR

	1	
	2	
3	4	5
6	7	8
9	10	11
12-13	14-15	16-17
18	19	20

12.3.2   Fleet Carrier

	F	
	BR	
P	LS	S
	DF	T1
RE1	HY	RE2
E1	HG	E2
DR		DR

	1	
	2	
3-4	5	6-7
	8	9
10	11	12
13-14	15-16	17-18
19		20

12.3.3   Battlecruiser

	F	
	BR	
P	LS	S
T1	DF	T2
RE1	HY	RE2
E1	A	E2
DR		DR

	1	
	2	
3	4	5
6-7	8	9-10
11	12	13
14-15	16	17-18
19		20

12.3.4   Heavy Cruiser

	F	
	BR	
	LS	
P	DF	S
T1	HY	T2
	E1	RE
DR	A	DR

	1	
	2	
	3	
4	5-6	7
8-9	10	11-12
	13-14	15
16-17	18	19-20

12.3.5   Light Carrier

	F	
	BR	
	LS	
P	DF	S
RE1	HY	RE2
	E1	
DR	HG	DR

	1	
	2	
	3	
4-5	6-7	8-9
10-11	12-13	14-15
	16	
17	18-19	20

12.3.6   Cruiser

	F	
	BR	
	LS	
P	DF	S
	T1	HY
E1	RE	E2
DR	A	DR

	1	
	2	
	3	
4	5-6	7
	8-9	10
11-12	13	14-15
16-17	18	19-20

12.3.7   Destroyer

	F	
BR	LS	
P	DF	S
T1	HY	E1
	RE	
	A	
	DR	

	1	
	2	3
4-5	6-7	8-9
10-11	12-13	14-15
	16-17	
	18-19	
	20	

12.3.8   Frigate

	F	
	BR	
P	DF	S
E1	LS	E2
	RE	
	HY	
	DR	

	1-2	
	3	
4-5	6-7	8-9
10-11	12	13-14
	15-16	
	17-18	
	19-20	

12.3.9 Corvette

	F	
	BR	
P	DF	S
	E1	LS
	RE	
	HY	
	DR	

	1-2	
	3-4	
4-5	6-7	8-9
	10-12	13-14
	15-16	
	17-18	
	19-20	

12.3.10 Large Station (Two Variants)

	W1	
	BR	
T3	LS	T4
T1	DF	T2
RE1	HG	RE2
E1	E2	E3
	W2	

	1	
	2	
3-4	5	6-7
8-9	10	11-12
13	14	15
16	17-18	19
	20	

	W1	
	BR	
T3	LS	T4
T1	DF	T2
RE1	HG	RE2
E1	E2	E3
	HG	

	1	
	2	
3-4	5	6-7
8-9	10	11-12
13	14	15
16	17-18	19
	20	

12.3.11 Small Station (Two Variants)

	W1	
	BR	
	LS	
T1	DF	T2
RE1	HG	RE2
E1	HG	E2

	1	
	2	
	3	
4-5	6	7-8
9-10	11-12	13-14
15-16	17-18	19-20

	W1	
	BR	
	LS	
T1	DF	T2
RE1	HG	RE2
E1	W2	E2

	1	
	2	
	3	
4-5	6	7-8
9-10	11-12	13-14
15-16	17-18	19-20

12.3.12 Large Freighter (Civilian)

	BR	
	LS	
T1	DF	T2
RE1	CG	RE2
E1	E2	E3
DR		DR

	1	
2	3	4
5-6	7	8-9
10	11	12
13-14	15-16	17-18
19		20

12.3.13 Medium Freighter (Civilian)

	BR	
	LS	
	DF	
T1	RE	T2
	E1	E2
DR	CG	DR

	1-2	
	3-4	
	5-6	
7	8-9	10
	11-12	13-14
15-16	17-18	19-20

12.3.14 Small Freighter (Civilian)

	BR	
T1	DF	T2
	LS	
	RE	
	CG	
	E1	
	DR	

	1-2	
3-4	5-6	7-8
	9-11	
	12-13	
	14-15	
	16-18	
	19-20	

Location Code	Equipment Module
BR	Bridge
DF	DEF Network
T1, T2, T3, T4	Turret Weapons
HY	Hyperspace Drive
LS	Life Support
F	Fore Weapon
P	Port Weapon
S	Starboard Weapon
A	Aft Weapon
RE	Reactor
CG	Cargo
E1, E2, E3	Equipment Modules
DR	Main Drive
HG	Hangar Bay

