Dimensional Warfare: Fleet

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Contents

Terran Union Timeline

2035 The Great World Depression ends as the economies start to improve with the wider use of smaller and more efficient fusion engines

2040 First fully functional Combat Mech Built by the Chinese, soon followed by a joint Japan, England, and United States effort

2042 Lunar Base established by NASA and NAXA

2065 Martian Base established by NASA and ESA

2087 Luna Colony Formed – Primarily Latin Americans, Europeans, and Americans

2095 Keiper Interstellar Gate Found by NASA explorer mission PIKE II. After examination of the Gate, and dispatch of robotic probes, NASA announces that the Gate opens to hyperspace and allows one to travel very long distances in relatively short periods of time from one gate to another. Beacons of unknown manufacture marked exits of other gates from within hyperspace network. NASA, ESA & NAXA scientists theorize Gate network established by another, highly advanced race over 200,000 years ago.

2096-2101 NASA, NAXA and ESA manned explorer missions and robotic probes explore and survey 6 different planetary systems, opening several for human settlement in 2101

2101 First Era of Stellar Colonization. First Colonization missions embark in 2101.

2108 First evidence of ancient civilizations found in Sirius system. Extensive ruins are found on main world, in orbit and on several minor asteroids and planetoids. Intensive study of recovered tech begins.

2140 Earth Civil War begins. War starts with clash between India and China and spreads, taking the form of India, USA, Japan, E.U. vs Russia, China and allies. Central and South America, except Mexico and Venezuela, remain neutral. U.S. and Japanese forces crush Venezuela. Mexico joins US and allied forces due to pressure from US born Mexicans. Russian forces invade Eastern Europe, stalemate ensues. China, aided by Pakistan, invades Northern India, pushing into the Ganges River valley.

2143 Nuclear weapons exchange initiated between Pakistan and India, soon including the rest of the major combatants. Tokyo is hit by nuclear strikes from United Korean Nation.

2145 Professor Joachim Reissen announces that Earth is at tech level 2 of 12 on the Reissen-Kawabushi spacegoing technology scale.

2145-2152 Meanwhile the Global war rages refugees flee Earth and form new colonies, many of which are privately or corporately funded.

2152 After 12 years the Earth war ends as economic exhaustion settles in.

2153 Coalition Government called the Confederation of Terran States is formed, with a senior council composed of China, India, the European Union, Russia and the USA. This new government looks out at colonies and taxation to help to rebuild Earth.

2153-2155 CTS forces contact, and gain control of, human colony worlds.

2155 Tensions rise as border worlds protest high tax rates to pay for rebuilding of Earth.

2158 Small skirmishes with CTS Naval vessels and Marius System ships.

2162 Earth/Border War begins at the battle of Xi Bootes A system. Border Worlds Confederation formed by several border worlds with the capitol on Marius III.

2164 CTS forces win the Battle of Paraiso, allowing Earth to end the Earth/Border war. CTS wins war and forces a peace settlement on the exhausted BWC. Earth puts laws into place limiting the size of the defensive fleets of the Border Worlds as part of the Treaty of Struve.

2169 BWC merchant picks up battle between unknown forces and closes to investigate. BWC merchant vessel observes, and records telemetry from, a battle between two races later identified as the Bnarls and the Kthorgs. After the battle concludes BWC vessel closes with a disabled vessel and offers assistance to the surviving crew, thus making first contact with the Bnarl. Through this meeting Humanity learns of the Kthorg and of the war between the Bnarl and the Kthorg. Humanity also learns that the Bnarl are currently losing the war.

2170 BWC and Bnarl exchange embassies, followed by the CTS and the Bnarl.

2171 BWC defies Earth, repudiates the restriction on Space Navy construction and starts fleet buildup.

2172 CTS demands BWC ceases naval buildup, which the BWC ignores. Earth and BWC tensions rise.

2173 The Kthorg learn of Humanity through captured astrogation data from Bnarl Vessels. The Kthorg launch a preemptive strike, seizing several CTS colony worlds.

2174 The Kthorg attack CTS forces in Nuevo Vista. During the battle a BWC fleet arrives and renders assistance to CTS forces. BWC and CTS forces successfully defeat Kthorg at Nuevo Vista. Human forces push Kthorg out of the Hiatis system, however Kthorg forces capture the Syriasus, Galdolphini and Frangee systems.

2175 BWC forces defeated and forced out of the Cielito Lindo system, which is a key world for the Border World Confederation's economy.

