

Jovian Wars Rules v1.2.2

Jovian Wars

Jovian Wars is a near future tactical space battle game played on a tabletop with miniatures and dice. Each player builds a fleet of models and then commands it in a tactical game by maneuvering around the battlefield, attacking enemy ships, and attempting to defeat their opponent by completing scenario mission objectives to gain victory points.

This rules set is to allow players to play a fast game simulating a space combat game in a future Earth solar system wide conflict. This game includes large capital ships and small space fighters including Exo-Armors (Space Mecha). The game simulates 3D combat on the 2D surface of a table.

Jovian Wars should be played on a table space 48" x 48". A modest game should require no more than two hours to play including force selection, deployment, resolution and clean up.

Jovian Wars will begin with three major factions: Earth/Moon (CEGA), Venusian, and eponymous Jovians. The Mercury, Mars Democratic, Mars Free Republic, Asteroid Belt Miners/Pirates/Nomads, Saturnians, Kuiper Belters will come at a later date.

PDF Version

It is intended for this website to be the single source of truth for Jovian Wars rules. That said, sometimes it is convenient to have access to a PDF for printing, although there is the downside of the paper cost, especially given that the rules will continue to evolve. There are plans for a typeset rulebook in the future, but the current stable version of the rules will always take precedence.

For those seeking a PDF of the rules, you may find one here:

Rules PDF

Please note that the PDF is auto-generated and not manually typeset. The web version of the rules take precedence.

Feedback

You can reach the rules team over on the Discord. Please include as much information as you can about any rules issues that you have during your games, and any observations that you make that would help players simplify their game play.

Including pictures of your game and fleet lists is appreciated but not required. Constructive, critical, and objective feedback is most welcome.

Catch-All Rules

To provide coverage in the event of ambiguous cases in rules, here are some “base cases” to provide guidance.

Exceptions

More specific rules take precedence, e.g. rules in model or weapon traits will override main rules.

Random Selection

In some cases, it may be necessary to randomly select a winner from a list of options. Randomize among the potential choices by rolling a die as appropriate.

Rounding

All fractions will be rounded up to the nearest whole number.

Example: A ship boosts and must halve its Fire Control rating of 3. It divides the rating to 1.5 then rounds up to 2.

Interruptions and Responses

There are trait and game rules that allow models to interrupt the active models activation to resolve. The most common interruptions are Interception and Point Defense against missiles.

If a special rule requires an interruption or allows a response simply suspend the current activation until the interruption is resolved then continue with the activation.

Measurement

Jovian Wars is a pre-measure game. You may measure any distance at any time.

Resolving Rules Conflicts

In the event of an ambiguous or unresolvable ruling that cannot be resolved to the satisfaction of both players, here is a short procedure to follow:

1. Randomly select one of the possible rules interpretations so the game may continue.
2. Document the ambiguity with photos if necessary.
3. Let the rules staff know on the forums!

We’re constantly trying to improve the rules and remove opportunities for ambiguity, but we need to know what players find confusing or unclear!

Design Notes

This section is less about *rules* and more about capturing some notes about designer intent. Hopefully this will increase transparency and provide context for the “why” of certain rules decisions.

Simulation versus Game

Jovian Wars is not intended to serve as a physics simulator. It is first and foremost a competitive wargame inspired by space opera and mecha animation. When possible, aspects of physics inform the mechanics, but the primary focus of these rules is to create a fun and immersive game that can be played in 2 hours competitively.

Space Environment 2D vs 3D

Jovian Wars is played on a 2D surface. The experience of playing in 3D is represented in the rules in many aspects such as models being able to move and shoot past/through each other.

Scale

The Scale of the Exo-Armor and Fighter models are 1/1000. Capital Ship models are approximately 1/4000 scale. Note that this is an approximation and is not exact.

Gameplay

Jovian Wars is an alternating activation, pre-measure, d6-based, spaceship game.

Turns are made up three phases: * Deployment Phase - Each turn Players have an opportunity to deploy Models that have not deployed yet. * Activation Phase - Players alternate activating Models. * End Phase - Check for victory and perform States clean up.

The Deployment and End phases are pretty straightforward, so we'll spend a little extra time on the Activation Phase in this summary.

At the start of a Model's activation, you must first declare which Action you intend to use, if any.

- Movement - Change position/facing
- Declare and Resolve an Attack - Expend Fire Control rating to fire its weapons at legal targets.
- Perform one Action - Resolve the declared Action, e.g. a Squadron may Boost for extra movement, etc.

You may Attack as many times as your Fire Control rating allows, but you may only declare *one* Action an activation.

Attacks and Actions may be resolved before, after, or while interrupting a Move.

Component Overview

- **Fleet** - Your Fleet is the forces you bring to table to fight, and is made up of Models.
- **Models** - These are the physical things you bought, glued together, and eventually will paint. There are a few main types of models:
 - **Squadrons** - Light, small spacecraft with small crews. Engines to go fast and guns to blow stuff up. You'll see both traditional Fighter craft as well as Exo-Armor suits which are humanoid exo-skeletons, i.e. mecha!
 - **Capital Ships** - Anything bigger than a Squadron.

You'll also need Unit Cards, which have all the relevant information you'll need for your Models.

Components

A Fleet consists of a number of **Models**. A Model may consist of a single Capital Ship figurine on its base or a squadron of Exo-Armors or Fighter figurines on their base. A Model can also be a terrain model or template such as an asteroid, comet, Habitat, or station.

In addition to models players will require: * Some six sided dice, preferably 6 in one color and 4 in another. * A ruler or measuring tape * Some way of marking the Unit Cards to keep track of model state.

Model Ratings

Every model and weapon has a number of numerical values associated with it, which are termed **Ratings**.

Movement Ratings

Some ratings affect movement and positioning, such as:

- **Speed** - Represents a model's base movement speed, in inches.
- **Turns** (Capital Ship Only) - How many times a Capital Ship can turn in one activation.
- **Thrusters** (Capital Ship Only) - Represents the effectiveness of a model's maneuvering and secondary propulsion systems.
- **Fuel** (Squadrons Only) - An abstraction of the current reaction mass reserves available to a squadron for combat maneuvers. Note that Fuel is replenished at the end of a Squadron's activation.

Attack Ratings

Other ratings represent the firepower of a model and its ability to apply said firepower:

- **Fire Control** - Represents a model's ability to utilize its weapons systems. This is a result of the experience/skill of the crew and the sophistication of the model's automated targeting systems.
- **Sensors** - Sensors determine the effective range of a Model's weapons.

Defense Ratings

Of course, when weapons are involved, there are bound to be defensive ratings:

- **Armor** (Capital Ship Only) - How armored (or not) a particular arc of a ship is. Armor affects the Macro Pool of weapons targeting this ship.
- **Defense** - An abstraction of how effective a model's point defense systems are. This could be a representation of anti-squadron flak cannons, point defense laser batteries, etc.
- **Structure** - A measure of how much damage a Capital Ship can sustain before it is Crippled or a Squadron can sustain before it is Destroyed.

Crew

Finally, there are ratings to represent the crew or pilots of each Model:

- **Skill** - Represents the experience of the crew, pilots, or captain.
- **Marines** - An abstraction of how many trained soldiers are present on a ship as well as how effective they are.

Model Base Sizes

Exo-Armor and Fighter models are based on 1" Hex bases with a multi-pronged mounting supporting each model. Capital Ships are mounted on rectangular or square bases which show their attack arcs. Ships are marked on the bottom of their data cards as to which base size to use, and sold packaged with the correct base size.

Model Types

There are different model types in a game of Jovian Wars. The type of a model affects the range it can be detected by sensors and therefore the range it can be attacked from. Additionally the number of dice each weapons rolls to attack a model is determined by its type. Some Actions are restricted to certain model types.

Squadron

Exo-Armor

An Exo-Armor is a 15-30 foot tall exoskeleton with manipulators, thrusters, and an articulated frame. This flexibility gives them their chief advantages of maneuverability, a variety of weapons, and their ability to land on and attack capital ships at point blank range. Exo-Armor models are based three figures on a single 1” hex base. The term Exo-Armor can also describe large exo-suits (armored space suits).

Fighter

Fighters are light spacecraft built around extremely powerful engines that carry large quantities of ordnance, but lack some of the versatility and weapon options of Exo-Armor squadrons. Fighter models are based three figures on a single 1” hex base. The term “Fighter” can also describe fighter-bombers, reconnaissance vehicles, and bombers. Fighter squadrons may not use the Boarding Party action unless they have the Marines:X trait.

Capital Ship

Capital ships encompasses a range of craft from small freighters dozens of meters long to battleships hundreds of meters long. Capital Ships have restricted firing arcs marked on their bases in addition to a turning mark used for movement. Each weapon system is listed with a weapon arc or arcs that describe the area that the model may fire into with those weapons.

Infantry & Exo-Suits

Capital ships and installations such as orbitals and stations maintain a defensive crew of marines in armored space suits and exo-skeletons. These units are not mobile enough to operate in space away from a craft or dock but they are adept at performing boarding attacks if they can cross to a nearby enemy craft and successfully board them. Infantry and Exo-Suits are not represented by models but are the Marine rating or trait that is listed on the models that transport them. Exo-Armor models with the Exo-Suit trait are small enough to board capital ships as if they were Marines.

Terrain Model

The Jovian Wars game scenarios may include specific terrain models such as comets, asteroids, orbitals, and space stations. The model’s attributes should be determined before the game starts.

Unit Cards

Unit Cards are a way of collecting the attributes, traits, and statlines of each model. In most cases, only Capital Ships and Squadrons have Unit Cards.

Capital Ship Unit Card

1 *Shan -Yu Class* **2** 111 TV

3

4 6" **5** 4

6 1 **7** 2

8 Fore P/S Aft
1 1 -

9

Weapon	Arc	AC	AS	Ma	Traits	
Particle Cannon	F	4	3	+2		<input type="checkbox"/>
Beam Projector (x4)	T	3	4	+1	Link	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Missiles: AC	F	6	4	+3		<input type="checkbox"/>
Missiles: AS	T	2	4	+2		<input type="checkbox"/>

10 Traits Counters, Drones , Hanger: 2 , Ring Module,

11 Repair:2, Catapult **12** 2" x 2" base

13

Structure
1 2 3 4 5

1-2: Defense
1 2 3 4 4
5 5

3-4: Sensors
1 1 2 2 3

5-6: Thrusters
1 2 3 3 4

Marines
1 2 3 4 5

Figure 1: Capital Ship Card Example

1. Name
2. Threat Value, i.e. how many “points” a model is worth during fleet construction
3. An image of the model for identification purposes.
4. Speed Rating
5. Fire Control Rating
6. Turn Rating
7. Skill Rating
8. Armor Rating for each arc (Fore, Port/Starboard, Aft)
9. Weapon List with Arc, Anti-Capital (AC), Anti-Squadron (AS), Macro (Ma) ratings and Traits
10. Model Traits
11. Rules Version of the Model
12. Model base size
13. Model Ratings for Structure, Defense, Sensors, Thrusters, and Marines

Squadron Unit Card

1. Name
2. Threat Value, i.e. how many “points” a model is worth during fleet construction
3. An image of the model for identification purposes.
4. Squadron Type: “Exo-Armor” or “Fighter”
5. Speed Rating

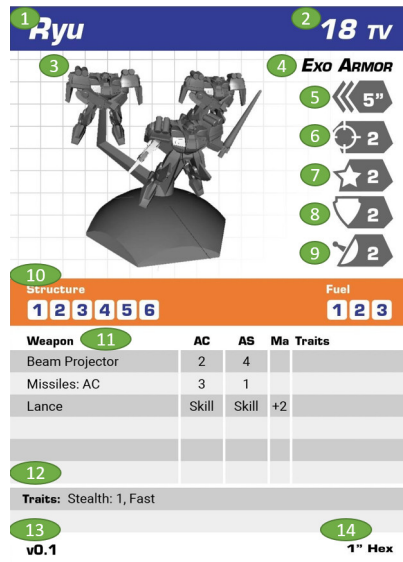


Figure 2: Squadron Card Example

6. Fire Control Rating
7. Skill Rating
8. Defense Rating
9. Sensors Rating
10. Structure and Fuel Rating
11. Weapon List with Anti-Capital (AC), Anti-Squadron (AS), Macro (Ma) ratings and Traits
12. Model Traits
13. Rules Version of the Model
14. Model base size

Sequence

Alright, enough of the administrivia, it's time to play a game!

Pre-Game Setup

After you've collected some models, dice, a tape measure, and your secret strategies, you and your opponent will need to agree upon:

Point Value - What is the maximum points worth of models you're allowed to bring to the table?

Once you've selected the Point Value at which you're playing, go ahead and assembled your force of models. Detailed Fleet Construction rules are available.

If this is your first game, we recommend starting at 250 points. Feel free to ignore the Force Construction rules for now. Rule of cool is the most important at the moment, but having a mix of capital ships and squadrons will allow you to explore the game mechanics. Note that your game might not be balanced, but you're just learning how the game works, so that's okay!

Mission - What mission are you going to play? This defines the victory conditions for the game.

If it's your first game, agree on a number of **Game Turns** to play and just see who has killed more points at the end. That's the winner!

Initiative

Most missions will have some way of defining a player as either **Attacker** or a **Defender**. The Attacker generally has **Initiative** unless the mission specifies otherwise. In the event that a mission does not specify Initiative, use Random Selection to determine a player to have Initiative.