12.4 Ship Customization Rules

A Ship Customization Rule (SCR) is used to give ships special features and abilities. These may be bonuses (or penalties) to attacks, or other exceptions to the rules. An SCR may be effective only at the start of the game, or it may become disabled when the ship is *Compromised*.   SCR's may be restricted on certain ship classes; other SCR's may be included for free on other classes. A free SCR has no cost to the ship and does not count toward the maximum number allowed on board.

SCR Costs

SCR	Cost	Restricted to:	Included for free on:	Civilian Availability?
Ambush	10	Destroyers and Frigates only.		No
Defensive Screen	10	Corvettes and Frigates only.	Frigates	No
Difficult Target	15	Corvettes and Frigates only.	Corvettes	No
Elite Bridge Crew	10			Yes
Expert Engineers	15			Yes
Expert Navigators	15		Destroyers	Yes
Flight Deck Crews	10	Fleet and Light carriers only.	Fleet Carrier	No
High Bypass Engines	20			Yes
Operations Center	15	Dreadnoughts, Battleships, Battlecruisers only.	Dreadnoughts	No
Pack Hunters	10		Destroyers	No
Redundant Systems	10		Battlecruiser	Yes
Restricted Hangar	-10	Carriers only.		No
Scout	10	Destroyers, Corvettes, and Frigates only.	Corvettes	No
Security Detachment	10			Yes
Special Forces	15			No
Target Resolution	10			No
Veteran Crew	10			No
Veteran Pilots	10	Carriers only.		No
Veteran Troops	10			No
Vulnerable Design	-20			Yes

12.4.1 Ambush

If all ships in a Squadron have this SCR, the Squadron may deploy as a hidden squadron during the *Squadron Deployment* phase. Only Destroyers and Frigates may take this SCR.

12.4.2 Defensive Screen

A ship with this SCR may roll its **DEF** die as a bonus when an adjacent ship is attacked by direct-fire weapons. Each time a screen is provided, this ship takes 2 **HP** damage. Only one bonus die per attack is allowed. Only Frigates and Corvettes may take this SCR.

12.4.3 Difficult Target

This ship gains a d4 bonus defense die when defending against any direct fire attack made by a larger ship. Only Destroyers, Frigates and Corvettes may take this SCR.

12.4.4 Elite Bridge Crew

A ship with this SCR removes a single *Disorder* marker during the *End Phase* of the round.

12.4.5 Expert Engineers

A ship with this SCR increases the **CR** of the ship by one.

12.4.6   Expert Navigators

A ship with this SCR takes one less *Disorder* marker when performing a *Split-S* or Gravitational Slingshot *Special Action*. Add 5 to the result when checking for Hyperspace Drift.

12.4.7   Flight Deck Crews

A ship with this SCR may immediately relaunch up to two *Fighter Squadrons* that *Returned to Carrier* this turn.

12.4.8   High Bypass Engines

A ship with this SCR does not have a *Vulnerable Sector* when attacked.

12.4.9   Operations Center

Roll three dice (instead of two) during the initiative phase of each round. Only Dreadnoughts, Battleships, and Battlecruisers may take this SCR.

12.4.10   Pack Hunters

If all ships in a squadron have this SCR, add a single d4 bonus attack die when making a direct fire attack.

12.4.11   Redundant Systems

A ship with this SCR has extra systems built in to deal with heavy damage. The ship has 50% fewer *Compromised HP* boxes on board. There is always a minimum of one box on a ship, however.

12.4.12   Restricted Hangar

A ship with this SCR has limited space on board for handling *Fighter Squadrons.* The ship cannot launch and recover *Fighter Squadrons* in the same turn.

12.4.13   Scout

If all ships in a Squadron have this SCR, the squadron may be deployed during the *Scout Deployment Segment* when setting up the game.

