

A Billion Suns: Warzone

v4.2 – July 2021

Warzone is a new contract set for *A Billion Suns*. It allows players to use *A Billion Suns* to tell brutal stories of military might and system-shaking clashes of far-future weaponry.

A Billion Suns, played with the Core Systems contract set provided in the rulebook, is a game of cleverly and frugally assigning resources, telling stories of industrial espionage and resource capture. The Warzone contract set changes the feel of *A Billion Suns* considerably. The Warzone contract set is for two players to play an all-out war between their two corporations. The stories these new contracts tell are different, and you'll find a host of new tactical questions to wrestle with.

Designer's Note: The Warzone contract set is designed to provide larger games, with more models, even at scale 5, so you don't need to select a scale 10 or similar to get a huge space battle using this contract set. Although, feel free to push the scale higher than you are used to!

Warzone Rules

If the CEOs both agree to play a game of *A Billion Suns* with the Warzone contract set, the following additional rules apply:

Two Contracts

When setting up a game that uses the Warzone contract set, only generate two contracts.

Wartime Economy

During a Warzone game, a CEO's credit tracker may never go into deficit. A CEO may not take an action that would move their credit tracker into deficit.

War Bonds: In a Warzone game, each CEO starts the game with 0 credits (as normal) and ⑤ War Bonds, which may be represented by poker chips, coins or gems.

Cash In: At any time during the Jump In Phase or Tactical Phase, a CEO may “cash in” one or more of their War Bonds to gain 50 credits per War Bond cashed in.

Rapid Re-budgeting Cycles: At the end of each round, every CEO must reset their credits tracker to zero, meaning that any credits granted from War Bonds must be spent during that round or they are wasted.

Military-Grade Jump Points

During a Warzone game, all battlegroups may **count their Jump Range as 12-⑩” when jumping in or jump hopping from or to jump points.** *E.g. Cruiser battlegroups have a jump range of 9”.* This does not apply when scrambling ships from carriers.

Combat Formations

During a Warzone game, battlegroups classes of Mass 2 and 3 may **double** their coherence to 6”, including when deploying.

Close Reserves

During a Warzone game, when a battlegroup jumps out, it may be placed aside, out of play, into Close Reserves. When placed into Close Reserves, the battlegroup preserves all tokens, status markers and damage tokens.

During any subsequent Jump Phase, a CEO may spend a CMD token from Jump In to deploy a single friendly battlegroup from Close Reserves into play. Deployment follows the normal Jump Range rules. It does not need to be requisitioned again.

Game End

A Warzone game ends at the end of round four.

Warzone Campaigns

When playing a campaign featuring the Warzone contract set, if all CEOs agree, each CEO may start the campaign with 30 capital, rather than the standard 10. After each game, each CEO gains 2☹ capital.

Note: While this permits CEOs to begin the campaign with a lot of competitive advantages, a CEO that chooses to invest heavily in competitive advantages will potentially not have the breadth of ship classes needed to compete in Warzone games.

In a campaign of *A Billion Suns*, you need not play the same contract set each game; you could choose to play some games with the Core Systems contract set and others with the Warzone contract set.

New Ship Classes

Here are five new ships classes and an errata'd Carrier class that you are free to use in your games of *A Billion Suns*, if all CEOs agree. These new ship classes are not limited to Warzone games only.

Ship Class	Cost	Mass	Thrust	Silhouette	Shields	Primary Weapon Systems				Auxiliary Weapon Systems			
						Weapon	Range	Dice	Dmg	Weapon	Range	Dice	Dmg
Stealth Bomber Wing	5	0	4"	1	0	Heavy Torpedoes	6" - 12"	2D10	3	-	-	-	-
Defense Platform	6	2	-	6	3	-	-	-	-	Laser Cannon	0" - 9"	2D8	2
Light Carrier	5	2	6"	5	2	-	-	-	-	Blasters	0" - 6"	2D6	1
Assault Carrier	10	2	5"	6	3	-	-	-	-	Auto Blasters	0" - 6"	3D6	1
Carrier [Updated]	15	3	3"	7	5	-	-	-	-	Turbo Blasters	0" - 6"	4D6	1
Battle Carrier	25	3	3"	8	5	Light Railguns	9" - 18"	2D8	2	Defense Grid	0" - 9"	4D8	2

Errata: The Carrier class has been updated to have auxiliary Turbo Blasters at no extra cost.

Defense Platform

Once deployed, Defense Platforms do not activate, although they may make passive attacks.

If multiple Defense Platforms are deployed as a single battlegroup, after the battlegroup has been deployed: each Defense Platform counts as an individual battlegroup for the rest of the game.