Structure of a Game

Each **Game Turn** is made up of three phases:

- **Deployment Phase:** Starting with the player that has Initiative, players alternate deploying eligible Models until all eligible models have been deployed or both players pass on deploying a model.
- **Activation Phase:** Starting with the player that has Initiative, players alternate activating eligible Models until all Models have been activated. Models activate independently and must complete their activations before starting another model's activation.
- **End Phase:** Both players check victory conditions and perform turn cleanup tasks.

Typically, a game lasts for *seven* Game Turns, unless a player is deemed victorious during an End Phase.

In the event that one player has more Models to deploy or activate, that player will simply have several consecutive deployments or activations to perform during the appropriate phase once their opponent has run out of groups.

Deployment Phase

In a game of Jovian Wars each player will have one or more Deployment Zones where models will be placed on the table during the Deployment Phase. The zone(s) in which a player deploys their models is called the Friendly Deployment Zone(s) and the opponent's zone(s) are called the Enemy Deployment Zone(s). Any table edge contacting a Deployment Zone will be a Friendly or Enemy Table edge, as appropriate.

Missions will typically define a deployment zone, but in cases where they do not, players select opposed table edges randomly or by mutual agreement. The deployment zone for each player is the 12" strip extending from their table edge.

All models start the game either Embarked or In Reserve.

Missions will define which Models are eligible for deployment during each Game Turn's Deployment Phase. In the event that a mission does not define which Models are eligible, all Models are eligible.

To deploy an eligible model, a player simply places it anywhere in their Deployment Zone. The model must be wholly contained within the Deployment Zone, but otherwise may be placed in any facing the player wishes.

Players alternate deploying models until both players decline to deploy models. Once you have declined to deploy a model, you may not resume deploying models until the next turn's Deployment Phase. If you have no more eligible models to deploy, you are obligated to decline deploying models.

Models which can be Embarked may be deployed in sequence either directly on the table or Embarked in a model with available capacity.

Activation Phase

In the Activation Phase, starting with the player that has Initiative, players alternate activating Models until all eligible Models in their Fleets have been activated at which point the Activation Phase is over.

An Activating model must first

- Declare its intent to use an Action.
- Apply effects of the Boarded state.

After it has done the above, the model may:

- Engage in Movement
- Spend Fire Control rating to Attack
- Resolve an Action

Attacks and Actions may be resolved before, after, or while interrupting a move.

A player using their Fire Control to make an attack may spend their Fire Control all at once or at different points of their movement for each point of Fire Control. Attacks made with each Fire Control rating are distinct attacks and are resolved before completing further attacks.

When Squadron models activate they may be limited by their Fuel rating. The amount of Fuel rating remaining is tracked over the course of a model's activation and once used up the model may no longer take any actions that require fuel.

Fuel Refresh

When a model's activation ends its fuel rating, and the fuel rating of any other model that used fuel during its activation, is refreshed to its base value. Squadrons do not have to return to a capital ship model to refresh their fuel.

A Squadron's Fuel rating refreshing represents in space refueling drones and/or replenishment of the model's plasma reserves from onboard reaction mass. The term "Fuel" denotes the amount of reactor plasma available for short bursts of activity such as a dogfight or bombing run.

End Phase

The End Phase is used to complete any game effects that specifically occur in the End Phase, such as certain States which are cancelled during the End Phase.

Victory conditions and scenario turn limits are checked and if there is no winner then a new Game Turn begins.

States

One of the most taxing parts of a tabletop wargame is keeping track of the states of various aspects of the game. To bound the complexity of this problem in Jovian Wars, there are three major time windows during which a model may be affected by one or more effects or states:

- During an **Activation** - Something a player chooses to do may apply some effect or state to a model, and this state will disappear at the end of the current model's activation. These effects should be simple enough to keep in players' working memories and should require no physical memory aids.
- During a **Turn** - A model may have an effect that lasts throughout an entire game turn. In this case a Token may be placed next to a model as a memory aid, and most tokens will be removed during a turn's End Phase.
- During a **Game** - Any effect or state that lasts the entirety of a game should be tracked exclusively on a model's Unit Card. This provides for a single source of truth when tracking damage, negative status effects, etc. and will keep the play space uncluttered.

Of course, it's never that simple, and some states and state changes do not fit nicely into the above model, such as In Reserve and Embarked. When possible, however, the rules hold to the above three timing windows.

States generally have *requirements* to *enter* a state as well as conditions for *cancelling* a state.

Assaulting

Requirements	Entering	Cancellation
Exo-Armor	Assault Action	Destroyed,Interception,Return to Base

An Exo-Armor squadron that has successfully completed an Assault action may choose to enter the Assaulting state. The Exo-Armor Squadron is placed in base to base contact with the Capital Ship.

When the Capital Ship under assault next activates, the Assaulting Squadron must either remain in the Assaulting state or voluntarily cancel it and enter the Return to Base state.

- Return to Base - The squadron will remain stationary as the Capital Ship moves away.
- Assaulting - Once the Capital Ship has completed its movement, the Squadron owner places the Squadron anywhere in base to base with the Capital Ship, avoiding Overlapping.

When activating a model currently Assaulting, the Squadron must either remain in the Assaulting state or voluntarily cancel it. If the state is voluntarily canceled, place the now returning to base Squadron 1" away from the Capital Ship and proceed with its activation normally.

If the model chooses to remain in the Assaulting state, it *must* declare an Assault action.

Assaulting Exo-Armors may be targeted by weapons with a 0 Macro Rating before Armor is applied or the Engage Point Defense action, but all results are Diminished.

Assaulting Exo-Armors may also be intercepted by a Squadron in their Active turn. This cancels the Assaulting state, the Assaulting Exo-Armor is moved out of base to base contact with the Capital Ship and the Dogfight is resolved normally.

Boarded

Requirements	Entering	Cancellation
Boarded by enemy Marines	Boarding Action	Boarders: 0 or Marines: 0

At the start of its Activation, a **Boarded** model must resolve a firefight between the Boarders (enemy Marines) and the defending Marines. Total up the number of Boarded marines–this is the Boarders rating.

Each player chooses one of the following options in secret and reveal their choices simultaneously:

- **Engage** - The Boarders or Marines engage the enemy personnel directly,

prioritizing their destruction.

- **Defend** - Available only to the defending Marines, this represents the Marines securing access to vital ship systems.
- **Sabotage** - Available only to the Boarders, this represents the boarded Marines targeting a particular System or System Trait for damage.

If a player chooses **Engage**, they make an Unopposed Roll with base dice equal to the current Marines or Boarders rating on the Boarded model.

- D results reduce the opponent's Marine or Boarders rating by 1.
- T results reduce the opponent's Marine or Boarders rating by 2.
- Q+ results reduce the opponent's Marine or Boarders rating to 0.

Example: Dave has boarded a Jovian Valiant, which has 2 Marine rating remaining. Dave's total Boarder rating from all the ships which contributing boarding personnel is 3. Dave chooses Engage and rolls 3d6, getting a D result, reducing the Valiant's Marine rating to 1.

If the boarding player chooses **Sabotage** and the defending player chooses **Engage**, resolve the Engage as above. The Sabotage is resolved simultaneously as an Unopposed Roll with base dice equal to the Boarders rating. Apply the Results as if the attack were made by a Precise weapon.

If the boarding player chooses **Engage** and the defending player chooses **Defend**, both players resolve simultaneous Unopposed Rolls as if they had both declared Engage. The defending player, however, Diminishes their results.

If the boarding player chooses **Sabotage** and the defending player chooses **Defend**, resolve an Opposed Roll with the boarding player as Primary Player and the defending player as the Secondary Player. Any remaining Results for the Primary Player are applied as if the attack were made by a Precise weapon.

If a model's Marines rating is reduced to 0 and there are Boarders remaining on board, the model is now considered Captured.

Captured

Requirements	Entering	Cancellation
Boarded	Marines: 0	Boarding

Control of a Captured model goes to the player who successfully Boarded it, and the Boarders rating becomes the new Marines rating of the ship, to a maximum of the original Marines rating of the ship.

As a Captured model becomes Captured before the original owning player declares moves and attacks or resolves Actions, the new owner may choose whether or not to resolve the chosen action, but may not change the action for this activation.

A Captured model may be subject to a Boarding action by its original owner in attempt to regain control.

- A Captured ship is worth 1.5x points for its *captor* at the end of the game for Victory Points Purposes.
- A Captured ship is reduced to Fire Control: 1.
- During its activation, a ship may engage in Movement and Attack as normal, taking into account any damage it may have suffered.
- A Captured ship may only take the following Actions:
 - Repair
 - Withdraw

Crippled

Requirements	Entering	Cancellation
Capital Ship	0 Structure	Repair

A Capital Ship with 0 remaining Structure is considered **Crippled**.

If a Crippled ship remains on the table, i.e. not Dead or Exploded, it obeys the following rules:

- A Crippled ship are worth 0 points for Victory Points purposes, unless it successfully Withdraws.
- A Crippled ship is reduced to Fire Control: 1.
- During its activation, a ship may engage in Movement and Attack as normal, taking into account any damage it may have suffered.
- A Crippled ship may only take the following Actions:
 - Repair
 - Withdraw

While is it not possible under any circumstances for a Capital Ship to cancel the Crippled state by itself, a Capital Ship successfully repaired by a ship with the Dock trait may exit the Crippled state.

Each Crippled ship rolls on the Catastrophic Damage table when:

- The ship loses its last Structure and enters the Crippled state for the first time.
- You start the Deployment Phase of a turn.
- The ship would lose another point of Structure (ships cannot be reduced below zero Structure).

Catastrophic Damage Table

Roll 1d6 + the number of Systems that have been reduced to 0 rating and consult the appropriate line in the table below:

Roll	Result	Effect
1-5	No Effect	See above
6-7	Dead	Destroyed, replace with Wreck
8+	Explode	Destroyed, resolve Explosion

Models that are Embarked on a Dead model are placed within 1" of the Dead model before it is removed. Models Embarked on a model which Explodes are assumed to be lost in the explosion and count as Destroyed.

Explosion

- All models within 3" of the exploding ship suffer an AC/AS attack with Base Pool equal to the starting Structure rating of the ship +1.
- All models within 3" + 1d6" suffer an AC/AS attack with Base Pool equal to half of the ship's starting Structure Rating.

Example: An Uller Capital ship is reduced to 0 Structure rating and Crippled. It has zero point defense and thrusters. The attacker rolls 1D6 and gets a [5]. Adding 2 for the system ratings at zero gives a result of 7 and a result of "Dead". The Ullers owner removes it from the table and replaces it with a 2" diameter Wreck marker.

Destroyed

Requirements	Entering	Cancellation
	0 Structure, Dead, or Explode	-

A Squadron with 0 remaining Structure rating is considered **Destroyed** and is removed from the game.

A Capital Ship that has suffered the Dead or Explode results on the Catastrophic Damage Table is considered Destroyed and is removed from the game.

Destroyed models are worth 0 points for Victory Points purposes.

Disrupted

Requirements	Entering	Cancellation
Squadron	Hit by Particle Cannon	End Phase

A Squadron that has been hit by a Particle Cannon loses one Fire Control rating, to a minimum of 1. Repeated hits by Particle Cannons do not further reduce

Fire Control rating. This penalty is removed during a turn's End Phase.

Embarked

Requirements	Entering	Cancellation
–	Land	Launch

Models start the game In Reserve or Embarked.

Squadrons may be **Embarked** on any model with the Hangers trait. If the scenario allows, Capital Ships may be similarly Embarked on models with the Dock trait.

In both cases, the number of Embarked models may not exceed the limits as specified by the relevant trait.

If the scenario allows, it is possible to have Squadrons Embarked on Capital Ship that is itself Embarked.

As with the Reserve state, models that are Embarked are considered to be off the table until they are placed on the table with a Launch action.

States which apply to Embarked models are tracked normally, e.g. damage persists, any state that would expire at the end of turn expires at that time, etc.

Evading

Requirements	Entering	Cancellation
Thrusters: 1+ or Fuel: 2+	Evade Action	End Phase

- An Evading model is considered to have the Evasive trait.
- If the model already has the Evasive trait, the trait now functions at Short Sensor Range
- The Evading model is considered to have Fire Control: 1.

In Reserve

Requirements	Entering	Cancellation
–	–	Deploying the Model

Models start the game In Reserve or Embarked.

Model **In Reserve** are placed off the table until they are deployed in a deployment phase. Models that are off the table may not Attack or use Actions. They

are considered to be on approach to the area of operations.

Return to Base

Requirement	Entering
Squadron	Assault, Bombing, or Dogfight

Squadrons in Return to Base state may only declare the following Actions:

- Boost
- Evade
- Withdraw
- Vector Attack

A Squadron Model in Return to Base state must make a Returning to Base move during the End Phase of a turn directly towards the controlling player's table edge or the nearest model with the Hangers trait, owning player's choice.

- Returning to Base moves are *not* subject to Interception.
- Squadrons executing a Returning to Base move may spend 1 fuel if available to double their Speed.
- The Squadron must move all of their Speed if possible.
- If the movement would result in the Squadron moving into base to base contact with a friendly model with the Hangers: X trait, the Squadron may Land.

Cancel this state during the End Phase after making the required move.

It is highly likely that multiple Squadrons will be in the Return to Base state during the End Phase. As the Return to Base mandatory moves are not subject to Interceptions, players may resolve the movements in whatever order they wish, alternating moving Squadrons between players in initiative order.

Stealthed

Requirements	Entering	Cancellation
Defense: 1+, Sensors: 1+, Thrusters: 1+	Silent Running	End Phase, Fire Control Expenditure

This model improves its Stealth trait by 1. If it did not have the Stealth Trait, it gains Stealth: 1.

This state is canceled during the End Phase or if the model expends Fire Control.

