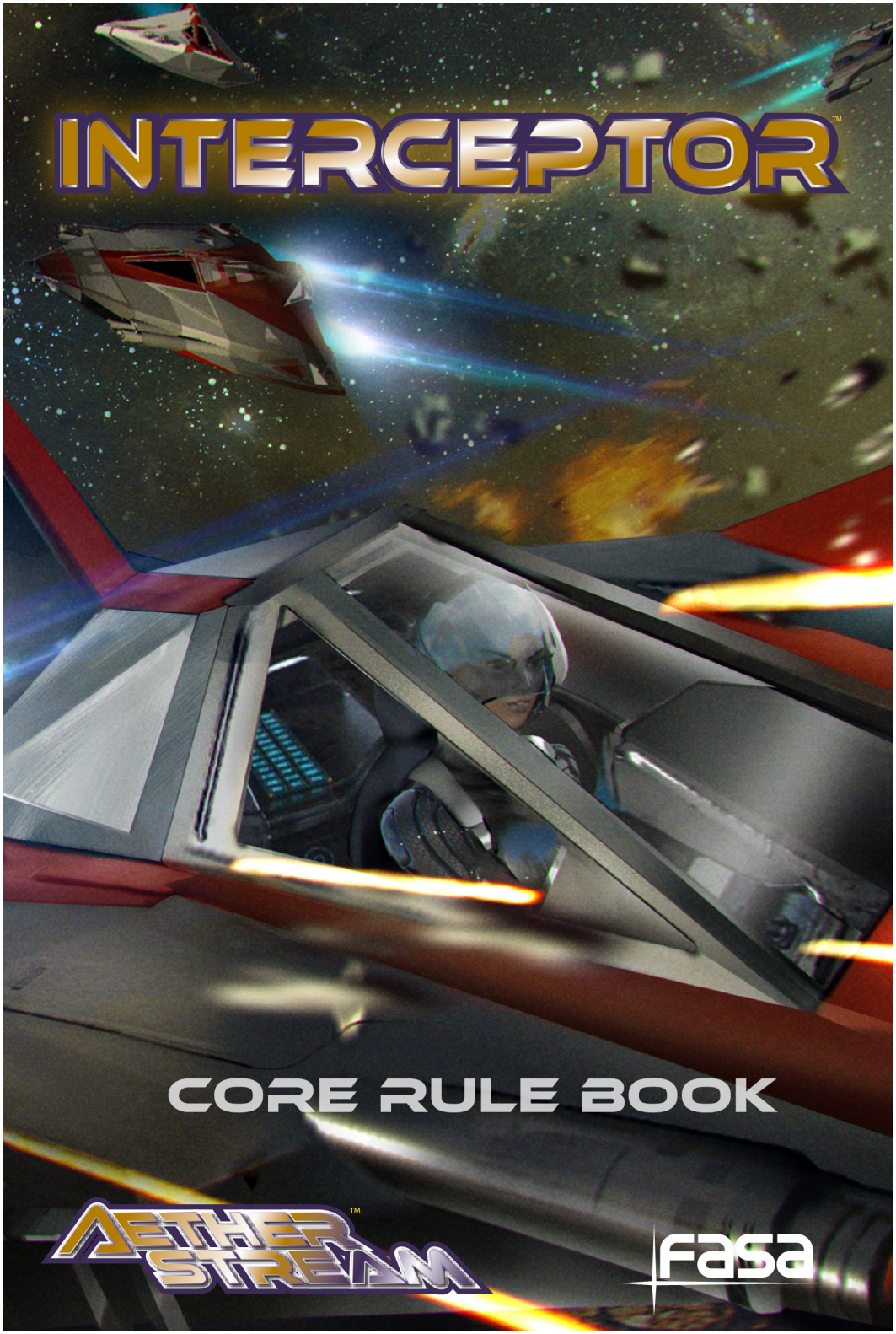


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Picture!

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BASIC RULES

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INTRODUCTION

Interceptor is a game of starfighter combat set in the 42nd century. The capability, cost, and effectiveness of starfighter squadrons has made them popular both in military doctrine and the eyes of the public. Starfighter pilots are portrayed as heroes and "knights of the stars", dueling in the heavens.

In skirmish play, each player controls anywhere from an element (two fighters) to a complete squadron (twelve to sixteen fighters) and battle it out against other starfighters or larger ships. In campaign mode you can build your own squadron and advance them through several missions.

The rules of the game are presented in two forms: basic and advanced. The **basic** rules are presented to introduce the important game elements and concepts and to quickly set up and run the game. The **advanced** rules are presented in sections and can be added as a whole or introduced individually to add more choices and build on the basic rules presented here.

It is recommended to read through the basic rules at least once to familiarize yourself with the game elements, terminology, and flow of the game. Examples of game play are presented along with the rules, and at the end of the basic rules section a walkthrough of setting up the game and maneuvering through the first few turns is included.

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DICE MECHANICS

Interceptor uses ten-sided dice (d10) to determine the results of actions performed in the game. Most dice rolls require a dice pool consisting of one to ten d10s. When rolling dice, each individual result is compared to a base **Target Number** (TN) assigned to the roll. If the number is equal to or greater than the TN, the dice is counted as a success. If the result is less than the target number, the dice is not counted as a success. The number of successes are counted up and used to determine whether the action was successful or the effectiveness of the action.

Each type of roll, such as piloting, gunnery, or maneuver builds its own dice pool and is rolled separately. Each action describes how to build the specific pool and the consequences of success or failure.

Target Number

Unless otherwise specified, the Target Number (TN) for all dice is seven (7). Some game mechanics and effects may cause the Target Number to change, but if the number is not specifically listed with a task, it is assumed to be TN 7.

Difficulty

The number of successes rolled on the dice pool is compared to the **Difficulty** of the task. If the number of successes rolled is equal to or greater than the listed Difficulty, the task has been completed. If there are less successes than the Difficulty of the task, it has failed.

Some tasks, such as those for maintaining control of a fighter or pushing it beyond its capabilities, may have a high Difficulty and have different degrees of misfortune depending on how many successes short of completion the task failed by. Missing completion by one success might be a temporary setback, whereas missing it by many successes could be a severe complication.

Most tasks state the Difficulty. If the Difficulty is not stated, the default is one (1), meaning only one dice needs to show a success for the task to be performed.

Dice Pools

Rather than rolling more than ten dice, the Target Number required for a successful die is lowered. Instead, the TN of the roll is lowered based on the total number of dice that would have been in the pool.

No amount of dice can lower the Target Number below a two.

Projected Dice Pool Size	Roll Target Number
1-10	7
11-15	6
16-20	5
21-25	4
26-30	3
31+	2

Exploding Tens

Fortune favors the bold! For **Attack Rolls** only, rolling a 10 on a dice is a **critical success**. For each result of 10 roll an extra dice at the same Target Number as the initial Attack Roll. Each result that is equal to or greater than the Target Number adds an additional success to the Attack Pool. If that dice also rolls a 10, roll another dice until all results of 10 are resolved.

Pilot Erskine is pushing his fighter to its physical limits, trying to get that little bit "extra" from the fighter's drives. He is attempting to gain four extra Thrust, giving his roll a Difficulty of 4. Adding his Piloting 4 and the fighter's Resilience 3, he gets a Dice Pool of 7d10 and rolls against the standard TN of 7 with the results [1,3,3,6,7,7,8]—three successes. Because the task has a Difficulty of 4, he required four total successes; three is not enough, so he fails to gain the extra Thrust from his fighter.

Pilot Marcos' fighter has been damaged and he has taken a Pilot Hit result. This requires him to make a Toughness roll to see if he remains conscious and in control of his craft. His Toughness rating is 2, so he has a dice pool of 2d10 and rolls [5,10]. Because the Toughness check did not state a Difficulty, the default Difficulty of 1 is used. He has one success showing on the dice, so he remains conscious and in control, looking to score some payback.

Pilot Alyss' fighter is unleashing a full barrage of particle cannons on an opponent at the perfect angle of attack and has worked up to an impressive pool of 16 dice. She rolls the maximum of ten dice for her dice pool, but the Target Number for each dice is 5, instead of 7, based on the Projected Dice Pool Size of 16.

Pilot Marcos rolls an 8 dice Attack Pool at a Target Number of 7 [1,2,4,5,5,6,**7,8,10,10**]. There are 4 successes showing but because he had two 10s, he rolls two more dice [6,8], scoring one more success for an Attack Pool total of 5 successes.

Alyss targets an opponent with a 12 dice Attack Pool with a Target Number of 6 due to the large dice pool. She rolls ten dice, the maximum that she can roll [2,3,4,5,5,**6,7,7,8,10]**, scoring 5 successes. Because a 10 was rolled, she rolls another dice [**10**]. That result adds another success, bringing the number of successes to 6 and because it was a 10 she rolls yet another dice [7] and gets one last success. All 10s are now resolved and her Attack Roll achieves 7 successes.

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Attribute Rolls and Dice Pools

Many situations in the game will call for the pilot to roll a specific attribute. If no Difficulty is listed, the dice pool is the rating number of the attribute at Difficulty 1. If at least one die rolled in the pool is a success, the crewmember has succeeded at the task.

THE FIGHTERS

"There she is rook. One hundred tons of alloy built around a reactor powerful enough to light up Eden, all strapped to a rocket and a plasma cannon. Beautiful, ain't she?"

