

Cosmoforce

Ship's Roster

Ship's name

Standby

Crew tokens go here when not repairing.

Universal Systems

Armor

Absorbs Size Mod +1 Damage

Dissipator

Removes 1 Heat Token at start of turn.

Engine

Propulsion system. Thrust +1.

Habitat

Adds Size Mod to Crew Complement, heals crew.

Laser

Weapon system. Shoots with 1 die. Hits force target to take 1 Heat. Take 1 heat per die at 7+.

Missile

Weapon system. Shoots with three dice. Rolling two dice at 8 depletes this weapon. If damaged before depleted, suffer 2 damage.

Special Systems

Afterburner

Propulsion system for Fighter only. Thrust +2.

Hangar

Weapon system for Capital ship only. Shoots with one die. Triple damage if target's mass is inside 15.

Railgun

Weapon system for Cruiser only. Shoots with one die or three dice if target is slower.

Ship Class

Circle one

Fighter

Size Mod 1

Cruiser

Size Mod 2

Capital Ship

Size Mod 3

Mass

(Size Mod x Filled Slots)

Speed

(3 - Size Mod) + Thrust

Crew Complement

1 + (Size Mod x Habitats)

System Slots

Turn

- Resolve Repairs
- Manage Heat
- Suffer Heat Damage (if any)
- Check for Collisions (if any)
- Take any two of the actions below

Attack

Select a weapon type. Roll to shoot as used systems dictate. Discard dice until cumulative values are inside the target ship's mass. You may not shoot with that same weapon type again until next turn.

Burn Engines

Gain Size Mod in Heat and adjust speed +1 or -1 and another +1/-1 per thrust.

Conserve Energy

Remove 1 heat per working dissipator.

Heal Crew

For each working Habitat, flip a hurt Crew Token to ready.

Ram

Target ship may try to evade. If not evaded, roll your speed +1 in dice as reciprocating damage.

Repair Systems

Assign any ready Crew tokens to repair any systems by moving them onto those systems' slot.

Required Materials

- Eight-sided dice (about a dozen)
- Coins for "Crew Tokens"
- Different coins for "Heat Tokens"

Building a Ship

1. Select your ship's class
2. Mount systems in slots
3. Calculate Mass, Speed & Crew Complement

Crew

Start with as many *ready* crew tokens as your ship's crew complement in the Standby box.

Tokens in "heads" position denote *ready* to work. When harmed, flip to the "tails," or *hurt* position. If harmed while *hurt*, *kill* by removing entirely.

Starting Heat

Start game with one heat token for each propulsion systems mounted.

Rolling Dice

Roll one or more dice. Each die that rolls 7+ is discarded. Remaining dice are "*effective*."

Cascading

Dice rolling values of 1 add an extra die to the roll. Treat extra die as if it were part of the original roll (discarding it if it's 7+). Extra dice that roll 1's also cascade.

Rolling to Shoot

Same as "rolling dice" but the sum of effective dice values can not exceed that target's mass. Discard dice until the total values fit. Remaining dice "hit" and force target to apply 1 damage each. Ships with speed less than 1.0 or Thrust of 0 are considered to have infinite mass for this roll.

Maneuvering

When ships tie for speed, lower mass is considered faster. If ties persist, break the tie by rolling: Each tied ship rolls one die + another die per point of Thrust. *Effective* dice add +0.01 to speed. Repeat until ties are broken.

Combat Rounds

Combat is divided into rounds where each ship takes a Turn. The fastest ship takes the first turn, second-fastest takes the next, etc.. After the last turn, start a new round.

Turns

At the start of each turn, do the following steps in this order: Resolve Repairs, Manage Heat, Suffer Heat Damage, Check for Collisions, Take Actions.

Resolve Repairs

Each ready crew assigned to repair a system removes one damage mark from that system. Move that crew to the Standby box or leave assigned for additional repairs.

Manage Heat

Each working dissipator removes 1 heat token from your roster.

Suffer Heat Damage

If any heat tokens remain on your roster, roll a die for each one. Each effective die forces you to harm a crew.

Check for Collisions

If your ship's total thrust is zero or speed is more than ten, roll one die plus one for each whole point of speed you have. Each effective die forces you to apply damage.

Take Actions

Take any two of the following actions:

Action: Attack

Select one type of weapon system to use and one ship as your target. You may use any number of your *working* systems of that type.

Once you use a weapon type, you can't attack with systems of that same type until your next turn.

Each weapon system has its own special rules for attacks:

Hangar: Each hangar used attacks with one die. If the target's mass is inside 15, each hitting die inflicts 3 damage instead of 1.

Laser: Each laser used attacks with one die. Dice rolling 7+ force you to take a heat token. Each hitting die forces the target to take a heat token.

Missile: Each missile system used attacks w/three dice. If you roll two or more dice at values of 8, all used Missile systems become *depleted* which you denote by filling all its damage boxes and considering it destroyed.

Railgun: Each railgun used attacks with one die or with three dice if the target has lower Speed than your ship's current Speed.

Action: Burn Engines

Gain 1 heat token per point of Size Mod. Increase or decrease Speed by an amount up to total Thrust +1.

Action: Conserve Energy

Remove 1 heat token per Dissipator used.

Action: Heal Crew

For each Habitat used, flip one *hurt* crew over to *ready*.

Action: Ram

A ship you target may choose to use the Burn Engines action to evade. If your speed is greater after the target evades or if the target chose not to evade, roll a die for each whole point of speed you have + 1. Each effective die forces target and you to apply 1 damage. You don't take damage from dice w/values of 1.

Action: Repair Systems

Assign any *ready* crew to repair systems by moving tokens onto the damaged systems' slots.

Damaging Systems

When forced to apply damage, select one of your systems and mark one of its empty checkboxes to denote the damage.

If Crew are assigned to repair a system when it takes damage, those crew are harmed and immediately moved to the Standby box.

Damaged systems aren't *working*, can't be used for actions, and do not contribute Thrust.

Armor is *destroyed* when it suffers damage equal to Size Mod+1.

All other systems are *destroyed* when they take 2 damage.

Damaged systems can be repaired. *Destroyed* systems can not.

When a Habitat system is *destroyed*, recalculate your crew complement and kill excess crew.

Damaging Missile systems that aren't *Depleted* detonates the ordinance and forces you to apply 2 additional damage.

Elimination

Your ship is eliminated from the game when all the crew are killed or when all systems are damaged.

Time Limit

If the game time exceeds 10 minutes, the only action you may take is Ram or Burn Engines.

Victory

You win when all other ships are eliminated.