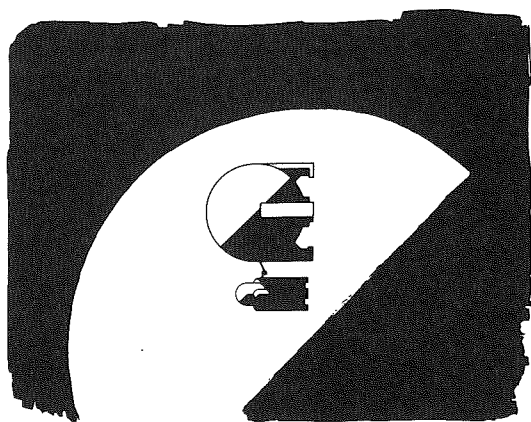


# TRIPLANETARY™

## Space Combat in the Solar System

*Triplanetary* is a game of interplanetary conflict in the late 21st century. Spaceships of various strengths and capabilities use vector movement to burn across the Solar System in scenarios of piracy, alien invasion, interplanetary war, and political oppression.

*Triplanetary* was first published in 1973; it was the third game from the then-new Game Designers' Workshop. It went out of print in 1976. The second edition, published in 1981, was essentially the same, but had updated rules and more scenarios. This third edition adds a campaign game and optional detail to combat, while leaving the classic movement system untouched.



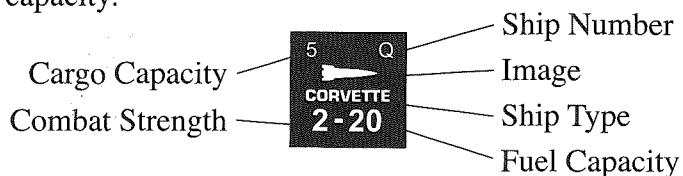
## GAME COMPONENTS

This *Triplanetary* game consists of:

- This rulebook.
- A sheet of counters representing individual spaceships.
- A game map showing the inner Solar System along the plane of the ecliptic. The hexagonal grid controls movement of spaceships. The map is coated, to allow use of the marker in drawing ship courses. Periodically, old courses should be erased with a cloth.
- Two dry-erase markers. (If you use a different marker, please test it on the map before using it, to make sure it erases completely!)
- One six-sided die.

## Spaceships

Each counter represents an individual spaceship with its own combat strength, fuel capacity, and cargo capacity.



## SHIP TYPES

*Triplanetary* depicts nine different types of ship, plus orbital bases:

➤ **Transport** – A basic cargo ship with minimal defense and no weapons.

➤ **Tanker** – Nothing but drive, crew quarters, and fuel tanks – no weapons.

➤ **Liner** – A specialized craft for carrying passengers. It has no weapons and no capacity for other cargo.

➤ **Packet** – A transport with extra armor and reinforcement, and a couple of railguns for self-defense. May be used by both civilian and military; packets are allowed to anyone who could buy a transport unless a scenario states otherwise.

➤ **Corvette** – The smallest warship.

➤ **Corsair** – A flexible mid-sized warship.

➤ **Frigate** – A large warship.

➤ **Dreadnaught** – An extremely large warship with a lot of armor and ordnance capacity. It has fewer fuel points than do smaller warships.

➤ **Torch** – An experimental warship with unlimited fuel. It has the guns, but not the hold capacity, of a frigate.

★ **Orbital Base** – A large structure, armed and armored for combat, which also serves as a resupply point for friendly ships.

Ship Type	Combat Strength	Fuel Capacity	Cargo Capacity	Cost (MCr)
Transport	1D	10	50	10
Packet	2	10	50	20
Tanker	1D	50	0	10
Liner	2D	10	0	50
Corvette	2	20	5	40
Corsair	4	20	10	80
Frigate	8	20	40	150
Dreadnaught	15	15	50	600
Torch	8	*	10	400
Orbital Base	16	0	**	1000

Ships with a D after their combat strength may not attack or counterattack; their strength is defensive only. Warships and packets have a combat strength without the D suffix; they may attack normally.

\* Torchships have unlimited fuel.

\*\* Orbital bases have an unlimited fuel store and cargo hold to resupply friendly ships, and use special combat rules; see p. 7.

## SEQUENCE OF PLAY

**Triplanetary** may be played by any number of players. You may command a whole fleet or use one commander per ship. Some scenarios are designed for more than two players.

Each turn represents one day. A turn includes one player-turn for each player. When more than two players compete, the order of players within a turn should be determined by a die roll or by mutual consent. Each player-turn is composed of five phases:

1. **Astrogation Phase.** The player examines the map and ship positions and plots the predicted courses of all their ships, based on their previous courses, using the marker on the map. Working from these predicted courses, the player determines what changes (if any) to make, and alters the courses accordingly.

2. **Ordnance Phase.** Spaceships may declare that they are launching ordnance (mines, torpedoes, nukes) during this phase.

3. **Movement Phase.** Spaceships move along their plotted courses to their new plotted positions. Mines, torpedoes, and nukes launched by the phasing player (on this or previous turns) also move at this time. If ordnance encounters a target, it explodes during this phase.

4. **Combat Phase.** Spaceships may attack enemy targets using guns. The targets may counterattack using guns. If astrogation hazards were encountered during the movement phase, their effects are rolled for during this phase.

5. **Resupply Phase.** Spaceships may refuel, resupply, load and unload cargo, loot captured ships, or rescue, as appropriate. Damage is recovered.

At the end of the resupply phase, the next player turn begins. At the end of the complete set of player turns, a new game turn begins.

## MOVEMENT

**Triplanetary** movement rules simulate, on the two-dimensional map, the actual vector movement of a ship in space.

### Astrogation

Each ship has an intrinsic velocity represented by a straight line arrow (a *vector*). This vector has its tail at the position of the ship at the beginning of a turn, and its arrowhead at its position at turn's end. A vector is always drawn from center of hex to center of hex. The vector's length represents a velocity of that distance per turn. A stationary ship has no written vector, as the direction and length are each zero.

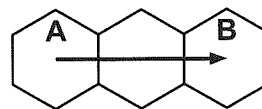


Figure 1. This vector shows a ship moving from A to B.

The basic rule of vector movement is:

A ship which is not accelerated by thrust or gravity will move as it did in the previous turn, in the same direction, and traveling an equal distance.

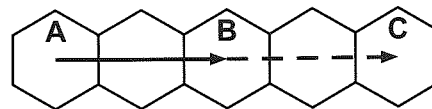


Figure 2. A ship which moved from A to B will move to C on the next turn if it does not burn fuel.

During the astrogation phase, the player determines the ship's direction and speed and plots its predicted course. Then the player plots course changes, if any are desired. Ships actually travel this course to the new location during the *movement* phase.

A ship may burn one fuel point per turn. One fuel point allows a ship to alter its predicted course by one hex in any direction. This may result in turning, speeding up, or slowing down.

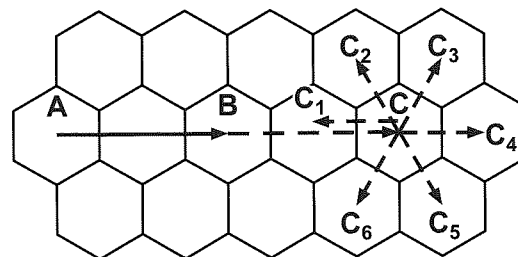


Figure 3. A ship which moved from A to B may burn one point of fuel to change its endpoint to any hex adjacent to C.

A straight line from the ship's original position to the new endpoint represents the ship's velocity for that turn. This arrow also serves as the basis for course prediction on the next turn.

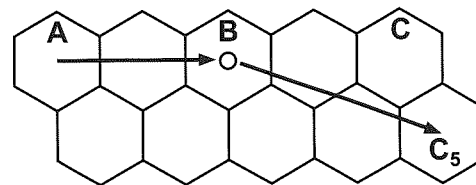


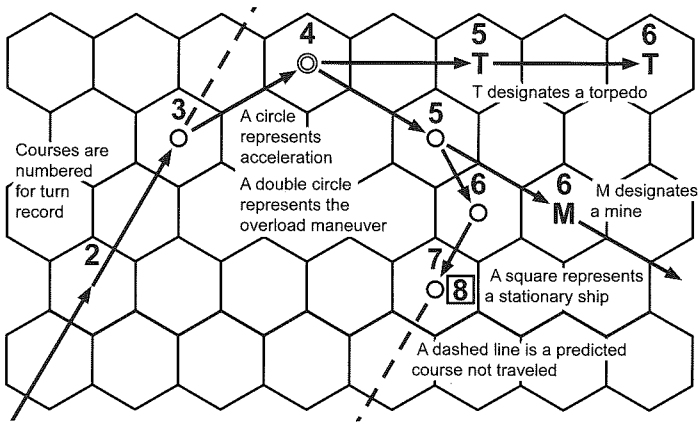
Figure 4. If the ship in Figure 3 accelerated to C5, its final course for the turn would be an arrow from B to C5. Note that this arrow does not even pass through the original destination hex, C.

