

ROUND STRUCTURE

- | | |
|------------------|---------------------|
| 1. Command Phase | 3. Activation Phase |
| 2. Jump Phase | 4. End Phase |

1. COMMAND PHASE

1. Assign (S)+3 CMD tokens to helm
2. Reveal helms
3. Roll-off to determine Initiative

2. JUMP PHASE

CEO with initiative selects first CEO to jump. Take turns clockwise.

- Operational Limits:** May not have more than (S) utility ships in play.
 May not have more jump points in play than the number of tables +1.
- Max Battlegroup Size:** 5 ships / wings.
- Jump Range:** 6" - (m)"
- Jump Shock:** Range (m)", (m)D6 (damage 1) attacks.
- Planetoids:** May not jump in or place jump points within 10".

3. TACTICAL PHASE

CEO with initiative selects first CEO to activate. Take turns clockwise to activate a battlegroup until all battlegroups have activated once.

1. **Issue Orders Step:** Choose one order for the battlegroup.
2. **Movement Step:** Pivot any amount, then move up to Thrust.
3. **Passive Attacks Step:** Enemies attack with Auxiliary weapons
4. **Jump Out Step:** May jump out if all within jump range of jump point.
5. **Active Attacks Step:** Attack with any weapons.
6. **Scan Step:** Scan a single object or ship within scan range (3")

ORDERS

- Vector:** Move twice. (Move = Pivot any amount, then move up to Thrust)
- Engage:** Select engage target in primary arc to gain re-rolls against.
- Red Alert:** Discard D3 damage at end of movement step.
- Jump Out:** Jump out in jump step if all within jump range of jump point.

ATTACKING

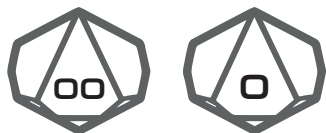
Declare targets, then resolve *all* attacks against each target before next:

1. Attacker gathers and rolls attack dice, re-rolling if engaged
2. Discard attack dice that didn't roll equal or under target's silhouette
3. Discard attack dice that rolled duds, apply critical malfunctions
4. Add 1 bonus hit (an extra dice to save) for each critical hit
5. Target rolls saving throws
6. Each saving throw equal to or under Shields value cancels a hit
7. Calculate total damage from unsaved hits
8. Assign damage tokens to target battlegroup
9. Check for explosions (if equal to or under (m), the ship explodes)
10. Remove destroyed ships

ET CETERA

- | | |
|--|---|
| Roll Off: D12, lowest wins | Go Rogue: Suffer 1 damage to activate a Tactical command effect. |
| Rounding: Always round up | Scan Range: 3" |
| CMD Tokens: (S)+3 each round | Mother's Wing: (m)" |
| Jump Range: 6" - (m)" | Explosion Check: Equal or under (m) |
| Jump Shock: Range (m)", (m)D6 | Explosion: Range (m)", (m)D6 |
| Jump Hop: Start or end of movement step | Systems Critical: If >(m) damage tokens, duds damage attacker. |
| Easy Target: Moved under ½ thrust | |
| Dangerous Space: (m)D6 attacks at end of movement step. | |

PROFIT
+/-



CORP NAME

PROFIT
+/-



CORP NAME

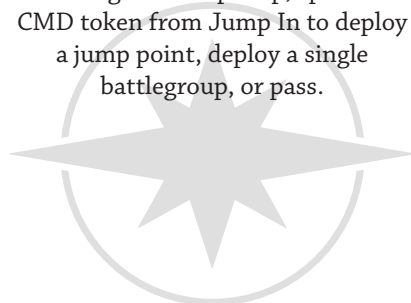
SEIZE INITIATIVE

Before rolling for initiative during the Command Phase, CEOs may spend one or more CMD tokens from Seize Initiative to change the type of dice they roll during the roll-off to determine initiative:

CMD Tokens in Seize Initiative	Roll-Off Dice Type
1	D10
2	D8
3	D6
4+	D3

JUMP IN

During the Jump Step, spend a CMD token from Jump In to deploy a jump point, deploy a single battlegroup, or pass.



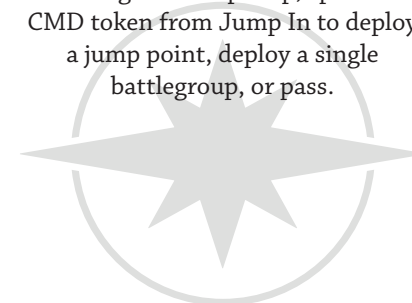
SEIZE INITIATIVE

Before rolling for initiative during the Command Phase, CEOs may spend one or more CMD tokens from Seize Initiative to change the type of dice they roll during the roll-off to determine initiative:

CMD Tokens in Seize Initiative	Roll-Off Dice Type
1	D10
2	D8
3	D6
4+	D3

JUMP IN

During the Jump Step, spend a CMD token from Jump In to deploy a jump point, deploy a single battlegroup, or pass.



TACTICAL

CMD tokens assigned to Tactical may be spent on any Tactical command effect.

