

Orion's Gate v0.18

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Before we begin...

Setup: The game is played on a flat 4'x4' surface. The players roll-off, and the winner chooses on what side to deploy and has to start first. Then the players alternate in placing one ship each within 12" of their table edge.

Objective: The game ends when one player has destroyed all enemy ships, and he is the winner.

Playing the Game

The game is played in rounds, with each round consisting of several turns and phases in which the various fighters/bombers, ships and torpedoes are activated. Before each round the player roll-off to see who goes first during each turn, and once all turns have been completed this process starts over again.

Round Structure

Each round is made of four turns, where each turn may have one or more phases:

1. Craft Turn
 - a. Movement Phase
 - b. Shooting Phase (Fighters)
 - c. Shooting Phase (Bombers)
2. Ships Turn
 - a. Movement Phase
 - b. Shooting Phase
 - c. Special Components Phase
 - d. Drift Phase
3. Cleanup Turn

Craft

Movement Phase: Craft may move and turn by up to 12" in any direction, lowering their fuel value by 1 (even if not moving). They may also move an additional 6" by lowering their fuel value by 1, and they may do this multiple times. Craft ignore enemy ships and other Craft when moving.

Shooting Phase (Fighters): Fighters within 6" of enemy Craft may attack them.

If the Fighter is attacking a Bomber, then the target is automatically destroyed; However if an enemy Fighter within 2" of the Bomber is in range, then you must target the Fighter instead.

If the Fighter is attacking another Fighter, the target must choose to either Return Fire or Dodge.

Returns Fire: Both Fighters roll a die, and whichever rolls lower is destroyed (on a tie nothing happens).

Dodges: The target must choose how many fuel points he wants to spend to dodge, and he gets one die for each fuel point spent. The attacker rolls one die and the target rolls his dice, picking the highest result. If the attacker beats the targets score, then the target is destroyed.

A Fighter that has Returned Fire or Dodged may not attack enemy Fighters/Bombers this round.

Shooting Phase (Bombers): Bombers within 6" of enemy Ships may attack them. Roll 2 dice when shooting at Frigates, 3 dice when shooting at Cruisers and 4 dice when shooting at Capitol Ships, removing all but the highest die roll. The target Ship then rolls a die, and compare the dice. If the bombers' score that beat the ships score, the closest ship component takes one point of damage.

Ships

Movement Phase: Ships may turn by up to 45° and then move forward 6" once for each energy point that they have. After moving the Ship receives a drift value equal to as many moves it did this turn.

If a ship has no engines it may either do a single turn by up to 45° or a single move forward by 3".

Ships may also use their move to ram other Ships by getting in contact with them. Both Ships roll a die, and whichever rolls lower loses one Hull Point. Both ships add one point to their drift value, and the ramming Ship may not move further this turn.

If a Ship moves or drifts out of the table, then it is considered to have made a Hyperjump. The Ship is removed for the game for the rest of the round, and has to skip the next round. Once the Ship may enter again place it within 6" of the table edge it left from at the beginning of the round (before the Fighters/Bombers phase starts). If at any point you have no ships on the table, then all ships are destroyed.

Shooting Phase: Ships that have an arc of fire on enemy Ships may shoot at them, and ships that are within 9" of enemy Fighters/Bombers may shoot them down.

If the Ship is attacking enemy Fighters/Bombers, roll as many dice as the Ship's firepower, and remove as many Fighters/Bombers as the highest result.

If the Ship is attacking an enemy Ship, you must draw a line from the closest point of one ship to the closest point of the other ship, and from the furthest point of one ship to the furthest point of the other ship. This creates a space in-between the lines, the arc of fire. Note that if there are several ships within the arc of fire you must target the closest enemy Ship. If there are any friendly ships in the arc of fire, they are treated like Obscuring Terrain.

The attacking ship rolls as many dice as its firepower, and the defending ship rolls the same amount of dice. Compare the dice highest to highest, and for each of the attackers' scores that beat the defenders scores, the closest ship component takes one point of damage (if unclear the defender chooses).

Special Components Phase: During this phase you may use any special components that your Ships have. See to the components description to know how it is used.

Drift Phase: Every Ship that has a drift value moves directly forward by 2" for each drift point, and all drift points are removed. Note that ships that have been rammed make their drift move in the opposite direction of where they were rammed from instead of moving directly forward.

