

CosmoForce

Ship's Roster

Ship's name

Universal Systems

Armor

Absorbs Size Mod +1 Damage

Dissipator

Removes 1 Heat Token at start of Aftermath Phase.

Engine

Determines speed and controls your vessel.

Habitat

Adds Size Mod to Crew Complement, heals crew.

Laser

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

Missile

Shoots with 3 dice. Rolling two dice at 8 depletes this weapon. If damaged before depleted, apply 2 damage from detonating ordinance.

Special Systems

Afterburner

Fighter Only. Counts as 3 mounted Engines for Speed, Maneuver roll & Burn Engines action.

Hangar

Capital Only. Shoots with 2 die. Effective dice may spread across multiple targets.

Railgun

Cruiser only. Shoots with 1 die or 3 dice if target is slower.

Combat Round Execution Phase

Turn

- Resolve ongoing repairs
- Take any two of the following actions:

Attack

Select a weapon type. You may roll the shooting dice for any working systems of that type. Discard dice until cumulative dice 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 for each Engine used.

Conserve Energy

Remove 1 Heat Token from your roster.

Heal Crew

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

Repair Systems

Assign any ready Crew tokens to repair a system by moving them onto that system's slot.

Aftermath Phase

- Working dissipators remove 1 heat ea.
- Roll remaining heat.
- Without working propulsion systems, roll collision damage.

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) + Engines

Crew Complement

1 + (Size Mod x Habitats)

System Slots

Depleted

Depleted

Depleted

Depleted

Depleted

Depleted

Depleted

Depleted

Depleted

Depleted

Required Materials

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

Building a Ship

1. Select class/size mod
2. Mount systems in slots
3. Calculate Mass, Speed & Crew Complement

Crew

- Add as many Crew Tokens as Crew Complement
- Start in "heads" or "ready" position
- Flip to "tails" when "hurt"
- Start tokens anywhere on roster except on a system slot

Starting Heat

Your ship starts the game with a number of heat tokens equal to the number of propulsion systems (Engines and Afterburners) less the number of Dissipators mounted.

Rolling Dice

Roll one or more dice. You want to roll low values on as many dice as possible. Each die that rolls 7 or 8 is discarded. Remaining dice are "effective." More effective dice is more success.

Cascading

Each die that rolls 1 adds an extra die to the roll. Treat that 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 total values on effective dice may not exceed the mass of the target ship. Discard dice until remaining dice values fit inside the target's mass. Remaining dice "hit" and force the target to apply 1 damage for each hitting die.

When shooting a ship with less than 1.0 speed, it's hard to miss. Effective dice count as "hits" regardless of the target's mass.

Maneuvering

When ships tie for speed, immediately break the tie by rolling dice. Each ship rolls 1 + 1 die for each working Engine (3 dice for each working Afterburner). Effective dice add +0.01 to that ship's speed. Repeat until ties are broken.

Combat Rounds

Combat is divided into rounds with two phases:

- Execution Phase
- Aftermath Phase

Execution Phase

Each ship may take a turn. Fastest ship takes the first turn, second-fastest the second, etc.. When all ships have taken turns, proceed to the Aftermath Phase.

Aftermath Phase

Each ship removes 1 heat token for each working Dissipator mounted.

If any heat tokens remain, roll 1 die for each such token. Effective dice result in one of the following consequences:

- Flip one ready crew token to hurt
- Kill one crew token by removing it from the roster

If your ship has no working propulsion systems (Engines or Afterburners), you can't steer and might collide with space debris. Roll as many dice as your ship's current speed. Each effective die forces you to apply 1 damage.

Turns

At the start of the turn, for each ready crew assigned to repair a system, clear 1 damage from that system. Optional: relieve that crew of assignment.

You may take up to two of the following actions per turn:

Attack (action)

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: Attack w/2 dice per Hangar system used. This weapon may attack multiple targets after rolling, distributing effective dice among those targets.

Laser: Attack w/1 die per Laser system used. Shooting dice rolling 7+ force you to take a heat token. Each hitting die forces the target to take a heat token.

Missile: Attack w/3 dice per Missile system used. If you roll two or more dice at values of 8, all used Missile systems become depleted (circle the word "Depleted" on that system's slot) and can't be fired again.

Railgun: Attack w/1 die or 3 dice if the target has a lower Speed than your ship's current Speed.

Burn Engines (action)

Take as many Heat Tokens as your ship's Size Mod. Adjust ship's speed +1 or -1 for each Engine you use (tripled if you use Afterburners).

Conserve Energy (action)

Remove a Heat Token from your roster.

Heal Crew (action)

For each Habitat you use, flip one hurt crew over to ready.

Repair Systems (action)

Assign any ready crew to repair a system by moving tokens onto the damaged system's slot.

Damaging Systems

When you're forced to apply damage, select one of your systems to take the damage. Mark one of its empty checkboxes to denote the damage. Choosing which systems take damage is part of the strategy of the game.

If Crew are assigned to repair a system when it takes damage, flip those crew to hurt and remove them from the assigned system as the damage is applied.

Damaged systems aren't working and can't be used for actions.

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

All other systems are destroyed when they take 2 damage.

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

When a Habitat system is destroyed, recalculate your crew complement and remove (kill) crew tokens if they exceed the new maximum.

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.