Combined Orders: At the start of any activation, spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within $\text{Ⓜ}+3$ " of any ship in the active battlegroup to activate them at the same time as the active battlegroup. The combined Ⓜ of the ships in all the selected battlegroups must be no more than the combined Ⓜ of the ships in the activate battlegroup.

Power To Inertial Dampeners: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to permit this battlegroup to shoot its primary weapon systems, even if it performed a High-G Maneuver this activation.

Executive Override: At any time during the Activation Phase, spend a CMD token from Tactical to re-roll a single die of any type.

Power To Engines: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to double this battlegroup's Thrust value for the rest of its activation.

Power To Weapon Systems: Before rolling to attack with a friendly battlegroup, spend up to m CMD tokens from Tactical to subtract one from the result of every attack dice of one type in the attack pool, to a minimum of one, for each CMD token spent, for this attack only. This means that higher dice results can cause critical hits.

Power To Shields: If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled, spend up to m CMD tokens from Tactical to add +1 to the battlegroup's Shields value for each CMD token spent, for this attack only.

TACTICAL

CMD tokens assigned to Tactical may be spent on any Tactical command effect.

Combined Orders: At the start of any activation, spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within $\text{Ⓜ}+3$ " of any ship in the active battlegroup to activate them at the same time as the active battlegroup. The combined Ⓜ of the ships in all the selected battlegroups must be no more than the combined Ⓜ of the ships in the activate battlegroup.

Power To Inertial Dampeners: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to permit this battlegroup to shoot its primary weapon systems, even if it performed a High-G Maneuver this activation.

Executive Override: At any time during the Activation Phase, spend a CMD token from Tactical to re-roll a single die of any type.

Power To Engines: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to double this battlegroup's Thrust value for the rest of its activation.

Power To Weapon Systems: Before rolling to attack with a friendly battlegroup, spend up to m CMD tokens from Tactical to subtract one from the result of every attack dice of one type in the attack pool, to a minimum of one, for each CMD token spent, for this attack only. This means that higher dice results can cause critical hits.

Power To Shields: If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled, spend up to m CMD tokens from Tactical to add +1 to the battlegroup's Shields value for each CMD token spent, for this attack only.

abillionsuns

Ship Class	Cost	Mass	Thrust	Silhouette	Shields	Primary Weapon Systems				Auxiliary Weapon Systems			
						Weapon	Range	Dice	Dmg	Weapon	Range	Dice	Dmg
Recon Wing	1	0	10"	2	0	Light Blasters	0" - 3"	D6	1	-	-	-	-
Fighter Wing	2	0	6"	3	0	-	-	-	-	Auto Blasters	0" - 6"	3D6	1
Bomber Wing	3	0	4"	3	0	Torpedoes	6" - 12"	D10	3	-	-	-	-
Light Utility Ship	1	1	4"	4	1	Light Blasters	0" - 3"	D6	1	-	-	-	-
Gunship	3	1	6"	4	1	Blasters	0" - 6"	2D6	1	Blasters	0" - 6"	2D6	1
Corvette	5	2	10"	5	2	Turbo Blasters	0" - 6"	4D6	1	Blasters	0" - 6"	2D6	1
Medium Utility Ship	2	2	4"	5	3	Mining Laser [†]	0" - 2"	2D12	5	-	-	-	-
Monitor	10	2	3"	5	3	Heavy Railguns	9" - 18"	2D12	5	-	-	-	-
Frigate	7	2	4"	6	4	Light Railguns	9" - 18"	2D8	2	Turbo Blasters	0" - 6"	4D6	1
Destroyer	12	3	3"	6	3	Cruise Missiles	18" - 36"	3D10	3	Turbo Blasters	0" - 6"	4D6	1
Carrier	15	3	3"	7	5	-	-	-	-	-	-	-	-
Cruiser	30	3	3"	8	6	Macro Beam	12" - 24"	2D12	5	Defense Grid	0" - 9"	4D8	2
Battleship	40	3	2"	10	5	Planet Smasher	12" - 24"	4D12	5	Defense Grid	0" - 9"	4D8	2

[†] The Mining Laser may only target stationary objects.

Object	Mass	Move	Silhouette	Shields	Primary Weapon Systems				Auxiliary Weapon Systems				
					Weapon	Range	Dice	Dmg	Weapon	Range	Dice	Dmg	
Asteroid	2	-	9	0	-	-	-	-	-	-	-	-	-
Civilian Ship	Ⓢ/3	8"	Ⓢ	0	-	-	-	-	-	-	-	-	-
Criminal Ship	Ⓢ/3	12"	Ⓢ	Ⓢ/2	-	-	-	-	-	Blasters	0" - 6"	2D6	1
Facility	Ⓢ/3	-	Ⓢ	Ⓢ/2	-	-	-	-	-	Laser Turrets	0" - 6"	(Ⓢ/2)D6	1
Lifeboat	1	4"	Ⓢ	0	-	-	-	-	-	-	-	-	-
Jump Point	3	-	5	2	-	-	-	-	-	-	-	-	-
Space Kraken	Ⓢ/3	9"	Ⓢ	Ⓢ/2	Mouth Parts	0" - 3"	(Ⓢ/2)D10	3	-	Tentacles	0" - 3"	ⓈD6	1