In *Interceptor*, starfighters, or just fighters as they are commonly called, form the backbone of system defense forces. They are fast, small, and parts can be quickly produced from nanoforges. Outside of the massive leviathans, a squadron, flight, or even a single fighter slipping under a ship's shield barrier is a serious threat to that ship. Because of their versatility, fighters and their pilots form the first line of defense, with squadron carriers patrolling the jump lanes of star systems to react to incoming threats or sent out to the fringes of a cluster to serve as escorts for merchants by protecting them against raiders and pirates.

Fighter Attributes

Every fighter model in play should have a corresponding **Fighter Card**. Official *Interceptor* Fighter Cards are designed with spaces for using a dry erase marker to keep track of the fighter's current velocity, damage, and ordnance loaded for its mission.

Thrust

A fighter's **Thrust** is the total capacity of its ability to accelerate, decelerate, and change heading or direction. Thrust, or **Thrust Points**, are used to increase or decrease the fighter's velocity and power it through rapid direction changes. The current state of drive technology allows fighters to easily outperform inertial compensators designed to protect their pilots, to the detriment of rookie pilots.

Agility

Internal gravity controls and inertial compensators are installed to protect the structural integrity of the fighter and buffer the pilot from the ravages of extreme g-force, giving the fighter its **Agility** attribute. Whenever a fighter turns or performs a maneuver, that maneuver has an Agility cost associated with it. If the fighter is at or below its Agility limit, it can safely perform the maneuver. When a fighter performs a maneuver that exceeds its Agility limit, the pilot and the fighter may sustain injury or damage, respectively.

Resilience

Internal structure design, material, and armor plating are used to determine the basic integrity of a fighter. **Resilience** is the ability to resist physical damage not blocked by the primary defense shielding systems. Because of the weight of added armor plating, the expense of advanced materials, and its overall ineffectiveness against the output of modern weapon systems, most fighters use the minimum armor necessary to protect and seal off the fighter's critical components against damage, depending on shield systems and pilot training for defense.

Control

Flight control, targeting systems, communications, smart systems, and electronic countermeasures (ECM), and computerized smart systems are all parts of the fighter's **Control** package. Control helps a pilot push the fighter to the very limits of its capabilities, successfully perform maneuvers, and counter enemy missiles.

Shields

Fighter Card with Diagrams

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The discovery of the shield barrier quickly led to it becoming the primary ship defense system. Shields project around the fighter and are tuned to wrap the craft as tightly as possible while still protecting from the potential blow through damage of explosive weapons.

Shield barriers have two vulnerabilities: they can be overwhelmed by firepower, and they can be used to pass through other shields. A fighter's **Shields** protect it reasonably well from small weapons and other fighter-based weapons. Against powerful weapons, such as those mounted on larger warships and leviathans, shields offer little protection.

The shields on a fighter are kept close enough to the hull that it is nearly impossible for something to get between the fighter and its shield barrier. However, fighters use this vulnerability against larger ships; while their powerful shields are nearly invulnerable to a fighter's weapons, they must also project much further out, allowing a fighter to slip between the shield and the ship.

Firepower and Ordnance

Fighters have two basic types of weapons: direct fire and hardpoints. Direct fire weapons, such as lasers, directed energy weapons, and projectile weapons are either directly mounted to the fighter and the fighter is aimed at its opponent or mounted in turrets. Hardpoints are modular systems designed to carry additional ordnance, such as missiles.

The weapons listed below are the most common currently in use, with new weapons constantly being developed, tested, and evaluated.

Energy-Based Weapons

The most used weapon, laser weapons are light and efficient with their energy consumption, at least in smaller sizes. Against powerful shields, the size of focusing crystals and power requirements can become excessive. Particle beams can be more effective at penetrating shields, but they are very power-hungry and build heat quickly.

Pulse Laser [PL]

Small, rapid-fire laser weapons designed for short range engagement. They have a better range than autocannon railguns but are not able to sustain fire as efficiently and require a cooldown period.

Lance Beam [LB]

Considered the best compromise between power use and range, the lance beam has been the primary laser weapon system used on fighters and larger ships for decades. The lance beam does not scale as well as some other weapons; the exotic crystals required to make the more powerful lasers are rare and development of the LSMD has superseded the use of large lasers on bigger warships.

Long Lance [LL]

Trading overall penetration power for range, the long lance system is an effective system for any craft with the ability to power several of them.

Scrambler [SC]

Charged particle beam weapons are more energy intensive than lasers but scale up to higher power output more efficiently. The scrambler gets its name from the effect of the beam and the way it causes hull material to bubble and melt where it makes contact.

T-Beam [TB]

Tachyon beam weapons are designed to be more effective at longer range. Crossing a tachyon beam at close range is dangerous to an unshielded opponent but does not reach its full potency until longer ranges. At a power to mass ratio of nearly 50:1, they are usually mounted on heavier fighters with large reactors.

Projectile-Based Weapons

Using magnetic acceleration to launch high velocity projectiles, the mass driver's simplicity keeps it popular among mechanics and forces looking for cost efficient ship weapons. They have a limited effective range for aiming during combat, as the projectiles are too slow to cover a long distance before the target has changed trajectory.

The mass driver is one of the most mature weapons platforms and seems to have endless variants that wax and wane in popularity. Many designers and mechanics prefer the system for its simplicity in maintenance. The primary drawback is the weight of the projectiles and the need for resupply. Fighters primarily use the rapid fire and standard variant, with larger starships using the bigger LSMD.

Autocannon [AC]

Rotating barrels and lighter ammunition allow for delivery of hundreds of rounds per second. Against unshielded or lightly shielded targets these weapons can be devastating. The autocannon is often mounted as a secondary weapon system, but in the hands of the right pilot it can be deadly.

Shredder [SH]

A heavier, deadlier version of the autocannon usually mounted on larger fighters in ground support roles or as the central core of the point defense systems of warships.

Mass Driver [MD]

This mass driver exchanges the rapid fire of the autocannon with a larger projectile accelerated to a higher velocity. It is a heavy, but effective system.

Penetrator [PN]

This heavier mass driver uses larger projectiles and more power to accelerate the objects to higher velocities. Heavy, it is generally used on larger fighters with more powerful drives, or those that can afford to be slow.

Light Speed Mass Driver [LSMD]

The ultimate evolution of the mass driver. On large warships, the light speed mass driver, LSMD, has become one of the most popular weapons systems. Light speed is a misnomer as it launches a guided projectile at only a small percentage of light speed. At standard engagement distances it is deadly, but with the aid of fighters using special guidance packages, the projectiles from these weapons can be guided and delivered accurately to their targets. The most powerful shield barriers buckle under the forces these weapons can deliver.

Plasma Thrower [PT]

Using a timed decay field to contain a powerful ball of superheated plasma, these weapons require a degree of finesse on the pilot's part to time the shot so that the enemy fighter passes through the worst of the explosion. The projectiles are light and energized on their way through the barrel. The trick for a pilot is to time its impact with peak instability.

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Turrets

Turret weapons are rare among small and medium fighters, and are usually mounted on larger, less maneuverable fighters or any ship bigger than a fighter. Their extra mechanical structure requires them to mount smaller weapons. They also add weight and complexity to the fighter's operation. Any ship with a turret also requires a gunner. Turrets can mount any of the weapon systems above.

Hardpoints

Hardpoints are internal bays designed to carry modularized mission specific ordnance, usually missiles and anti-ship torpedoes, but also sophisticated electronic packages, equipment for larger ships to use in long-distance targeting, or physical countermeasures to screen against enemy missiles and torpedoes. Hardpoints are rated by class, which determines the type and size of package that can be loaded into it.

Missiles, rockets, and torpedoes are terms that seem to have stuck with humanity since the dawn of time. In Interceptor each has a specific meaning. Missiles are self-guided and often have their own small shield generator, designed to make use of the shield-fusion effect to penetrate a fighter's shield barrier and explode at close range. Rockets are small, simple unguided explosives that are fired at close range as a firepower multiplier to overload an opponent's shields. Torpedoes are large anti-ship weapons with an internal shield barrier generator that heavy fighters carry as close as possible to their target, giving any point defenses less of a chance to defend.

More information on the types of missiles and special packages that can be loaded into hardpoints can be found in **Hardpoint Ordnance.**

Fighter Qualities

Fighter qualities describe additional capabilities, crew, and special equipment that the fighter is built with. Below are the qualities that are used in the Interceptor core game. Future supplements will provide additional qualities that a fighter may be built with.

Cargo

Any extra space used to store cargo, rated in tonnage. Cargo space can be powered, meaning it has the same life support capacity of the cockpit of the fighter or unpowered with no special protection other than the hull.

Crew

Additional crew, such as gunners will be noted here. The pilot is assumed for a fighter so not listed as part of the crew. Fighters may be built with an extra seat for a trainer or special observer, they will be listed as part of the crew as well, noted as being a passenger. Passengers have the same life support and comforts as the pilot.

Streamlined

The fighter was designed with atmospheric streamlining and flight surfaces that allow it to perform exceptionally well in planetary atmospheres. This streamlining often leaves less surface for mounting big guns and limits the shape and design of the fighter. These dual-purpose space/atmosphere fighters are commonly seen in planetary defense forces or used as support for ground forces for invading fleets.

Levdrive

Much more common than streamlined fighters are those that use a levdrive to negotiate planetary landing and atmospheric flight without streamlining. These fighters can perform roles in an atmosphere, but as they are not streamlined, they are often outperformed in terms of speed and ability to perform high-g maneuvers without ripping off pieces by defense craft purpose designed for atmospheric flight.