12.4.14   Security Detachment

When defending against a *Boarding Assault*, the ship gains a bonus d6 defense die.

12.4.15   Special Forces

When making a *Boarding Assault*, a ship with this SCR rolls a d10 (instead of a d6) for each *Space Marines* module on board the ship. Requires at least one *Space Marines* equipment module on the ship.

12.4.16   Target Resolution

This SCR improves direct-fire attacks made by an adjacent ship. Once per turn, when making a direct-fire attack, roll two attack dice from a single weapon and take the higher result.

12.4.17   Veteran Crew

A ship with this SCR has a well-trained, veteran crew on board. As a result, the ship has 50% fewer *Compromised Crew* boxes on board, to a minimum of one box.

12.4.18   Veteran Pilots

When attacked, *Fighter Squadrons* assigned to this ship lose one token for every four hits, instead of three.

12.4.19   Veteran Troops

The *Space Marines* on a ship with this SCR have previous combat experience. The ship rolls a bonus d4 during any *Boarding Assault*.

12.4.20   Vulnerable Design

Whenever this ship takes a *Critical Hit*, the defender chooses an adjacent location to also be destroyed.

12.5   Direct Fire Weapons

Each weapon on a ship is equipped with different types of ordnance that inflicts specialized damage to a target. Most ordnance types are available only to military spacecraft. If a civilian ship can generally use the ordnance type, it is noted in the "Civilian" column of the Ordnance Summary table.

The maximum range for all direct fire weapons is 32".

Ordnance Summary

Ordnance Type	Cost	Range	Restrictions	Civilian Availability?
Antimatter	15	16" – 32"	No turret or aft mounts.	No
Autocannon	0	0" – 32"	None.	Yes
Beam	5	0" – 16"	None.	Yes
Biohazard	10	0" – 16"	No turret mount.	No
Cyberwarfare	10	0" – 16"	None.	No
Dark Matter	15	16" – 32"	No turret or aft mounts.	No
Disruptor	15	16" – 32"	None.	No
EMP (Electro-Magnetic Pulse)	10	16" – 32"	None.	No
Gravitational	15	16" – 32"	None.	No
High Velocity Railgun	15	16" – 32"	Fore mount only.	No
Plasma	20	0" – 16"	No turret mounts.	No
Polaron Ray	20	0" – 16"	Fore mount only.	No
Scatter	10	0" – 16"	None.	Yes
X-Ray Laser	20	16" – 32"	None.	No

12.5.1   Antimatter

Ordnance damage effect: Target gains a *Comms Down* marker.
Restrictions: No turret or aft mounts.
Range: 16" – 32"

12.5.2   Autocannon

Ordnance damage effect: Ignores defenders' shields. Cannot attack through own shields.
Restrictions: None.
Range: 0" – 32"

12.5.3   Beam

Ordnance effect: Increase base attack die two steps if using *Coordinated Fire*.
Restrictions: None.
Range: 0" – 16"

12.5.4   Biohazard

Ordnance damage effect: Target ship loses 1 Crew Point (**CP**).
Restrictions: No turret mounts.
Range: 0" – 16"

12.5.5   Cyberwarfare

Ordnance damage effect: Affected player has -3 initiative on next round.
Restrictions: None.
Range: 0" – 16"

12.5.6   Dark Matter

Ordnance damage effect: Target ship gains an *Reactor Scram* marker.
Restrictions: No turret or aft mounts.
Range: 16" – 32"

12.5.7   Disruptor

Ordnance damage effect: Destroys a *Shield Generator* and cause a *Hyperdrive Overload*.
Restrictions: None.
Range: 16" – 32"

12.5.8   EMP (Electro-Magnetic Pulse)

Ordnance damage effect: Target gains a *Defense Grid Fault (-2 DEF)* marker.
Restrictions: None.
Range: 16" – 32"

12.5.9   Gravitational

Ordnance damage effect: Target ship is moved up to 6" in any direction, facing in any direction.
Restrictions: None.
Range: 16" – 32"