Cleanup

Components that have taken as many damage points as their toughness value are destroyed, and if any damage points are left they carry over to the next component in line. If a component has taken damage, but not enough to destroy it, then the Ship loses one Hull Point and you may remove the damage from the Component. If it loses all of its Hull points then the entire Ship is destroyed. If any damage points carry over to the Bridge, then the entire Ship is destroyed. Once a component has been destroyed remove it from the ship and place a piece of Minor Terrain in base contact with the Ship (keep the Component with this piece of Minor Terrain). If the Ship has been destroyed do this for every component.

Terrain

Some players may wish to use terrain, such as planets, asteroids, and nebulas. Terrain is Obscuring, Minor, or Major, and players must roll-off and alternate in placing one piece of terrain each on the table at least 12" away from any table.

Obscuring Terrain (Debris, Nebulas, etc.): If one or more pieces of obscuring terrain are within the arc of fire of a Ship when it is attacking, then the target Ship may roll as many additional defense dice as pieces of terrain. If it is not clear whether or not a piece of obscuring terrain is within the arc of fire the players roll-off and the winner decides.

Minor Terrain (Asteroids, Satellites, etc.): Each piece of minor terrain has D3 toughness, and works like obscuring terrain, however it may be targeted by Bombers and Ships as if it was a Ship.

Major Terrain (Planets, Stars, etc.): Major terrain may not be moved through or damaged. If a ship moves into contact with major terrain it immediately loses D3+1 Hull Points. If a piece of major terrain is covering at least half of the target from the perspective of an attacking Ship, then it is treated like a piece of obscuring terrain.

Building your Fleet

Each player may take up to 16, 24 or 32 credits worth of ships and components (you decide).

The Bridge

The bridge is the base on which all components are attached. Each bridge comes with a different amount of slots and hull points. Slots are used to hold the various ship components, and hull points represent the ships resilience to damage. Here is a list of all bridges available, their slots and their hull points:

Name	Slots (per side)	Hull Points
Frigate	2	2
Cruiser	4	4
Capital	6	6

Ship Components

Components come in different sizes and with different orientations on the bridge, either being horizontal (H) or vertical (V).

Here is a list of all component sizes available, the amount of slots they occupy, their toughness value and how much they cost:

Size	Slots	Toughness	Credits
Small	1	1	1
Medium	2	2	2
Large	3	3	3

Small Components can have Components with any Orientation adjacent to them.

Medium Components can only have Components with the same Orientation on one side of them.

Large Components cannot have Components with the same Orientation adjacent to them.

Ship Components

Common – Deflector (H)

Size	Info
Small	1" Obscuring Terrain.
Medium	2" Obscuring Terrain.
Large	3" Obscuring Terrain.

Notes: As long as this Ship did not move or shoot you may place a piece of Obscuring terrain within 1" of it. Note that each Ionic Deflector component may only deploy one piece of Obscuring terrain at a time.

Common – Array (V)

Size	Info
Small	When shooting at craft you may remove 1 extra model.
Medium	When shooting at craft you may remove 2 extra models.
Large	When shooting at craft you may remove 3 extra models.

Notes: n/e

Common – Engine (H)

Size	Info
Small	1 Energy Point.
Medium	2 Energy Points.
Large	3 Energy Points.

Notes: n/e

Common – Cannon (V)

Size	Info
Small	Firepower 1.
Medium	Firepower 2.
Large	Firepower 3.

Notes: n/e

Common – Hangar (H)

Size	Info
Small	1 Fighter or Bomber Craft.
Medium	2 Fighters or Bombers Crafts.
Large	3 Fighters or Bombers Crafts.

Notes: Crafts start the game docked to their Ship and may un-dock by making a move away from the Hangar (receive 6 fuel points). If a Craft runs out of fuel it is immediately destroyed.

Crafts may dock with any friendly Ship that has a Hangar, and if a Craft is within a Hangar when it is destroyed, then the Craft is destroyed too.

Common – Sensor (V)

Size	Info
Small	Roll +1 die when attacking and remove the lowest result.
Medium	Roll +2 dice when attacking and remove the two lowest results.
Large	Roll +3 dice when attacking and remove the three lowest results.

Notes: n/e

Common – Infection (H)

Size	Info
Small	Roll +1 die when Ramming and remove the lowest result.
Medium	Roll +2 dice when Ramming and remove the lowest result.
Large	Roll +3 dice when Ramming and remove the lowest result.