Light

Light fighters are small, agile craft that make difficult targets in combat. Interceptors and other fighters in an anti-fighter role often have this quality. When building the Defense Pool, a fighter with the Light quality adds one additional dice.



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THE PILOTS

"This ain't flying around lev-harvesters in back cluster worlds trying to impress your friends. One wrong decision up there will kill you. If you shut up, forget what you think you know, and listen to me, you just might make it. Probably not, though. Alright, that's enough pep talk. Suit up. Training starts now, rooks."

Arguably the most critical component of the fighter craft is its pilot. Most fighters are single crew craft where the pilot is expected to perform every task. Larger fighters can mount turrets which require gunners to operate. A few may have an extra seat for a mission specialist or special observer. Whether pilot, gunner, or specialist, they are all referred to as crewmembers aboard the fighter. It is the pilot, though, who is ultimately responsible for the control of the fighter and returning it safely back from the mission.

Attributes

All crewmembers in Interceptor are defined by several attributes: Piloting, Gunnery, Toughness, Morale, and Rank. Each of the attributes are ranked by a number ranging from one to five that will be used individually or used in conjunction with the fighter's attributes to form the dice pools used to determine success and failure.

Piloting

In combat, skill at the controls means the difference between life and death. Even the best fighters cannot cover for mistakes made by pilots who depend too much on electronics and smart systems. The best pilots can make the most primitive fighters outperform the most advanced ones with poor pilots.

Gunnery

Aiming, leading the target, and having a spatial awareness and a gunner's instincts of knowing the exact time an opponent is preparing to change vector are the hallmarks of a crack shot gunner.

Toughness

It has been the doom of many novice and rookie pilots that once they get into a real fight their bodies cannot keep up with the rigors of pushing a fighter to the very edge of its limits. Toughness represents the raw survivability and grit of a pilot.

Morale

Anyone who straps themselves into the cockpit of a fighter and goes into battle has passed one test of morale. Time in the simulator and in training exercises will never compare to the experience of being in a dogfight. At the edge of blacking out, with the fighter literally ripping apart at the seams and every split-second decision being the only thing between you and the cold, void of space. As things go bad, a pilot with a high morale can keep from running, where others will turn and flee.

Rank

Rank is generally, but not always determined by the skill of the pilot. There are many reasons why a pilot could have a rank that surpasses their piloting ability. Here the rank is represented by a number that will be used to determine initiative and for the effects on morale if that pilot is killed. Each organization has different rank titles associated with the rank number.

Common ranks, roles, and titles are listed below. The number of fighters in the role listing is the general number of fighters under that person's command. Ranks higher than squadron leaders very rarely perform combat missions.

In an element, which consists of a pair of fighters, the smallest operational unit, if both pilots are the same rank (usually 1), one will be designated the role of lead and the other as tactical support for the mission. In the Basic Rules all fighters will move individually, but in the Advanced Rules the designation will become important as fighters will move in formations and gain benefits from maintaining those formations.

Rank Value	Terran Commonwealth Title	Callistonian Empire Title
0	Ensign	Pilot Recruit
1	Lieutenant JG	Pilot Apprentice
2	Lieutenant	Pilot
3	Lt. Commander	Flight Commander
4	Commander	Squadron Commander
5	Captain	Wing Commander
6	Rear Admiral	Knight/Dame

Hits

Every crewmember has an area for Hits as well. Every time a damage result indicates that the Pilot or Crew are hit, they will mark off one Hit box on the card. Each hit a crewmember takes will require them to make a Toughness Roll and a Morale Roll. If a crewmember takes three hits, they are dead. dard Crew Ratings



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Standard Crew Ratings

The following represent the “average” pilot based on experience level and role aboard the fighter.

Rating/Role	Piloting	Gunnery	Morale	Toughness
Green	1	1	1	2
Rookie	2	2	2	2
Regular	3	2	3	3
Veteran	3	3	4	3
Elite	4	4	5	3
Gunner	0	3	2	2
Ace Gunner	0	5	3	2

Advanced Rules will provide the ability to recruit and develop your own squadron of pilots, crew, and fighters. For the Basic Rules, the Pilot Cards provided in the box can be used.

Pilot Qualities

Some pilots may have qualities that can help them in fighter combat. In the basic game, pilot qualities are not used, and their game effects are listed in **Advanced Rules: Pilot Qualities**. Some examples are Celestial, Cybersymbiot, Lucky, and Tough.

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MOVEMENT

In the *Interceptor* **Basic Rules**, each fighter moves in sequence based on initiative order. The player who must move a fighter first may choose any fighter they control and move it by plotting its course, this is the **active fighter**. Once the course is plotted, any rolls required from moving are resolved, and the active fighter is placed at the new position. Once the active fighter is placed, the next player in the initiative order chooses a fighter to become the new active fighter, and so on until all fighters on the board have been moved.

Movement Template

The movement template will be used to plot every fighter's movement. The large, bold numbers are the **unique hex identifiers**. The first number in the hex identifier is the **velocity** rating of the hex, with the rest being the position on the board, either forward (F), port (P), or starboard (S). The small numbers on each hex facing are the **required thrust** for the fighter to enter that hex at that facing.

Plotting the Move

To plot the movement of the active fighter, the movement template is aligned to match its orientation. The hex identified as "0F" with the fighter silhouette and letters A through F represents the position of your fighters on the map. When plotting a move, the active fighter's vector always begins at facing A.

Using the **Maneuver Template**, choose the desired position, hex and facing. The number indicated on the facing is the base amount of Thrust required to reach that position. To calculate the total amount of Thrust required compare the Velocity of the target hex with the fighter's current Velocity and add the difference to the base amount determined previously.

If the required thrust is equal to or less than the fighter's listed **Thrust**, it has the power to reach that destination. If the number is higher, a different destination that is within its thrust capability must be selected or you may choose to push the drives to their limit (see **Lighting the Candles**) to attempt to make up the difference, but this does not come without risk.

Additionally, just because the fighter may have sufficient power to reach its destination, it does not mean that the pilot may safely do so. It may even be possible to push some fighters beyond their own structural capacity to handle a maneuver, especially if they are damaged. **Safe Operating Thrust** is a combination of the **Agility** of the fighter and the **Toughness** of the pilot. If the cost of the maneuver is less than the Safe Operating Thrust, there is no danger to the pilot or their fighter. When the cost is greater, the decision must be made to risk the pilot and craft (see **Dancing with the Black**) or choosing a maneuver within the Safe Operating Thrust.

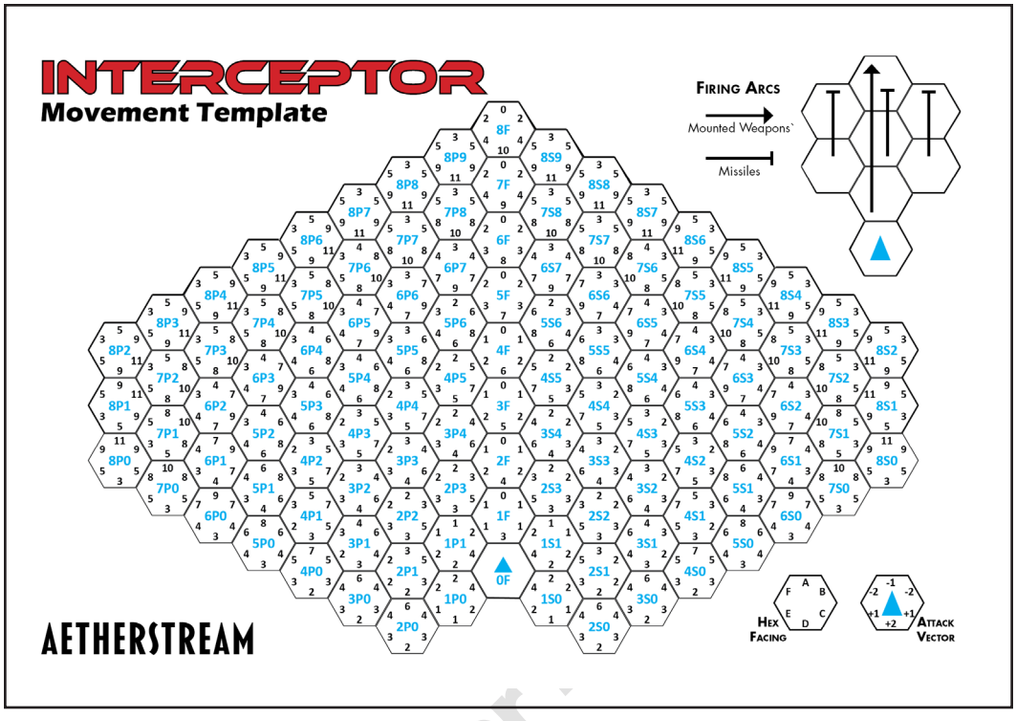
Once the maneuver has been decided upon and the consequences of Lighting the Candles or Dancing with the Black resolved, move the fighter to its new position on the board. Update the fighter card's current velocity with the velocity number listed on the destination hex. This is the fighter's new current velocity and will be needed for next turn's maneuvering, assuming it survives until next round.

Remaining in 0F

The pilot may choose to remain in 0F at a maneuver cost of only the previous turn's velocity. If the fighter remains in 0F it can change its vector to any hex facing.

Beginning at Zero Velocity

If a fighter begins its turn at a Velocity of zero, the fighter may change to any facing before beginning its movement.