12.5.10   High Velocity Railgun

Ordnance damage effect: If a critical hit was scored, also damage the next lowest adjacent location. Can only cause a single critical hit.
Restrictions: Fore mount only.
Range: 16" – 32"

12.5.11   Plasma

Ordnance damage effect: Target ship gains a *Fire Control Offline* marker (-2 hits on next attack).
Restrictions: No turret mounts.
Range: 0" – 16"

12.5.12   Polaron Ray

Ordnance damage effect: Adjust a critical hit roll by up to -2 or +2.
Restrictions: Fore mount only.
Range: 0" – 16"

12.5.13   Scatter

Ordnance effect: Reduce enemy defense dice from terrain by two steps and ignore terrain with a d4 bonus.
Restrictions: None.
Range: 0" – 16"

12.5.14   X-Ray Laser

Ordnance damage effect: Target ship loses 1 **CP** and gains a *Disorder* marker.
Restrictions: None.
Range: 16" – 32"

12.6   Torpedoes (Indirect Fire)

Torpedoes are a special kind of ordnance:
- They can only be placed in a turret slot on the ship blueprint.
- Torpedoes do not need clear LOS to the target ship.
- Multiple torpedoes fired from the same ship combine results, adding the results from all attack dice. Only one **DEF** roll from the defending ship is used to intercept the torpedoes.
- Torpedoes cannot be combined with weapon attacks from other ships.
  - The Multiplex Targeting equipment module allows for a ship to combine its torpedo attack with the torpedo attack of another ship. A single **DEF** roll is rolled against the entire attack.
- *Defensive Screens* (see rule 9.4.4) have no effect against torpedo attacks.

12.6.1   Ordnance Effects

Ordnance Type	Base Cost	Range	Restrictions	Civilian Availability?
Torpedo (Biohazard)	15	16" – 48"	Turrets only	No
Torpedo (Corrosive)	20	16" – 48"	Turrets only	No
Torpedo (Dark Matter)	20	16" – 48"	Turrets only	No
Torpedo (EMP)	15	16" – 48"	Turrets only	No
Torpedo (High Explosive)	10	16" – 48"	Turrets only	No
Torpedo (Nuclear)	20	16" – 48"	Turrets only	No

12.6.2   Torpedo (Biohazard)

Ordnance damage effect: Target ship loses 1 Crew Point (**CP**).
Restrictions: Turrets only.
Range: 16" – 48"

12.6.3   Torpedo (Dark Matter)

Ordnance damage effect: Target ship gains an *Reactor Scram* marker.
Restrictions: Turrets only.
Range: 16" – 48"

12.6.4   Torpedo (EMP)

Ordnance damage effect: Target ship gains a *Defense Grid Fault* (**-2 DEF**) marker.
Restrictions: Turrets only.
Range: 16" – 48"

12.6.5   Torpedo (High Explosive)

Ordnance damage effect: Temporarily reduce the **CR** of the defending ship by 1 on this attack.
Restrictions: Turrets only.
Range: 16" – 48"

12.6.6   Torpedo (Nuclear)

Ordnance damage effect: Target ship loses 1 **CP** and gains a *Disorder* marker.
Restrictions: Turrets only.
Range: 16" – 48"

12.6.7   Torpedo (Corrosive)

Ordnance damage effect: If the torpedo attack caused a critical hit, inflict an extra 2 HP damage to the ship. This does not trigger an extra critical.
Restrictions: Turrets only.
**Range:** 16" – 48"

12.7 Equipment Modules

In addition to the various weapon loadouts, extra equipment or system upgrades can be added to a hull. The amount of equipment that can be added is limited by the size and class of ship. Many modules are not available to civilian ships; exceptions to this are shown in the *Equipment Costs* table.