2177 CTS R&D develops, in secret, Interceptor technology for defense of space vessels. CTS Senior Council declares Interceptor tech restricted and refuses to allow BWC access to this technology. CTS commission the construction of the Daishi, a battleship larger than any previous human space warship to date.

2177 BWC discovers the existence of interceptor technology, through espionage and telemetry from combat engagements that show interceptor tech in action. BWC informs the CTS that it will assist in defense of mutually important systems but that blanket cooperation with CTS forces will be suspended until access to interceptor technology is granted to the BWC.

2178 CTS government, in response to pressures of the war and political movements, changes into a new form, calling itself the Terran Union. The new Terran Union provides more direct access, and greater political power, to the larger colony worlds.

2180 Daishi Battleship launched and begins shakedown cruise. Human-Kthorg War still going badly for Humanity as the Kthorg continue to capture systems from Human forces.

2182 While on patrol between Wayhaven and Xi Bootes system, the Battleship Daishi is declared missing. Search of patrol path for the Daihi yield no solid leads as to the ship's whereabouts.

2185 Continued setbacks in the Human-Kthorg War cause the Terran Union to reconsider the tech restrictions in regards to the Border Worlds. Access to Interceptor tech is given to the BWC. In response, the BWC deploys more forces to TU territory to assist in the effort against the Kthorg.

2186 Human-Kthorg War reaches a stalemate. Joint BWC-TU forces, Kthorg struggle against both Human and Bnarl forces, and heavily defended chokepoint systems cause this stalemate.

2187 Terran Union Explorer ship Jim Bowie discovers Serenidad. Surveys reveal that Serenidad is a huge and fertile planet very much like Earth. Colonization efforts are sideline by the demands of the war effort against the Kthorg.

2189 Asteroid hits New Valencia, a major TU Production Center. This loss of Industrial capacity causes the balance in the Human-Kthorg War to shift in favor of the Kthorgs.

2190 Diplomatic initiatives (stretching over a 4- year period) yield a treaty of Co-Belligerence against the Kthorg. Parties to this treaty are the Bnarl, the Border Worlds Confederation and the Terran Union.

2192 The Battleship Daishi is found derelict by BWC in X14172, a newly discovered system. Investigation of the hulk reveals that the crew was killed under mysterious circumstances and many electrical and mechanical components were removed from the vessel. The Daishi is transported to Marketa (BWC

Capital) and refitted for combat.

2193 During an engagement against Kthorg forces in the Renatus system Human forces observe unknown vessels attacking the Kthorg. These vessels are discovered to belong to the Cinturons. Negotiations lead to the addition of the Cinturons to the treaty of Co-Belligerence against the Kthorg.

2194 Sightings of "ghost ships" and unexplainable sensor targets are reported with disturbing frequency.

Task Force New Hope, centered on the refitted Battleship Daishi, leads a counteroffensive against the Kthorg. Kthorg forces are pushed back and numerous systems are reclaimed by Human forces.

2197 Kthorg forces are pushed out of pre-war Human Space, and the first Kthorg systems fall to Human forces.

2198 An armistice is requested by the Kthorg. Hostilities cease while treaty negotiations take place. The Kthorgs end the war signing a treaty with TU and BWC as well as Cinturons and Bnarls. An uneasy peace ensues.

2201 The Machines make first contact with Humanity. A Machine probing force attacks New Avalon but is repulsed. Evidence of TU technology is recovered from derelict Machine vessels. The Machine connection to the disappearance of the Daishi is discovered. The Machine War Begins with attacks on several human worlds.

2202 TU intelligence indicates that the Kthorgs are aware of the machine war increases worries that the Kthorgs will break the treaty and start another war.

2203 TU research scientist Dr. Rastogi and team have been working on an improved gate technology. This tech is hoped to push the envelope and ensure TU superiority if war begins anew. No longer will the destinations chosen have to be another gate….

These Gates will take an incredible amount of energy to open, more than present gates can handle. The TU starts the construction of the Belt Gate in secret. It is hoped that the Belt Gate will serve as a focal point for traffic into and out of Terran space. Unknown to TU scientists, when a Gate is created, the other side of the gate takes on a signature where the gate can be traced back to its origins if the residual is found by a race with the proper technology and knowhow….

2206 After nearly three years the Belt Dimensional Gate is completed and ready for testing. The Gate opens into unknown space, possibly not even within the known universe. TU ships go through and find a planet that is occupied by an advanced race of Humanoid Cats or Lions. The Rwalthi are an aggressive species and attack immediately. The TU forces manage to capture some interesting technology before retreating back through the Gate opened by the gate.