Station Keeping

Requirement	Entering	Cancellation
Thrusters: 1+	Station Keep Action	End Phase

Station Keeping sets a ship's Speed to 0" and grants a bonus of one [Flex Die] to all attacks targeting this ship.

Withdrawn

Requirement	Entering	Cancellation
-	Withdraw Action	-

A ship that has successfully executed the Withdraw action enters the Withdrawn state and is removed from play.

For the purposes of Victory Points a Withdrawn ship is worth 0.5x its points.

Dice System

As in many other tabletop miniature wargames, Jovian Wars uses dice to determine the success or failure of an attempted action on the table. Jovian Wars terms these attempts **Tests** or **Rolls**. For example, you might be asked to perform an "attack roll" or "skill test."

Result

Jovian Wars uses a system of rolling a pool of six-sided dice to determine the **Result** of Test or Roll during gameplay. Generally, rolling a pool of X dice is represented as Xd6, i.e. rolling two dice would be represented by 2d6.

A successful Result in Jovian Wars involves having at least one set of matching die faces. For example, if you roll 2d6 and get the result 2, 2 that is a success as there are matching dice! A Result of 2,3 is considered a failure as no die faces match.

Magnitude

The more die faces that match, the higher the **Magnitude** of the Result. In other words, rolling three 3's is better than rolling two 3's. As a written shorthand for the Magnitude of a dice roll, we use the following notation where the result is enclosed in square brackets:

- N - **No Result** - This represents rolling all unique die faces, i.e. no matches, and is considered a failure.
- D - **Double** - Success, with two of the dice matching.
- T - **Triple** - Success, with three of the dice matching.

- Q+ - **Quadruple** - Success, with four or more of the dice matching.

Adding a “+” to the notation is a way of denoting a minimum level or Magnitude of success. For example, a [T+] means that any result equal to or better than a Triple is successful. Quadruples are the highest level of success—getting five or more matching dice does not improve the level of success.

Value

The actual die face rolled is often important also. If you roll two 2’s, that is a double 2, and is denoted as [D2]. The **Value** of the Double result is 2.

You could also roll multiple matching sets! A result of [D2,D4] means you rolled two 2’s, two 4’s, and the rest of the dice have no matches.

Since an N Result has no matching faces, there is no Value associate with an N.

Here are some examples:

Roll	Die Faces	Result	Explanation
3d6	1,4,5	N	Magnitude N, no Value
3d6	2,2,4	[D2]	Magnitude D, Value 2
5d6	1,1,3,3,3	[D1,T3]	Two Successes!

The last example has successes in its Result, one of Magnitude D and value 2, and one of Magnitude T and value 3. The Result could also be written as [D,T], [D1,T3], or even [D1,D3+].

Escalate

In some cases, you will be asked to **Escalate** a successful Result, i.e. increase the Magnitude of the success.

- The Value of the Result will remain the same.
- You may not escalate a No Result N into a Double D.
- A Q+ Result remains a Q+ result.

Example: Dave fires a Nuke at a Capital Ship, and rolls a [D2]. The Nuke rules say to Escalate Attack Rolls, so Dave’s [D2] result becomes a [T2] result.

Diminish

In some cases, you will be asked to **Diminish** a successful Result, i.e. decrease the Magnitude of the success.

- The Value of the Result will remain the same.
- Unlike Escalation, you *may* Diminish a D to an N.
- The Value of the Result remains the same.

- Regardless of how many faces match, a Q+ Result diminishes to a T result, e.g. even if you rolled 6d6 and got six 2's, that [Q2+] becomes a [T2].

Example: Dave uses the Long Range Sensors Action to target a Capital Ship outside his sensor range. He rolls a [T4], but the Long Range Sensors Action requires you to Diminish your results, the final result is a [D4]. Had Dave rolled a [D4] initially, he would have Diminished it to a N, and his shot would have missed.

Base Pool

The starting pool of dice used in a Test or Roll is usually defined by a model's attributes, its equipment, or its weapons. For example, a larger gun will generate a larger pool of dice during an attack.

This starting pool of dice is termed the **Base Pool**. The Base Pool can be modified to change the expected statistical outcome of the roll to model various in-game effects. For example, attacking the flank of an enemy ship is advantageous, so the Base Pool will improve. Conversely, an area of effect attack may be less effective against secondary targets and so the Base Pool will degrade.

Less than 2d6

In some cases, you might have a Base Pool of less than 2d6, either because the actual pool is less than 2d6 or it was modified to be less than 2d6, even negative!

In such a case, **roll 2d6**, *regardless of the modified Base Pool size*, but do *not* apply Flex Dice and the Macro Pool is considered to be 0, regardless of the effects of Armor, Attack Bonuses, etc.

Base Modifiers

Some effects may directly modify the Base Pool, either adding or subtracting dice to increase or decrease the odds of success, respectively.

Base Modifiers will be shown as follows

- +Yd6 - Add Y dice to the Base Pool
- -Yd6 - Remove Y dice from the Base Pool

Base Modifiers are the most impactful of the modifier types, as they increase not only the odds of rolling multiple of the same die face, but also the total possible number of matching dice in the set, i.e. you cannot roll a T with only a 2d6 Base Pool! Typically Base Modifiers represent large bonuses or penalties in combat, so they are the most impactful, increasing not only odds but also the magnitude of the success.

Example: A Base Pool of 3d6 is modified by +1d6. When rolling the Base Pool, you will roll a total of 4 dice.

Flex Dice

Sometimes you will be asked to roll Flex Dice, which are denoted +/-Yd6. If your Base Pool is Xd6, you will roll a total of X+Y dice. Once the dice have been rolled, you must remove Y dice from the rolled dice before calculating the result.

Flex Dice are less impactful than Base Modifiers, as the total number of dice in the result is the same. Your odds of rolling matching die faces is higher, but you cannot exceed a maximum result with X matching dice in the set. Flex Dice represent marginal advantages in combat, increasing the odds of a successful Result but not the magnitude of the Result.

Example: Dave's Pathfinder Squadron is attacking a capital ship target in the flank with Beam Projectors. The Anti-Capital rating of the Pathfinder's Beam Projectors is 2, which means Dave's Base Pool is 2d6. However, since the Pathfinder's are attacking the capital ship's vulnerable flank, they are granted +/-1d6 Flex Dice. To resolve this Attack Roll, Dave rolls 3d6, getting 4, 4, 6.

Dave must now remove a die from the rolled dice, so he chooses the 6, leaving him with a [D4] result! He could have removed a 4, but that would have resulted in a N, which is decidedly worse than a [D4] result. Good job, Dave!

Macro Pool

Jovian Wars is a game of spaceships firing giant weapons at one another. To represent the magnitude of these guns, we make use of the **Macro** mechanic. The impact and force of these massive cannons or missiles just hit harder, they don't necessarily more often.

We model the increased impact with a separate pool of dice, termed the **Macro Pool**. The number of dice in the Macro Pool is typically defined by the "Macro" trait of a weapon, so a weapon with Macro: 2 would generate a Macro Pool of 2d6. You may want to have two different colors of d6's to allow you to simultaneously roll the Base Pool and Macro Pool simultaneously, removing the Flex Dice from the Base Pool as normal.

The Macro Pool may not generate a success in a result, but may increase the degree of the result. For example, let's say the Base Pool was 3d6, and the Macro Pool was 2d6. The Base Pool rolled 4, 4, 6, resulting in a [D4]. The Macro Pool rolled 4, 6. Since the double 4's of the base pool was a success, i.e. a matching set, you may increase the [D4] to a [T4] with the Macro die that rolled a 4. However, even though you rolled two 6's overall, the 6 rolled in the Base Pool was *not* a success, so you may not increase its degree.

Multiple degree improvements are possible. For example, if the Base Pool rolled a 4, 4, 6, and the Macro Pool rolled 4, 4, this would take the overall roll to a [Q4]!

There are effects that *negatively* affect the Macro Pool, such as various types of

armor. In this case, you subtract the armor rating from the macro pool. This results in 3 possible outcomes:

- **Positive Macro Pool** - Follow the steps outlined above.
- **Zero Macro Pool** - Roll the Base Pool alone.
- **Negative Macro Pool** - Roll the Base Pool, then *downgrade* Base Pool successes based on the Macro Pool roll.

For example, let's assume we have a Base Pool of 3d6 and a Negative Macro Pool of -2d6. The Base Pool rolls 4, 4, 6 and the Macro Pool rolls 4, 6. In this case, the [D4] result would be downgraded to an N! This is unfortunately slightly non-symmetric to the Positive Macro mechanic, but does provide another option in the design space to apply a penalty to a roll besides just removing die from the base pool.

Re-Rolls

A **Re-Roll** in Jovian Wars consists of performing a roll from the beginning of the procedure in its entirety. This means calculating the Base Pool, Flex Dice, and Macro Pool again, and re-rolling all of the dice together.

In practice, this is as simple as picking up all the dice again and re-rolling them, being sure to add back any Flex Dice that were removed.

You may only re-roll once, even if multiple effects would generate multiple re-rolls.

Dice Rolls

There are several key types of rolls in Jovian Wars, which we'll discuss here so we can reference them later in the rules.

Unopposed Roll

An **Unopposed Roll** is by *far* the most common type of roll you'll be asked to perform in Jovian Wars. To perform an Unopposed Roll, follow these steps:

1. Determine the Base Pool
2. Determine the number of Flex Dice
3. Determine the Macro Pool
4. Roll all the dice, removing the appropriate number of Flex Dice.
5. Determine the Result of the roll.
6. Reroll if desired and allowed, going back to step 4.

In most cases, the Value of the Result isn't relevant, just the Magnitude.

Opposed Roll

An **Opposed Roll** represents the clash between two forces trying to accomplish competing goals. In general, one player will be attempting to do some action

while the other player is trying to *prevent* the action from occurring. For clarity, we'll refer to them as:

- **Primary Player** - The player attempting the action.
- **Secondary Player** - The player resisting the action.

When performing an Opposed Roll, both players calculate the number of dice rolled and the results of their rolls as if they were each making independent Unopposed Rolls. The Secondary Player may now Diminish the Primary Player's [Results] in the following ways:

-
-
- Q+: Negate all of the Primary Player's results, i.e. new result is N

The Secondary Player chooses which result to negate. For example, if the Primary Player rolled [D2,D3] and the Secondary Player rolled D, the Secondary Player may choose either of the two results to Diminish. This would result in either [D2] or [D3].

Skill Test

Skill Tests are used to represent the training and experience of a Model's pilot or crew. To perform a Skill Test, make an Unopposed Roll using the model's Skill as the Base Pool.

If there are any modifiers, the effect requiring a Skill Test will specify. Typically there will be none.

The Result determines if the Skill Test was successful. An N is considered a failed test and a [D+] is successful, although the effect requiring the test may specify different outcomes for the actual Result.

Example: A Jovian Alexander has been damaged to the point that its Thrusters Rating is 0. It is attempting to make a Turn, so it must make a Skill Test. An Alexander is Skill 2, so it rolls 2d6, resulting in 1,4. That is a N result, which is a failed Skill Test. Thus, the Alexander cannot make its desired turn!

Movement

Movement in the Jovian Wars game on the battlefield takes place in two dimensions though players should respect that space is a three dimensional space and there is ample room for models to pass by each other. In other words, space is big. Unless the captain or pilot of a ship *intends* to crash into another ship, they won't.

Capital Ship Movement

Capital Ships **Move** by advancing directly forward.

- **Minimum Move Distance:** Speed rating *minus* the current Thrusters rating, unless the ship uses the Station Keep action.
- **Maximum Move Distance:** Speed rating *plus* the ship's current Thrusters rating.
- During normal movement, Capital Ships cannot end their movement touching the base of another model, either friendly or enemy.

Example: A Venusian Shan-Yu has a Speed of 6 and currently has a Thrusters rating of 4, so it may move a minimum of 2" and a maximum of 10" during its activation. If the Shan-Yu takes damage and has its Thrusters rating reduced to 2, it must now move at least 4" with a maximum move of 8".

Capital Ships may break up their forward movement with **Turns** to change the direction of their movement.

- A turn may be taken at any point during a Capital Ship's movement, unless the ship has the Sluggish trait.
- Each turn enables the ship to change its direction by up to 45 degrees.
- **Minimum Number of Turns:** A capital ship is not obligated to turn.
- **Maximum Number of Turns:** A capital ship may only turn a number of times equal to its Turns rating or its current Thrusters rating, *whichever is lower*.
- If a Capital Ship has a Thrusters rating of 0, it may not turn unless it first passes a Skill Test with a result of [D+].

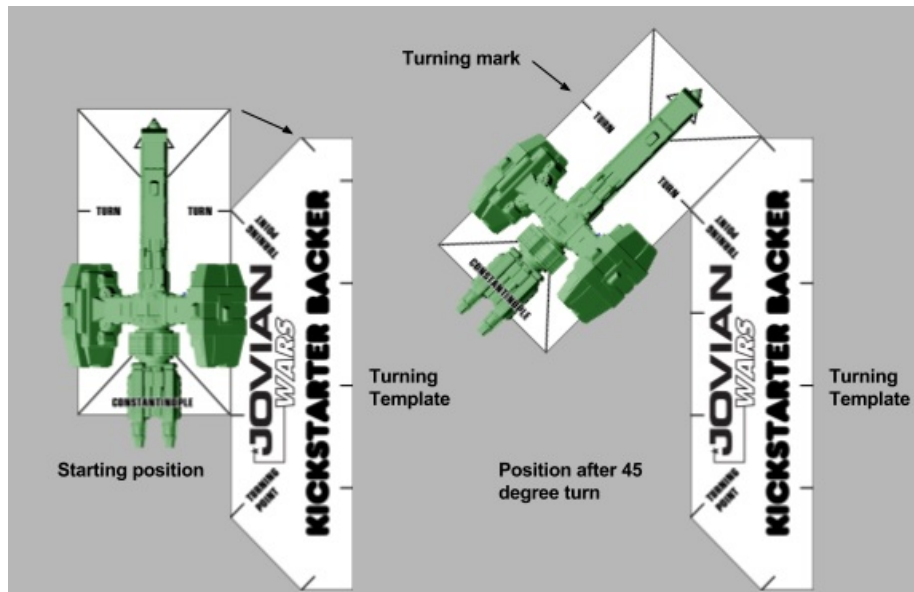


Figure 3: Turning Example

Example: A Venusian Shan-Yu has a Turns rating of 1 and a Thrusters rating of

4, so it may turn at any time during its movement up to 45 degrees until it has been reduced to Thrusters 0.