12.7.1 Equipment Costs

Equipment Module	Cost	Power Req'd	Placement Restrictions	Civilian Availability?
Armor Plating	10	0	None	Yes
Automated Repair	15	6	None	Yes
Auxiliary Power Unit	15	0	None	Yes
Bridge / Fire Control	0	0	None	Yes
Beacon Deployment	10	2	None	No
Cargo Space	5	0	None	Yes
Catapult Launchers	10	2	Carriers only	No
Chaff Launcher	10	1	None	Yes
Cloaking Device	20	7	Ship cannot have *Shield Generator* or *Stealth Systems*	No
Defense Network	0	0	None	Yes
Electronic Countermeasures	15	2	None	No
Enhanced Sensor Array	10	3	None	No
Hangar Bay	10	0	None	No
Hyperdrive	0	0	None	Yes
Hyperspace Aperture	15	6	None	No
Hyperspace Matrix	15	5	None	No
Life Support	0	0	Life Support (LS) location only	Yes
Life Support Mk.2	10	0	Life Support (LS) location only	No
Life Support Mk.3	15	0	Life Support (LS) location only	No
Long Range Assault Craft	10	0	None	No
Main Drive	0	0	None	Yes
Maneuvering Thrusters	10	2	None	No
Mass Driver	15	3	Requires at least one *Cargo Space* module	No
Minelayer	10	1	None	No
Minesweeper	10	2	None	No
Multiplex Targeting	15	2	None	No
Point Defense Screen	15	3	Not available to Frigates or Corvettes	No
Reactor - Fusion	0	0	Reactor (RE) location only	Yes
Reactor - Antimatter	10	0	Reactor (RE) location only	No
Reactor - Quantum	15	0	Reactor (RE) location only	No
Reinforced Hull	25	0	None	No
Secondary Drive	10	2	None	Yes
Shield Generator	25	6	Ship cannot have a *Cloaking Device* or *Stealth Systems.*	No
Space Marines	10	0	None	No
Stealth Systems	15	6	Ship cannot have a *Cloaking Device* or *Shield Generator.*	No
Tractor Beam	10	3	None	Yes

12.7.2 Armor Plating
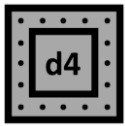
A ship with this equipment module improves the overall armor of the ship. The ship gains a d4 bonus defense die when attacked by direct or torpedo weapons. This module is not affected by a *Critical Hit*; instead, re-roll for a different location.

12.7.3 Automated Repair

At the start of its activation, a ship with this module may repair a blueprint location that was previously damaged by a critical hit.

12.7.4 Auxiliary Power Unit

This module provides extra power for weapons and equipment modules. A critical hit to this equipment module also counts as a *Reactor* hit.

12.7.5 Bridge / Fire Control

This module is required on all ships. It represents the principal command and control center for the ship. It also provides the base attack die for the ship. The ship loses 1 **CP** and gains a Disorder marker on the first *Critical Hit* to this location. The second hit will destroy it. A ship that loses the bridge must make an *Emergency Hyperspace Jump* to escape the battlefield. If the ship cannot make the jump, it is instead *Destroyed*.

12.7.6 Beacon Deployment

This module contains the specialized equipment and personnel required to deploy beacons to the battlefield. Each *Beacon Deployment* module carries three beacons for use during a game and are deployed using the *Deploy Beacon* special action (see section 9.3.1).
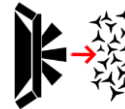
12.7.7 Cargo Space

Provides generic cargo space on a ship. The module holds an amount of cargo equal to the Hull Size of the ship. Cargo modules cannot be repaired.

12.7.8 Catapult Launchers

As a *Special Action*, a ship with *Catapult Launchers* may launch *Fighter Squadrons* at the beginning of the Movement Segment of its activation.

12.7.9 Chaff Launcher

A ship with this equipment module can launch specialized radar decoy chaff. When attacked by torpedoes, the defending player may deploy chaff to gain a d6 defensive die. Each module can launch two clouds of chaff during the game.

12.7.10 Cloaking Device

A ship with an active *Cloaking Field* cannot be attacked by enemy ships. The *Cloaking Field* also interferes with the ships own sensor systems, making it impossible to make any attacks while cloaked. The cloaking field can be turned on or off during the Command & Control segment of a ship's activation.

On the turn when the *Cloaking Device* is deactivated, the ship gains a *Fire Control Error* marker and Squadron Commanders also gain a *Comms Down* marker. Cannot be installed on a ship with a *Shield Generator* or *Stealth Systems* modules.