2206 The TU government creates a secret force designed to go through the gate and look to either make allies or raid possible enemies for technology to give them a competitive edge. This does not sit well with many Senators and the internal political situation is touchy….

TU raids through the gates opened in different places begin…….and so do the Dimension Wars….

Background

The Confederation of Terran States

The Confederation of Terran States or CTS is now long gone but it was the first Interstellar Human Government. Originally a bright and shining example of coordination and man working together as one to reach towards the stars and create a better tomorrow. At least, that is was Terran Union propaganda would lead people to believe. In reality, the whole thing was born of blood and fire. As a major civil war erupted on Earth that lasted 12 years during which Terra forgot their brethren in space and fought over whatever they could get. So involved was this was that food shortages and plagues crossed from one continent to another. Fatigue more than anything brought peace. Earth quickly looked to how it could repair all the damage done. This was the reason for the birth of the CTS. Taxation of the outer colonies quickly escalated to Boston Tea Party levels where the outer colonies started rebelling and joining together to fight back. Within only a few years, war broke out again but this time between the CTS and what later would become the Border Worlds Confederation.

The Border Worlds Confederation

Humans always seem to gravitate towards wanting to govern themselves. The CTS felt oppressive and antagonistic from the first days that they reached out to regain control of all the border worlds. Dissatisfaction grew quickly and fear spread. The outer worlds did not have the technology or manufacturing abilities to compete with the CTS. The only advantage that they had was sheer numbers. Eight years of peace on Earth ended as war broke out between the CTS and the BWC. The war lasted for 4 years until the CTS finally brought the BWC to heel. A time of very uneasy peace ensued where the BWC was forced by the peace accords to limit their defensive fleets. Five years later another event that would forever change the heart of humanity occurred, First Contact.

The Bnarl Union

After 5 years of peace a merchant/mining ship from the BWC, while out looking for asteroids to mine, caught a glimpse of a distant battle. They were safe from view, being in the asteroid belt, but watched and recorded. The battle became a battle of attrition and both sides nearly perished. The ships were nothing like anything Humans had ever seen. In the aftermath, the BWC ship cautiously approached. They found two small fleets that had torn each other to shreds for unknown reasons. Boarders were sent in and one of the ships was found to crewed by a strange humanoid race. The ship appeared to be strictly military in nature. Small numbers of crew were found alive. They had ridged skulls but were strong and militaristic. They had much in common with ancient Human Samurai warriors. After communication was established worrisome news was found. The other race was an aggressive and hyper militaristic race of reptilian monsters, otherwise known as the Kthorg.

The Kthorg Empire

The Kthorg are a reptilian race. They are aggressive to an extreme and have an emperor that rules with absolute power. His word is law. The fact that the Kthorg can reproduce at a prodigious rate is all that supports the growth of their empire. The Kthorg were actively trying to expand and conquer anything and everything in their way. The Bnarls had been at war with them for a long time, and were losing, badly. With the discovery of Humanity, new hope was brought into the hearts of the Bnarls, as they hoped that Humanity would side with them and enter into the fray. In less than 2 years the BWC ignores the peace accords with the CTS and starts a massive buildup of forces. The Bnarls sadly fight on slightly refreshed from the new supplies the BWC is providing them. The Bnarls also start to hire some Terran mercenaries to assist in the battle. Tensions rise between the BWC and the CTS but in the end it did not matter. In less than a year the Kthorgs learn of Humans and perform a pre-

emptive strike and take several CTS worlds in the first wave alone. A major CTS planet was under attack when a BWC fleet arrives and lends assistance. Due to internal politics and war the CTS falls and is replaced with a new government better prepared to conduct a larger interstellar war with the Kthorgs.

The Terran Union

Out of the CTS the new Terran Union or TU was formed. The old senate and representatives by and large are put to death or jailed. It would still not be till 12 years later that the TU, BWC, and Bnarls for an accord to counter the Kthorg threat. It would still be another 20 years before the war with the Kthorgs would appear to come to an end.

The Cinturonian Councilship

The Cinturons are a very small Empire that also made contact with the Terran Union forces. They are a bird-like race that was also fighting the Kthorgs. Cinturon technology is quite advanced for such a small empire. They have an affinity and almost sixth sense when it comes to engineering and able to quickly reverse engineer nearly anything they can get their claws on. They quickly joined the accords against the Kthorgs and were the final key needed to turn the war fully against the Kthorgs and bring about peace.