Squadron Movement

- Exo-Armor and Fighters may **Move** a distance up to to their Speed rating when they activate.
- They may trace any path whose length does not exceed their speed, and they do not have any facing, i.e. they can make infinite turns during movement.
- During normal movement, Exo-Armor and Fighters may not end their movement touching the base of another model, either friendly or enemy.

Overlapping

In some cases, mandatory movement will result in a model ending its movement with its base occupying the same space as that of another model's. The results of Overlapping depends on the types of models involved. Players may not intentionally cause overlapping except through Actions.

Capital Ship Overlapping

- The ship with the smaller base size is repositioned.
- If the ships are the same base size, the move ship is repositioned.
- Place the repositioned ship so that the back of its base is touching the other ship and it remains in the same orientation.
- If an active ship would be repositioned because of overlapping it must stop, and use all remaining Fire Control and make all Actions before completing the overlapping movement.

Squadron Overlapping

- If a Squadron model would be overlapped by a Capital Ship, move the squadrons the minimum distance required to break base to base contact with the Capital Ship.
- Squadrons may not be placed or end a movement in base to base with an enemy model unless they are initiating a Dogfight, Boarding, or Land action.
- Squadrons may move through and past other Squadrons.

Attack

Attacking is the most common way to cripple, damage or destroy enemy models.

Attack Window

There are four possible **Attack Windows** during which a Model may declare attacks:

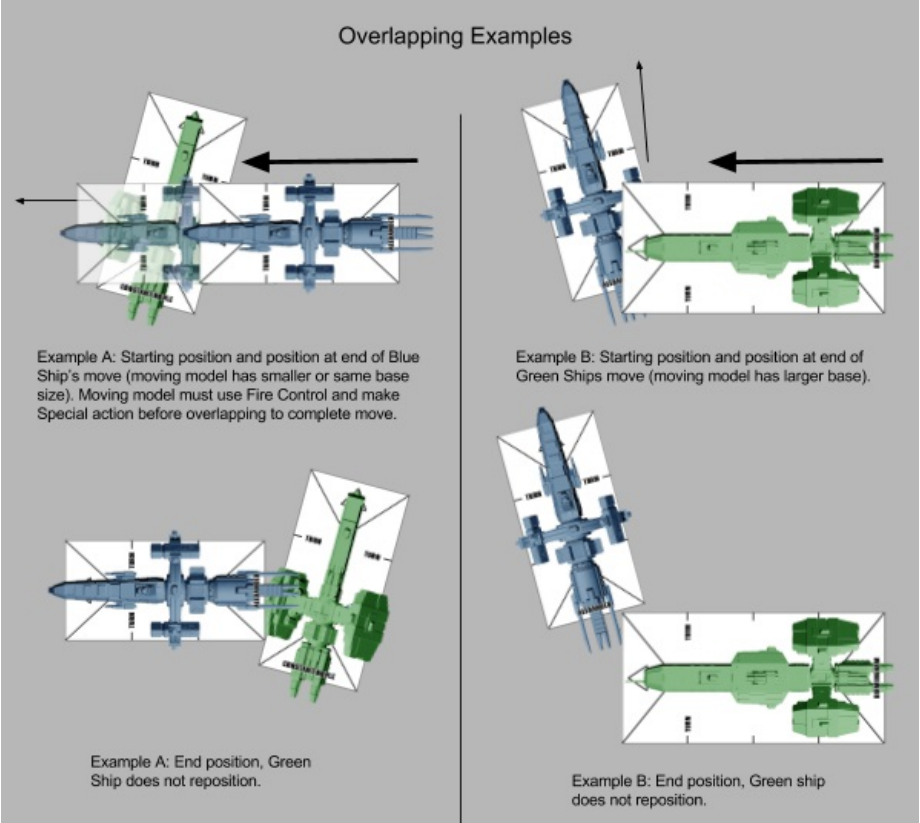


Figure 4: Overlapping Example

- A Model's Activation in the Activation Phase
- An Assault action declared by an Exo Armor Squadron
- A Bombing declared by a Squadron
- A Dogfight resolution

During an Attack Window,

1. Choose a weapon to declare an attack with. Weapons may not be used more than one time per Attack Window.
2. Expend one Fire Control rating. If a Model has no Fire Control remaining, you may not declare the attack.
3. Determine the type of target and check range to the target. If the target is out of range, you may not declare the attack.
4. Consult the weapon's Anti-Capital (AC) or Anti-Squadron (AS) rating, and use that to generate the Base Pool for the attack.
5. Determine if any Flex Dice or Macro Pool bonuses or penalties.
6. Resolve an Unopposed Roll and determine the Result.
7. Apply Damage

Repeat the above procedure as many times as you wish during an Attack Window. At the end of an Attack Window, replenish a unit's Fire Control rating, accounting for any States or Actions which reduce the Fire Control rating.

Note that some weapon types, particularly Missile may modify the above sequence.

Armor

Some Capital Ships have Armor among their Defense Ratings! This means these ships are harder to damage in when attacked from the appropriate arc.

Armor in the **Fore** arc protects against attacks from the front, **P/S** protects against attacks from the Port or Starboard (left or right) sides of the ship, and **Aft** from the rear.

If a ship has a non-Zero Armor rating, apply that rating as a *negative* Macro Rating, reducing the Macro Pool of all attacks affecting that arc. This does *not* apply to Assault or Bombing actions.

Note that the Macro Pool may go negative as a result of Armor!

Example: A Jovian Alexander is being attacked by a CEGA Wyvern from the front at Long Range, i.e. not in an Assault or Bombing action. The Wyvern's controller chooses to use the Mass Driver, which has a Macro Rating of 1, and the Missiles: AC, which has a Macro Rating of 0.

The Alexander's Fore Armor of 1 reduces the Mass Driver's Macro Pool to 0, meaning the attack has no Macro dice, so the CEGA player only rolls 2d6 for the Base Pool.

In contrast, the Missiles: AC attack is reduced to a *negative* Macro Pool of -1, meaning that the CEGA player must roll a Macro die and apply the Negative Macro Rating rules in the Macro Pool rules.

Attack Bonus

There are a number of scenarios in which an attack might get bonus Flex Dice based on its position relative to the target. When noted, these bonuses may stack.

Scenario	Bonus	Attack Window
Target in Short Range	1 Flex Die	Activation
In Target's P/S Arc	1 Flex Die	Activation
In Target's Aft Arc	2 Flex Die	Activation
Target is Station Keeping	1 Flex Die	All
Ace	1 Flex Die	All
Sniper	1 Flex Die	Activation
Dogfight	1 Flex Die	Dogfight
Assault	2 Flex Die	Assault
Bombing	1 Flex Die	Bombing

Fire Control

Each model has a **Fire Control** rating. Some Action affect the Fire Control rating, which is why you must declare your intent to use an Action at the beginning of a Model's activation.

Each usage of an individual weapon system requires the expenditure of a single Fire Control rating. When a Model is out of Fire Control rating, it may not fire weapons even though some weapons remain unused during this Attack Window.

Fire Control refreshes at the end of an Attack Window.

Sensor Range

There are no weapon-specific ranges in Jovian Wars. It is assumed that weapons systems are designed to operate in the vast expanse of space. Instead, we model the effective range of weapons based upon a Model's **Sensors** rating.

Anti-Capital Ship (AC) attacks have a default range of 6". Anti-Squadron (AS) attacks have a default range of 3". These default ranges are termed "Short Range."

Any distance beyond Short Range is "Long Range." Models with Sensor ratings of 1 or more add 3" to long range for each point of Sensor rating. Some special actions allow ships to temporarily increase their Sensor ratings.

Range	AC Attack	AS Attack
Short	6"	3"
Long	6" + 3" x Sensor	3" + 3" x Sensor

It is therefore possible for a Model to attack a Capital Ship but *not* a Squadron that are equidistant from the firing Model.

Here is an example of an Alexander-class Destroyer, which has a Sensors rating of 3.

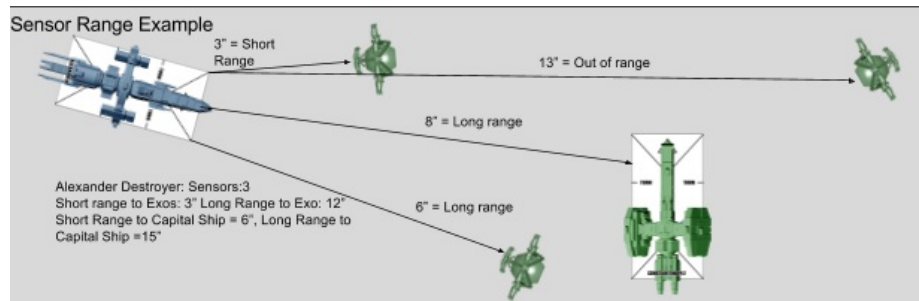


Figure 5: Range Diagram

The maximum Sensors Range of the Alexander is 15" for Capital Ship targets and 12" for Squadron targets.

Model Arcs

All models have four arcs that define the directions their weapons can attack in and any attack bonuses that attackers targeting them receive.

Squadrons

Weapons mounted on squadron models can fire in any direction. Squadrons do not have a defined facing for movement or attacks.

Capital Ships

Weapons mounted on Capital Ships have restricted weapon arcs.

- Turret (T) - Weapons mounted on Turrets may fire in any direction.
- Fore (F) - A weapon with an arc of Front (F) may fire at a target either on or between the arc lines defined by the front of its base. This is normally a 90 degree arc.
- Aft (A) - A weapon with an arc of Aft may fire at a target either on or between the arc lines defined by the back of its base. This is normally a 90 degree arc.

- Port (P) or Starboard (S) - Weapons with an arc of Port or Starboard may fire only either to port or starboard at a target either on or defined by the arc markings on the side of its base.

A weapon can have multiple arcs. If it does it may only select a target in one of those arcs.

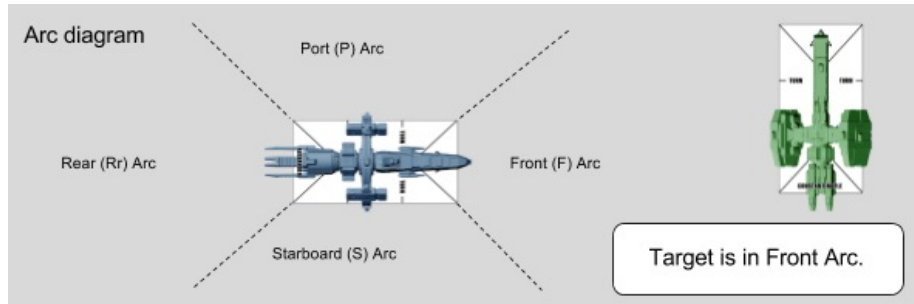


Figure 6: Arcs Diagram

Point Defense

Every model has access to some form of **Point Defense**, be it laser arrays or low caliber kinetic cannons, to defend itself from either Missile or Squadrons in a Assault, Bombing, or Dogfight.

To model this type of attack:

1. Consult the Model's Defense rating, and use that to generate the Base Pool for the attack.
2. Add +/- 1d6 [Flex Die] to the dice pool for each friendly ship within 3" of the defending Model.
3. Resolve an Unopposed Roll and determine the Result.
4. Apply Damage

Unless otherwise noted resolving a Point Defense attack does not require expending Fire Control.

Weapons

Jovian Wars has a great number of different ships with different weapons systems. Rather than model each individual type of weapon system from different in-universe manufacturers, we will lump weapon systems into general **Weapon Classes** and tune their performance by changing the **Weapon Attributes** and Traits.

Weapon Attributes

Each Weapon has an Anti-Capital Ship (AC) and an Anti-Squadron (AS) attribute. These attributes define how many base dice are rolled when the weapon attacks a target. Note that a weapon may only fire once each round unless it is being used in a Dogfight or on a Bombing Run.

Example: A Kinetic Cannon weapon has attributes AC:3 and AS:2. If attacking a capital ship rolls 3d6 base dice. If attacking an exo-armor or fighter it rolls 2d6 base dice.

Weapons also may have a Macro attribute, which means they roll dice in the Macro Pool equal to their Macro attribute, adjusted for the target's armor.

Weapon Classes

Each Class of weapon have rules that give them advantages under certain conditions.

Beam Projector

Beam Projector weapons may *re-roll attacks*.

Beam projectors represent lasers, masers, and any other weapon that uses concentrated radiation in the EM spectrum to ignite, melt, or explode targets. These weapons can cycle quickly and attack at the speed of light making them very accurate.

The largest beam weapons, the spinal lasers of the Jovian Confederation, have the capacity to cause major structural damage to a target as large as an orbital colony. The downside of Beam Projectors is their delicate mechanisms means that minor damage cannot be repaired easily.