When a ship has burned all of its fuel points, it is out of fuel; further acceleration (except by gravity) is impossible. It will continue on its course until it is refueled, destroyed, or leaves the map.

Fuel remaining for a ship may be determined by inspection of course plots or by maintaining a separate record.

### Standard Astrogation Conventions

To standardize course plotting (to make it readable by all players) certain astrogation conventions are suggested.



1. Vectors, or “course arrows,” are drawn as straight lines, beginning in the center of a hex and ending in the center of a hex. An arrowhead is drawn at the head of the line to indicate direction of travel. Actual courses are solid lines; predicted courses drawn for computation may be shown by a dot at the predicted destination.

2. When fuel is spent for acceleration, this is indicated by a small circle drawn at the base of the arrow. For double acceleration (see *Overload Maneuvers*, p. 4), a double circle is drawn.

3. Each arrow is numbered consecutively from day 1 as a time and turn record. When a ship becomes stationary in space, draw a square in the hex, with the number of the turn in the square.

4. When mines, nukes, or torpedoes are launched, their vector arrows are drawn on the map. Mark torpedoes with T, mines with M, and nukes with N.

### Gravity

The planets, satellites, and sun all exert gravity on objects passing close to them. This gravity is represented by the arrows in hexes adjacent to those bodies.

Each gravity hex has the effect of one hex of acceleration in the direction of the arrow, on every object passing through that hex. Gravity takes effect on the turn *after* an object enters the gravity hex. Gravity is cumulative and mandatory. See below.

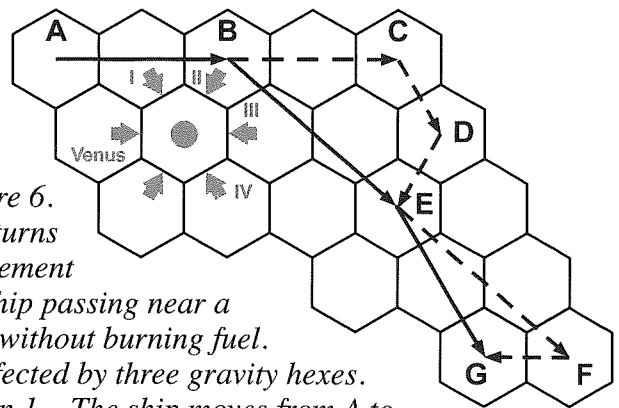


Figure 6.  
Three turns of movement for a ship passing near a planet without burning fuel. It is affected by three gravity hexes.

• Turn 1 – The ship moves from A to B, entering two gravity hexes.

• Turn 2 – The ship would normally move to C, except for the effects of the gravity hexes entered last turn. The gravity of hex I moves its course to D. Then the gravity of hex II moves its course to E, so the final course is from B to E. This passes through another gravity hex.

• Turn 3 – The ship would normally move to F. However, the gravity of hex III, entered last turn, moves its course to G. The final course is from E to G.

A ship which passes between a gravity hex and the planetary outline is affected by the gravity hex. A ship which touches the planetary outline has landed if it was in orbit on the previous turn; otherwise it crashes.

### Weak Gravity

Luna and Io have weak gravity, represented by hollow arrows. A ship passing through one weak gravity hex may ignore it or use it, as the player chooses. When two or more weak gravity hexes are entered consecutively, the second and later hexes have the effect of full gravity hexes, regardless of how the first such hex is treated.

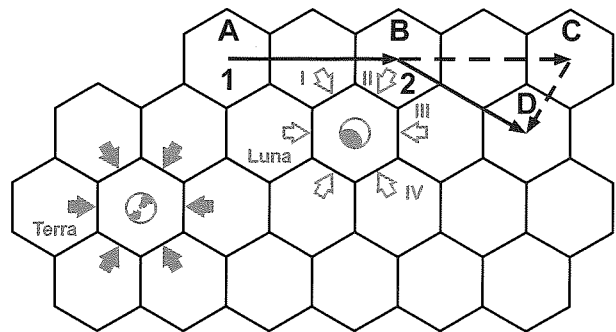


Figure 7. A ship which enters gravity hexes I and II on turn 1, and chooses to ignore the first gravity hex, will be affected on Turn 2 by the second gravity hex. This moves its endpoint from C to D. Note that the new course runs exactly along the edge of a gravity hex. The ship has not entered gravity hex III.

Note also that if the ship chose to use **both** gravity hexes, it would look like the vector in Figure 6.

## Landing and Takeoff

Ships may land on any planet or satellite if the world has a base and the ship lands at that base. Scenarios and map markings determine the presence of bases.

Ships blast off using boosters, available only at friendly bases. Boosters provide an acceleration of one hex from the world or satellite to an adjacent hex. *Thus, takeoff requires no fuel points.* The planetary surface gravity immediately cancels takeoff velocity, leaving the ship stationary in the gravity hex immediately above the base. Unless fuel is spent on the next turn, the ship would fall back to the planet and crash.

By expending a point of fuel, the ship may enter clockwise or counter-clockwise orbit. On a later turn it may burn fuel to leave orbit to return to the planetary surface or venture into space.

Normally, a ship whose course has intersected a planet has crashed and is eliminated. A ship may only land by expending one fuel point while in orbit. The ship then moves to *any* hex side on the planet. It may take off in the next turn, provided that that hex side contained a base. It must take off from the hex side where it landed.

Ships may land at Ceres and Clandestine, or at any unnamed asteroid in the Belt, by simply stopping in the hex. They take off by accelerating out of the hex.

## Orbit

Ships may enter orbit around any body with gravity hexes. A ship which moves at one hex per turn from one gravity hex to an adjacent gravity hex of the same body is **in orbit**.

A proper understanding of the gravity and movement rules will show that such a ship will continue to orbit until fuel is burned to produce a course change.

## Overload Maneuvers

Warships may perform one *overload maneuver* between maintenance stopovers. Overload allows expenditure of two fuel points in one turn; the result is a vector change of *two* hexes rather than the usual one.

Commercial ships (transports, packets, tankers, liners) may not perform the overload maneuver.

## Crashes

If a ship's course vector intersects the printed outline of an astral body, it has crashed. The ship is eliminated.

## Ramming

Any number of ships may occupy or pass through the same hex. However, on your turn, you may attempt to ram an enemy ship in the same hex.

Ramming takes place during the movement phase.

The ramming ship's course must pass through the *center* of the hex occupied by the target ship. A ship may ram (or attempt to ram) only one target per turn. The ramming ship rolls a die, subtracts the difference in vectors if it is greater than 2 (as for gunfire; see p. 5) and consults the *Ramming* column of the damage table. The results apply to both ships.

Mines, torpedoes, and nukes explode when they are in a hex occupied by a ship; they are not capable of ramming or being rammed.

## COMBAT

Combat is the attempt to disable or destroy an enemy ship. This may be achieved by gunfire, mines, torpedoes, nukes, or even ramming. Mines, torpedoes and nukes are launched during the ordnance phase of the turn. Ramming occurs during the movement phase. Guns are fired during the combat phase.

Only ships of the phasing player may initiate attacks. Ships of the non-phasing player, if attacked, may counterattack (see below).

## Guns

The combat strength of a ship represents both the high-velocity guns it carries and the structural ability of the ship to withstand damage. In gun combat, the attacker expresses the combat strengths of the ships engaged in the fighting as a ratio of attacker to defender. This ratio is then reduced (if necessary) to one of the odds levels given on the combat results table (p. 6). If rounding is necessary, it is always done in favor of the defender. A die is rolled to resolve combat.

Example: A corsair (combat strength 4) attacks a corvette (combat strength 2). 4 to 2 reduces to 2-to-1, so the attack is rolled on the 2-to-1 column.

## Limited Attacks

A ship may always attack or counterattack with less than its rated combat strength, if it hopes to disable a target without destroying it.