Dimensional Gates

Hyperspace gates had, at this point, been in use for a very long time. More than 100 years prior the first Interstellar gate was found, frozen in a synchronous orbit on the far side of Neptune. The only way it could be seen was by a space faring vessel or a satellite passing by at just the right time. Hyperspace gates meant that travel that before would have taken centuries would be quick and efficient. Hyperspace was nearly impossible to navigate without navigation beacons in place to guide travelers from system to system. Scientists had long been at work trying to improve on the technology and somehow breach a new type of space. A way to travel further, faster and safer.

Years after the cessation of war with the Kthorgs a scientist within the Terran Union discovered Dimensional Gate technology. The Dimension Gates needed tremendous amounts of energy in order to operate them. A few small test runs were performed. Even those small tests required massive energy banks in order to not overload power grids and shut down entire cities. Only small tests were allowed at the Lawrence Livermore Labs in California. The first images to come through were often short lived as many of gates appeared to open up into the sky or just as often gates opened up into solid rock. A large number of gates even opened up into the vacuum of space. The few Probes that were sent though and seemed to malfunction as they passed through the gate. The experiments were thought to be a failure and the project, as with all things of this nature, was about to be shut down. Probes failed and nobody dared to send anyone through. A few animals had been sent through a few gates, never to return. When gates opened up into the air or ground, in the sealed lab, samples of some of the air and rock were taken. A noted geologist noticed that the rock properties, such as the ambient temperature of each sample taken, changed with every sample. Dr. Brown realized that the samples appeared to be coming from varying depths in the Earth. Dr. Rastogi refused to see his work go to waste and managed to convince two key Senators to let him up the stakes for a few last tests, this time in space. The thought was that the gates were opening up randomly into the ground or into the sky. If there was a way to control the height and distance, it was unknown. The actual gates themselves had no known way to control their destination but evidence showed that they did indeed go somewhere.

After spending millions of credits and the creation of a large gate near Mars, testing began. The gate was much larger, large enough for a small fighter or troop transport. Soon one of the scientists found a way to shield the

probes that went through. Soon after animal and then on to human tests were performed. To everyone's surprise, even Dr. Rastogi, the leader of the scientific team, found that the gates not only opened into space some distance away, but also to some places that appeared to be like mirror images of known space. The first probes through found planets that had similar geography but the people were not the same. The project quickly became a need to know project within the TU. The first few trips were made with a combination of stealth probes and small manned craft found many worlds that looked just like Earth and so many others but were wildly different. The exit points were discovered to be in what was thought to be alternate universes with alternate timelines. Most trips found nothing but planets devoid of life.

In time, it was found that by modulating the energy precisely and frequencies of the machinery used, the gates would open in different alternate universes. Eventually the team was able to ensure that the gates would open near the outer edges of likely planetary systems. Opening the gates too far in to a system enhanced the risks that gates would open into a planetoid.
A small group of Senators within the Special Operations committee along with the President and other key personnel decided that the Earth would ensure its safety not only for the immediate future, but for all time. Never would anyone such as the Kthorgs be able to threaten the core worlds. A special task force was formed with the express goal of finding and stealing technology, resources and information from these alternate universes.
The first massive Dimensional Gate went under construction near Mars. The Gate would allow what became known as "Raid" fleets to go through and obtain whatever they could from the nearest systems. Not all trips were successful. Some ended in a complete loss of entire fleets, but the results were enough to keep things going. Terra had now bowed to fear and Human nature, after hundreds of years without massive piracy over the Seven Seas of Earth, Humans again became some of the largest pirates around, but this time over the Black Sea and across different Universes.

Deployment Gates

A few years later after another scientist discovered how to open smaller gates over shorter distances, some 75 km, allowing gates to be opened from as low as the Mesosphere. All of this was made possible by using similar technology as the Gates. These became known as deployment gates. Gateships were built to accompany fleets, often in the place of troopships. Gateships were designed for carrying troops and contained very large power generators. The large power requirement was one of the limitations to the usage of Gateships. Troops could be dropped down with incredible precision onto areas near cities or fortifications and allow the Terran Union forces to attack through the deployment gates. Often Gateships carried the vanguard for larger assaults.

Introduction

Dimensional Warfare: Fleet is a wargame loosely based on many of the Anime cartoons from the mid 1980's. The game takes care to allow players the flexibility to not only play games that are representative of what they had seen on TV and in movies, but also open enough that they can adapt units from other genres. Players will be able to mix and match forces from different games if they wish to do so. The game is meant to be played with somewhere between 10 and 20 units per player it can easily be scaled up for larger battles or down for smaller ones.