Kinetic Cannon

When attacking with a Kinetic Cannon, choose a legal target. This target is the Primary Target. Draw a line from the attacking model to the Primary Target that is the shortest distance between their bases. This line is 1" wide.

Any model aside from the attacking model and Primary Target contacted by this 1" wide line is considered a Secondary Target, friendly or enemy. After resolving the Kinetic Cannon attack on the Primary Target, resolve an Attack on each Secondary Target with a -1d6 penalty to the Base Pool.

Attacks on the Secondary Targets are resolved from farthest to nearest from the perspective of the attacking model.

Example: A Javelin has Kinetic Cannon: AC:3, AS:3. It attacks a target Uller Capital Ship with a 3d6 attack. One Syreen Squadron Model's base is touched by the line and is attacked with a 2d6 attack. The Base Pool would normally be 3d6, but due to the penalty for being a Secondary Target it is reduced to 2d6.

Example: A Godfire has Kinetic Cannon: AC:3, AS:4. It attacks a target Uller Capital Ship with a 3d6 attack. One Syreen Squadron Model's base is touched by the line and is attacked with a 3d6 attack. The Base Pool for attacking a Squadron would ordinarily be 4d6, is reduced to 3d6.

Kinetic Cannons cover a spectrum of autocannons, macro-cannons, gatling style chainguns and other types of projectile weapons with a high rate of fire and a variety of ammunition types. These weapons are easy to maintain and use and are ubiquitous in all militaries. The only downside is the vast quantities and mass of the ammunition that they require.

Lance

- A Lance can only be used in an Assault, Bombing, or Dogfight.
- When attacking with a Lance a model rolls dice equal to the skill rating of the model that is attacking.
- Lance damage cannot be reduced by Energy armor or Reactive armor traits.
- A model attacking with a Lance may choose to spend a rating of Fuel to modify the Base Pool by +1d6 per fuel expended.

Plasma Lances represent an offshoot of the technology of the fusion reactors that power all modern spacecraft. Siphoning a small amount of highly energized plasma into the lance and then containing it within a powerful magnetic field allows a powerful blowtorch effect that can cut advanced poly-alloy armor like tissue.

While only effective for short periods and difficult to use in combat the plasma lance is a weapon that is favored by holo-dramas of all nations as the premier honorable weapon of a true hero. Pilots are known to mount rings of rare elements at the nozzle of the lance to change the color of the flare to a pilot's signature color.

Mass Driver

Mass Driver hit results of D cause a Critical Hit to Capital Ships. In the event of multiple D results, the attacker chooses which Critical Hit to apply.

Example: A target is hit with a [D2, D6] result. In addition to damaging the Defense and Thrusters ratings of the target, the attacker may choose to apply a Critical Hit with either a Value of 2 or 6, but not both

Mass Drivers is a catch all term for a variety of weapons that used directed electrical potential and its interaction with ferrous metals to launch heavy projectiles at high velocity, far exceeding the damage potential of a standard warhead.

These weapons are temperamental but reliable and require precision targeting to be effective. Their major advantage is that their ammunition is very stable

and does not require specialized magazines and chambered loading mechanisms.

Missile

Missiles are a form of simple single use drones that come in a bewildering variety of sizes and profiles. The most common varieties are grouped into ship killers and hunter killers, for attacking targets in squadrons or single large ship targets.

Unlike other attacks, missiles can be defended against by using point defense systems.

- This is modeled by changing Missile Attacks to an Opposed Roll.
- For the Opposed Roll, the attacking player is the Primary Player and the defending player is the Secondary Player.

- The attacking player calculates their dice pool as normal, and the defending player's Base Pool is their Defense rating.
- Add +/- 1d6 [Flex Die] to the defending player's dice pool for each friendly ship within 3" of the defending Model.

As they are drones, missiles are also capable of homing in specific targets, so all missiles unless otherwise noted are considered to have the Precise trait.

Example: A target is hit with a missile attack of [D2]. The attacker may choose to apply the damage to any system or system trait.

Mounting the capacity for payloads that include conventional, plasma based, and atomic payloads, the missile is a highly accurate weapon that is capable of making course corrections even at extreme ranges. Due to the self-propelled nature of the weapon it is relatively easy for most ships to target and destroy them and ships are protected by anti-missile/squadron point defense batteries for this purpose.

Particle Cannon

- Capital Ships hit with a [T+] result from a Particle Cannon also suffer one damage to the appropriate system as determined by the Value of the result.
- Capital ships hit with a D damage a system twice if that system damage point is redundant.
- Squadron models in a dogfight that are hit by a Particle Cannon are Disrupted.

The Particle cannon uses a concentrated stream of highly charged particles to lash a target causing explosive thermal and electrical damage to targets. Particle cannons cause a heavy drain on power reserves and can be difficult to maintain.

Damage

All models have a Structure Rating that indicate how much damage they can sustain.

Squadron Damage

Anti-Squadron Attack Results only use the Magnitude of the Result, not the Value. Apply each result individually.

-
-
-
- Q+: Squadron is Destroyed

Squadrons whose Structure rating is reduced to zero are Destroyed and are removed from the table as casualties.

Example: A Jovian Pathfinder Exo-Armor Squadron is under attack from a massive Missile Attack from a CEGA Uller. The Uller rolls a [D2,T3], and the Pathfinders fail to reduce the Uller's results with their Point Defense. The Pathfinders suffer a total of 3 damage, and must mark off 3 total Damage rating.

Capital Ship Damage

Both the Magnitude and the Value of the Result are relevant for resolving Capital Ship damage.

-
- D: Each D set reduces the Defense, Sensors, or Thrusters ratings by one. Which rating is damaged is determined by the Result Value:

Value	Rating
1-2	Defense
3-4	Sensors
5-6	Thrusters

- -
1. Lowest Magnitude first, i.e. D before T before Q+.
 2. If two or more results of the same magnitude are rolled, resolve the lowest Value, i.e. [D1] before [D4].

This is to increase the likelihood of more Ratings being 0 when making a roll on the Catastrophic Damage Table.

Example: A CEGA Wyvern targets a capital ship with its Mass Drivers. The Wyvern's Mass Driver has a AC:2 rating. The CEGA player rolls 2D6 for the attack rolling [2, 2]. The [D2] results reduces the target's point defense system rating by 1, then the Wyvern may continue to attack with its AC missiles.

Damage Types

Rating Damage

Rating Damage represents damage to the three main Ratings that Capital Ships have, **Defense**, **Sensors**, and **Thrusters**.

- Defense - Damage to the Defense Rating represents damage to a ship's Point Defense turrets A ship 0 Defense rating may not support friendly Models that are the target of Missile attacks.
- Sensors - Damage to Sensors reduces the effective range of weapons by 3" per rating of Sensors lost. This only affects the Long Range of weapons.
- Thrusters - A ship may only turn as many times as its current Thrusters rating or Turns rating, whichever is higher.
 - Most ships may turn only once, so having a Thrusters rating over 1 represents redundant thrusters.
 - Ships with 0 Thrusters may only turn after passing a Skill check with a [D+] result.

Tracking Rating Damage is as simple as marking off the highest unmarked Rating box. There are a few things to remember:

- Doubled value boxes are redundant system boxes which increase the damage required to reduce the rating of a system.
- The current rating is the highest unmarked Rating box.
- If there are no remaining boxes to mark, the rating is considered to be 0, and further hits that would apply to that Rating are randomized to any remaining Ratings.
- If there are no remaining Ratings, apply a damage to Structure instead.

Example: A damaged CEGA Tengu has Defense:4, Sensors: 3, and Thrusters: 1. It suffers a [D5,D6] hit, meaning it would take two hits to its Thrusters. It only has one remaining Rating box, so the second hit must be randomized to either the Defense or Sensors rating.

Structure Damage

Structure Damage represents serious degradation of a ship's superstructure. Like other ratings, a ship's current Structure Rating is the highest unmarked Rating box.

A model that is reduced to 0 Structure Rating is Crippled and must *immediately* roll on the Catastrophic Damage Table.

A model cannot be reduced to less than zero Structure rating. If a model would be reduced to less than zero Structure, roll on the Catastrophic Damage Table.

System Trait Damage

Some Capital Ships have Systems that can be damaged in addition to hits to the Defense, Sensor, or Thruster damage.

- These additional systems come from System Traits the ship has, like [Hanger]s or Catapults.
- System Traits are damaged by Critical Damage effects or by Precise Attacks.
- Each critical damage effect reduces a System Trait rating by one, marking a box as before.
- A System Trait with a rating of zero may not be used.
- Some System Traits, like [Hanger]s, may have their effectiveness degraded as they take damage.
- One rating of a System Trait may be Repaired on a [D+] result.

Weapon Damage

- Weapons are damaged by Critical Damage effects. Damaged weapons may not be used to attack. Mark the weapon as damaged on the box provided on the data card.
- Weapons may be Repaired on a [D+] result.

Marine Damage

- Marines can only be damaged by Critical Damage effects or attrition from boarding actions.
- Lost Marine ratings may not be Repaired.
- Marine rating should be tracked by marking lost rating on the boxes provided as with other Ratings.

Critical Hit

When a Capital Ship is damaged by a [T+] result, the attacker chooses one of the following options to resolve a Critical Hit:

1. Inflict one Rating Damage, attacker's choice of Defense, Sensors, or Thrusters. A Rating currently at 0 may not be chosen.
2. Inflict one System Trait Damage, attacker's choice of System Trait.
3. Inflict Weapon Damage on one weapon, attacker's choice of weapon.
4. Reduce the Marines rating by one.

If none of the above options can be chosen, inflict an additional Structure Damage and roll on the Catastrophic Damage Table if necessary.

Action

A Model may declare an **Action** at the start of its activation. The resolution of a Action may be done at any point during a Model's movement.

In general, a model may only declare one Action as part of its activation, with the following exceptions:

- **Interception**
- **Launch**
- **Land**

The above Actions may be declared in addition to other Actions, at any time during a model's activation.

A requirement of X+ means that the Model must currently have at least a rating of X in the required rating. For example, a requirement of Fuel: 2+ means that a Squadron must currently have at least two fuel.

Certain Actions require a Skill Test against Skill to be used, which we'll call "Skill Tests." Particularly complex Actions are broken out into their own section.

Generic Special Actions

Generic Special Actions may be declared by either Capital Ships or Squadrons.

Concentrated Fire

Requirement	Skill Test
Capital Ship Target	Yes

The attacking model may only select a single Capital Ship Target for all of its attacks this activation.

A Skill Test result of

- N adds +/- 1d6 Flex Dice to a non-Missile attack.
- [D+] gains the N benefit above and also allows *non-Missile Attack* attacks results of N to be re-rolled once. Kinetic Cannon attacks against secondary targets may *not* be re-rolled.

Evade

Requirement	Skill Test
Thrusters: 1+ or Fuel: 2+	No

The Model gains the Evading state, which is removed in the End Phase.

A model with the Sluggish trait may not declare this Action.

Initiate Boarding

Requirement	Skill Test
Marines: 1+, within 1" of target Capital Ship	No

Initiate a Boarding against a Capital Ship or Terrain model that is within 1".

Land

Requirement	Skill Test
Base Contact with Model with Dock or Hangers	No

A Capital Ship in base contact with a Model that has the Dock Trait or a Squadron in base contact with a Model that has the Hangers trait may become Embarked onto that model.

This Action may be declared at any time, and does not count towards the single Action allowed per activation, but may not be declared in the same activation as the Launch Action.

Launch

Requirement	Skill Test
Embarked on Model with Dock or Hangers:X Trait	No

An Embarked Capital Ship or Squadron may cancel the Embarked state, i.e. leave the Model it is currently being carried by and be placed within 1" of the carrying model.

This Action does not count towards the single Action allowed per activation, but may not be declared in the same activation as the Land Action.

Lock On

Requirement	Skill Test
Fire Control: 2+	No

A model may spend 1 extra Fire Control rating when making an attack. The

attack may be re-rolled if the result is N, and the attacker may choose the value of D or T results.

Ramming Speed

Requirement	Skill Test
Structure: 1+ or Damage: 1+	Yes

Resolve a Ramming(/special_actions/ramming) Special Action.

Vector Attack

Requirement	Skill Test
Comms/Capital Ship and Sensors: 1+	Yes

Only Capital Ships or Squadrons with the Comms trait may declare this action.

A Skill Test result of

- N choose a Squadron within Sensor Range of the model declaring this action (you cannot choose the declaring model). The chosen Squadron may make a free movement of up to 3". This does not count as activating the Squadron and does not allow for Interception.
- D allows two Squadrons to be chosen and moved, as above.
- [T+] allows for three Squadrons to be chosen and moved, as above.

Withdraw

Requirement	Skill Test
Must be 6" from Enemy Models	Yes

A Skill Test result of [D+] allows this model to enter the Withdrawn state. Any models Embarked on the Withdrawing model are also considered Withdrawn.

Models that successfully Withdraw are worth 0.5x points.

Squadron Special Actions

These Special Actions may only be declared by Squadrons.

Boost

Requirement	Skill Test
Fuel: 1+	No

Squadrons may double their Speed rating by expending 1 Fuel or triple their Speed rating by expending 2 Fuel.

Initiate Assault

Requirement	Skill Test
Exo-Armor	No

After an Exo-Armor moves into base to base with a Capital Ship or Terrain Model, initiate an Assault action.

Initiate Bombing

Requirement	Skill Test
Capital Ship Target	No

This model must be within range to move into base contact with a Capital Ship Target. Resolve a Bombing Action.

Interception

An Interception initiates a Dogfight. There are two types of Interceptions, one declared during the activation of a model and one declared during another Squadron's activation.