## Multiple-Ship Attacks

If more than one ship occupies a hex, the attacker may attack one, some, or all of them in one attack. Any combination of ships attacked together defends with the sum of their combat strengths.

Multiple attacking ships, in the same or different hexes, may attack with the sum of their combat strengths.

In any combat with multiple targets or attackers, use the greatest possible penalties for range and relative velocity.

No ship may attack or be attacked more than once per combat phase.

## Line of Sight

Attacks may be made “through” other ships, ordnance, and asteroids, but not through moons, planets, or Sol. If a straight line between the attacker and target intersects the printed image of the astral body, the attack is not possible.

## Range

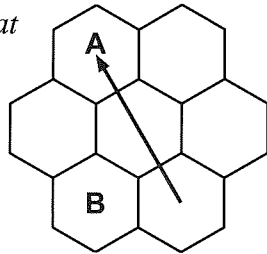
Range (the distance between the two ships) is used as a die modifier in combat. Subtract 1 from the die roll for each hex of range separating the attacker and the target. This range is always measured from the attacker’s *closest approach* to the target’s final position.

Example: If the range is 4 and the die roll is a 6, the result is 2 (6 minus 4 is 2).

Note that a range modification of -6 will mean that an attack cannot succeed.

In multiple ship attacks, use the greatest range applicable.

Figure 8. The attacking ship is at A. The defender is at B. Looking at the attacker’s vector, we see that its closest approach to the defender’s final position was 1 hex, so the range is 1. The defender’s vector does not matter.



## Relative Velocity

The velocity difference between the attacker and the defender is a die modifier used in combat. Relative velocity is determined by plotting both ships’ course vectors from a common point and counting the hexes separating the two course end points. See Figure 9. Subtract 1 from the combat die roll for each hex of velocity difference *greater* than 2. For example, in Figure 9, the velocity difference is 2; there is no die modifier for velocity difference in this combat situation.

In multiple ship attacks, use the greatest applicable velocity difference.

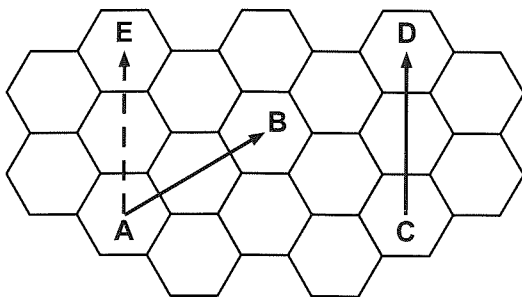


Figure 9. If one ship is going from A to B and the other from C to D, plotting the second course from A (dotted line) goes to E, which is two hexes away from B. Therefore, the velocity difference is 2.

## Counterattack

Ships which are attacked may return fire against any or all of their attackers during the combat phase, before any damage is implemented. Any ships in the victim’s hex and sharing its course may participate in the counterattack. Odds are recomputed, rounded in favor of the new defender, and new values for range and relative velocity are determined. If several ships are counterattacked, the largest possible velocity difference and range modifiers are used.

Commercial ships have a suffix D in their combat strengths and may not attack or counterattack.

## Ordnance Launch

Ships which carry mines, torpedoes, or nukes may launch them during the ordnance launch phase. Each ship may release only one item per turn (one mine, one torpedo, or one nuke). Ordnance may not be launched while the ship is at a base, refueling (including transferring fuel between ships in space), or taking off from or landing on a planet.

Mines, torpedoes, and nukes are detonated when they enter a hex containing a ship, astral body, mine, torpedo, or nuke.

All are affected by gravity.

## Mines

Mines are clusters of explosive charges with no motive power of their own. When a mine is launched, it assumes the vector of its launching ship. That ship must execute an immediate course change to insure that it does not remain in the same hex as the mine. Mines remain active for five turns, after which they self-destruct. Mines move in the movement phase of the player who launched them.

A mine detonates when the course of a ship (or ordnance) passes through any portion of the hex occupied by the mine, or when the mine’s course passes through any portion of a hex occupied by a ship or ordnance. At the instant of contact with a mine (during the movement phase), an affected ship rolls one die and consults the **mine** column of the damage table. If more than one ship is in the hex affected by the mine, each ship rolls separately for a mine result.

Guns and planetary defenses have no effect on mines; mines, torpedoes, and nukes automatically destroy mines and are themselves destroyed.

A mine masses 10 tons; a carrying ship must have hold capacity to carry it. Any ship with sufficient capacity to carry a mine may also launch it.

## Torpedoes

Torpedoes are basically large single mines with drive systems for both launch and terminal guidance. A torpedo is treated as a mine, except:

- On the turn in which a torpedo is launched (and only on that turn), it may accelerate one or two hexes in any direction; it maintains its new vector for five turns, after which it self-destructs.

- A torpedo hits only a single target. In the event that there is more than one ship in the affected hex, damage is rolled for each, in a randomly chosen order, until one ship (only) is damaged or destroyed, or all ships have been rolled for without damage resulting. A torpedo which misses all targets continues on its path and may conceivably find new targets.

- A torpedo masses 20 tons; a carrying ship must have hold capacity to carry it. Only warships may launch torpedoes.

### Nukes

Nukes are large nuclear weapons intended to devastate planetary surfaces. When launched, they assume the vector of the launching ship. Nukes remain active for five turns, and then self-destruct.

A nuke explodes when it enters any hex containing a ship, base, asteroid, mine, or torpedo, or when any of these things enter its own hex. It destroys everything in the hex automatically (an asteroid hex becomes clear space as a result).

If a nuke reaches a moon or planet without detonating against a target in the hex, it devastates one entire hex side. If it is not clear which hex side has been affected, the suffering player makes the choice. Any ships on the planet which landed through that hex side, and any base on that side, are destroyed.

Guns and planetary defenses may attack nukes at odds of 2:1 (with modifications for range and relative velocity). A “disabled” nuke is destroyed.

A nuke masses 20 tons. Any ship may carry and launch a nuke if it has sufficient hold capacity, but non-warships are restricted to carrying only one nuke at a time. Nukes are available only if the scenario specifies.

### Damage Results

The damage tables have three types of results. Roll one die:

– - No Effect. The attack has failed.

**D1 through D5** – The target is disabled 1 to 5 turns. For example, if the result reads D4, then the target ship is disabled for four turns.

A disabled ship cannot maneuver, launch ordnance, or attack. It may only drift on its current course.

Damage is cumulative; if a ship is already disabled, any new results are added to its current period of disablement. If a ship ever reaches a condition of D6 or greater, it is destroyed. For example, if a ship which will be disabled for 3 more turns receives a D3 result, it is destroyed.

## ONLINE SUPPORT

[triplanetary.sjgames.com](http://triplanetary.sjgames.com) – the *Triplanetary* web page

[triplanetary.sjgames.com/howtoplay/](http://triplanetary.sjgames.com/howtoplay/) – Video guide to play

*Exceptions:* Dreadnaughts may still fire their guns (only) even though disabled. An orbital base may launch torpedoes, fire guns, and resupply friendly ships while the base itself is slightly (D1) damaged.

**E** – Eliminated. The target ship is destroyed.

## GUN COMBAT DAMAGE

### Combat Odds

Roll	1:4	1:2	1:1	2:1	3:1	4:1
1	–	–	–	–	–	D2
2	–	–	–	–	D2	D3
3	–	–	–	D2	D3	D4
4	–	–	D2	D3	D4	D5
5	–	D2	D3	D4	D5	E
6	D1	D3	D4	D5	E	E

- Attacks at better than 4:1 are 4:1.
- Attacks at less than 1:4 have no effect.
- A die roll modified to less than 1 has no effect.
- A die roll modified to more than 6 is 6.

## OTHER DAMAGE

Roll	Torpedoes	Mines	Asteroid	Ram
1	–	–	–	–
2	D1	–	–	–
3	D1	–	–	D1
4	D1	–	–	D1
5	D2	D2	D1	D3
6	D3	D2	D2	D5

### Damage Control

A damaged ship will repair itself at the rate of one “D” per turn. It recovers at the end of the Resupply phase.

You may find it convenient to mark the map at the spot where a ship is first disabled, and count down its disabled status each time it moves.

## ASTROGATION HAZARDS

Most hexes on the map represent clear space and do not affect astrogation. Some hexes, however, present danger.