Notes: n/e

Special – Minelayer (V)

Size	Info
Small	Mine deals 1 Damage.
Medium	Mine deals 2 Damage.
Large	Mine deals 3 Damage.

Notes: Mines are launched by simply placing them anywhere in base contact with your ship. Mines never move, and if any Ship (friend or foe) is within 3" of the Mine, then the mine is removed and the closest ship component takes damage (see table). Note that each Mine component may only deploy one Mine at a time.

Common – Inhibitor (H)

Size	Info
Small	All ships within 6" halve their movement distance.
Medium	All ships within 12" halve their movement distance.
Large	All ships within 18" halve their movement distance.

Notes: n/e

Special – Point Defense (V)

Size	Info
Small	Remove one Torpedo or Mine within 6" of this Ship.
Medium	Remove one Torpedo or Mine within 9" of this Ship.
Large	Remove one Torpedo or Mine within 12" of this Ship.

Notes: n/e

Common – Shield (H)

Size	Info
Small	Roll +1 die when defending.
Medium	Roll +2 dice when defending.
Large	Roll +3 dice when defending.

Notes: n/e

Special – Torpedo (V)

Size	Info
Small	1" Trigger Range.
Medium	2" Trigger Range.
Large	3" Trigger Range.

Notes: Torpedoes are fired by simply placing them anywhere in base contact with your ship facing in whichever direction you want. Torpedoes move 12" directly forward after the drift phase but before the cleanup phase. If any Ship (friend or foe) is within the Torpedoes trigger range, then the closest ship component takes three points of damage (torpedo is removed from play). Note that each Torpedo component may only deploy one torpedo at a time.

Common – Warp Drive (H)

Size	Info
Small	12" Warp Range.
Medium	24" Warp Range.
Large	36" Warp Range.

Notes: Instead of Moving, this model can be placed anywhere within the ship's Warp Range, passing through terrain and other ships. Ships that warp may not shoot on the same round.

Advanced Ship Components

Common – Cargo Hold (None)

Size	Info
Small	Holds up to 6 minerals.
Medium	Holds up to 12 minerals.
Large	Holds up to 18 minerals.

Notes: Whenever a mining rig docks with this ship, transfer any minerals it had to the ship. If this component is destroyed, place one additional piece of obscuring terrain for every 6 pieces of minerals that it was holding.

Common – Cloning Tank (H)

Size	Info
Small	Restore 1 hull point.
Medium	Restore 2 hull points.
Large	Restore 3 hull points.

Notes: Whenever this Ship should be destroyed, remove this ship component instead (and all components required to reach it), and restore a number of the ship's hull points.

Common – Emergency Booster (H)

Size	Info
Small	One use per game.
Medium	Two uses per game.
Large	Three uses per game.

Notes: This ship may spend 1 energy point to turn or move, even on an enemy turn. If this component is destroyed any adjacent component takes 1 damage.

Common – Stealth Generator (H)

Size	Info
Small	Roll +2 die when defending, roll -1 die when attacking.
Medium	Roll +3 dice when defending, roll -1 dice when attacking.
Large	Roll +4 dice when defending, roll -1 dice when attacking.

Notes: You may declare to stealth/reveal this ship instead of shooting. This ship receives a defense bonus whilst in stealth mode, however it also has an attack penalty whilst in stealth mode.

Common – Cryosleep Colony (V)

Size	Info
Small	Toughness +1.
Medium	Toughness +2.
Large	Toughness +3.

Notes: Once per game, instead of shooting, you may replace one piece of minor terrain within 12" with an asteroid station (with any 3 small components of your choice). The asteroid station has the same toughness as the piece of terrain plus a bonus. Asteroid stations move exactly like ships but may turn as many times as you want, having an energy value of 1, and you may set their drift value to any number from 1 to 6 at the end of their turn. Asteroid stations have a cannon with firepower equal to their toughness, and roll as many extra dice to defending as their toughness value. Asteroid stations that have not moved or shot may increase their toughness value by 1, up to a maximum of 6. Any time the asteroid station takes a damage token reduce its toughness die by 1 (do not destroy components), and once it reaches 0 the station is destroyed (place 3 pieces of minor terrain in base contact).

Common – Railgun (V)

Size	Info
Small	Firepower 1.
Medium	Firepower 2.
Large	Firepower 3.