12.7.11 Defense Network

This equipment module coordinates all point defenses on the ship. If this module is destroyed, the base **DEF** of the ship becomes 1d4, although other modules or SCR's still add their bonus defensive dice when the ship is attacked.

12.7.12 Electronic Countermeasures

When a ship with this equipment module is attacked by torpedoes, increase the **DEF** roll by two steps. A ship with this module adds +1 when performing the *Hack Beacon* special action.

12.7.13 Enhanced Sensor Array

A ship with this module does not reduce attack dice when making a direct fire attack outside of effective range.

12.7.14   Hangar Bay

This module provides space for storing, launching, and recovering fighters. For each non-carrier class ship with this module, add 2 to its Hangar Capacity (**HC**). If added to Fleet Carriers or Large Stations, add 4 to its **HC** value. For Light Carriers and Small Stations, add 3 to the **HC** value.

12.7.15   Hyperdrive

This module is required for a ship to make a hyperspace jump. By default, all ships have this equipment module.

If this module is damaged by a critical hit or a *Disruptor* weapon, a *Hyperdrive Overload* occurs. Roll 1d20 on the *Hyperspace Matrix Jump* chart and add 10" the result to determine position of ship. The ship also gains a *Disorder* marker. The facing of the ship does not change when moved in this way.

12.7.16   Hyperspace Aperture

Other ships that are performing a *Short-Range Jump* may use this ship as if it were a *Hyperspace Beacon*. This module cannot be used if the ship is cloaked.

Hyperspace Drift Template

12.7.17   Hyperspace Matrix

During the Movement Segment of its activation, a ship with this equipment module may perform a *Short-Range Jump* to any location on the game board, without needing a beacon at the destination location. Due to inconsistencies in hyperspace, the ship may drift from its intended destination. When a ship uses its *Hyperspace Matrix*, select the destination location by placing the Hyperspace Drift template on the board. Roll 1d20 and compare the result to the following table to determine if any drift occurs.

Table 5 – Hyperspace Drift Results

1d20	Drift Distance
1	6" fore-port + Critical Hit
2	6" fore-starboard + Critical Hit
3	6" aft-port + Disorder
4	6" aft-starboard + Disorder
5	6" fore-port
6	6" fore-starboard
7	6" port
8	6" starboard
9	6" aft-port
10	6" aft-starboard
11	3" fore-port
12	3" fore-starboard
13	3" aft-port
14	3" aft-starboard
15+	Arrive on target

If the final arrival position is within 6" of a terrain feature, the ship gains a *Disorder* marker. If the final arrival position is inside a terrain, treat this result the same as a collision with the terrain.

The use of a *Hyperspace Matrix* temporarily overloads the sensor systems of the ship making the jump. The ship gains a *Fire Control Error* markers. Squadron Commanders also gain a *Comms Down* marker.

12.7.18 Life Support

All ships must have at least one life support module. All three versions of this module provide the base amount of **CP** shown in 12.1 (Baseline Ship Statistics), and a bonus to **CP**. Unlike other modules, a critical hit to this module does not destroy it; the effect of a critical hit is also provided below.

Life Support (Mk.1): Provides 1 extra **CP** to the ship. If this location suffers a critical hit, take 2 **CP** damage.

Life Support (Mk.2): Provides 3 extra **CP** to the ship. If this location suffers a critical hit, take 2 **CP** damage and 1 *Disorder* token.

Life Support (Mk.3): Provides 5 extra **CP** to the ship. If this location suffers a critical hit, take 2 **CP** damage and 2 *Disorder* tokens.

12.7.19 Long Range Assault Craft

A ship with this equipment module can initiate a *Boarding Assault* against a target within 12". A ship still requires a *Space Marines* module to make a *Boarding Assault.* If this module is destroyed by a *Critical Hit*, the ship cannot make any *Boarding Assaults*.

12.7.20 Main Drive

This is the default drive unit that is available to all ships. If a ship with two main drive modules loses one it can only travel at Low speed. A ship that has no functioning main drive is dead in space and cannot move, but may still rotate up to 45 degrees during the *Movement* phase.