Plotting Example 1

Alyss' fighter has a current Velocity of 6 and she would like to move to hex 4S4C which has a base Thrust cost of 3. The difference between the Velocity of the new hex [4S4C] and her current Velocity of 6 is 2, bringing the total Thrust cost of the move to 6.

Plotting Example 2

Pilot Marcos has a current Velocity of 2 and wants to move to hex 8S9B with a base Thrust cost of 5. The difference between the Velocity of the new hex [8S9B] and his current Velocity [2] is 6, bringing the total Thrust cost of the move up to 11.

Recording Velocity Example

Pilot Alyss has just completed a maneuver to 5S4A. The Velocity of the hex is "5" so a 5 is recorded as the fighter's current Velocity.

Remaining in 0F Example

Pilot Marcos wishes to drop his velocity to 0 and spin around to attack a foe that just flew past him. His previous Velocity was 4, so remaining in 0F will have a maneuver cost of 4. He chooses to spin around to facing D (0FD). His new velocity is now 0.

Beginning at Zero Velocity Example

Pilot Marcos begins the turn with a Velocity of 0. From his point of view, all the action is currently behind him, so he changes direction, reorienting the maneuver template to plot a move that can help out his friends.

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Moving Through Objects

When plotting movement, other fighters and spacecraft do not block movement. Any course can be plotted using the template that targets an empty hex.

Larger objects such as planets and moons may block movement. Moving around them is discussed in the **Advanced Rules: Moving Around Objects**.

Stacking

When plotting movement, only one model can occupy a hex. Models cannot be stacked in the same hex. A legal move cannot be plotted in the same hex that is already occupied by another model.

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Various Example Diagrams

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Lighting the Candles

"Listen here rook, if the engineers didn't design these things to go this fast, they wouldn't have let us turn 'em up this high! Those safe operational limits are a bunch of dreck. If you want those combat wings, light those candles and keep up."

Lighting the candles is a terminology holdover from the ancient days of aviation when atmospheric fighter craft would gain thrust by dumping extra fuel to ignite exhaust gasses, creating a bright flame. While modern thrusters do not burn fuel in the same manner, when pushed they produce a brighter flame and the heatsinks around the tail will begin to glow brighter. While the drives were designed to handle this power, operating at the intense heat and output levels for long periods risks damaging them, so a pilot must decide when to apply the additional thrust.

To Light the Candles, determine how many Thrust over the fighter's listed attribute will be targeted, up to a maximum of two times the fighter's current Thrust rating. Maneuvers with a cost of more than twice the current Thrust Attribute of a fighter cannot be attempted.

Once the targeted amount of extra **Thrust** has been determined, the fighter automatically gets the requested thrust to complete the maneuver, but risks damaging or even destroying the drives. Roll a dice pool composed of the adding the pilot's **Piloting** and fighter's **Control** [Piloting + Control] attributes with the *Difficulty* of the roll being the number of extra Thrust the pilot used. With a success the pilot safely gets the extra performance out of their fighter. Consult the table below for results of failure.

Dice Roll Failed By…	Result
1	Flame Out!
2	Damaged.
3+	Destroyed.

Flame Out

The pilot overworked the drives, safety interlocks have engaged to prevent critical overheating, shutting the drives down before permanent damage can be done. The pilot must attempt the Restart action during the Recovery Phase. See Recovery for more information.

Damaged

The drive systems have overheated critical components and been damaged. Mark off one damage box for Thrust on the fighter's card. If the fighter already has damaged drives, they are destroyed. See Damage Results for more information about damaged and destroyed components.

Destroyed

The fighter's drive systems have been critically damaged. Mark two damage to the Thruster's on the fighter's card. See Damage Results for more information about damaged and destroyed components.

Light the Candles Example 1

Pilot Marcos is going to attempt a maneuver that requires 10 Thrust and his fighter only has a Thrust Attribute of 8. Lighting the Candles, he will attempt to gain 2 extra Thrust for the maneuver.

Light the Candles Example 2

Pilot Alyss' fighter has been damaged and has a current Thrust Attribute of 3. She would like to maneuver to a hex facing with a Thrust cost of 7, but even Lighting the Candles will only allow her to get a maximum Thrust of 6. She will need to choose a different location.

Light the Candles Example 3

Marcos pushes his fighter for the two extra Thrust required to complete his maneuver. Adding his Piloting Attribute [4] and his fighter's Control [2] he gets a dice pool of six [6] dice. Because he used two extra thrust it is a Difficulty 2 roll. Rolling [2,2,3,4,7,9] scoring two successes and completes the maneuver without damaging his fighter's drives.

Light the Candles Example 4

Pilot Erskine's fighter has been damaged and currently only has a Thrust value of 3. He needs three extra Thrust to complete his maneuver and decided to push the drives to their limit. With a Piloting [4] and Control [1] he has a dice pool of five dice to make a Difficulty 3 roll. Rolling [2,4,5,7,10] he misses the target by 1. Luckily, that only results in a Flame Out, had he rolled worse, he would have further damaged his ailing drives, leaving him stranded.

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Kickstarter Preview

DANCING WITH THE BLACK

"See, rook, I told ya that the fighter could handle it and you even managed not to flame 'em out. Engineers can be a pesky lot. That was in a straight line though. Now it's time to try some real maneuvers. If you can still see color, you're not pushing hard enough! If it all goes black, you pushed too hard."

Even with inertial compensators, specialized G-suits, and computer biofeedback linkups, the reality is that the fighter itself is far more capable than the pilot of withstanding extreme maneuvers. As pilots gain skill and confidence, they learn exactly where the line is between consciousness and unconsciousness, training themselves to ride the edge to outperform enemy pilots. Experienced pilots refer to this as "dancing with the black" as they perform extended high-g maneuvers, tweaking the amount of thrust they are applying to keep themselves right at the edge of passing out. Of course, even the fighter itself may not be up to the task, and any compromise of structural integrity is amplified under these extreme conditions.

The **Safe Operating Thrust (SOT)** of a pilot is the combined fighter's current **Agility** and pilot's **Toughness** attribute. Pushing beyond the SOT risks unconsciousness, injury, and loss of control. Any maneuvers that are at or below this limit, can be performed safely by the pilot without risk of damaging the fighter.

Compare the cost of the maneuver being attempted with the **SOT**. If the cost is greater than the SOT, roll a dice pool composed of the pilot's **Piloting** attribute and the fighter's **Resilience** [Piloting + Resilience] with the Difficulty being the number of points over the fighter's current SOT. With a success, the pilot pulls off the maneuver as desired and remains conscious and in control of his craft. Consult the table below for the consequences of failure.

Dice Roll Failed by…	Result
1	Maneuver Failed. Pilot Consciousness Test.
2	Maneuver Failed. Pilot Consciousness Test. Resilience Test.
3+	Out of Control. Pilot Injured. Resilience Test.

Maneuver Failed

The fighter makes it to the target hex, but its vector and facing is the nearest adjacent facing in the hex with a lower or equal target number. When there are hexes on either side with the same number, randomly choose one using a single d10 and declaring one facing if an odd number is rolled and the other if an even number is rolled.

If the pilot was already targeting the lowest numbered facing in the hex, it instead moves to the same targeted facing of the same hex row number at one velocity less, e.g. 6P2F would be 5P2F.

Out of Control

The fighter moves as per Maneuver failed, but the pilot has lost control and cannot fire during the Firing Phase. Any gunners onboard are also unable to fire during the Firing Phase. Furthermore, the pilot must attempt to recover control of the craft during the Recovery Phase. See Recovery for rules to recover control of an out-of-control fighter.

Pilot Consciousness Test

The maneuver succeeded but the pilot may have blacked out. Roll the pilot's Toughness to see if they remain conscious. With one or more successes the pilot remains conscious. If they score no successes, they are unconscious. See Recovery for recovering pilot consciousness and consequences.

Dancing with the Black Example 1

Alyss is in a fighter with an Agility attribute of 4. Her Toughness attribute is a 2 so her Safe Operating Thrust is 6 and she can safely perform any maneuver with a Thrust cost of 6 or less. Later in the battle her fighter is damaged, and its Agility is reduced to 2, making the new Safe Operating Thrust a 4 for the remainder of the battle.

Dancing with the Black Example 2

Pilot Marco failed a maneuver targeting hex 6P4E with a current Velocity of 3, giving it a maneuver cost of 7. His current SOT is a 6 making it a Difficulty 1 roll. He rolls a dice pool of his Piloting [4] plus the fighter's Resilience of [1] with a result [2,2,3,5,6] getting no successes. The consequence is Maneuver Failed and he ends his turn at hex 6P4 with a facing of F rather than his desired facing of E, he must also make a Consciousness Test, hopefully rolling better.

Dancing with the Black Example 3

Pilot Erskine is maneuvering to 8S5B and get a Maneuver Failed result. Because he was already targeting the lowest numbered facing in the hex, he instead ends his movement in 7S5B, which is one velocity lower than the targeted hex.

Pilot Injured

The pilot has pushed the limit too hard, resulting in injury. The pilot marks one hit off their card and must make a consciousness test as outlined in Pilot Consciousness Test above. See Pilot Damage for the effects of an injured pilot.

Resilience Test

The fighter has been pushed to the brink of its structural endurance. Roll the fighter's current Resilience (RES) attribute rating to avoid damage. With one or more successes, the fighter holds together. If there are no successes, mark off one box of the fighter's Resilience. See Damage for effects of Resilience damage.