You may *not* intercept under the following conditions:

- The target of an active interception may not intercept the intercepting Squadron.
- Squadrons in the Return to Base state may not declare an Interception.
- Squadrons cannot declare more than one Interception in one activation.
- Squadrons cannot intercept Squadrons taking a free movement after a Dogfight resolution.
- Squadrons cannot intercept Squadrons taking a 3" move as the result of a Vector Attack action.

Active Interception

Requirement	Skill Test
Squadron Target in Base Contact Fuel: 1+	No

During a Model's activation, it may declare an Interception against an enemy Squadron that it is in base contact with. If an Interception is possible, resolve a Dogfight.

Reactive Interception

Requirement	Skill Test
Squadron Target within 3", Fuel: 1+	-

Squadrons may also declare an Interception during an enemy Model's activation if the active enemy Squadron model ends a Movement, declares an Attack, or declares a Action within 3".

If an Interception is possible, the intercepting Squadron interrupts the active Squadron, moves into base contact, and resolves a Dogfight. Note that this means you may Intercept an active Model attempting to Intercept another one of your Squadron models!

Capital Ship Special Actions

These Special Actions may only be declared by Capital Ships.

Damage Control

Requirement	Skill Test
-	Yes

Resolve a Repair attempt.

Engage Point Defense

Requirement	Skill Test
Defense: 1+	No

This model may initiate and resolve separate Point Defense attacks against all enemy Squadrons within short range.

The Engage Point Defense Action *does* require expenditure of a single Fire Control rating, but only one for the entire Action, not one per Squadron.

Long Range Sensors

Requirement	Skill Test
Capital Ship Target, Sensors: 1+	No

- This model may double its current Sensor Range this activation for the purposes of attacking a Capital Ship target.
- Short Range becomes 12".
- Long Range becomes 12" to 12 + 6" times the model's Sensor Rating
- All attacks declared by this model during its activation must target the same Capital Ship.

- Do not add flank or rear arc modifiers to the attack roll.

A Skill Test result of * N means all attack Results are Diminished. * [D+] means the attack Results are treated normally.

Lay Mines

Requirement	Skill Test
Minelaying Trait	No

This model may lay a minefield as it moves by placing tokens representing Mines in base contact. Tokens placed in this way must be separated by at least 2" from one another.

Purge Airlocks

Requirement	Skill Test
Boarded	Yes

A Skill Test result of * N reduces both the Marines and Boarders rating by half. * D reduces the Boarders rating by half. * [T+] reduces the Boarders rating to 0.

Reorient

Requirement	Skill Test
Thrusters: 1+	Yes

A Skill Test result of

- N allows a single turn in addition to the Model's normal Turn rating.
- [D+] allows the model to turn to face any direction.

A model with the Sluggish Trait makes two turns instead of one at the end of its move, regardless of the Test result.

Silent Running

Requirement	Skill Test
Defense: 1+, Sensors: 1+, Thrusters: 1+	Yes

A Skill Test result of [D+] allows a model to enter the Stealthed State, which is canceled in the End Phase or by expenditure of Fire Control.

Station Keep

Requirement	Skill Test
Thrusters: 1+	No

This ship gains the Station Keeping state, which is canceled in the End Phase.

Assault

An **Assault** action represents a Squadron of Exo-Armors diving through a hail of point defense fire, landing on the hull of a Capital Ship or Space Station, and firing their weapons point blank!

To resolve an Assault, the Exo Armor must first have moved into base to base with a Capital Ship or Terrain Model. If that requirement is met, you can follow this procedure:

1. Defending Squadrons may declare an Interception if they are within 3".
2. The defending player resolves a Point Defense attack against the Assaulting Squadron. If the Result of the Point Defense attack is [T+], the Squadron is driven off and the Squadron ends its activation.
3. If the Squadron survives and is not driven off, it gains a single Attack Window to spend Fire Control and resolve attacks against the target.

4. After the attacks have been resolved, the assaulting player may choose to have the Squadron enter either the Assaulting state or the Return to Base state, resolving either as appropriate.

To represent the added damage potential of the close in assault, these attacks receive the following bonuses:

- A +2 Flex Die Attack Bonus
- The attacker may use the AS rating of weapons as if they were AC ratings.
- The Capital Ship under Assault may not defend against Missile attacks fired as part of an Assault.
- These attacks are considered to have the Precise trait.
- The attacker may use Lance weapons.
- Armor Defense Ratings do not apply against Assault attacks.

Boarding

Even in the 2200s and the age of intra-solar system commerce, hand-to-hand combat is still relevant. To represent the age old **Boarding** action, Jovian Wars uses the Marines rating to abstract the relative skill and strength of the various crews of ships that might be involved in combat.

Models with Marines may perform a boarding action as a special action with a range of 1". The marines use short range shuttles, EVA packs, or Exo-Suits to transport themselves to the target ship.

To resolve a Boarding, the Model loaded with Marines, typically a Capital Ship must first be within 1" of the target Capital Ship or Terrain model. If that requirement is met, you can follow this procedure:

1. The boarding player declares the amount of Marines rating that they are committing to the Boarding. This amount must not exceed the current Marines rating of the Boarding model.
2. The defending player resolves a Point Defense attack against the committed Marines as if they were a Squadron with Structure equal to the committed number of Marines.
 - A D result removes 1 Marine Rating
 - A T result removes 2 Marine Ratings
 - A Q+ result destroys the Boarding Marines entirely.
3. The surviving Marines are considered to have boarded the target Model, which now enters the Boarded state. Make note of the number of surviving Marines, now referred to as "Boarders."

Multiple models may board the same ship, in which case all surviving Marines contribute to the total number of "Boarders" on the ship.

Bombing

A model that has declared a **Bombing** action can make one or more Bombing Runs.

- Each Bombing Run requires the expenditure of 1 Fuel.
- The first Bombing Run does not cost a fuel rating if the speed of the attacking model is equal or greater than the target model.
- The model making the Bombing Run must have had enough movement to be in base to base contact with the target Capital Ship.
- If a Bombing Squadron is subjected to an Interception, provided it survives the ensuing Dogfight with Fuel remaining, it must make a Skill Test. The effects of the Results of the Skill Test are as follows:
 - N - The Squadron may make a single Bombing Run with a Fire Control rating of 1.
 - [D+] - The Squadron acts normally and may make as many Bombing Runs as it is able to.

Bombing Run

1. At the start of each Bombing Run, the target model may resolve a Point Defense attack against the bombing Squadron.
2. If the Squadron survives, it gains an Attack Window in which it may make attacks on the target until it has expended its Fire Control rating.
3. If the Squadron is out of fuel or declines to continue making Bombing Runs, it enters the Return to Base state.

To represent the added damage potential of the bombing run, these attacks receive the following bonuses:

- A +1 Flex Die Attack Bonus
- The attacker may use Lance weapons.
- Armor Defense Ratings do not apply against Bombing Run attacks.

Example: A Wraith Bomber (Fuel:2) chooses to initiate a Bombing run against a Thunderbolt. A damaged unit of Pathfinders is able to intercept and the passive player chooses to intercept.

The Wraith destroys the Pathfinder with its first fuel and then passes its Skill roll with a D. The Thunderbolt rolls N on its Point Defense, doing no damage to the Wraith.

The Wraith has one fuel left and can make two attack runs because the Wraith has a greater speed rating than the Thunderbolt. The Wraith resolves its first attack run and inflicts a D effect on the Thunderbolt.

The Wraith has one remaining fuel and chooses to make another attack run. The Thunderbolt rolls point defense doing a D result to the Wraith.

The Wraith may then roll its attack doing [T, D] to the target. As it is now out of fuel, the Wraith must end the Bombing and enters the Return to Base state.

Dogfight

After a Squadron is intercepted, the two involved Squadrons engage in a Dogfight. The intercepting Squadron is placed in base to base with intercepted Squadron and the Dogfight commences.

- Participating Squadrons will alternate choosing **Dogfight Actions**, beginning with the activating Squadron.
- A model may chose actions from the table until it is out of fuel.
- If a model survives a Dogfight *without* remaining Fuel, it enters the Return to Base state.
- A model that survives a Dogfight *with* remaining fuel, it may:
 - Continue an Assault
 - Continue a Bombing
 - Make a free Movement in any direction
 - Enter the Return to Base state.

Example: A Wyvern chooses to initiate a Dogfight with a damaged Pathfinder. It has a Mass Driver (AS:2) and a Beam Projector (AS:2). It can attack with both weapons and get a [N, D] doing one damage. The Pathfinder has a Beam Projector with AS:3 and chooses to attack, and gets a D doing one damage. The Wyvern then attacks again getting [D, D] doing two damage destroying the Pathfinder. The dogfight ends with the Wyvern out of Fuel, so it enters the Return to Base state.

Dogfight Actions

A requirement of X+ means that the Model must currently have at least a rating of X in the required rating. For example, a requirement of Fuel: 2+ means that a Squadron must currently have at least two fuel.

Certain Actions require a Skill Test to be used.

Engage

Requirements	Skill Test	Fuel Cost
Fire Control: 1+	No	1

The model gains an Attack Window to fire any eligible weapons at the other Squadron in the Dogfight. Weapons with the Nuke or Bomb traits may not be used.

Break Off

Requirements	Skill Test	Fuel Cost
-	Yes	1

If the Skill Test result is: * N you may choose to reduce the Squadron's Fuel to 0 and end the Dogfight, entering the Return to Base state. * [D+] you may choose to end the Dogfight.

Models with the Fast trait add one Flex Dice (+/-1D6) to the roll.

Stay on Target

Requirements	Skill Test	Fuel Cost
Heavy Trait	No	0

The model may resolve one Point Defense attack against its adversary.

Ramming

Ramming is a suicidal act of desperation in Jovian Wars. To ram or be rammed is almost always lethal to both the ships involved in addition to being difficult to achieve.

Ramming Requirements

- The ramming model to have only 1 Structure rating remaining
- The ramming model must be able to move so that the front arc of its base overlaps with the target model's base.
- The ramming model may not declare any attacks.
- A Capital Ship model may not ram a Squadron Model.

Capital Ship Ramming Capital Ship

1. Pass a Skill Test with a result of [D+] to ram, otherwise the ram fails and the ship may not contact the target ship.
2. Check to see if a legal Movement into base contact with the target ship with the ramming ship's front arc touching is possible, otherwise the ram fails.
3. Each ship model will make an Unopposed Roll with Base Pool equal to its starting Structure rating. Escalate all successful results.
 - If both ships' front arcs are in contact, increase the Base Pool by 1d6.
 - Flank/Rear bonuses apply if the target ship is being rammed in the appropriate arcs.
4. Resolve Damage from the rolls as normal.

Example: A Valiant with only 1 structure rating remaining decides to ram a Tengu in the side. The Skill roll is successful. The Valiant rolls 5d6 to attack the Tengu (Structure:4 + 1d6 for side arc). The Tengu Rolls 3d6 (Structure:3) to damage the Valiant. The Valiant rolls [D2, D5] which counts as [T2, T5] severely damaging the Tengu. The Tengu rolls [D2] which counts as a [T2] result and cripples the Valiant

Squadron Ramming Capital Ship

1. Perform a Movement of ramming Squadron into base contact with the target ship.
2. Resolve a Point Defense attack from the target ship on the ramming Squadron.
3. If the ramming Squadron survives, make a Skill Test with a Base Pool of Skill+1d6. A result of [D+] is required to ram, otherwise the ram fails and the Squadron is Destroyed.
4. If the ram is successful, destroy the ramming Squadron and resolve a Unopposed Roll with a Base Pool of Xd6 +/-Xd6 Flex Dice where X is half the starting Structure of the ramming Squadron.
5. Resolve Damage from the roll as normal.

Example: A Pathfinder (Structure:6, Skill:2) with 1 Structure remaining survives the point defense and succeeds a 3D6 skill test to ram a Capital ship. The Pathfinder is destroyed. The active player rolls 3d6 +/-3d6 to damage the target model.

Squadron Ramming Squadron

1. Perform a Movement of ramming Squadron into base contact with the target Squadron.
2. Resolve a Point Defense attack from the target Squadron on the ramming Squadron.
3. If the ramming Squadron survives, make a Skill Test. A result of [D+] is required to ram, otherwise the ram fails and the Squadron is destroyed.
4. If the ram is successful, destroy the ramming Squadron and resolve a Unopposed Roll with a Base Pool of Xd6 +/-Xd6 Flex Dice where X is half the starting Structure of the ramming Squadron.
5. Resolve Damage from the roll as normal.

Example: A Pathfinder (Structure:6, Skill:2) with 1 damage remaining declares a ram targeting an enemy Wyvern. The Wyvern fails it's point defense roll so the Pathfinder may roll skill to ram. The Pathfinder succeeds the 2D6 skill test and rams the Wyvern. The Pathfinder is destroyed in the process. The active player rolls 3d6 with an additional 3d6 flex dice to damage the target Wyvern.

Repair

A Repair attempt represents jury rigged solutions to battle damage, and the replacement of damaged parts. A single Repair attempt may repair damage on the Capital Ship declaring the Damage Control Special Action as well as any embarked Squadrons.

Ratings may *not* be increased past their starting values.

Capital Ship Repairing Itself

After performing a Skill Test on the Capital Ship, consult the following outcomes:

- N: Repair one [System Damage] to Defense, Sensors, or Thrusters.
- D: Resolve two N results, OR repair one Weapon Damage Critical Effect, OR repair one System Trait Damage
- [T+]: Resolve two D results.

Note that there is no way for a Capital Ship to repair *itself* out of the Crippled state.