12.7.21 Maneuvering Thrusters

Improves the maneuverability of the ship. As a *Special Action*, a ship with this module may pivot up to 45 degrees at the beginning of the *Movement Segment* of its activation, prior to any other action. If the ship is moving at low speed, it can pivot up to 90 degrees.

12.7.22 Mass Driver

A ship fitted with a *Mass Driver* is suited for orbital bombardment. Using a series of high energy field coils, this equipment module launches small asteroids at a planet's surface. This attack ignores all planetary defenses and inflicts d14 points of damage to the target. This module requires a *Cargo Space* module, which serves as storage for the asteroid projectiles and can be fired a number of times equal to the ships' cargo capacity.

12.7.23 Minelayer
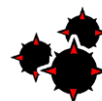
A ship with this equipment module can place a 6" diameter minefield during the *Deploy Minefields* phase of terrain placement at the start of the game. The minefield has an attack strength of d8. Each additional ship that places a minefield in the same location increases the attack die by two steps.

12.7.24 Minesweeper

When a ship with this equipment module enters or activates inside a minefield, it rolls **DEF** twice, taking the higher result for intercepts. The ship can also provide **DEF** protection for one other ship that is in base contact.

12.7.25 Multiplex Targeting

A ship with this equipment module can combine torpedo attack results with another ship that also has the *Multiplex Targeting* module.

12.7.26 Point Defense Screen

This module provides additional defensive firepower. Increase the **DEF** rating of the ship by two steps. If destroyed, reduce the **DEF** rating of the ship by three steps. Due to the large size of the equipment, it is not available on Frigates or Corvette class ships.

12.7.27 Reactor - Fusion

The Reactor module provides baseline power (as shown in section 12.1) to all systems on a ship. The first critical hit on this module results in a *Disorder* token; the second hit destroys the ship.

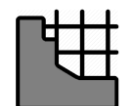### 12.7.28 Reactor - Antimatter

This reactor provides 4 extra power to the ship. The first critical hit on this module results in two *Disorder* tokens for the ship. The ship is destroyed on the second critical hit.

12.7.29 Reactor - Quantum
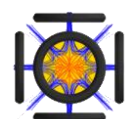
This reactor provides 6 extra power to the ship. A single critical hit to this module destroys the ship.

12.7.30 Reinforced Hull

A ship with this equipment module has a reinforced structure, allowing it to be more resistant to critical damage. This module adds two to the ship's Critical Rating (**CR**). If this module is selected as a *Critical Hit,* re-roll the result.

12.7.31 Secondary Drive

This equipment module allows for a ship to change from Low to High (or High to Low) speed without taking a *Disorder* marker.

12.7.32 Space Marines

A ship with this module may make a *Boarding Assault* (see 9.4.10) against enemy ships during the combat phase. This module adds a d6 die to the attack or defense dice pool during *Boarding Assaults*. (See also 9.4.10 Boarding Assaults)

12.7.33 Stealth Systems

A ship with this equipment module (and moving at low speed) rolls a d4 bonus defense die if the attack is closer than 20". If the attack is over 20" away, the ship rolls a d6 defense die. Due to electronic interference, this cannot be installed on a ship with a *Cloaking Device* or *Shield Generator*.

12.7.34 Shield Generator

A *Shield Generator* provides a ship with an energy barrier capable of stopping all attacks originating in one quadrant. The shield barrier prevents incoming direct weapons fire from the enemy, as well as all outbound attacks from the ship equipped with this module. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks* are not blocked by shields due to their ability to manoeuvre around the ship.

When a squadron activates, and during the *Command & Control* segment, each ship with a working *Shield Generator* module selects one arc (Fore, Aft, Port, or Starboard) to protect. If the ship has multiple *Shield Generators*, each module must select different facing arcs. A ship may also elect to power down the *Shield Generator*, and no arc will be protected. Due to electronic interference, this cannot be installed on a ship that has a *Cloaking Device* or *Stealth Systems* equipment modules.

12.7.35 Tractor Beam

As a special action, a ship with this equipment module may move a smaller stationary object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the *Tractor Beam*.