Although they do not activate, Defense Platforms count as friendly ships for the purposes for command effects, contracts and similar rules.

A Defense Platform has a 360° auxiliary arc of fire.

Light Carrier

Light Carriers are "Carriers" and may scramble ships (see p35 of the *A Billion Suns* rulebook).

Light Carriers may only scramble ships once per game.

Assault Carrier

Assault Carriers are "Carriers" and may scramble ships (see p35 of the *A Billion Suns* rulebook).

Assault Carriers may only scramble ships once per game. Additionally, Assault Carriers may scramble any Mass 1 ship class (i.e. they may scramble Gunships).

Battle Carrier

Battle Carriers are “Carriers” and may scramble ships (see p35 of the *A Billion Suns* rulebook).

Additionally, Battle Carriers may scramble any Mass 1 ship class.

Utility Ship: Tactical Loadouts [Not yet play-tested]

When you requisition a Light or Medium Utility Ship battlegroup in a Warzone game, you may choose one tactical loadout. All the ships in the battlegroup gain that loadout.

- **Mine Layer Refit:** ships in this battlegroup gain Mine Layers
- **Shield Jammer Refit:** ships in this battlegroup gain Shield Jammers
- **Engineering Refit:** ships in this battlegroup gain Repair Drones.
- **Defensive Refit:** ships in this battlegroup gain Silhouette Disruptors.

Mine Layers: This battlegroup may scan itself to place one Mine Token within 1” of each ship in the battlegroup. A Mine Token is a Mass 3 stationary object with Silhouette 1. In the Passive Attacks Step, any Mine Token that is within 3” of an enemy ship explodes (and is then removed from play).

Shield Jammers: Any battlegroup that is within 3” of one or more enemy ships with Shield Jammers suffers a -1 to its Shield value ~~and may not be given the Power To Shields command.~~

Repair Drones: The battlegroup may scan an object or a friendly battlegroup: remove 1 damage token from the target for each ship in the scanning battlegroup within scan range.

Silhouette Disruptors: Any battlegroup that is within 3” of one or more friendly ships with Silhouette Disruptors counts its Silhouette as one lower (to a minimum of 1) when enemy battlegroups roll to hit it.

Battlezone Effects

Here are four new battlezone effects which can be used in your **Warzone** games. They provide special rules for one of the tables in your game.

~~The Warzone contract set provides a way to generate these battlezone effects at random, but you should also feel free to choose to use them in games involving other contract sets if all CEOs agree. For example, you might agree to make one table “the μ -Space” table, or when you are drawing cards to determine your core systems contracts and draw a J♠, you might count that as generating both the InfoWar contract and the Deep Space battlezone effect.~~

During set up, prior to setting up objects, the Systems Administrator must declare which tables are classified with which battlezone effects.

Deep Space (J♠)

Two fleets are on an intercept course, this desolate point in deep space just happens to be where their paths intersect. This combat zone is far outside the normal operational range of our lighter ships. We will have to rely on carriers to get our pilots into battle.

When a table is classified as Deep Space, Mass 0 or Mass 1 battlegroups may not Jump In or jump hop onto the table, although they may scramble or re-embark them from carriers.

Planetoids and facilities may not be set up on a Deep Space table.

μ -Space (J♥)

While rare, is it sometimes the case that forces engage each other in the otherworldly realm that is μ -Space. These clashes happen over the course of only a handful of seconds, during the tiny time-window the ships are making the transition from one jump point to another.

Planetoids and facilities may not be set up on a μ -Space table.

In the end phase, after scoring, each battlegroup currently on a table classified as μ -Space must be removed from play and placed into Close Reserves (see “Close Reserves” above).

When deploying jump points, a CEO may always deploy a jump point anywhere on a table classified as μ -Space, even if this is their second and subsequent jump points of the game on this table.

Debris Storm (J♣)

This battle is taking place in the wreckage of a destroyed planet, with debris of all sizes everywhere.

When a table is classified as a Debris Storm, set up Ⓢ areas of dangerous space (any mix of asteroids or space debris). Any ship that moves more than 4” in a single Movement Step on a table classified as a Debris Storm **counts as having moved through an area of dangerous space**.

Gravitational Anomaly (J♦)

Description...

When a table is classified as having a Gravitational Anomaly, battlegroups may jump in, but may not leave the table via a jump point (either by jumping out or jump hopping off the table).

Warzone Contract Set

Victory Points, Not Contract Decks

The contracts in the Warzone contract set do not ask you to set up contract decks and do not use them. Instead, players gain Victory Points (VP) throughout the game.

At the end of the game, after all “at the end of the game” victory points are awarded, the CEO with the most VPs is the winner. In the event of a tie, the tied CEO with the most unspent War Bonds is the winner. In the event of a tie on that too, the game is a draw.