Capital Ship Repairing Docked Capital Ship

After performing a Skill Test with +/- 2d6 Flex Dice against the Skill of the Capital Ship with the Dock Trait, consult the following outcomes:

-
- D: Resolve two N results, OR repair one [Engine Hit] or Weapon Damage Critical Effect, OR repair one damaged System Trait.
- [T+]: Resolve two D results OR repair 1 Structure damage

Rolling a T is the only way for a Capital Ship to be repaired out of the Crippled state.

Capital Ship Repairing an Embarked Squadron

If a Capital Ship has the Hangers:X trait, it may embark up to X Squadrons. Embarked Squadrons may be repaired as part of a Damage Control special action.

Roll a Skill Test using the Capital Ship's Skill separately for each embarked Squadron and consult the following outcomes:

-
-
-

Traits

Traits are keywords that are marked on a model's attribute line that reference a special rule that apply to that model.

Multiple instances of a trait are cumulative, or stack, their effect(s) unless noted otherwise.

System Trait

Traits may be marked as a **System Trait**, which means that the trait may be damaged by a critical damage effect. System Traits that are damaged can be repaired with a successful skill roll of [D+].

Model Traits

Barrier

This model may defend against Kinetic Cannon, Mass Driver, and Missile attacks against itself or *friendly targets within 3"*.

Note that this does not apply to Assault, Boarding, or Dogfight attacks.

Follow the same procedure as defending against a Missile attack, i.e. perform an Opposed Roll with the attacking player as the Primary Player and the defending player as the Secondary Player.

- Calculate the attacker's dice pool as normal.
- The defending player uses *this* model's Defense rating as the Base Pool.
- Unlike Missile attacks other friendly models in range may *not* assist.

Multiple Barrier traits do not stack. The owning player may choose which Barrier to resolve.

Catapult

System Trait

Models taking the Launch Action deploy within 6" of it instead of 1". Multiple Catapult traits do not stack.

Cloak

System Trait

A model must pass a Skill Test with a result of [D+] to target a model with a Cloak at Long Sensor Range.

Make one test per target, if the test fails the Fire Control rating may be used to attack another target and the attacking model may not attack the target with other weapons this turn.

Multiple Cloak traits do not stack.

Command

Friendly models in Short Sensor Range of this model may use the skill rating of this model instead of their own for any skill rolls that are required except Repair rolls.

Comms

Enables Squadrons to declare the Vector Attack action.

Countermeasures

System Trait

Any model with counter measures may re-roll Point Defense rolls against Missile attacks.

When a model reaches 0 Defense rating, this System Trait is assumed to be damaged and must be Repaired.

Dock

This model may embark one Capital Ship. This model may Repair an Embarked Capital Ship.

A model with the Dock trait may not be Embarked during deployment.

Drones

System Trait

A model with a drones trait gains a 1 Flex Dice when making:

- Repair Tests
- Making a roll that uses its Defense rating as the Base Pool.

ECCM

Electronic Counter-Counter Measures:X

This model ignores the effects of one ECM trait rating per X rating of ECCM.

ECM

Electronic Counter Measures:X

This model removes up to X Flex Dice that would otherwise be granted from various Attack Bonuses to a minimum of 0 Flex Dice.

Exo-Suit

This model is treated as an Exo-Armor model in all ways except that when boarding a target model it may choose to board as either an Exo-Armor or as a Marine model with a Marine rating of 1 for each 2 damage points remaining on the model.

Multiple Exo-Suit traits do not stack.

Emissions

Electronic Emissions:X

When targeting this model add X to the Sensors rating of the attacking model.

Energy Armor

When attacked with a Beam Projector Particle Cannon this model Diminishes the result of the attack by one level if the Result has a Value of 1, 3, or 5.

Multiple Energy Armor traits do not stack. This has no effect on Point Defense attack results.

Escort

This model is considered a Squadron for purposes of determining eligibility for deployment or being held In Reserve with regards to the various Deployment Types.

Evasive

Evasive has no effect on Missile attacks and does not function if the targeted model has Thrusters 0 or Fuel 0.

Reduce the Base Pool of an attack on this model at long range to X, where X is the initial Structure rating of this model ($X = 2$ for Squadrons).

Flex Dice effects are unmodified. Add dice to the Macro Pool equal to the difference between the initial Base Pool and X.

Example: A Ship with 2 Structure rating and the Evasive trait is attacked by a Beam Projector with AC:5. Ordinarily the Base Pool would be $5d6$ +/- Flex, but since the attack is at long range, the Base Pool is reduced to $2d6$ +/- Flex, as 2 is the target's Structure rating. The difference is $5-2=3$, so add $3d6$ to the Macro Pool.

Expendable

This model is not worth victory points for being Crippled or Destroyed.

Fast

This model adds 1 Flex Dice to Break Off from a Dogfight, or to use the Withdraw action.

Fire Ship

This ship can take the Ramming Speed action when it has more than one Structure or Damage rating remaining.

Fuel Pods

Once per game, a Squadron with Fuel Pods may start its activation with +2 Fuel and choose one of the following options:

- Resolve a Boost action one additional time.
- Avoid entering the Return to Base state once.

Grapplers

When this model initiates a Boarding, diminish the Point Defense attack Result rolled by the boarded model.

Hangers**System Trait**

Squadron Hangers:X

This model may have up to X Squadrons Embarked, including during deployment.

Heavy

This model only rolls 2d6 to Break Off from a Dogfight, regardless of Skill. When performing a Skill Test to continue a Bombing action after an Interception this model adds one to its Skill rating.

Interceptor

This model attacks first in a dogfight unless an enemy activating model also has the Interceptor trait.

Launchers**System Trait**

Models taking the Launch action deploy within 3" of it instead of 1". Multiple Launchers traits do not stack.

Marines

Marines:X

This model has Marines with a rating of X.

Minelayer**System Trait**

This ship may declare the Lay Mines action.

Overthrust

Overthrust:X

When this model is Evading, treat it as if it had the Evasive trait with a Structure rating of X for the purposes of resolving the Evasive trait.

Reactive Armor

When attacked with a Mass Driver, Kinetic Cannon, or Missile weapon, this model diminishes the result of the attack by one level if the result is a [1], [3], or [5] set.

Multiple Reactive Armor traits do not stack. This has no effect on Point Defense attack rolls.

Renowned

Renowned Ship

This ship adds +1 to its Skill rating. Multiple instances of this trait stack their effects.

If Destroyed this model is worth +20% Victory Points per instance.

If Captured this model is worth +30% Victory Points per instance.

Ring Module

Add +1D6 to the Base Pool roll of defending Marines when this ship is boarded as long as there remains at least two rating of defending Marines.

Sensor Drone

This model may increase its Sensor rating for weapons in one arc by 1 when it activates.

Sluggish

This model only makes turns at the end of a move. When a sluggish model uses the Reorient action it makes two turns at the end of its move instead of one.

Snooper

System Trait

Advanced Sensor Suite

This model may ignore the Stealth trait of one model within Sensor Range and gain Flex Dice to attack Cloaked targets.

Shield

[D+] Results with values of [1] or [2] do one less damage.

Static

This model may not move.

Stealth

Stealth:X

Reduce the Sensor rating of any ship targeting this model with an attack by X.

Sweeper

Mine Sweeper Array

This model adds +2d6 to the Base Pool of the attack roll when targeting Mines.

TD

System Trait

Target Designator

Models firing Missiles at ships in this model's Sensor Range may re-roll their attack roll if the result is N. This only applies in the Activation Attack Window.

Multiple TD traits do not stack. Note that no roll can be re-rolled more than once.

Tender

Fleet Resupply Tender:

Friendly models making a Missile attack or Kinetic Cannon attack while within 3" of a model with the Tender trait add 1 Flex Dice to the attack. Multiple Tender traits do not stack.

A model with the Tender trait may use its action to mark off any number of traits with boxes, or marine rating, to transfer an equal number of that rating to a target friendly ship within 1”.

No rating on the target ship may increase to more than its initial rating.

Tug

This model may move a model with the Static trait within 3” as an Action.

A Static model may only be moved a maximum of 3” a round and must be moved towards the model that is moving it.

Weapon Traits

Ace

A weapon with Ace gains a flex dice (+/-1D6) for each attack roll it makes.

Array

This weapon may make two normal attacks each activation instead of one. Each attack still requires a Fire Control.

Bomb

This weapon can attack targets on the surface of a planet from high orbit. This weapon may not be used to attack in a Dogfight.

Link

Linked Weapons: When a multiple weapon listing has the associated trait Link then all the weapons listed in that entry may all attack the same target using only one rating of fire control. Roll each attack separately.

Nuke

Nuclear Missile: Nuclear Missile attacks that damage a target escalate [D+] damage one level higher result than rolled. May not be used in a Dogfight or Assault.

Precise

Some weapons or damaging effects are precise enough that they can be targeted towards specific System Ratings or System Traits. For weapons or damaging effects that are Precise:

- [T+] Results are resolved normally
- Damage from D results may be applied to any System Trait or to Defense, Sensors, or Thrusters as chosen by the attacker.

Repair Capital

Repair Capital:X

This model improves its Skill rating by X for any Repair rolls it makes to repair a Capital Ship.

Repair Squadron

Repair Squadron:X

This model improves its Skill rating by X for any Repair rolls it makes to repair an Embarked Squadron.

Sniper

Attacks made in the Activation Attack Window add 1 Flex Dice and gain Precise.

Swarm

Swarm Missile attacks Diminish [T+] results.

Terrain

Terrain has some tactical effects in Jovian Wars. Terrain cannot be destroyed in the time frame of the game. Some terrain can be overlapped by models and do not follow the standard overlapping rules.

Any model may choose to avoid terrain by treating it as an overlapping model which is larger.

Each terrain has a type, size, and potential hazards or other effects for moving through or overlapping it. If a Move or Overlap effect has an AC or AS rating, resolve an Attack on the model moving through or overlapping the terrain.

The various types of terrain are:

- Area - Denoted by an irregularly shaped template, can be any size.
- Edge - Some things are so large they are off table and are represented by a table edge to represent in which direction the object is actually located.
- Model - Typically modeled with a single, discrete object, i.e. a big rock for a Large Asteroid.

Asteroid Field

Type	Size	Move	Overlap
Area	Variable	AC:2	Defense +1

An Asteroid Field represents an area of small rocks and other particulate matter of enough density to be relevant. Squadrons can move through safely, but Capital Ships will suffer an AC:2 attack when moving through the Field.

Models *in* the Asteroid Field gain a Defense rating when defending against Attacks, including Assault and Bombing attempts. This represents the difficulty of plotting a safe course at speed through the asteroids for Squadrons or Missiles.

Atmosphere

Type	Size	Move	Overlap
Area	3-6"	AC/S:2,Speed -1	ECM +1

A Planet or Large Moon may have an atmosphere. If you have a Planet or Large Moon represented by a table edge in your game, you may add a Atmosphere terrain element by defining a area terrain region extending 3-6" out from the table edge in a rectangular band. If you wish, you may use Random Selection by rolling 1d3 to determine the Atmosphere “thickness.”

Models moving in Atmosphere reduce their Speed rating by 1 and suffer an AC/AS Attack with rating 2 to represent the hazards of interacting with the atmosphere at speed.

Additionally, due to the heating, it is difficult to pinpoint the exact location of a Model interacting with the Atmosphere, so Models within Atmosphere gain +1 to their ECM trait or gain ECM:1 if they did not already have ECM.

Comets

Part	Type	Size	Move	Overlap
Body	Model	2-4"	–	AC:6
Tail	Area	Variable	AC/AS:2	Defense +1

A Comet is essentially a two-part terrain piece consisting of the Comet’s **Body** and a **Tail**. The Body of the Comet is essentially a Large Asteroid and the Tail of the Comet is essentially a Particle Cloud.

When placing a Comet, place the Body anywhere on the table and place the Tail touching the Body.

At the end of each Deployment Phase, resolve a Movement of the Comet. Its speed is 2d6, and it moves in a direction directly *opposite* the tail, i.e. the tail is behind it as it moves. Models that would be overlapped by the Body are moved out of the way. Models overlapped or moved over by the Tail are attacked as if they had moved through the tail themselves.

Large Asteroid

Type	Size	Move	Overlap
Model	2-4"	-	AC:6

Large Asteroids are represented a piece of terrain or an area template 2-4" in diameter. Large Asteroids represent a single large rock as opposed to a collection of smaller rocks.

Large Asteroids can be used for cover. Any model within 3" of a Large Asteroid gains the Stealth:1 trait or adds +1 to its current Stealth trait. A Capital ship model that ends its movement overlapping a Large Asteroid will suffer a AC:6 attack.

Mines

Type	Size	Move	Overlap
Token	40mm	3" AC:3	-

Mine Tokens are 40mm in diameter and represent numerous smaller munitions scattered across local space intended to deny an area to enemy Capital Ships.

Resolve an AC:3 Missile attack on any enemy capital ship that moves within 3" of the token.

Mine Tokens are considered Squadrons for the purposes of being attacked and have a Structure rating of 2.

Particle Cloud

Type	Size	Move	Overlap
Area	Variable	AC/AS:2	Defense +1

Particle Clouds are formed of Dust and Ice and are indicated by an area template. Any model moving through it will suffer an AC/AS:2 Attack regardless of distance moved through.

Models within an area of Dust/Ice Clouds add +1 to their Defense rating for attacks targeting them and Beam or Particle attacks that target a model in a Dust/Ice Cloud, or that pass through a Dust/Ice Cloud, suffer -1d6 to the attack roll.

Planet or Large Moon

Type	Size	Move	Overlap
Edge	-	-	-

A planet or large moon is represented by a table edge. If at the start of a Movement the table edge is entirely within the Front Arc of a Capital Ship, that ship gains Speed +2. Conversely, if table edge is entirely within the Aft Arc of a Capital Ship, that ship gains Speed -1.