## Astral Bodies

Three types of astral bodies are big enough to present a major collision hazard: Sol, the planets, and the major asteroids Ceres and Clandestine. Each of these bodies has a definite size – they do not cover their entire hex. The course of a ship must intersect the printed image of *the astral body itself* for contact to occur. Ships which contact an astral body have crashed and are eliminated (unless they were specifically landing; see p. 4). Portions of astral body hexes not covered by the printed disk are considered to be part of the adjacent gravity hexes.

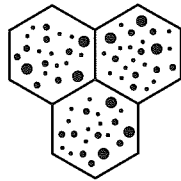
## Asteroids

Asteroids present a severe hazard to spacecraft at high speeds. Ships entering any asteroid hex at a speed greater than one hex per turn may be affected. A die is rolled for each asteroid hex entered and the **asteroid** column of the damage table is consulted. A ship passing along a hexside between two asteroid hexes is considered to have entered one asteroid hex.

Mines and torpedoes detonate upon entering an asteroid hex. A nuke detonating in any asteroid hex converts the hex to clear space.

Gunfire does not affect asteroids, nor is it affected by asteroids.

Ships which reach Clandestine drop off the detectors of the opposing side.



## BASES

Bases are located on various planets, satellites, and in the asteroids. They serve as a source of detection, planetary defense fire, refueling, maintenance, and takeoff boosters.

Bases are marked on the map with a \* base symbol, similar to the symbol on the orbital base counter. All bases marked on the map are assumed to be in use unless a scenario indicates differently; the scenario will also indicate the ownership of the various bases.

## Planetary Bases

Bases on planets and satellites are called planetary bases, and serve as a source of detector fields (p. 8) and planetary defense fire, as well as providing fuel and maintenance. Once landed at a planetary base, a ship is immune from gunfire, mines, torpedoes, and ramming, but not from nukes. Ships landed at planetary bases may not fire guns or launch ordnance.

Io and Callisto have only one base each, shown by \* symbols. Mercury has two. Terra, Luna, Mars, and Venus have bases on all six sides.

## Asteroid Bases

The two bases in the asteroid belt (Ceres and Clandestine) are asteroid bases. They serve the ordinary functions of a base but do not have planetary defenses. They are capable of launching one torpedo per turn.

They may not be harmed except by a nuke (scenarios may vary this rule).

Ships at asteroid bases may attack and be attacked normally.

## CLANDESTINE

Clandestine is a secret asteroid base used in pirate and rebel scenarios. It serves all the functions of an orbital base, and uses the same stats and rules.

The exact location of Clandestine is not generally known and enemy ships cannot approach, so it may not be attacked.

The colored asteroids around Clandestine are especially dense (or, perhaps, seeded with smart mines; it's a closely guarded secret). Only ships possessing *scanners* may enter those hexes. Other ships are destroyed.

Scanners are special radar equipment which allows astrogation through the dense asteroids around Clandestine. Ships belonging to a player who owns the base at Clandestine automatically have scanners; they may not be purchased separately unless a scenario so indicates.

The mines and torpedoes of Clandestine's owner are unaffected by the special asteroids. Other mines and torpedoes entering those asteroids detonate without harming ships.

## Orbital Bases

Orbital bases are similar to bases but can be purchased in-game and moved by the owning player. A base may be carried only by a transport or packet. Orbital bases function like normal bases, providing fuel and ordnance. A base may be placed in two ways:

- In a gravity hex of a planet or satellite. The ship carrying the base must be in orbit to emplace the base. The base remains in that gravity hex; it does not literally orbit. It may fire one torpedo per turn, providing resupply operations are not in progress.

- On a world surface hex side which does not already have a base present.

It is now treated as a planetary base and can provide detection and planetary defense fire.

Once placed, a base cannot be picked up again or moved.



## Resupply From Bases

Bases can resupply ships in the resupply phase. All bases (planetary, asteroid, and orbital) carry an unlimited supply of fuel, mines, and torpedoes, and can transfer them to ships which have matched courses with them. For asteroid bases, matching courses requires that the ship stop in the base hex.

For orbital bases, the ship must match courses with the base by being in orbit and in the same hex. Having done so, it stops moving and remains with the base.

For planetary bases, the ship must either land on the world in the same hex side as the base, or pass through the gravity hex directly above the base's hex side while in orbit.

Whenever a ship is refueled from a base, it automatically undergoes *maintenance*. This repairs all remaining damage and allows the ship to perform the overload maneuver *once*. In addition, all ordnance is automatically reloaded; the ship may select any assortment of mines and torpedoes which fits in the hold capacity of the ship.

No ship may fire its guns or launch ordnance during a player-turn in which it resupplies. An orbital base resupplying any ship may not fire its guns or launch ordnance during that player-turn.

## Planetary Defenses

Planetary bases may fire at enemy ships in the gravity hex directly above the base's hex side. In a player's combat phase, each of that player's bases may fire at all enemy ships in the gravity hex directly above it. The attack is performed on the gunfire table using 2:1 odds, regardless of the target's combat strength. There is no modification for range or relative velocity. All other normal gunfire combat rules apply.

## OTHER RULES

### Torch Ships

Torch ships employ an experimental fusion drive not yet suitable for mass production. They have unlimited fuel but may not transfer fuel to other ships.

### Looting and Rescue

The only way for anything to be transferred between ships is for both to have the same course and position. When courses are matched, any variety of items may be transferred. When an attacker matches courses in order to steal goods or fuel, this is called *looting*. When a friendly ship matches courses to save personnel from a disabled ship or to provide additional fuel, this is called *rescue*.

Only disabled (or surrendered) ships may be looted. A ship which is eliminated has broken up or exploded and may not be looted.

## Capture

While a ship is disabled, it may be **captured** by an enemy that matches courses. A captured ship must be returned to a base friendly to the captor before it may be used for any other mission. It may not fire, or return fire if fired upon.

## Surrender

In some situations, both players may prefer to avoid the risk of combat. A ship may demand that an enemy ship surrender. If it does surrender, the attacking ship may then match courses and loot it without first being required to disable it.

Surrender is a binding bargain. Both parties agree not to attack the other specific ship, and the surrendered ship must be left with enough fuel to reach a friendly base. Surrendered ships may not be captured.

## Detectors

All ships and bases have detectors which enable them to determine the position of other ships. Detectors on ships and orbital bases (including Ceres and Clandestine) have a range of three hexes; detectors on planetary bases have a range of five hexes. The detection areas of planetary bases are printed on the map.

Once a ship has been detected by the enemy, it remains detected (regardless of range) until it arrives at a friendly base.

## Heroism

In longer scenarios, certain ships may prove themselves heroic in their actions. In combat, any ship which attacks at less than 1:1 and achieves a result of D2 or greater becomes heroic. Heroic ships always add +1 to the die roll for gun combat when attacking. A ship may not become heroic more than once.

## Exiting the Map

Any ship whose final course places it off the map is considered eliminated. The initial projected course may leave the map, but the final head of the course arrow must be on the map at the end of the turn.

## Cargo

Every ship has a cargo capacity (in tons) shown on the counter. A ship may carry cargo whose total mass is less than or equal to its cargo capacity. In most cases this will be various types of ordnance. For a list of other possible cargoes and their masses, see p. 9. Note that non-warships may carry only one nuke at a time, and that only a transport may carry an orbital base. An item of cargo may not be split among two or more ships for transport.

Fuel is not "cargo" and its mass is disregarded.



## PRICES

Some scenarios allow equipment to be bought or sold. Two methods of pricing are available, depending on the scenario.

### Combat Strength Point System

Ships are acquired on the basis of combat strength points. Commercial ships with D-suffix strengths cost half the printed strength (a liner costs 1 point, a transport or tanker costs 1/2 point). This system is basic, and deals only with the costs of ships. Fuel is free in this system and available at any base.

### MegaCredit System

Ships, equipment, ordnance, and other items are purchased for MegaCredits (abbreviated MCr) which are given or earned in the scenario.

Equipment Type	Cost (MCr)	Mass	Remarks
Fuel	*	—	Available at bases.
Mine	10	10	
Torpedo	20	20	
Nuke	300	20	
Scanners	30	—	Navigation at Clandestine.
PM Grapples **	40	10	To handle CT shards.
Automated Mine **	5	10	To dig ore.
Robot Guards **	50	10	To protect mines and ore.
Ore**	varies	1	
CT Shard **	varies	10	

\* Fuel is available at any friendly base. If no cost is given in the scenario, then fuel is too cheap to keep track of in the game — i.e., free.