The rules are based on an alternating activation system. Players will organize their forces into squads and alternate activating the units with each other. Players will be able to choose how and when to maneuver their forces to try to outmaneuver each other. The rules are designed in such a way as to minimize the need to reference the book and any tables within.

Often, for simplicity, Dimensional Warfare: Fleet is referred to as DW:F.

Rules

There are three different rule sets. The basic rules are considered level 1. Level 2 rules are slightly more complex and designed for players who are used to the rules or newer players that are experienced gamers. Level 3 rules are more advanced rules typically used in campaigns or smaller battles and recommended only if all players have agreed to use them. Feel free to create your own rules and use them in your own games.

What you need to play!

Dice

Several sets of dice, D4's through D12's are what you will need to play Dimensional Warfare: Fleet. The dice are used to determine when an attacker hits a target, when the attacker penetrates the armor of his target, and much more. They are used to determine direction of scattering missiles and artillery barrages as well.

Tokens and Unit Cards

There are also a few different types of tokens used in Dimensional Warfare. Tokens are used to denote the status of a unit and to help keep track of it during play. Some of these are tokens provide combat bonuses or abilities such as the token that denotes when a unit is on Overwatch and waiting for a target to close to range. Each unit will also have a Unit Card that shows its stats and abilities.

Rulers or Tape Measures

A straight edge ruler is sometimes useful but players may prefer a long tape measure to measure with. Players may also prefer to purchase a laser pointer, but it is not a requirement.

The standard unit of measurement is the inch. All ranges and movement will use inches. For movement distances figures measure from the closest edge of the figure to its direction of travel. In combat, range is determined from the closest edge of the base of the attacking figure to the closest edge of the base of the targeted figure.

General Concepts

Special Characters

Dimensional Warfare includes the ability to create special characters that augment the units that they crew. These units come with special abilities. These characters typically add to or enhance the stats of a unit.

Dice Rolls

Throughout the game you will roll dice to determine an outcome of your actions. If you need to roll more than a single die it will be written like this: 2D10 (meaning two ten-sided

dice). Sometime you will be required to roll a D2 or D5. In that case roll a single D10 and then divide the result by 5 or by 2 respectively and round up. Similarly, a D3 would be a six-sided die result divided by 2. Also, it is important to note that nearly all the modifiers in the game refer to the total or die type used and not to the required result. Negative modifiers typically make the objective harder to accomplish.

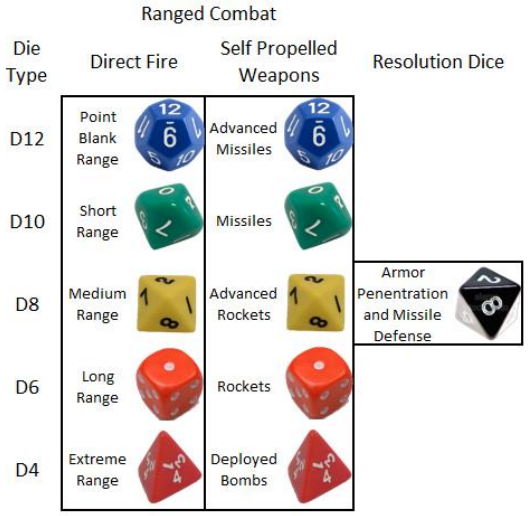
Re-Rolls

Sometimes you may be allowed to re-roll dice that you have already rolled. In cases requiring or allowing for a re-roll, the player may pick up the die and roll again, ignoring the original result. A player can never re-roll more than once regardless of the special abilities that he may possess.

Automatic Success/Failure

Not every figure has a high chance of success when it undertakes an action. Regardless of how skilled or not the figure or pilot of a figure is, if a natural 1 is rolled the result is a failure.

When rolling dice, if the natural, unmodified result is the maximum that that die can roll, for example a 6 on a D6, re-roll that die. If you get another 6, count the result as if you had rolled a seven. Then re-roll the 6 yet again, each time adding 1 to the result until you no longer get the maximum result that that die can produce.



Rounding

Whenever a player needs to round off a number, the result should be rounded up to the nearest whole number unless specified otherwise. Damage reductions due to Armor Rolls that do not exceed the higher value and do not fully penetrate a targets armor do less damage (half damage) and are always rounded down.

Boarding

When opposing forces have units that make base to base contact, these units are typically considered "boarding" and cannot be fired upon by friendly forces or move unless they have a special ability or trait that allows then to override this rule. These units are typically become focused on each other.