BOX-OUT / ASIDE: Mega-Scales

Because of the fact that contracts don't use contract decks to score, it is possible to play Warzone games at scales greater than 10. Nothing in the game mechanics prevents you from turning Warzone up to 11, or beyond, and you have my blessing.

Warzone Contract Generator

When generating contracts for a Warzone game, draw two cards and refer to the following table to generate two contracts of unique suits:

Card	Type	Contract
J♠	Battlezone Effect	Deep Space. (Draw another card.)
Q♠	Contract	Resolve Merge Conflict
K♠	Contract	Hostile Takeover
J♥	Battlezone Effect	μ-Space. (Draw another card.)
Q♥	Contract	Take & Hold
K♥	Contract	Reconnaissance
J♣	Battlezone Effect	Debris Storm. (Draw another card.)
Q♣	Contract	Secure System
K♣	Contract	Jam Communications
J♦	Battlezone Effect	Gravitational Anomaly. (Draw another card.)
Q♦	Contract	Show of Force
K♦	Contract	Break The Chain

After drawing a battlezone effect, note **that one table must be classified with** that effect, then draw a replacement card.

Resolve Merge Conflict (Q♠)

This System Ain't Big Enough For The Both Of Us. Two corp's claims to this planet have clashing timestamps. Merge conflict. Both claim this system as their own. Only one corp can hold it.

Setup: Add 1 table. Set up a ♠ planetoid.

Scoring: In the end phase, the CEO with the greatest combined mass of ships within 12" of the ♠ planetoid gains 1VP. If tied, no-one scores.

Hostile Takeover (K♠)

Setup: Add 1 table. Set up a ♠ planetoid.

Dropships: If a Utility or Carrier battlegroup scans the ♠ planetoid, each ship in that battlegroup that is within scan range may place 🏠 Troop Tokens on the ♠ planetoid.

Battle on the Surface: In the end phase, simultaneously, each CEO rolls a number of D6 equal to the number of troop tokens they have on the ♠ planetoid. They roll an additional D6 for each friendly Mass 2 or 3 ship within 3” of the ♠ planetoid. For each 1 they roll, they may remove any one enemy troop token from the ♠ planetoid.

Scoring: At the end of the game, the CEO with the most troop tokens on the ♠ planetoid gains 4VP.

Take & Hold (Q♥)

Setup: Add 1 table. Set up 🏠 Facilities.

Control: Each table is controlled by the CEO with the greatest combined mass of ships on that table.

Strategic Bombing: When a Facility is destroyed, the CEO that caused it to be destroyed gains 🏠/2 CMD tokens into the Tactical command slot. These bonus CMD tokens are temporary and are not re-awarded in the following Command Phase.

Scoring: In the end phase, if a CEO controls two or more tables, they gain 1VP.

Reconnaissance (K♥)

Setup: Add 1 table. Set up 🏠 Facilities.

Deploy Beacon: Utility Ship battlegroup may scan themselves to place one Recon Beacon marker anywhere within scan range of one of the ships in the battlegroup.

Strategic Bombing: When a Facility is destroyed, the CEO that caused it to be destroyed gains 🏠/2 CMD tokens into the Tactical command slot.

Scoring: In the end phase, the CEO with the most enemy ships within 6” of their Recon Beacons gains 1VP. If tied, no-one scores.

Secure System (Q♣)

Setup: Place ⑤ ComSats into play.

Control: The CEO with the greatest combined mass of ships within 6" of a ComSat controls that ComSat. If tied, no-one controls it.

Scoring: In the end phase, the CEO that controls the most ComSats gains 1VP. If tied, no-one scores.

Jam Communications (K♣)

Setup: Place ⑤ ComSats into play.

Control: A CEO may scan a ComSat with a Utility Ship to take control of it. A ComSat may only be controlled by one CEO at a time.

Scoring: In the end phase, the CEO that controls the most ComSats gains 1VP. If tied, no-one scores.

Show Of Force (Q♦)

Setup: Set up ⑤ areas of dangerous space.

Scoring: In the end phase, the CEO with the greatest total combined cost of Mass 3 ships in play gains 1VP. If tied, no-one scores.

Note: To calculate the "total combined cost" of a set of ships, total up the Cost value of all individual ships, which is the cost that the CEO would have paid to requisition them.

Break The Chain (K♦)

Setup: Set up ⑤ areas of dangerous space.

Scoring: At the end of the game:

1. The CEO with the most Mass 3 ships in play gains 3VP. If tied, no-one scores.
2. If you are the only CEO with any Mass 3 ships in play, you gain 1VP.