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SERIOUSLY OUT OF CONTROL

A pilot that finds themselves seriously out of control from failing to regain control of their craft may find themselves seriously out of luck. The pilot is fighting against instinct, loss of consciousness, and panic to bring the fighter back into control. For the fighter's part, it is doing exactly what the pilot is telling it to do.

When a fighter begins the Movement Phase out of control, it is considered Seriously Out of Control. The Move Template, along with a d6 is used to determine where the fighter ends up moving to. The fighter must move to this hex, possible putting the fighter and its pilot in danger as it spins out of control.

Step 1 – Determine Random Start Hex

Using the Move Template with the fighter beginning at 0F as per normal, roll a d6 and count that many hexes along the "F" column.

Step 2 – Determine Facing

Next roll the d6 a second time to determine a facing in the random hex, using the random hex diagram.

Step 3 – Count Velocity

Using the fighter's current Velocity, count forward that many hexes. If the edge of the Move Template is reached, counting ends there. This final location is the fighter's target hex.

Step 4 – Final Facing

Finally, roll the d6 one last time to determine the final Facing, using the random hex diagram.

Step 5 – Move the Fighter

The fighter now moves on the board from its starting location (0F) to the target as if it were a standard movement to that hex.

If the Thrust value of the destination is less than the ship's current Thrust attribute it moves normally. Otherwise, it follows all the rules for Lighting the Candles. If the cost of the maneuver is more than twice the Thrust attribute of the fighter, it still makes it to the destination, but it automatically takes Thrust damage and then continues with resolving the rules for Lighting the Candles.

If the cost of the Maneuver is less than or equal to the Safe Operating Thrust, the pilot may make an immediate roll to attempt to regain control.

Otherwise, if the cost of the Maneuver is greater than the Safe Operating Thrust, the pilot makes a Dancing with the Black test based on the Difficulty of the maneuver, suffering all the consequences of failure. If the pilot succeeds on this roll, they automatically regain control of the fighter.

Landing in 0F

All facings in 0F have a hex value of 0. If the fighter ends up in 0F, the maneuver cost will only be the difference between the fighter's previous velocity and its new velocity.

Stacking

If the random movement would place the out-of-control model in the same hex as another model, move it one hex forward based on the vector of its final hex facing.

Off the Board

If the forced movement would play the fighter outside of the playing area, it is removed from the scenario. The pilot is assumed to recover but not in time to return to combat.

SOC Example 1

Pilot Marcos lost control of his fighter last turn and failed to recover, so he begins this turn Seriously Out of Control. First rolling a d6 [3] he counts forward 3 hexes from 0F to 3F.

SOC Example 2

Continuing from Example 1 above, the d6 is rolled a second time with a result of 2, indicating Facing B.

SOC Example 3

Marcos' fighter has a velocity of 6. Counting forward six hexes from 03FB, takes him to 8S5B (five hexes). Because he cannot count any further than that, the target hex is 8S5.

SOC Example 4

Rolling a final time, Marcos gets a 4, consulting the random facing diagram, the final Facing for his fighter is "D".

SOC Example 5

The target movement hex from the examples above for Marcos is 8S5D with a maneuver cost of 9. Not good news for Marcos. His fighter has a current velocity of 5 so the total cost of the maneuver will be 12.

SOC Example 6

Example with a fighter going off the board.

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COMBAT

"You've done your time in the holosims, flown around the system and gotten the feel of what these things are really capable of and how it feels right before you black out. Now its time for some target practice. Heard new squadrons are forming up, and those of you that pass this training will likely be joining them soon. Just remember, take the shots you have and not the ones you are waiting for."

Once a pilot has their fighter lined up in an attack position, the attacking fighter will make an Attack Roll, and the defending fighter will make a Defense Roll, each counting their successes and comparing the results. If the attacker has more success than the defender in their pool, they have managed to score a hit, overwhelm the opponents shields and do damage. If the defender has an equal amount or greater successes than the defender, they have managed to dodge out of the way, or at least glance the opponent's weapons off their shields.

Firing Arcs

Before declaring an attack, a target must be in a valid firing arc. All direct mounted weapons can only fire in the Direct Fire arc, turret mounted weapons also fire in a direct arc, but may choose a single facing. Missile weapons can lock onto targets in a slightly wider arc than direct fire weapons.

Valid Firing Arc Diagrams

[Diagrams Would be helpful]

Line of Sight

A fighter must also have line of sight to its target before it can fire any weapons on it. Other craft on the board, such as fighters and larger ships do not block line of sight, but large objects such as space habitats, leviathans, and asteroids can block line of sight.

Multiple Targets

All the direct fire weapons mounted on a fighter are controlled by the pilot. Weapons mounted in a turret are controlled by the gunner. The pilot and gunner may fire at the same or separate targets, but the pilot cannot fire at more than one target. No weapons may be fired by the pilot or a gunner if their fighter is out-of-control.

Valid Target Example

Erskine has a fighter with four lance beams. Even though he has two valid opponents he could fire on, he must choose which one he is targeting. He cannot split fire between both targets.

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ATTACK ROLL

"Don't worry, rook, everyone makes that mistake the first time. You aren't the first to watch those little balls of plasma zip by your target and have them explode twenty klicks in front of it. That's why we practice. Bring it back around and make another run, this time keep an eye on the optimal range indicator on your targeting grid."

Building the dice pool for the **Attack Roll** consists of calculating the range to the target to determine the fighter's effective firepower at that range, adding the pilot's Gunnery attribute, and applying any modifiers based on range, and positioning.

Base Attack Pool

The Attack Pool begins by adding the pilot or gunner's **Gunnery** attribute to the attribute fighter's **Firepower** rating for the range. Count the number of hexes, starting with the hex immediately in front of your fighter up to and including the target's hex. This is the range to the target used to determine the firepower that the fighter can bring against it.

Range bands are broken down into five categories: Close (C), Short (S), Medium (M), Long (L), and Extreme (E). Each fighter will have an effective Firepower at these ranges listed on its card.

Range in Hexes	Range Category
1-2	Close
3-4	Short
5-6	Medium
7-8	Long
9-10	Extreme

Turret Weapons

Turret weapons require a gunner. If the turret weapons are firing at the same target as the pilot, the firepower of the turret will be added to the attack pool and all results rolled at the same time. If the turret is firing at a separate target, it will be a separate Attack Roll using the gunners Gunnery attribute rather than the pilots.

Apply Situational Modifiers

These adjustments to the Base Attack Pool will set the final number of dice in the Attack Pool before rolling. If all these factors reduce the dice pool to below one dice, the shot is too difficult for the pilot/gunner and cannot be made.

Attack Vector Modifier

Compare the angle of the attacking fighter with the angle of the target and add or subtract dice from the base Attack Pool based on the results.

Multiple Target Modifier

If a gunner is firing on a separate target than the pilot fired on in the same round, subtract 2 dice from the Gunner's Attack Pool.

Other Modifiers

Some pilots may have additional qualities that can add or subtract dice from the Attack Pool. Check the pilot's qualities and any other additional circumstances that may modify the attack pool before rolling.

Base Attack Pool Example 1

Pilot Marcos, piloting a Crossbow, is 10 hexes from his target. Even with the Crossbow's longer ranged weapon, its base Firepower at Extreme range is a 0. Adding his Gunnery attribute of 4 he has a Base Attack Pool of 4d10.

Base Attack Pool Example 2

Pilot Alyss, in a Trebuchet has lined up an opponent at Close range. Using its Close Range Firepower of 16 combined with her Gunnery attribute of 3 gives her a Base Attack Pool of 19d10.

Attack Vector Example 1

Erskine has a current attack pool of 10d10. Lining up a shot and trailing his opponent, Erskine adds 2 dice to the Attack Pool bringing it up to a total of 12d10.

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Making the Attack Roll

With the base Attack Pool adjusted for all situational modifiers, the pool is rolled to determine how many successes are generated. The successes generated on the Attack Pool will be compared to the defender's successes on the Defense Pool. If more successes are generated on attack, it has successfully damaged the target.

Don't forget the 10's

When calculating successes, do not forget that rolling a ten on the dice gives the potential of rolling another success!

Attack Pool Resolution Example 1

Erskine has an Attack Pool of 7d10. Rolling all seven [1,3,3,5,7,8.10] against the standard TN 7 he gets 3 successes. He also rolled a ten on one of the dice, so he gets to rolls that dice again and gets a result of [7], another success. His attack roll generates a total of 4 successes that will be compared to the number of successes the opponent generates on a Defense Roll.

Attack Pool Resolution Example 2

Alyss, piloting a Trebuchet is trailing a mercenary Slingshot at Point Blank range. Her Attack Pool is the Close Firepower 16 plus her Gunnery 3 giving her a Base Attack Pool of 19d10! Her Attack Vector adds 2 more dice to the pool bringing the final Attack Pool to 21d10. Because her Attack Pool is greater than 10 dice, she consults the Dice Pool Size chart. She will only roll ten 10d10 for her Attack Roll, but the Target Number for success is now a 4 for each dice, rather than seven. She rolls [1,3,3,4,5,6,7,8,9,9] against TN 4, netting 7 successes. Impressive, but she was hoping for some tens.

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DEFENSE ROLL

The defending pilot is doing everything that they can to avoid getting hit by trying to anticipate enemy targeting, feinting, and performing rapid vector changes. Outside of that their only defense is to depend on the shield barrier and hull armoring to protect them.

Base Defense Pool

The base Defense Pool consists of dice equal to the sum of the fighter's Shield and Resilience attributes added to the pilot's Piloting attribute.