Unit Definitions

Unit/Figure

Figure is another way to describe a single stand. The stand may include multiple miniatures or units. A figure includes units like fighters or shuttles where two or more individual miniatures may be contained on a single stand and move and fire as one. Figure always refers to a single base that may contain one or more units.

Unit Types

There are a variety of different combat unit types. The units listed below are just those that come in the basic rules set. Additional units will be found in future expansions.

Spacecraft, Mechs and Vehicles

These are 1-2 man craft that are small but they can, as a group, do damage to a ship. These units typically used only in small groups as individual units would be too overwhelming.

Large Spacecraft, Mechsand Vehicles

These are 3-4 man craft that can do damage to a ship. These units typically used as artillery or

heavy bombers specifically for large scale warfare.

Corvettes

Crewed by 4+ people, Corvettes typically come in small groups that can severely damage a larger ship if they are allowed to get into range.

Frigates

The Frigate is the smallest large crew ship. These can be manned by anywhere from 5 to 50 people. Frigates are by far the most common ship. These are used for patrol and scouting and, while deadly, are usually not designed primarily for front line combat.

Destroyers

The first true warships. Although small these are designed to defend and patrol relatively safe zones and maintain the peace and act as a deterrent for pirates. Destroyers are more than enough to handle all but the best equipped pirate groups.

Cruiser

The next step in the chain are Cruisers. These are the most varied designs. Cruisers are used far more than other craft for everything from support, advanced scouting, to escorts for their larger brethren. Cruisers are mail line ships that can take on anything short of a Battleship with confidence. Their size means they are ideally suited for multi-purpose roles since they can carry troops and fighters and much more.

Battleship/Dreadnought

The largest and most powerful of the ships. These are front line vessels almost exclusively designed for one reason only, combat.

Station

Stations are like cruisers in that they come in many varieties. Some stations are used for defense and others for trade. There are also stations designed for science and research and others for mining or even as living areas. Regardless of the design stations are typically massive and have the potential to carry massive weapons. Some Battlestations are designed to hold off entire fleets.

Common Fleet Terms

Listed below are a number of terms are used throughout these rules and other related materials.

Fleet

This is generally the highest level of organization found in any navy. Each fleet is usually assigned to a specific sector of space. A *fleet* can potentially operate as a single large battle force, but this rarely occurs.

Task Force

Fleets are generally divided into a number of *task force* elements. Each task force is assigned a portion of the overall duties the fleet is expected to perform.

Task Group

These are the operational elements of any force. Typically, a task force will be made up of several *task groups*, each of which has specific duties and responsibilities. Sometimes task groups will combine into a larger battle group, but this is rare. Examples of task force assignments are protection of a system, patrolling specific trade routes, or hunting pirates.

Squadron

Task groups are made up of a number of *squadrons*, each containing between two to eight warships plus associated fighters. The squadron is the workhorse of any task group and it is through the maneuvering and deployment of squadrons that players will find the way to victory.

Starship

This is a single vessel. They are usually assigned to a specific squadron but may also work alone. Starships that patrol or fight alone are either

very well defended against missile and torpedo attacks, or very fast moving, or both. Typically they are built with a little of everything in mind being able to perform a large number of different roles but excel in none. A solo starship is vulnerable and rarely seen in large engagements.

Flagship

This is a starship containing the overall task group, task force or fleet commander.

Command Ship

These ships are the squadron equivalent of a flagship.

Fighter Group

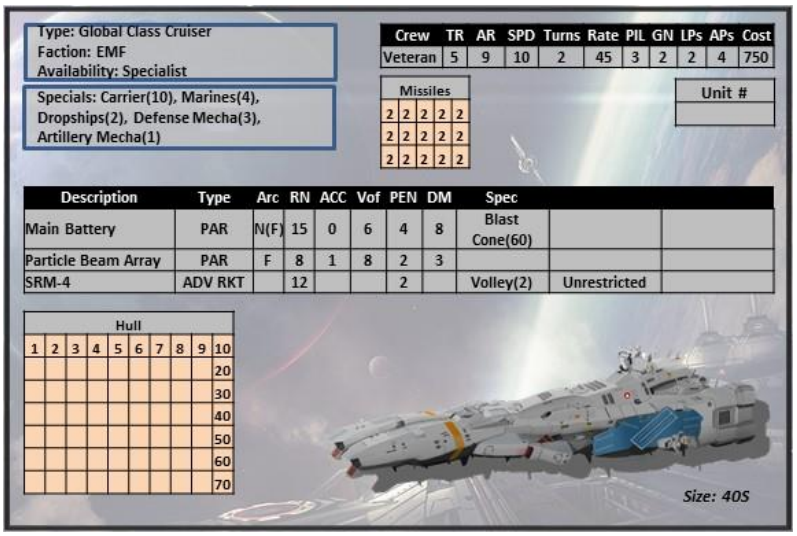
These are made up of two to twelve flights of the same type of spacecraft. All flights in a group are given the same mission and target.