\*\* Mining equipment, ore, and contraterrene shards are described under *Prospecting*, p. 13.

## SCENARIOS

### Bi-Planetary *A two-player learning scenario*

One player starts with a corvette on Mars, one on Venus. Each player must navigate to the other world and land. The winner is the one who does it in the fewest turns.

For a longer and harder route, use Mercury and Ganymede, and watch out for asteroids.

### Grand Tour, 2037 AD *A medium-length multi-player scenario*

Gesichtskreis Sternschiffbau, A.G. offers a grand prize of royalties to the winner of its decennial Grand Tour competition. This event is the high point of each decade for space-racing devotees, as well as the top ship designers and pilots of the Solar System.

*Ships:* Each racer starts with one corvette at a different (if possible) habitable full-gravity world.

*Special Rules:* Fuel is available only at bases on Terra, Venus, Mars, and Callisto. There is no cost for fuel. Combat is not allowed (but see the variant rule!)

You may erase each ship's course arrows as soon as it refuels, to keep players from easily shadowing previous routes.

*Victory:* Each ship must pass through at least one gravity hex of each astral body with full gravity (the six habitable ones, plus Jupiter and the Sun) and return to land on its starting world. The first ship to do so wins. In case of ties, the lowest fuel consumption wins.

*Variants:*

- Start all players on Terra.

- After several games of this scenario, players will become familiar with optimum routes. Instead, announce a required route just prior to the race. Examples: astral bodies must be arrived at in alphabetical order; astral bodies must be visited in order of their size; astral bodies must be visited in their order from the sun.

- Combat is forbidden by the official contest rules . . . but it can still happen! A player loses by (a) firing while in detection range of a world (b) firing while in detection range of a third-party ship, or (c) firing on someone who survives to reach any world. Self-defense is allowed; a racer is not disqualified for counterattacking on the turn of attack.

### Escape *A short two-player scenario*

The Pilgrims, oppressed by the First Citizen and his infamous Enforcers, have secretly prepared a transport and two decoys for an escape to the stars! The transport is equipped with Long Sleep capsules; it is only necessary that the ship leave the Solar System with enough fuel remaining to allow maneuver and deceleration at journey's end. But first, they must elude the Enforcers . . .

*Ships:* The Pilgrims receive three transports (white on blue) on Terra. The Enforcers receive one corvette in orbit around Terra and a corsair in orbit around Venus (white on black counters).

*Special Rules:* The Pilgrims secretly designate one transport to contain the fugitives; the other two are decoys crewed by volunteers. Beginning on Day 1, the Pilgrim may launch his ships from Terra in

any manner he wishes. Ships still on Terra may not be attacked. Decoy ships are revealed only if the Enforcer matches course and inspects the ship in question. Otherwise, ship identities are revealed only at the end of the game.

Mines and torpedoes are not available to either player. The Pilgrim decoys may ram. Only Terra, Venus, and Io have bases.

All bases on the map belong to the Enforcers.

Planetary defenses are not operating.

There is no time limit to this scenario.

*Victory:* Several levels of victory are possible:

- The Pilgrims win a decisive victory if the fugitive ship exits the board beyond Jupiter with sufficient fuel remaining to make a dead stop, plus one fuel point. The Pilgrim transport may be disabled.

- The Pilgrims win a marginal victory if they exit as above but have less fuel than required.

- The Pilgrims win a moral victory if they are destroyed or captured but disable at least one Enforcer ship, even temporarily, in the process.

- The Enforcers win a marginal victory if they destroy the transport carrying the Pilgrims.

- The Enforcers win a decisive victory if they capture the Pilgrims (loot their transport) and return safely to a base.

## **Lateral 7**

*A short two-player scenario*

A liner is outbound from Venus carrying industrial magnates to an interplanetary mining conference at Ganymede. Other considerations prevent the Navy from escorting this ship, but one dreadnaught (the *Tycho Brahe*, number 101) is on station in the Belt to respond to possible distress calls. Pirates have been menacing the rich trans-Belt shipping lanes with raids from their unapproachable base at Clandestine. If the pirates can capture and ransom the passengers on the liner, they will be able to double the size of their fleet.

*Ships:* The pirates get two corsairs and one corvette (white on black), plus nine dummy counters (red, white, and blue corvettes and corsairs). The pirate base is Clandestine (p. 7). Each pirate corsair begins the game with one mine on board.

The Navy gets one dreadnaught (red, white, and blue), three dummies (red, white, and blue frigates), and a liner (white on blue). The Navy has bases on Mars, Terra, and Callisto. The dreadnaught begins with one mine and one torpedo on board.

*Special Rules:* The liner is placed on Venus. The dreadnaught and three dummies are placed in any asteroid hexes, inverted to conceal their identities. The pirate then places their three ships and nine dummies in any unoccupied asteroid hexes. All ships begin at zero velocity.

Because ship sailings are published, the pirate knows the location of the liner. Each pirate ship, on its first acceleration, must remove three dummies. The dreadnaught, on its first acceleration, must remove its three dummies. The dreadnaught, however, may not move until a pirate is detected by a ship or a base.

*Victory:* The pirate wins by matching courses with the liner, transferring the passengers, and taking them to Clandestine. He wins decisively if the dreadnaught is also destroyed. The Navy wins if the liner makes it to Ganymede. The win is decisive if a pirate ship is also destroyed.

If the passengers of the liner, while on the liner or after transfer to another ship, are destroyed, both players lose.

*Variant:* The liner may begin at Terra instead of Venus.

## **Piracy**

*A long three-player scenario*

The System's growing economy is threatened by pirates striking from their secret base in the asteroid belt. The players represent the Patrol, the Merchants, and the Pirates.

*Special Rules:* For this scenario to work, the Patrol and Merchant players must be willing to ignore undetected pirate ships until they are legally detected.

### *The Patrol*

The Patrol starts with a Dreadnaught and a Corsair on Luna. The Patrol starts the game by pre-plotting patrol circuits in the Inner System (Terra, Mars, Venus, Mercury) and the Outer System (Callisto, Io, Ganymede). Circuits do not have to land at each world, but must pass within 2 hexes. The Patrol may not leave its circuits until a pirate is detected, and must return to its circuits once no pirates are visible. The Patrol may modify its standard circuits at any time while no pirate is detected.

The Patrol earns points equal to the combat strength of destroyed pirate ships. The Patrol may buy new ships on Luna at a cost of 2 points for every point of combat strength. The Patrol may also use captured ships, but must first return them to Luna for repair and refit. (However, if a merchant ship is recaptured it is given back to the Merchant, who must similarly return the ship to Earth before it carries more cargoes.)

If the Patrol destroys the pirate fleet, it wins; the Merchant also wins at that time if they have at least 4 ships.

### *The Merchants*

The Merchant starts with two Transports on Terra, and announces their first destinations. The Merchant's objective is to deliver cargoes. Cargoes may be delivered from any inhabited world to any other

inhabited world. Cargo is delivered in “cycles” – once a planet has received a cargo, it may not get another cargo until all worlds have received a cargo in that cycle. The Merchant must announce the destination when a ship takes off, and gets no points for visiting a world that has already been visited in the cycle.

*Exception: Terra may always receive a cargo from any other world.*

The Merchant earns 2 points for each cargo delivered, but loses 4 points when a merchant ship is captured or destroyed. New merchant ships may be purchased on Terra: 8 points for a transport, 12 for a packet.

If the Merchant fleet reaches 6 ships, or twice as many as the Pirate has (whichever is greater), the Merchant wins. The Patrol also wins a marginal victory if the Merchant wins.

### *The Pirates*

The Pirates start with two Corsairs on Clandestine.

The Pirates earn 2 points for each merchant ship looted, and may buy new ships on Ganymede at a cost of 2 points for every point of combat strength. The Pirates may also use captured ships, but must first return them to Clandestine for repair and refit.

The Pirates may win either by wiping out either of the other fleets, or by scoring 8 points in a single trade cycle.

## **Nova**

*A short three-player scenario*

The players represent the American-dominated WestBloc, the Russian-dominated EastBloc, and the Alien attackers.

*Ships:* Both the EastBloc and the WestBloc players select fleets of 50 combat points each. EastBloc should use red and black counters; WestBloc should use red, white, and blue counters. The Alien invader receives a fleet of four corsairs (use black and white counters).