Notes: If two or more enemy ships are behind each other within your arc of fire, then the railgun might be powerful enough to hit all of them. If one or more firepower dice damage the closest ship, you may then roll those dice against the next ship in line. Repeat this process until the shot fails to damage a ship, or there are no more ships in line. Note that ships may never take more than 3 damage at a single time from railgun shots.

Common – Secondary Core (V)

Size	Info
Small	Firepower +1, Energy Points +1.
Medium	Firepower +2, Energy Points +2.
Large	Firepower +3, Energy Points +3.

Notes: If this component is destroyed, then the entire Ship is destroyed.

Common – Tractor Beam (V)

Size	Info
Small	Tractor Power 1.
Medium	Tractor Power 2.
Large	Tractor Power 3.

Notes: Instead of shooting you may roll as many dice as tractor power, and for each roll of 6 you may make the target ship move or turn once. If there are pieces of obscuring terrain in your arc of fire, add one die to your roll for each, and then discard as many of the highest results as pieces of obscuring terrain. Tractor beams may be used to target craft, but this does not reduce their fuel value. Note that tractor beams may not target pieces of terrain.

Special – Scaffold Manipulator (H)

Size	Info
Small	May reduce construction value by up to 2 per round.
Medium	May reduce construction value by up to 3 per round.
Large	May reduce construction value by up to 4 per round.

Notes: Instead of using other components you may elect to build a new ship by placing a new ship model within 3" and paying its initial cost in minerals, or by working on an existing ship in construction within 3". When working on an existing ship you may spend one or more minerals to reduce the ships construction value. Once the ship has reached a construction value of 0 it is fully built and may be activated freely. When building new ships use the following table:

Ship	Construction	Initial Cost
Frigate	6	2
Cruiser	12	3
Capitol	18	4

Special – Shipyard (H)

Size	Info
Small	May build 1 craft per round.
Medium	May build 2 craft per round.
Large	May build 3 craft per round.

Notes: If this ship does not shoot or use other special components, you may spend 1 mineral it has stored to add one craft of any kind to its hangar (as long as it has at least one free space), or to place one craft of any kind with 1 fuel within 2" of the ship.

Special – Salvage Bay (V)

Size	Info
Small	Can attach Small Components.
Medium	Can attach Medium Components.
Large	Can attach Large Components.

Notes: If the ship is in contact with a destroyed component, you may choose to attach it to the ship. Note that you may only attach components that fit, and you may not use any other special components on the same round.

Special – Tsunami Cannon (V)

Size	Info
Small	Threshold -1. May not Fire.
Medium	Threshold -2. May not fire.
Large	Threshold 6. May fire.

Notes: A ship that has not fired or used any other component may charge its cannon by 1 point. If the charge value has reached its threshold value you must immediately fire the cannon. Draw a straight line in front of the ship, and any ships that the line touches takes 3D6 automatic hits. If this component is destroyed the ship takes as much additional damage as its charge value when it was destroyed. Note that small and medium components only lower the threshold value of the tsunami cannon, and you must have at least one large cannon to shoot.

New Crafts

Mining Rigs and Breaching Pods may be added to a Hangar component at the start of the game, just like you add Fighters and Bombers, and they move and dock the same way.

Mining Rigs: This craft cannot attack, and counts as a bomber when attacked. Whenever this craft moves within 3" of a piece of minor terrain, you may increase its mineral value by 1, up to a maximum value of 6. Note that you should discuss with your opponent which pieces of minor terrain can be mined before the game begins.

Breaching Pod: This craft cannot dock or attack, and counts as a bomber when attacked. This craft may ram enemy ships by moving into contact with them and following the ship rules for ramming. Note that the breaching pod is immediately destroyed once it rammed a ship.

Special Fleets

Special Fleets

Ships from a specific fleet type may only use components from their own fleet type, and regular ships may not use any of the following components.

Special Fleet Ship Components

Here is a list of all component sizes available, the amount of slots they occupy, their toughness value and how much they cost:

Size	Slots	Toughness	Credits
Small	1	1	2
Medium	2	2	4
Large	3	3	6

Organic Fleets

Organic Fleets may only use Drone craft, which move and dock just like regular craft. Every component grants 1 hangar space, and every 2 components grant 1 Energy Point, regardless of their size.