Flight

These are made up of a number of identical spacecraft (typically from 2 to 6) that operate as a cohesive unit. Within this game flights are the smallest organization dealt with. The exact number of fighters in a flight is not relevant to the game.

Unit Attributes

Every unit has a Unit Card. The Unit Cards list the stats for the ships, its weapons, and also its special traits. Smaller ships may also list the stats for their space squadrons on the card as well.



Hull (HL)

Hull is how many points of damage a unit can take before it is destroyed. The stat card includes a number of circles or boxes that represent the amount of damage that unit can take until it is destroyed. Once a unit takes half it's normal Hull it is considered crippled.

Target Rating (TR)

This is a measure of how difficult it is to hit a unit. The quicker and nimbler a unit is, or the more powerful it's electronic defenses, the higher this value will be.

Armor Rating (AR)

Is a measure of how hard it is to damage a unit once it is struck. The higher value this value is the more difficult the unit is to damage the structure of that unit.

Speed (SPD)

SPD is how far in inches a figure can move for each Action spent. This represents the total thrust to weight ratio.

Turn (TRN)

Each unit has a number of turns that it can make during each move. Often slow units can have a large number of maneuvering thrusters, making then harder to hit and allowing them to shift vectors quickly.

Crew (CRW)

PIL is an indication of how well the unit handles, its overall performance, and how capable it is. Crew depends not only on the unit and the level of automation and simplicity that it has but also the skill and experience of the pilot.

Sensors (SN)

Represents how accurate a unit is with ranged attacks. Sensors is affected by the quality of the unit and is also determined by the quality and experience of the crew.

Leadership Points (LP)

Leadership Points are simply a special kind of Action that comes from command units and are used to perform special actions during the turn. They can be used in ways that gives advantages that normal Actions do not. Leadership is also effected by the quality of the crew.

Actions (A)

This represents how many Actions units have available to perform during the turn. Actions cannot be shared and are specific to each unit. These represent the skill and speed at which a crew can react when in combat. The better the crew the more actions it may perform such as movement, attacking, or evading attacks.

Weapon Attributes

Weapon Description (Mechanism) – Basically the fluff name or description of the weapon system.

Weapon Type (Class)

There are numerous different weapons types, each with its own advantages and disadvantages.

Weapons Arc (Arc)

There are a number of weapons arcs that can be used. These are explained in detail later within these rules. The arcs, simply detail in what direction a weapon system can be fired in.

Base Range (RN)

This is the base distance in inches that a weapon system is allowed to fire in under normal circumstances. Multiples of this are used when firing at longer ranges for direct fire weapons systems.

Missile weapons of all types from Simple Rockets to Advanced Missiles, do not have a Base Range, but use maximum ranges.

Accuracy (ACC)

The accuracy of a weapon directly effects how easily it can strike an enemy. Weapons can have a shorter maximum range but be highly accurate, giving them, in effect, a range much greater than other weapons.

Volume of Fire (VoF)

Volume of Fire is another important stat on a weapon's stat bar. This determines how many shots a weapon can fire in a single shot/burst. Some weapons do little damage but can create a huge volume of fire allowing them to spray a large number of targets within an area.

Penetration (PEN)

Weapons are different and can have several different designs and purposes. A tank gun is excellent at penetrating armor but performs poorly when compared to a machine gun when used against infantry. Penetration when combined with the other statistics helps define a weapon and the ideal performance envelope that it may occupy.

Damage (DM)

This is a measure of the amount of damage that the weapon may do, per shot.

Specials (Spec)

Each system or weapon may have a variety of special abilities that enhance performance. These abilities are listed and explained in more detail later in this book.

Units with missile based weapon systems also have the stat line for the missiles color coded to match the ammo on the stat card to help with ammo tracking. The stat card will also have all the upgrades that that unit can have for the given faction listed on the card with the associated costs.

Each line represents a single weapon system. Figures will typically only fire one weapon system per Action but may have the option to fire more. Each weapons system may represent a variety of turrets and smaller individual weapons. This is simplified into one stat line for each system.