*Special Rules:* EastBloc and WestBloc must roll dice to determine where their colonies are and decide which parts of Terra they rule. The EastBloc selects three adjacent Terran hexsides; the WestBloc gets the other three. The WestBloc then selects one Luna hex side as a moon colony; the EastBloc then selects any other Luna hex side as its moon colony. Finally, each side rolls one die to determine where their farther colony is located: 1=Venus, 2=Mars, 3=Ceres, 4=Callisto, 5=Clandestine, and 6=Mercury. The colony has only one base; if it is a world, the owner specifies the hex side. If both sides roll the same number, both roll again.

After all EastBloc and WestBloc ships have been placed on friendly bases, the Alien enters the map with its four corsairs; they may enter at any point along the map edge closest to Jupiter at a speed of one hex per turn. They are detected immediately.

The Alien ships are AI-piloted remnants of an ancient fleet. Each one carries a nova bomb and automatically activates it if it reaches orbit around Sol. This will create a flare which will scorch all Sol’s worlds. Nova bombs do not use any cargo capacity.

Resupply is available at friendly bases. A human player may declare their bases to be friendly to the other human, if they wish. Alien ships begin with a full load of mines but cannot resupply or refuel.

*Victory:* The EastBloc or the WestBloc wins by capturing or destroying the last Alien ship (note that aliens will not surrender). For this purpose, a ship counts as destroyed when it receives damage which will result in destruction (e.g., unable to avoid leaving the map).

The Alien force wins, permanently and decisively, by successfully activating a nova bomb while in orbit around the sun.

When one player wins, both others lose.

### *Variants:*

- Alter the size of the Alien fleet up or down depending on the relative success of previous play.
- Both the EastBloc and the WestBloc win marginal victories if all Aliens are destroyed. However, a human decisive victory goes only to a force that *captures* an Alien vessel and returns it to a friendly base. Both human Blocs may therefore win.

## **Retribution** *A medium-length two-player scenario*

The answer (as learned and forgotten by every generation since Adam) is not to run from the tyrant but to depose him. The whispered story of the brave pilgrims’ ordeal gave heart to the oppressed of the solar system . . .

*Ships:* The Enforcers receive two corsairs, each in orbit around a different planet selected by the player, and one frigate on a base at Luna (use black with white counters for sinister effect). The Sons of Liberty receive a total of ten corvettes (red, white, and blue counters) one at a time. A corvette does not appear until the previous one has accomplished its mission or been destroyed. Corvettes may appear at any base except Luna, Ceres, or Terra.

*Special Rules:* Corvettes for the Sons of Liberty may fly one of two missions: a flight to Clandestine to help build the Freedom Fleet, or a suicidal attack on Terra.

Each corvette which manages to crash into Terra (while not disabled) sufficiently scares the First Citizen that he reassigns one ship to the Terra Security Patrol. Ships on Terra Security Patrol may not venture beyond detector range of Terra or Luna until after the Freedom Fleet has been formed. If three corvettes successfully crash into Terra, all three Enforcer ships must be withdrawn into Terran Security Patrol.

After all ten corvettes have appeared (or, at the Sons of Liberty player's option, at any time prior), all corvettes which have stopped at Clandestine may be converted into the Freedom Fleet. Total the combat strength of all corvettes at Clandestine, and double it. Using the combat strength point system, the Sons of Liberty now select a fleet using that number of points. Torches may be selected.

Because the Sons of Liberty own the base at Clandestine, they treat the special asteroids as ordinary asteroids. Torpedoes and mines are available only to the Enforcers, but also only from Terran bases.

The Enforcers have all bases on the map with the exception of Clandestine, but only the bases at Terra and Luna have planetary defenses.

*Victory:* The Sons of Liberty win by destroying the Enforcer fleet, and, as a result, freeing Terra. If the Enforcers hide, keeping their ships grounded for 12 or more turns, then the Sons of Liberty win is automatic.

The Enforcers win by staying alive. They receive promotions and extra leave in Paris if they destroy the rebels. If the rebels are indecisive and ground their fleet for at least 12 turns, the rebellion has failed and the Enforcers win.

### **Fleet Mutiny** *A short two-player scenario*

There are two versions of this historical incident. The official account states briefly that a few dissident officers, misled by a maniac, attempted and failed an insurrection in which certain fleet elements were to hold Terran cities for ransom.

The *unofficial* account is somewhat different . . .

The two players represent the Empire and the Rebels.

*Ships:* The Empire chooses a fleet of 12 ships and 2 orbital bases (using red, white, and blue counters). These may be placed anywhere on the map, but no ship may be closer than three hexes to any other. Vessels in gravity hexes may be assumed to be in orbit, and the direction of their orbits indicated.

*Special Rules:* All bases begin under the control of the Empire. Planetary defenses are not in operation.

The Rebel player designates five ships and/or orbital bases, and rolls a die for each one. On a roll of 6, the ship does not rebel. Otherwise it becomes part of the starting Rebel force.

Planetary hexsides may be *suppressed* for the remainder of the game by gunfire from a ship orbiting overhead. A ship suppressing a hexside may not fire at other targets that turn. Such suppression is automatic if a ship fires. The base on a suppressed hexside is not affected.

A planetary base is *captured* if an enemy warship lands there while no friendly warship is present.

*Victory:* The Empire wins decisively if all Rebel

ships and bases are eliminated and fewer than three Terran hexsides have been suppressed. The win is marginal if exactly three Terran hexsides have been suppressed.

The Rebel wins decisively by suppressing at least four Terran hexsides, and loses otherwise.

*Variant:* Increase or decrease the size of the fleet initially. Place the fleet elements on the map, but inverted so that the identities of the ships are concealed from the Rebel player.

### **Interplanetary War**

*A long two-player scenario*

The Terran colonies have labored under the seeming yoke of oppression and now are rising to declare themselves equals to Mother Terra. The exhausted home world, after giving the best metals from her breast and the prime of humanity from her womb, sees this as an impertinence of the worst sort.

*Ships:* The Terran player selects a fleet using the MegaCredit system and an allowance of MCr 1600 (using the red, white, and blue counters). Terran ships may be placed on – or in orbit around – Terra, Luna, and Venus, or stationary in space within detector range of those worlds.

The Rebel player selects a fleet using an allowance of MCr 1000 (using the red and black counters). Rebel ships may be placed on – or in orbit around – Callisto (the Rebel home world), Io, Ganymede, and Mars, or stationary in space within detector range of those worlds.

In addition to ships, mines, torpedoes, and nukes may be purchased by the players and stockpiled on ships or on bases. These stockpiles must be noted. Fuel is available free at bases.

Each player controls bases which can produce replacement spacecraft and ordnance. Each base generates MCr 0.1 per turn. Ships appear immediately on any world controlled by the player.

The Rebels can use and spend their MCr freely; they are considered transmitted to Callisto without problem. The Terran player must physically transport all MCr to Terra before they may be used. Further, they may only be transported in commercial ships; each MCr requires one ton of cargo space.

Planets may not be captured, but bases may be destroyed by detonating nukes on their hexsides. If all bases on a planet are destroyed, all MCr on the planet are also destroyed.

*Victory:* The Terran player wins decisively if the Rebel fleet is destroyed. That victory is reduced to marginal if any Terran hexside has been devastated.

The Rebel player wins if three or more Terran hexsides and one Luna Hexside have been devastated.

## Prospecting

*A long multi-player scenario*

In the farthest reaches of the Solar System, the asteroid belt is the new frontier . . . the source of untold riches and untold dangers.

*Ships:* Each player begins the scenario with MCr 25. With that, ships and equipment must be purchased (only freighters and packets are available; all new ships start with a full fuel load). New ships and equipment may be purchased on any world as soon as a player accumulates enough money.

### PROSPECTING EQUIPMENT

#### *PM (Pseudo-Magnetic) Grapples*

These allow the handling and transport of CT shards (see below) without disastrous results.

(Cost: 40 • Mass: 10)

#### *Automated Mines*

Devices which automatically mine ore (at the rate of one ton per turn) in an asteroid hex where they have been emplaced. Mined ore is stockpiled until picked up. Automated mines require no maintenance.

Only one mine may be placed per asteroid hex; placement requires the miner's ship to stand still for one turn, and takes place in the movement phase.

(Cost: 5 • Mass: 10)

#### *Robot Guards*

Robot guards protect automated mines from claim jumpers and prevent anyone other than the owner from removing stockpiled ore. If attacked, they have a combat value of 2, but only for defense and counterattacks; they do not initiate combat.