Other Modifiers

There may be other modifiers to the base dice pool based on fighter or pilot qualities. For example, fighters with the Light quality are small, difficult targets and get a bonus dice added to their Defense Pool.

Make the Defense Roll

Roll the Defense Pool and total all the successes. Compare the number of Defense Roll successes against the number from the incoming attack. If the number is equal to or greater than the successes generated by the Attack Roll, the fighter survived without taking damage. See Combat Results below if the Defense Roll did not mitigate all the success of the Attack Roll.

Defense Roll Example

Marcos is being targeted by an enemy Banshee and gathers his Defense Pool. He is currently piloting a Slingshot with the attributes Shield 3and Resilience 2. Adding his Piloting 4, the total Base Defense Pool is 9d10. The Slingshot also has the Light fighter quality, adding one more die to the Defense Pool, bringing the total to 10d10. Rolling the Defense Pool [3,4,4,5,6,6,7,8,8,10] he scores four successes. Because it is a Defense Roll, the 10 does not re-roll as it would with an Attack Roll.

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COMBAT RESULTS

Once the results of the Attack Roll and Defense Roll are known, the results of each are compared by subtracting the number of successes generated by that Defense Roll from the number of successes from the Attack Roll. If there are any successes remaining on the Attack Roll, then the attack was successful and has damaged or possibly destroyed the target.

Compare the remaining successes from the attack on the Consult the Combat Results Chart below to determine the effect of the hit.

Combat Results Chart

Result	Effect
1	1 roll on Column 1 of the Fighter Hit Chart.
2	1 roll on Column 2 of the Fighter Hit Chart.
3	1 roll on Column 3 of the Fighter Hit Chart.
4	1 roll on Column 3 and 1 roll on Column 2 of the Fighter Hit Chart. Good luck, pilot.
5+	Target destroyed.

Unless the fighter was destroyed, one or more rolls may be required on the Fighter Hit Chart with the exact amount and column to use listed in the Combat Results Chart.

Fighter Hit Chart

Roll (d10)	Column 1	Column 2	Column 3
1	Hard Evade	Hard Evade	Structural Hit
2	Hard Evade	Structural Hit	Structural Hit
3	Structural Hit	Structural Hit	Structural Hit
4	Structural Hit	Structural Hit	Control System Damage
5	Structural Hit	Control System Damage	Inertial Compensators Hit
6	Control System Damage	Inertial Compensators Hit	Shield Generators Hit
7	Inertial Compensators Hit	Shield Generators Hit	Crew Hit
8	Shield Generators Hit	Crew Hit	Critical System Damage
9	Crew Hit	Critical System Damage	Fighter Explodes
10	Critical System Damage	Fighter Explodes	Fighter Explodes

Combat Results Example 1

Erskine rolled four successes on his Defense roll against an attack with five successes. Consulting the Combat Results Chart this indicates one roll on “Column 1” of the Fighter Hit Chart.

Combat Results Example 2

Erskine rolls a single d10 and compares the result to “Column 1” on the Fighter Hit Chart. Rolling [2] he sees the result of Hard Evade. The attacker picks the target hex for the evasion and Erskine must make a Piloting Roll to remain in control of his fighter.

Combat Results Example 3

Pilot Marcos has had bad luck and been hit with a 4-success attack! He must roll once on Column 2 and once on Column 3 to determine the results of the attack. He rolls [5] for the first roll on Column 2, Control System Damage. He then rolls [7] for the second roll on Column 3, Crew Hit. It could have been worse, at least he and the fighter are still intact.

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Fighter Hit Chart Results

Hard Evade

The defender is forced to perform a hard maneuver and moves 1 hex to the left of right (attacker's choice). The defender cannot be forced into an occupied hex. The defender must succeed at a Piloting Roll or be Out of Control. Whether the loss of control roll succeeds or not, If the defender was flying in a formation, the formation is automatically broken.

Structural Hit

Weapon fire mangles the hull and structural integrity of the fighter, mark one damage to the fighter's Resilience. See Damage for more information on the effects of Resilience damage.

Control System Damage

Warning lights. Warning lights, everywhere. Internal components short out and mark one damage to the fighter's Controls. See Damage for more information on the effects of Controls damage.

Inertial Compensators Hit

Critical damage to the inertial compensators that protect the pilot and craft from extreme G-force have been damaged. Mark one damage to the fighter's Agility. See Damage for more information on the effects of Agility damage.

Shield Generators Hit

The field integrity of the shields begins to fail as they are overloaded. Mark one damage to the fighter's Shields. See Damage for more information on the effects of Agility damage.

Crew Hit

Every crew member aboard the fighter takes one Hit.

Critical System Damage

A cascading set of system failures has left the fighter unable to continue fighting. Weapon systems are offline.

Fighter Explodes

The reactor goes critical, and the crew barely have time to reach for the eject handle. Roll a d10 for each crew member, adding their Morale rating to the result. A result of a 6 or less means the crew member did not make it out.

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DAMAGE RESULTS

"Last piece of advice, rook. When it all starts falling apart around you, you got two choices, stick with the fighter, and hope it holds together, or pull that ejection handle and hope someone doesn't get bored and play target practice with your pod. As far as choices go, they are both dreck, but I always chose to stick with the hardware. She always got me home in one piece. More or less."

Fighter Component Damage

Considering what they are up against, fighters are relatively durable. Any hit they survive though is likely to seriously degrade their performance. The Fighter Card has two damage markers each for its primary components: Thrust, Agility, Control, Resilience, and Shields. The first box indicates that the related system has been damaged, and the second box means that component has been destroyed or disabled. Details for damage to each component are outlined below.

Thruster Damaged [Image of 1 box checked off]

The primary drive system and reactor have been damaged. The fighter's thrust is reduced by one half, rounding down. This number becomes the new maximum Thrust rating available to the fighter for paying maneuver costs.

Thruster Destroyed [Image of 2 boxes checked off]

The drives have been destroyed. The fighter's Thrust is reduced to Zero and it is drifting at its current Velocity. See Drift in Movement for more information on drifting.

Agility Damaged [Image of 1 box checked off]

The inertial compensators that allow the fighter to handle extreme maneuvers have been damaged and are no longer as effecting. The rating is reduced to one half its normal value, rounding down.

Agility Destroyed [Image of 2 boxes checked off]

All compensators are offline, and the fighter's structural integrity is compromised. The fighter has an effective Agility rating of 0.

Resilience Damaged [Image of 1 box checked off]

Hull and armor damage. The fighter has its Resilience reduced to one half its normal value.

Resilience Destroyed [Image of 2 boxes checked off]

The fighter's structure has been severely compromised. The fighter is coming apart and has an effective Resilience of 0. Another hit to Resilience will destroy the fighter.

Control Damaged [Image of 1 box checked off]

With the fighter's electronic components are damaged with numerous shorts and failures. The fighter's intership communications is damaged, so the pilot cannot communicate with other pilots. Any formations with this ship are broken. In team play, the pilot cannot communicate with teammates or taunt the enemy. If a player is flying more than one fighter in a battle and receives this damage result, they are not allowed to talk to themself.

Additionally, the value of Controls is at one half, rounding down. This can reduce Controls to zero.

Control Destroyed [Image of 2 boxes checked off]

Controls rating is reduced to zero. Fighter controls are no longer responding, and the fighter is drifting, unable to maneuver, fire weapons, or communicate. See Drift in Movement for more information on drifting.

Damage Results Example 1

Continuing pilot Marcos' attack on a Tigershark from the Combat section, the Inertial Compensator Hit caused the Tigershark to mark one damage to its Agility. This reduces the fighters Agility for any future movement by one half. Had the Tigershark already had one damage marked for Agility, its inertial compensation systems would have instead been destroyed.

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Shields Damaged [Image of 1 box checked off]

Shield generators have been overloads and no longer operating at full efficiency. The fighter's Shield rating is reduced by one half, rounding down.

Shields Destroyed [Image of 2 boxes checked off]

Shield generators are off-line, and the Shield rating is reduced to zero

Pilot/Crew Damage

Whenever a pilot or crew hit is indicated, all crew aboard the fighter mark off one hit on their Pilot Card. Every crew has three hits available to them. Each Hit has its own effect as detailed below.

First Hit [Image of 1 hit box marked off]

The pilot must make a Difficulty 1 Toughness check to remain conscious. If the pilot succeeds, they remain conscious and in control of the craft. If they fail, they will get a chance to regain consciousness during the Recovery Phase.

Second Hit [Image of 2nd hit box marked off]

With the second hit, the pilot must make a Difficulty 2 Toughness check to remain conscious. They make a normal consciousness check during the Recovery Phase.

Third Hit [Image of 3rd hit box marked off]

When a pilot or crew member takes their third hit, they are unconscious and critically wounded. They have no chance of regaining consciousness during the Recovery Phase.

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GAMEPLAY SEQUENCE

A round of game play will have every fighter and any other unit in the playing area moving and firing its weapons. Each round consists of four distinct phases: Initiative, Movement, Combat, and Recovery. Once all the sequences of the phase are completed, the game moves on to the next phase. At the completion of the Recovery Phase, the round is complete, and a new round begins.

1. Initiative
 1.1. Determine Initiative Order for the round.
2. Movement
 2.1. Move ALL fighters that begin the round with the status of Drifting or Out of Control.
 2.2. Move active fighter models using the initiative sequence.
3. Combat
 3.1. Resolve all Active Missiles.*
 3.2. Fire fighter primary weapons.
 3.3. Launch missiles.*
4. Recovery
 4.1. Make consciousness checks for any unconscious pilot.
 4.2. Make loss of control recovery attempts.