Drone: Drones may act as either fighters or bombers each round (controlling player declares before round begins), and they have a maximum fuel value of 2. When returning fire you may roll two dice and pick the highest result. Drones attacking bombers do not remove them automatically, but must roll a 4+ to destroy them, and against ships they roll two dice and pick the highest result, regardless of ship type.

Common – Biocannons (Organic)

Size	Info
Large	Firepower 2, counts as small sensor.

Notes: n/e

Common – Hive (Organic)

Size	Info
Large	+4 Hangar spaces. Counts as a medium shipyard that may build craft for free.

Notes: n/e

Common – Limbs (Organic)

Size	Info
Small	Lose no hull points when ramming.

Notes: n/e

Common – Shell (Organic)

Size	Info
Medium	Roll +3 dice when defending, has -1 energy point.

Notes: n/e

Common – Spines (Organic)

Size	Info
Small	Enemy ships always lose 1 hull point when ramming this ship.

Notes: n/e

Special – Organs (Organic)

Size	Info
Medium	Remove 1 damage point from both sides of the ship

Notes: n/e

Crystal Fleets

Crystal Fleets may only use Interceptor craft, which move and dock just like regular craft. Every component grants +1 die when defending, and every 2 components grant 1 Energy Point, regardless of their size.

Interceptor: Interceptors may act as either fighters or bombers each round (controlling player declares before round begins), and they start with a fuel value of 3 when undocking. Whenever an interceptor deals damage to an enemy ship, asteroid station or craft it immediately gains 1 fuel point, up to a maximum value of 6. Interceptors always roll two dice and pick the highest result when attacking ships, regardless of their ship type.

Psychic Cyst: Psychic Cysts may not be interacted with in any way, and they always remain in contact with the ship they were attached to. If the side this craft is attached to takes any damage, then the psychic cyst is immediately destroyed.

At the start of the ship phase you may roll one die for each cyst attached to enemy ships. On a 6 you may activate the enemy ship as if it was your own, even if it had already been activated. Note that the opposing player may activate it normally after this activation.

Common – Energy Siphon (Crystal)

Size	Info
Medium	This ship gains D3 minerals when ramming enemy ships, asteroid stations or pieces of minor terrain.

Notes: n/e

Common – Focal Laser (Crystal)

Size	Info
Large	Firepower 1 against Frigates, Firepower 2 against Cruisers, Firepower 5 against Capitol Ships.

Notes: Once per game, during the special components phase, this ship may attack a large piece of terrain within its arc of fire. Roll one die, and on a 4+ the piece of terrain is destroyed, however on a 1 the ship itself is destroyed.

Common – Helix Catacombs (Crystal)

Size	Info
Large	Counts as 2 Large Hangars.

Notes: n/e

Common – Psionic Node (Crystal)

Size	Info
Small	Once per game, when ramming enemy ships, you may attack a psychic cyst to the rammed ship and destroy this component (and all components required to reach it).

Notes: n/e

Common – Rocky Bulk (Crystal)

Size	Info
Medium	Counts as a small cargo hold and a small shield.

Notes: n/e

Special – Smelter Pylon (Crystal)

Size	Info
Small	Repair 1 point of damage from any component on the same side of the ship by removing 1 mineral.

Notes: n/e

Gothic Fleets

Gothic Fleets may only use Fighters, Bombers and Breaching Pods. Every Component grants 1 Firepower, and every 2 Components grant 1 Energy Point, regardless of the size of the Components.

Common – Cathedral (Gothic)

Size	Info
Large	Counts as 2 Medium Hangars, where two crafts must be Breaching Pods.

Notes: n/e

Common – Mega Cannon (Gothic)

Size	Info
Medium	+4 Firepower, may only target enemy ships and stations within 24".

Notes: n/e

Common – Monastery (Gothic)

Size	Info
Medium	Counts as a Small Hangar that may only hold Breaching Pods, and counts as a Small Shipyard that can only create Breaching Pods for free.

Notes: n/e

Common – Plasma Cannon (Gothic)

Size	Info
Small	Firepower 2.

Notes: Roll one die whenever firing this weapon, on a 1 this ships side takes 1 point of damage.

Common – Space Junk (Gothic)

Size	Info
Large	Roll +2 dice when defending, and when ramming roll +1 die and pick the highest result

Notes: n/e

Special – Missile Cluster (Gothic)

Size	Info
Small	Counts as a Medium Torpedo.

Notes: Missile Clusters have 2 torpedoes each which move only 6" and deal 2 points of damage.