A planet may not be overlapped or moved through.

Small Moons

Type	Size	Move	Overlap
Area	4-18"	-	Speed +2

Small Moons come in various sizes from 4" to 18". A Moon follows the rules for Large Asteroids except that a Moon may be overlapped without causing damage.

A model starting a Movement while overlapping a Moon gains Speed +2.

All combat is considered to be taking place on one side of a moon.

Space Stations

Type	Size	Overlap
Model	-	AC/AS:2

A Space Station is a model and will have a list of attributes and ratings just like any other model. Before a game players must roll 2d6 for each station. This is the Structure rating of the station.

- The Marines and Defense rating will be half the structure rating.
- The stations will have Sensors:3, Speed: 0, Turns: 0, and Skill:2.
- It will have Hangers: 1+1d3, and Fire Control: 2.
- The station will have 2x Kinetic Cannons: T: AC:4/AS:3 Ma:1 or 2x Beam Projector: T: AC:3, AS:3 Ma:2, selected using Random Selection.

Wreck

Type	Size	Move	Overlap
Model	2-4"	-	AC:6

Wrecks are the remains of a destroyed Capital Ship. You may represent them with a Large Asteroid marker. They are mechanically the same as Large Asteroids.

Unidentified Object

Type	Size	Move	Overlap
Model	Variable	-	-

Os are of deep curiosity to spacers though most are jokingly creative projects by nomads hoping to fool earth spacers. Treat Unidentified Objects (UIOs) as a model that can be boarded for scenarios that include them. Roll 1d6 for the Structure rating of the UIO.

Fleet

Jovian Wars is designed to be played at three levels:

- **Skirmish** - 100 points per fleet
- **Engagement** - 250 points per fleet
- **Fleet Battle** - 500 points per fleet

Point Restrictions

- At least 25% of points must be spent on Squadrons.
- At least 25% of points must be spent on Capital Ships.
- A maximum of 25% of points may be spent on Upgrades and static defenses.

Fleet Unit Cards

Unit Cards are available at fleet.jovianwars.blog.

Upgrades

Upgrades are *temporarily* removed from the game. They will return in v1.2.3. This is to allow the test teams to focus on the base game before adding additional complexity, as well as to evaluate where upgrades are actually needed from both a gameplay and lore accuracy perspective.

Scenarios

There are innumerable scenarios to explore within the context of Jovian Wars, limited only by the players' imaginations. Here we present a scaffolding for constructing scenarios as well as presenting a few introductory scenarios.

Deployment Zone

Standard Deployment Zone

Players may deploy in a 12" strip extending from their table edge.

Beacon Deployment Zone

Starting with the player with Initiative, players alternate placing four Beacon markers each anywhere on the table. Markers must be at least 12" from any other Beacon marker.

A model is considered to be within a player's Deployment Zone if it is within 3" of one of their Beacon markers.

If used with Fleet Deployment, at least one model must be deployed within 3" of each player's Beacon markers.

Corner Deployment Zone

Divide the table into equal 2' x 2' quadrants. The player with Initiative chooses a quadrant to deploy in first, and their opponent deploys in the diagonally opposite quadrant.

Deployment Type

Fleet Deployment

During the first Deployment Phase:

1. In initiative order, players alternate deploying all their Capital Ships in their Deployment Zone. Capital Ships may *not* be Embarked.
2. In initiative order, players alternate deploying Squadrons in their Deployment Zone until both decline to do so. At this time, Squadrons may be deployed Embarked onto Capital Ships with sufficient Hangers capacity.

Players need not deploy all their Squadrons and may hold some In Reserve for subsequent Deployment Phases.

Escalating Deployment

During the first Deployment Phase:

1. In initiative order, players alternate deploying one Capital Ship each. Capital Ships may *not* be Embarked.

2. In initiative order, players alternate deploying two Squadrons each. These squadrons may *not* be Embarked.

Note that each model is deployed independently, i.e. you deploy a Squadron and declare it to be either on the table normally or Embarked. Escalating Deployment does not allow for Squadrons to be deployed Embarked in step two above (but does in subsequent phases), so the first Capital Ship cannot have Squadrons Embarked.

During subsequent Deployment Phases:

1. In initiative order, players alternate deploying Capital Ships until they both decline to do so. Capital Ships may *not* be Embarked.
2. In initiative order, players alternate deploying Squadrons until they both decline to do so. Squadrons may be deployed Embarked on Capital Ships deployed in this Phase.

Victory Conditions

Victory Conditions are governed by Objective Points and Victory Points.

- The player with the most Objective Points is considered the winner.
- Ties are broken by whichever player has more Victory Points

Generally the game is over after *seven* Game Turns as defined in the Structure of a Game, but some Scenarios will specify an early end condition to be evaluated in the End Phase.

Objective Points

Objective Points and the means for achieving them are specified by each Scenario.

Victory Points

Each player's Victory Points are determined by the points total of the surviving models in their fleet, with the following multipliers:

State	Multiplier
Captured	1.5
Crippled	0
Destroyed	0
Withdrawn	0.5

Note that the *capturing* player gets the points for Captured ships, with the original owner getting 0 points for that ship!

Basic Scenarios

Introductory Scenario

This is the introduction scenario, where you learn the mechanics!

- Deployment Zone: Standard Deployment Zone
- Deployment Type: Fleet Deployment
- Initiative: Random Selection
- Objective Points:
 - 10 points for having the most Victory Points after *seven* turns.

Escalating Engagement

Two fleets are hunting for each other. As scouting ships discover the location of enemy ships they call in reinforcements and prepare to engage.

- Deployment Zone: Standard Deployment Zone
- Deployment Type: Escalating Deployment
- Initiative: Random Selection
- Objective Points:
 - 10 points for having the most Victory Points after *seven* turns.

Solar Storm

A powerful solar eruption has blanketed the area with powerful solar winds, blinding sensors and forcing crews into hardened shelters deep within ships.

The Admiral has spread the fleet out to prevent accidental collisions. As the solar storm starts to ebb two fleets realize that they are suddenly within striking distance.

- Deployment Zone: Beacon Deployment Zone
- Deployment Type: Fleet Deployment
- Initiative: Random Selection
- Objective Points:
 - 10 points for having the most Victory Points after *seven* turns.

Blinded by the Light

- All models are reduced to Short [Sensors Range] only until the third turn.
- Boarding actions may not be attempted until the third turn.

Advanced Scenarios

Fleet Engagement

The fleets have been maneuvering for weeks and now a major engagement is shaping up. This will be one for the history books.

- Deployment Zone: Standard Deployment Zone

- Deployment Type: Escalating Deployment
- Initiative: Random Selection
- Objective Points:
 - 5 points for having the most Victory Points after *seven* turns.
 - 5 points for having the least Withdrawn models.

No Quarter Given

- Models may not Withdraw until they have been reduced to 1 Structure rating or less.

Break the Truce

A truce has been called to allow both sides to search for escape pods. While searching two ships fire upon each other and restart the conflict.

- Deployment Zone: Beacon Deployment Zone
- Deployment Type: Escalating Deployment
- Initiative: Random Selection
- Objective Points:
 - 4 points for having the most Victory Points after *seven* turns.
 - -2 points for being the first player to attack!
 - 3 points for having the most Escape Pods on Withdrawn Capital ships.
 - 2 points for having the most Escape Pods on non-Withdrawn Capital ships..
 - 1 point for having the most Escape Pods on non-Destroyed Squadrons.

Search for Escape Pods

- Any model may use its Action to search for escape pods by rolling a Skill Test. This may be done anywhere on the table. A result of:
 - N - No escape pods found.
 - D - One escape pod found.
 - [T+] - Two escape pods found.
- The model declaring the action will automatically load any “found” escape pods onto itself at the end of the action resolution..
- Use tokens or dice to denote how many escape pods a model has found.
- Models may carry any number of escape pods.
- A Destroyed model forfeits all its Escape Pods.

Transfer Escape Pods

- Squadrons making a Land action automatically transfer their found escape pods to the Capital Ship on which they are Embarked.
- Squadrons making a Launch action may take with them one found escape pod.

Captured Escape Pods

- Each escape pod on Captured ships count as *two* escape pods for the capturing player!

Water Raid

Water is everything in space. It is fuel and air. Whoever controls the water controls space.

- Deployment Zone: Standard Deployment Zone
- Deployment Type: Fleet Deployment
- Initiative: Attacker/Defender chosen by Random Selection
- Objective Points
 - 3 points for having the most Victory Points after *seven* turns.
 - 3 points for the Defender if they successfully Withdraw 5 or more units of water on non-Crippled Capital Ships.
 - 4 points for the Defender if they successfully Withdraw 10 or more units of water on non-Crippled Capital Ships.
 - 3 points for the Attacker if they successfully prevent 5 or more units of water from Withdrawing on Capital Ships.
 - 4 points for the Attacker if they successfully prevent 10 or more units of water from Withdrawing on Capital Ships

Water Reserves * During the first Deployment Phase, the Defender deploys a single [Stationary] [Comet] in their deployment zone before players deploy any models. * During the first Deployment Phase, the Defender must distribute 10 units of water across their Fleet. * When deploying each model, the Defender must declare how many units of water it is carrying. * Exo-Armor Squadrons may be issued 1 water unit total during deployment if *not* Embarked. * Capital Ships may be issued a max of 5 water units total during deployment. * Exo-Armor Squadrons may carry a max of 3 water units at any time, but may only start with 1 if not Embarked. * Capital Ships have no carrying capacity, but may only start with 5.

Surprise Attack! * The Defending Player may *not* withdraw Capital Ships until Turn 4.

Mine the Comet * The Defender may attempt to Mine the Comet with Exo-Armor Squadrons by resolving an Assault action against the Comet. * The Comet is considered to have a Defense rating of 4, representing the various hazards involved in mining a comet in an active combat area. * The Exo-Armor Squadron may only use its Lance to attack. Attack Results of D mines 1 unit of water, T mines 2 units, and Q+ results mines 3 units. * Use tokens or dice to denote how many water units a model has mined. * Once per game, an Exo-Armor squadron may forfeit a single water unit it has mined to gain the Fuel Pods trait.

Transfer Water

- Squadrons making a Land action automatically transfer their water units to the Capital Ship on which they are Embarked.
- Squadrons making a Launch action may take with them up to 3 water units from the Capital Ship on which they are Embarked.

Captured Water

- Captured Water Units count for the captor if the carrying ship is Withdrawn.

Scavenger Hunt

Reports of valuable intelligence or technology have triggered a rush of interest at high command. Ships are rushing into the area and conflict is unavoidable.

- Deployment Zone: Corner Deployment Zone
- Deployment Type: Escalating Deployment
- Initiative: Random Selection
- Objective Points
 - 1 point for having the most Victory Points after *seven* turns.
 - 1 point for each Unidentified Object successfully searched by a player.
 - 1 point for each Capital Ship with an Intelligence Token aboard.
 - 1 point for each Intelligence Token aboard a Withdrawn Capital Ship.

Valuable UIOs

- After quadrants have been chosen, place 3 Unidentified Object (UIO) markers on the table, one in the center of the table and one each in the center of the two quadrants that are *not* chosen as deployment zones.
- The UIOs may range in size from 2-4".
- UIOs may be the target of Boarding actions. Assume the UIOs do not have a Defense rating, so the Marines board unopposed.
- UIOs may enter the Boarded state, which means Marines may engage one another on a UIO!
- UIOs are considered to have the Hangers:2 trait, and both players may have Squadrons Embarked simultaneously so long as they have Marines aboard the UIO.
- If a player has no Marines aboard a UIO, any Embarked squadrons must take a free Launch action during the End Phase.

Search a UIO

- Whichever player collects three Search tokens first for a particular UIO is considered to have successfully Searched a UIO.
- During the End Phase, check to see if a player collects a Search token by checking which player has more surviving Marine rating aboard a UIO:
 - Equal Marines rating: 0 search tokens
 - One more Marines rating: 1 search token
 - At least two more Marines rating: 2 search tokens

Retrieve Intelligence

- Once a UIO has been successfully searched, any Embarked Squadron which takes the Launch action is considered to be carrying intelligence, which is denoted by placing an Intelligence Token next to the Squadron.
- Squadrons may transfer the Intelligence Token to a Capital Ship by taking the Land action.

Capturing Intelligence

- If a Model carrying an Intelligence Token is Destroyed, the token is lost.
- Captured ships carrying an Intelligence Token transfer ownership of the token to the captor.

Ambush

Attack where you are strong, and your enemy is weak.

- Deployment Zone: Beacon Deployment Zone
- Deployment Type: Fleet Deployment
- Initiative: Attacker/Defender chosen by Random Selection
- Objective Points:
 - 4 points for having the most Victory Points after *seven* turns.
 - 1 point for the Defender if 25% of their forces are Withdrawn.
 - 2 points for the Defender if 50% of their forces are Withdrawn.
 - 3 points for the Defender if 75% of their forces are Withdrawn.
 - 1 point for the Attacker if 75% of the Defender's forces are Captured, Crippled, or Destroyed by the end of the game.
 - 2 points for the Attacker if 50% of the Defender's forces are Captured, Crippled, or Destroyed by the End Phase of turn 5.
 - 3 points for the Attacker if 25% of the Defender's forces are Captured, Crippled, or Destroyed by the End Phase turn 3.

Use a model's full point value for calculating force percentages. Calculate Victory Points as normal.

Ambush!

- The Attacker chooses a table edge that the Defender must escape through at the *end* of the first Deployment Phase.
- The Defender may only declare the Withdraw action if they are within 6" of this table edge and 6" away from any enemy models.