* The missile actions are included here for completeness, but missiles and hard point ordnance are not used in the Basic Rules. These will be detailed in the Advanced Rules section Missile Combat and Ordnance.

Initiative Phase

Each player will roll a single d10 and add the Rank attribute value of the highest-ranking value pilot in their control that can still communicate with the rest of the fighters under their control. The player with the highest value wins the Initiative for the round. In case of a tie, reroll another d10, the highest roll wins.

Initiative with More than Two Players

Each player at the table, whether they on the same side or not will roll their own initiative and use the highest-ranking value of any pilot under their control, as with the standard initiative procedure above. However, when there are more than two players, an Initiative Sequence will need to be worked out from highest to lowest.

Winning Initiative

The player who wins the initiative has a choice: Moving first in the Movement Phase and firing first in the Combat Phase or moving last in the Movement Phase and firing last in the Combat Phase. When the initiative winner moves first, the lowest initiative will move last, and always gets the last movement. When choosing to move last, the player lowest initiative moves first and the winner always gets the last movement.

Initiative Example 1

Margie and Nick have setup a game of Interceptor and are ready to start. Each have a Veteran Pilot with a Rank 3 attribute and rolls a d10. Margie rolls [6] for a total of [9]. Nick rolls [4] for a total of [7]. Because Margie has a higher number, she wins initiative for the round and decides to move last. Nick must move a fighter first but will get to fire first in the Combat Phase.

Initiative Example 2

In a different game, Eric, Melissa, Mark, and Steve are all going to play a game. They make teams, each controlling their own fighter wing. Eric and Melissa are playing the Terran Commonwealth, Mark and Steve are playing the Callistonian Empire. Even though they have teams, each player will roll Initiative separately. After rolling the results are Eric [11], Melissa [5], Mark [7], and Steve [5]. Melissa and Steve are both tied with the third position. Melissa rolls [6] and Steve rolls [1], putting Melissa third in the move order and Steve last. Eric, as the winner of the initiative roll decides to move first, hoping that Melissa will be able to use her fighters to cover his. The turn order for movement will be Eric, Mark, Melissa, and Steve.

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Movement Phase

At the beginning of the Movement Phase, all drifting and out of control models are moved. Initiative sequence does not matter, but it is easiest to have one player at a time move all of their out-of-control models at once.

Once out of control movement is resolved, every player will move their fighters, one at a time, in in the initiative sequence. Once all players have moved a single fighter, start the sequence again. Once every fighter model on the board has moved, the Movement Phase is complete, move on to the Combat Phase.

Uneven Sides

It is highly likely that one player will have more models to move than another. In this case, movement goes through the normal sequence, but the player who moves last as determined by initiative always gets to move the last fighter. Once one player is out of models to move, the sequence continues with other player(s) moving until all models have moved. If the player who moves last only has one fighter to move while other players still have many, that player may wait until all movement is complete before moving their last fighter.

Combat Phase

Once all movement is complete, the active missiles are resolved, primary weapons are resolved, and any surviving fighters may launch missiles. The Basic Rules do not cover missiles and other ordnance, they are covered in more detail in the Advanced Rules, they are mentioned here for understanding of where they fit into the Combat Phase.

Active Missile Resolution

All active missiles will be resolved. Fighters that survive missile resolution can fire their weapons.

Primary Weapon Resolution

Fighter combat is resolved one at a time, using the initiative order. Using the same initiative order from movement, the player that moved first now gets to fire first. Once all the results have been resolved, the next player in the initiative order gets to attack with one of their fighters, alternating and repeating through the initiative order until all combat actions have been resolved.

Launch Missiles

Once all primary weapon combat is resolved, any surviving fighters may launch missiles at valid targets.

Initiative Example 3

Margie and Nick are playing a game of Interceptor and after rolling Initiative, Margie wins and decides that she will move last. Since there are no out of control fighters, Nick chooses one of his fighters, picks a target hex and moves it. Once Nick has completed all movement tasks for that fighter, including results of rolls for Lighting the Candles or Dancing with the Black, Margie can then move one of her fighters. They alternate movement until all their fighters have moved.

Initiative Example 4

Later in their game, Nick has three fighters left and Margie has four left. Nick wins initiative and decides to move last. He gets to move the last fighter model. After Nick moves his second model, Margie must move the rest of hers before he moves his final one, ending the movement phase.

Initiative Example 5

Mark won initiative, deciding to move first and fire first. He has two fighters with valid targets. One is trailing Melissa's Trebuchet lined up against his teammate's fighters and the other is threatened by one of Eric's fighters. He decides to take the shot on Melissa's Trebuchet first and hope the other fighter survives when Eric attacks it. If he destroys or disables the Trebuchet before Melissa's action, he can save his teammate Steve's ship, which will surely fall under the withering fire of a Trebuchet.

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Recovery Phase

During Recovery, any pilot that lost consciousness during the current or previous rounds may try to recover. Pilots of out-of-control fighters may also try to regain control of their craft.

Regain Consciousness

Make a Toughness roll for each unconscious pilot or crew member with a Difficulty equal to their current amount of Hits. On a success that pilot or crew member immediately regains consciousness. Any pilot or crew with three Hits may not regain consciousness.

Recover Control

If a fighter was only Drifting and its pilot regained consciousness during the Recovery Phase, they automatically regain control of their craft. No roll is necessary.

For a fighter that is Seriously Out of Control (see Seriously Out of Control), the pilot makes a Piloting Roll at Difficulty 1 to attempt to regain control.

Completing the Round

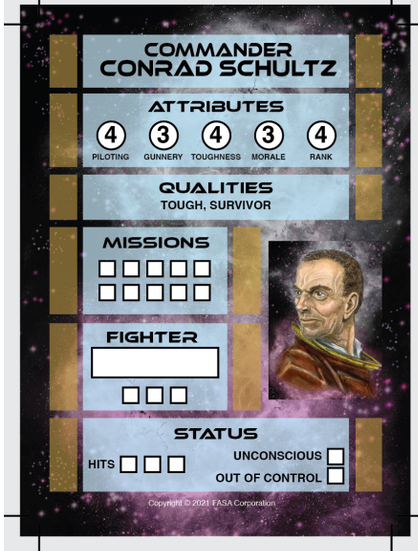
Once all checks have been made, the round is complete and the next round begins, starting with Initiative. Rounds continue until one side is eliminated or surrender, or until the preset round limit for the scenario has been reached.

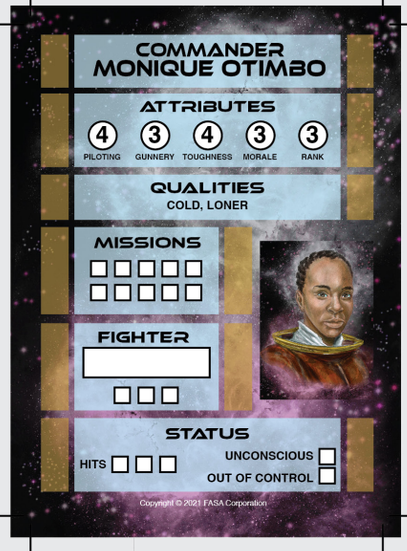


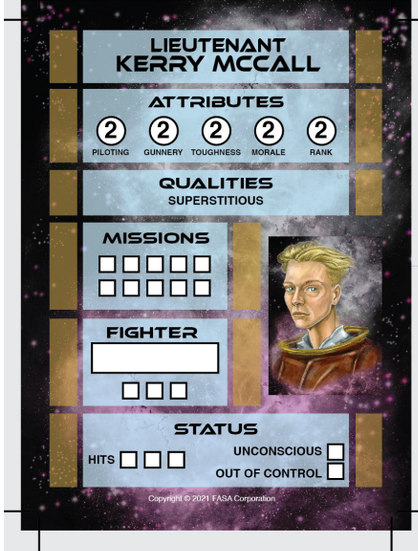
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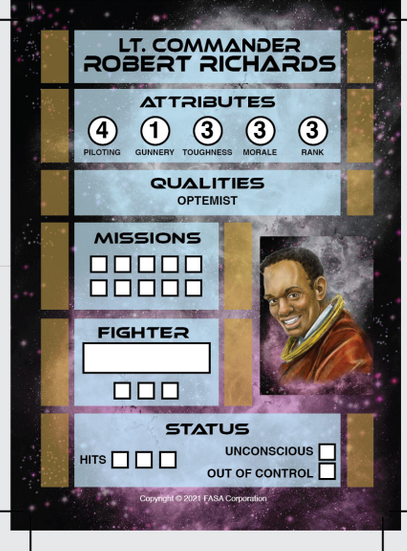
Kickstarter Preview

Prototype Cards
Designs may differ from final.