A ship must stand still for one turn to emplace robot guards, but this may be done at the same time as an automated mine is dropped off.

(Cost: 50 • Mass: 10)

#### *Ore*

Ore is produced by manual mining (at the rate of one-tenth ton per turn) or by automated mines (at a ton per turn). The sale price varies as described above.

(Cost: varies • Mass: 1)

#### *Contraterrene Shard*

Contraterrene shards are pieces of antimatter scattered about the asteroid belt. They are mined using pseudomagnetic grapples. Sale price varies as described above.

(Cost: varies • Mass: 10)

*Prospecting:* Any ship may prospect by passing through an asteroid hex at a speed of 1. Two dice are rolled. On the first roll, a 6 indicates that ore is present (mark the hex O if ore is present; X if not). On the second roll, a 1 indicates the ship has encountered a CT (contraterrene) shard. If the ship is equipped with PM grapples, the shard may be picked up and sold, or left for later; otherwise, it explodes and the ship suffers an attack as per asteroids. Each hex may only be prospected once, but any amount of ore may be recovered from a hex that has ore.

Ore may be sold at Ceres (MCr 2 per ton) or at Luna (MCr 3 per ton).

CT shards sell for MCr 100 at Ceres or MCr 200 at Luna.

*Fuel:* MCr .5 per point of fuel, available at any friendly base.

*Mining:* A stationary ship on an ore hex may mine ore at .1 ton per turn; this takes place on the movement phase, instead of movement.

Successful miners will invest in automated mines, which extract 1 ton per turn – and they may want robot guards to protect their ore. Players may raid each others' mines, and even engage in combat, if they wish. There is no law in the Belt.

*Victory:* Decide on a game length (perhaps 120 days) before the game. The miner with the most money wins, counting all property at full purchase value and unsold ore at MCr 2 per ton.

#### *Variants:*

- Clandestine is available as a base, and buys ore at Ceres prices. The blue asteroids are treated as normal asteroids.

- Clandestine is available as a base, but *only* to those ships which have purchased scanners (see equipment list, p. 9). It buys ore at Ceres prices.

## CAMPAIGN

A campaign game may involve a dozen or more players, and be played out over dozens of sessions, as commercial (or piratical) empires are built and crumble again.

This is a roleplaying game as well as a tactical one. Negotiations with the other players will help you succeed in your own goals!

The campaign uses the MCr purchase table, with one exception: to reduce bookkeeping, fuel is free. Pirates refuel at Clandestine; other players may refuel at any base or from friendly tankers.

Ships must still ration their fuel carefully to leave a margin for error – or for pirate gunfire!

## Merchants

Merchants are the driver of the economy. They use commercial ships to carry cargo and freight throughout the system. There are assumed to be hundreds of merchants in space, enough that the Space Patrol cannot specifically protect any one ship, but must answer calls for help as they occur. There's a lot of cargo out there, so merchants can pick up a load whenever they are ready – but stolen cargoes can be easily sold because there's a big market.

Each merchant starts with either two transports or one packet, fully loaded with fuel, on any world(s). Merchants may buy transports, packets, liners, and tankers, starting them on any world.

Each merchant player keeps track of their own delivery "cycles," as in the Piracy scenario (p. 10). A merchant receives MCr 3 for each successful delivery via transport, as long as the delivery is either to Terra or to a world that merchant's ships have not visited during the cycle. Merchants are not affected by the status of their competitor's cycles, unless the referee (see below) wants to make competition more intense.

The MCr 3 payment assumes the cargo is carried in a transport. Merchants may buy other ships:

- A *packet* earns MCr 5 for each trip, because shippers will pay more for safety.
- A *liner*, which carries only passengers and small valuables, earns MCr 10 for each trip.
- A *tanker*, which carries only fuel, does not make standard trips, but can turn a profit by negotiating rescues with the owners of ships which would otherwise go off the map.

## Prospectors

Asteroid prospectors start with MCr 25, and prospect and sell as in the Prospecting scenario . . . with the added hazard of pirates.

Prospectors may buy transports, packets, and tankers, starting them on any world. They may also buy all equipment listed in the *Prospecting* scenario.

## The Space Patrol

The Patrol starts with two corvettes and two corsairs, located on any world. Its job is to protect shipping and suppress piracy.

*The Patrol's Budget:* The Patrol receives MCr 4 on any turn when a ship is actually under attack (including maneuvering to surrender). It gets 3 on any turn when a pirate ship is merely detected but is not attacking, and 2 on turns when no pirate is detected.

The Patrol does not have to pay for fuel; it refuels free at any base. Likewise, its mines and torpedoes are free. Its only expense is new ships.

The Patrol may not engage in civilian commerce.

*Prize ships:* The Patrol may take captured pirate vessels into service, or sell them on any world for 75% of their new price. The Patrol is expected to return recaptured civilian ships to their owners, but once a captured ship has made it to Clandestine, it's treated as a pirate and may be taken as a prize and sold by the Patrol.

*Patrol tactics:* The Patrol should not shadow civilian launches, or permit them to shadow its own ship movements. The Patrol wants the pirates to show themselves so it can act.

The Patrol may not burn toward a pirate ship until it has entered detection range of a world or ship, or until it attacks a target.

## Pirates

One player may start as a pirate, with either two corvettes or a corsair, fully fueled, on Clandestine. Pirates treat the blue asteroids surrounding Clandestine as clear space.

The pirate's objective is to steal merchant cargoes and sell them at hidden Clandestine or rowdy Ceres. A stolen cargo, regardless of its origin or the ship carrying it, nets the Pirate MCr 10 when sold. If the pirate ship or fleet does not have enough cargo space for the whole cargo, it gets paid only for the percentage that it can carry away from its victim.

Stolen ore and CT shards may be sold at Clandestine, at prices as for Ceres. Note that a pirate ship may not steal a CT shard unless it has PM grapples!

Pirates may not engage in regular civilian commerce; it's too much like work.

*Detection of pirates:* This rule is important and will require a certain amount of roleplaying. Pirate ships are not "detected" until they enter detection range of a world or ship (5 hexes for worlds, 3 for ships and bases), or when they fire on a target. Other players must simply ignore the pirate ship counters that they "cannot see."

*Prize ships:* The pirates may take captured vessels into service, or sell them for 75% of their new price on Clandestine, or 50% on Ceres or any world.

*Refueling:* The pirates may refuel only on Clandestine. However, a successful pirate may keep a hidden tanker or two in-system to refuel ships and prizes.

If all pirate warships are eliminated, the pirate player may re-enter the game after 20 turns, with either a corsair or two corvettes on Clandestine. The Patrol gets no money during this time of no piracy, because the Grand Senate of Earth does not have the sense that God gave a flatworm.



## Victory

Play to a specified number of turns, a specified number of sessions, or a specified date on the calendar. Then calculate all players' net worth (the Patrol also wins if he knows he has done a good job). Or just play an open-ended campaign, with players going and coming, and see what develops!

## Referee

A campaign game may have a referee who reins in any unrealistic behavior, such as civilian ships shadowing Patrol courses, or Patrol captains who head directly toward every pirate ship counter before it is actually detected.

The referee also has the power to change any "social" rules to keep things interesting. For instance:

- *Regulation of trade.* Unpopular or risky trade runs may be increased in payoff value. Special merchant cargoes, with high payments, may be offered from time to time. Bonuses may be offered for speedy delivery!

- *Prospecting.* The markets for ore and CT shards may be opened on other worlds, with as much complexity as the referee is prepared to manage. Asteroid prospectors may also be able to find precious metals, ice to deliver to Ceres, lost ships, and even alien artifacts.

- *Bank.* The referee may introduce money tokens and act as the bank. Money makes it easy for the players to trade and deal among themselves.

- *Admission of new players.* Entirely up to the referee's discretion. New merchants and prospectors are easy to add. The Patrol may be divided between players. It is even possible to draw a second secret base on the map, possibly well beyond Jupiter, and allow a competing set of pirates. And entirely new roles may be created.

- *Political climate.* If piracy becomes rampant, the Space Patrol may get more money to buy ships. Conversely, if the Space Patrol is very successful, they may be rewarded with a funding cut or even by having some of their ships mothballed.

- *Modify the map or create a new or larger one.* (Yes, we have experimented with systems to let the moons and planets move, and it doesn't seem to add enough play value to justify the bookkeeping. But feel free to try it!)