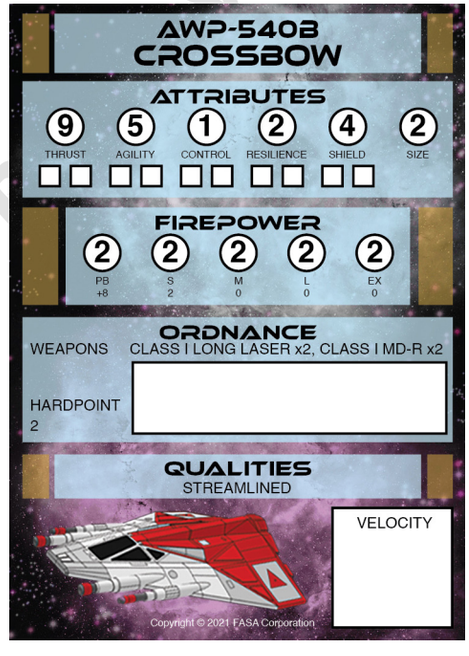






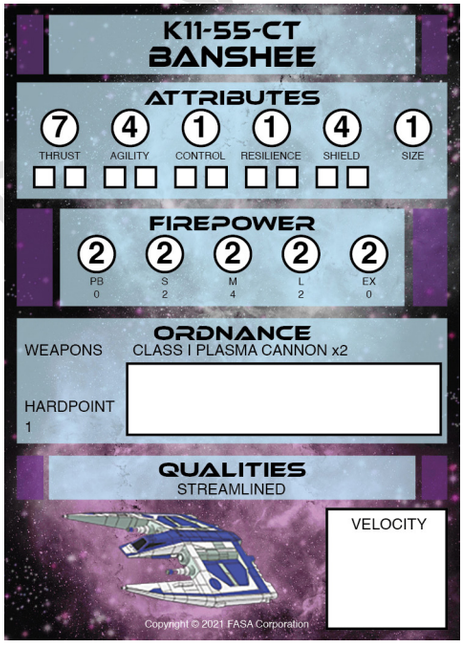




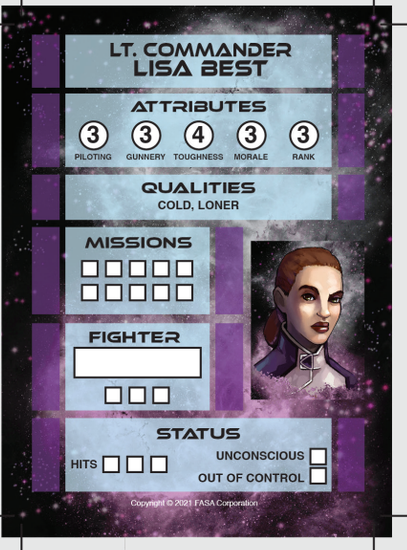


Prototype Cards
Designs may differ from final.

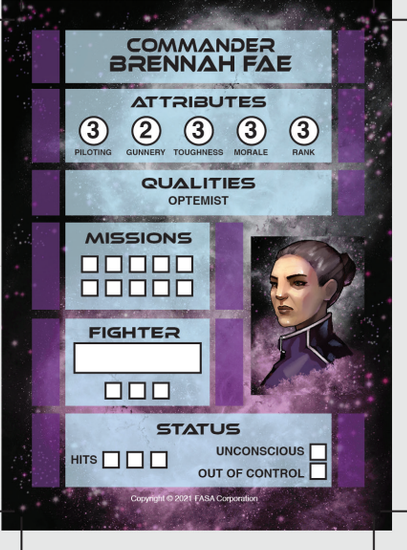


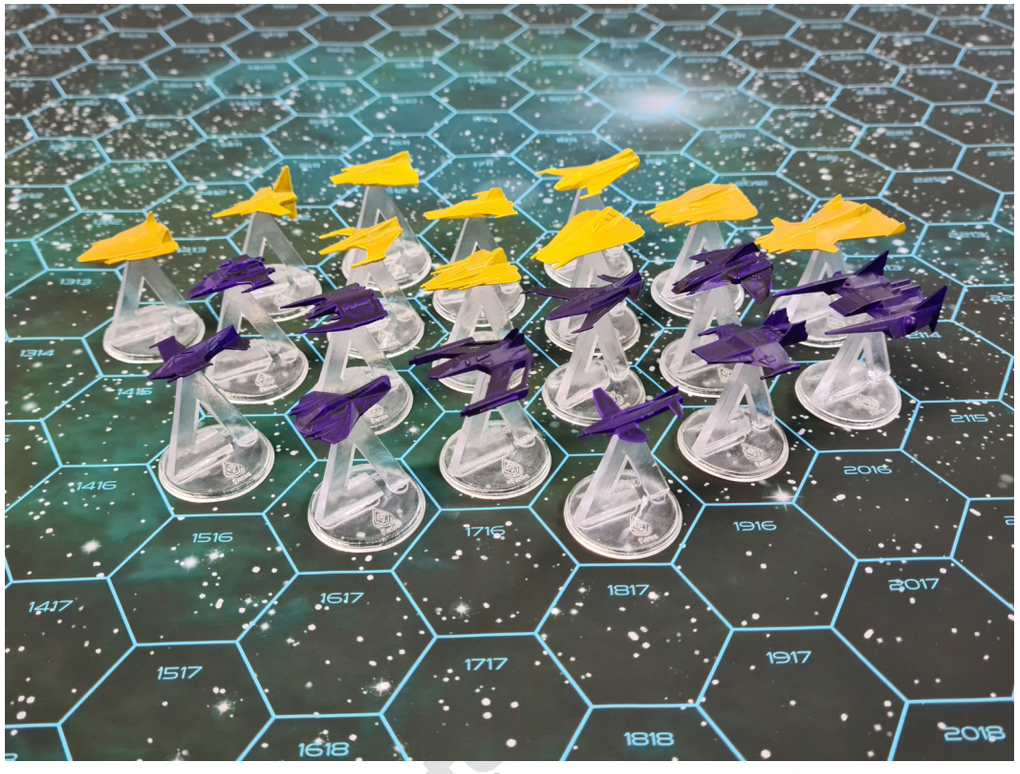












Prototype Fighter Models



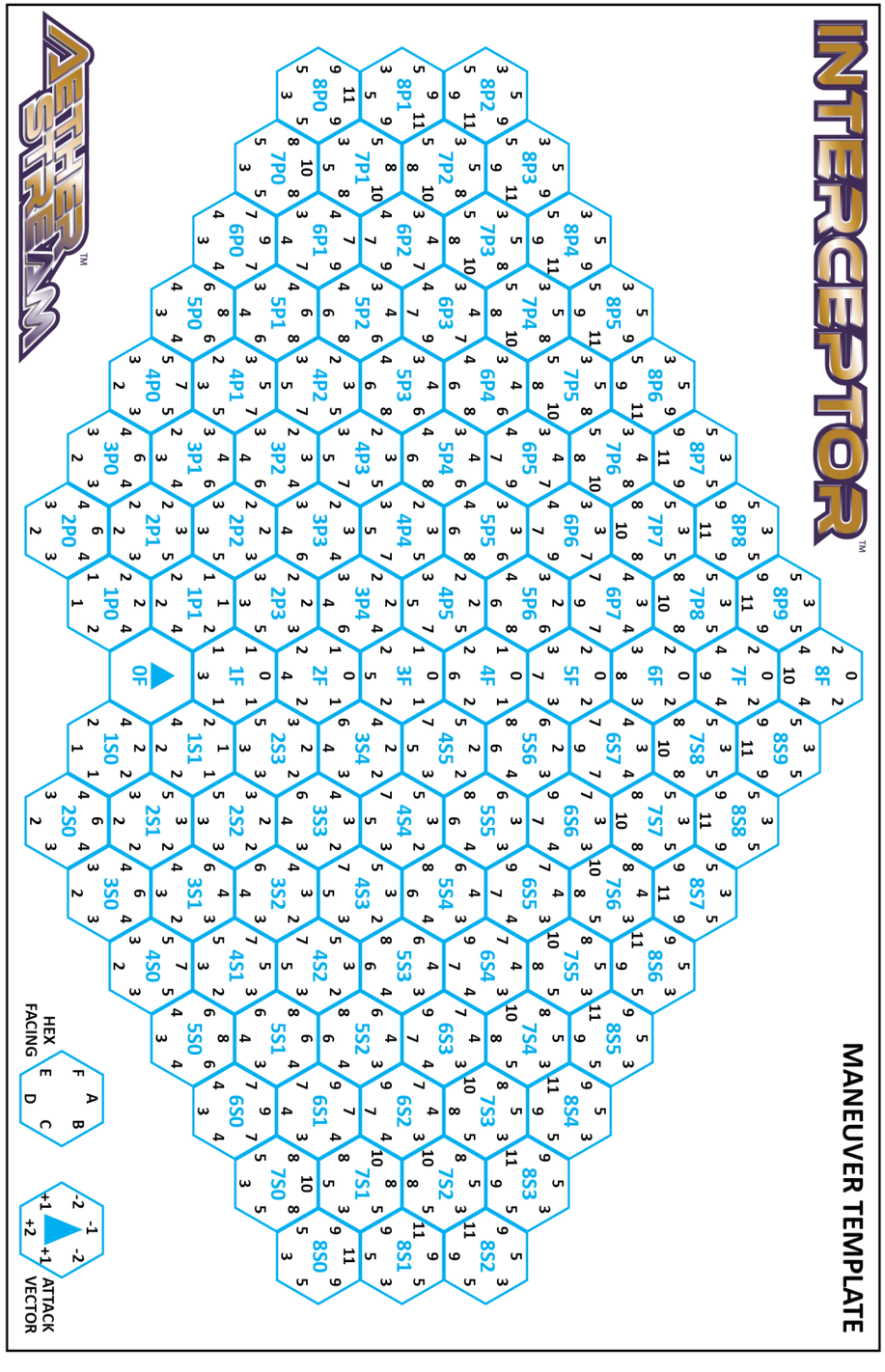
Prototype Game Elements
Not Final Manufactured Product
or Manufacturer Prototypes

Kickstarter

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Prototype Maneuver Template



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