- *System News Network.* The referee can play the part of a future news channel to give the players information. Game events can also be written up after they happen – maybe in a blog! And players can be rewarded for contributing reports, fiction, tweeting in character, or whatever else they can come up with.

- *Private warships.* Merchants who lose too many cargoes may lose faith in the Patrol and want to buy ships with more armament than mere packets. The referee may allow the purchase of private warships according to one of several possible rules. For instance:

- Private warships may be purchased at any world, but there is a heavy tax: the ship costs 150% of list price, with the extra 50% going straight to the Patrol.

- Private warships are illegal. Don't get detected. You will be treated as a pirate. Purchase of private warships must be negotiated with the referee, including a heavy bribe to keep them from being detected as they leave the world where they are purchased.

- Private warships are tolerated outside the Belt, and may be purchased on any moon of Jupiter at list price, but they may not come sunward of the Belt.

- *Nukes.* By unanimous agreement of the players, the Third Geneva Convention may be repealed and nukes allowed in play. Note that this genie will not go back into the bottle; on a game scale there is no provision for repairing planetary destruction.

- *Secret Combat Results.* The referee may keep a damage record for each ship in combat, and roll secretly for damage results. The attacker is told only "You missed," "You hit," or "They blew up." Attackers must make their best guess about combat results based on their targets' observed behavior.

## ORBITAL BASES

In this variant, it is assumed that every planetary base has a highly developed orbital base overhead.

- Any ship which could refuel at a planetary base may now refuel just by passing over it while in orbit.

- Cargo can be delivered to orbit, which speeds commerce! The ship does not land, but makes delivery, and picks up new cargo, on the turn it enters orbit. This saves fuel and precious time.

- If the planetary base below it is devastated by a nuke, the orbital facilities are lost.

- Alternatively, if players and referee are willing to tolerate more complexity in the name of strategic warfare, orbital facilities may be represented by orbital base counters, which are not destroyed by nukes hitting the planet, but engage in combat in the usual way.



# ADVANCED COMBAT SYSTEM

This system adds tactical detail by making it possible for a ship to take damage in three ways: general structure, propulsion, or weapons.

Thus, a ship can be able to maneuver even though it cannot fight, or vice versa. Ships can also simply be shot to pieces by structure hits.

Two die rolls are made for each attack. The first roll determines if any hits are scored; use the appropriate table for the type of attack. Then a damage roll is made for *each* hit to determine where the damage goes.

## To-Hit Roll – Guns

Roll	1:4	1:2	1:1	2:1	3:1	4:1
1	–	–	–	–	–	1
2	–	–	–	–	1	1
3	–	–	–	1	1	2
4	–	–	1	1	2	2
5	–	1	1	2	2	3
6	1	1	2	2	3	3

## To-Hit Roll – Other Damage

Roll	Torpedoes	Mines	Asteroid	Ram
1	–	–	–	–
2	1	–	–	–
3	1	–	–	1
4	1	–	–	1
5	1	1	1	2
6	3	2	2	3

Each hit scored gives you one roll on the Damage table.

## Damage – Roll one die:

- 1 – 1 weapon D
- 2 – 1 drive D
- 3 – 1 structure D
- 4 – 1 weapon D, 1 structure D
- 5 – 1 weapon D, 1 drive D
- 6 – 1 structure D, 1 drive D

Keep track of damage to each ship. A ship recovers from 1 D a turn, just as in regular combat. The owner chooses what kind of damage to recover from.

A ship which reaches a base is immediately restored to full operating status.

## Weapon Damage

A ship with any weapon damage cannot fire guns or drop ordnance. *Exception:* A dreadnaught can still fire if its weapon damage status is D1 through D3.

Weapon hits on civilian ships have no effect except to prevent their launching mines.

A ship whose weapons reach D6 or below can no longer repair them; it must get back to a base to recover its weapon capability. It still defends normally.

## Drive Damage

A ship with any drive damage cannot maneuver.

A ship whose drive reaches D6 or below may not be repaired; it will be lost when it reaches the edge of the map.

## Structure Damage

Structure hits have no immediate effect on weapons or drives . . . but if structure reaches D6 or below, the ship explodes or falls apart, and is lost.

## Looting

A ship is considered “disabled” and lootable/capturable only if it can neither maneuver nor fire. Structure damage does not make a ship any more or less lootable.

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**STEVE JACKSON GAMES**  
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# TRIPLANETARY™

## Space Combat in the Solar System

### ADVANCED COMBAT SYSTEM

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4	–	–	1	1	2	2
5	–	1	1	2	2	3
6	1	1	2	2	3	3

#### To-Hit Roll – Other Damage

Roll	Torpedoes	Mines	Asteroid	Ram
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Each hit scored gives you one roll on the Damage table.

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#### EXPANDED PLAY

In its more than four decades of existence, *Triplanetary* has benefited from the efforts of a lot of creative fans who have written scenarios, optional rules, and other material. A collection of *Triplanetary* support is available free at [triplanetary.sjgames.com](http://triplanetary.sjgames.com), and contributions are welcome.

Incidentally, permission is granted for the purchasers of this game to make personal-use copies of the rulebook, counters, and this sheet in order to extend the game!

# REFERENCE

## GUN COMBAT DAMAGE

### Combat Odds

Roll	1:4	1:2	1:1	2:1	3:1	4:1
1	—	—	—	—	—	D2
2	—	—	—	—	D2	D3
3	—	—	—	D2	D3	D4
4	—	—	D2	D3	D4	D5
5	—	D2	D3	D4	D5	E
6	D1	D3	D4	D5	E	E

- Attacks at better than 4:1 are 4:1.
- Attacks at less than 1:4 have no effect.
- A die roll modified to less than 1 has no effect.
- A die roll modified to more than 6 is 6.

## OTHER DAMAGE

Roll	Torpedoes	Mines	Asteroid	Ram
1	—	—	—	—
2	D1	—	—	—
3	D1	—	—	D1
4	D1	—	—	D1
5	D2	D2	D1	D3
6	D3	D2	D2	D5

## EQUIPMENT

Equipment Type	Cost (MCr)	Mass	Remarks
Fuel	*	—	Available at bases.
Mine	10	10	
Torpedo	20	20	
Nuke	300	20	
Scanners	30	—	Navigation at Clandestine.
PM Grapples **	40	10	To handle CT shards.
Automated Mine **	5	10	To dig ore.
Robot Guards **	50	10	To protect mines and ore.
Ore**	varies	1	
CT Shard **	varies	10	

\* Fuel is available at any friendly base. If no cost is given in the scenario, then fuel is too cheap to keep track of in the game — i.e., free.

\*\* Mining equipment, ore, and contraterrene shards are described under *Prospecting*, p. 13.

## SHIP TYPES

*Triplanetary* depicts nine different types of ship, plus orbital bases:

✈ *Transport* — A basic cargo ship with minimal defense and no weapons.

✈ *Tanker* — Nothing but drive, crew quarters, and fuel tanks — no weapons.

✈ *Liner* — A specialized craft for carrying passengers. It has no weapons and no capacity for other cargo.

✈ *Packet* — A transport with extra armor and reinforcement, and a couple of railguns for self-defense. May be used by both civilian and military; packets are allowed to anyone who could buy a transport unless a scenario states otherwise.

✈ *Corvette* — The smallest warship.

✈ *Corsair* — A flexible mid-sized warship.

✈ *Frigate* — A large warship.

✈ *Dreadnaught* — An extremely large warship with a lot of armor and ordnance capacity. It has fewer fuel points than do smaller warships.

✈ *Torch* — An experimental warship with unlimited fuel. It has the guns, but not the hold capacity, of a frigate.

★ *Orbital Base* — A large structure, armed and armored for combat, which also serves as a resupply point for friendly ships.

Ship Type	Combat Strength	Fuel Capacity	Cargo Capacity	Cost (MCr)
Transport	1D	10	50	10
Packet	2	10	50	20
Tanker	1D	50	0	10
Liner	2D	10	0	50
Corvette	2	20	5	40
Corsair	4	20	10	80
Frigate	8	20	40	150
Dreadnaught	15	15	50	600
Torch	8	*	10	400
Orbital Base	16	0	**	1000

Ships with a D after their combat strength may not attack or counterattack; their strength is defensive only. Warships and packets have a combat strength without the D suffix; they may attack normally.

\* Torchships have unlimited fuel.

\*\* Orbital bases have an unlimited fuel store and cargo hold to resupply friendly ships, and use special combat rules; see p. 7.