Description	Type	ARC	RN	ACC	VoF	PEN	DM	Spec	
Dual Heavy Particle Cannons	PAR	RA / LA	10	0	2	+2	4		
Dual Gun Clusters	BAL	Rest.	3	0	2	-1	4	Co-Axial(1)	
Dual .50 Cal Machineguns	BAL	Rest.	3	0	2	-2	2	Anti-Personnel	Co-Axial(1)
Dual Missile Pods	MIS	F	24	0	4	0	6	Ammo(6)	Anti-Missile
Quad Mini-Missile Launchers	MIS	F	16	0	X	-1	2	Ammo(8)	Anti-Missile
Defensive Missile Pod	MIS	F	24	0	X	0	6	Ammo(6)	Anti-Missile

Technology

Not all races/empires utilize starships that have the same level of technological development. Some excel in certain aspects of technology but lag behind in others. The following categories make up the technology profile for a race/nation:

Every race/empire has reached certain levels of technological achievement. This technology has been divided up into slices in this product where the first is the earliest form of space flight and the highest level is achieved by older and more powerful species. All races have their technologies split into several different subdivisions. The subdivisions are **Base, Construction, Defenses (Active), Defenses (Energy Fields), Defenses (Passive), Drives, Fighters, Weapons (Ballistic), Weapons (Direct Fire), and Weapons (Energy Torpedoes)**.

These categories are not chosen on a per game basis but already pre-determined depending upon the race or empire you use and in what time period you use them. All races/nations have a technological profile similar to the example shown here.

Technology Chart		Empire: Terran Union	
Base	3	Drives	+1
Construction	+1	Fighters	+1
Defenses (Active)	+1	Weapons (Energy Torpedoes)	0
Defenses (Energy Fields)	0	Weapons (Ballistic)	+1
Defenses (Passive)	0	Weapons (Direct Fire)	-1

The technology level of a race gives a general indication of what type of equipment is available to the race, as well as how effective their sensors and other types of equipment can be. If a race has either a '+' or '-' in one of the three categories, that indicates that race is better or worse in that category. That category is treated as either one higher or one worse than the base line of the category for all purposes. Thus, a technology level 3 (TL3) race with +1 in the Defenses (Energy Fields) category would be treated as if it had a tech level of 4 for those systems. The sum of all the -1 and +1 technology levels cannot be less than -4 or greater than +4.

In published products, the technology level benefits will already be factored into the ships, bases and fighters. However, when designing your own race and navy, the technology level will be important in your design decisions. This is discussed in detail in the Custom Design section of this book.

Technology Examples			
Tech Level 1	**Tech Level 2**	**Tech Level 3**	**Tech Level 4**
Chemical/Projectile Weapons Missiles Cargo Bays/Shuttle Bays Turret Armor Basic AF	Fusion Weapons Spinal Mounts Plasma Weapons Torpedoes Aegis Systems Carrier Bays Light Fighters	Laser Weapons Linear Accelerators Particle Weapons Interceptors Stealth Technology	Electro-Magnetic Weapons Ion Weapons Tachyon Weapons Medium Fighters Absorption Shields

Basic Game Rules

Overview of a Turn

A game turn of DW:F is played over a series of turns, each divided into 4 Phases and each phase consisting of a few different Steps. During each turn, players will have the opportunity to activate their units, allowing them to move and attack, or perform other actions as permitted by the rules. Units are typically activated by squads of 2-4 figures or bases. Sometimes larger groups of units can be formed into full squadrons. Once all units have had their opportunity to activate, the turn ends and a new one begins. Dimensional Warfare continues until one side wins the battle/scenario being played.

The Turn Summary

Opening Phase
Action Phase
End Phase

Game Phases

The Opening Phase

During the Opening Phase players refill their Leadership Pools and determine which player will have the initiative. Initiative helps determine which player will attempt to set the pace for that turn.

Action Phases

The Action Phase is divided into 3 steps. The player who won the initiative in the Opening Phase decides whether he will activate a squad or squadron first or let his opponent activate a squad or squadron first. Players then take turns alternating activating their individual squads or squadrons, acting, moving, and attacking with all the figures in the activated squad or squadron, until all of the squads or squadrons in play have been activated for the turn.

End Phase

Players will complete some steps and wrap up their turn during this phase.

1. Opening Phase
    a. Refill Leadership Points
    b. Determining Initiative
    c. Pre-Action Planning
2. Action Phase Basics
    a. Activation
    b. Remove Tokens
    c. Movement
    d. Terrain
    e. Line of Sight
    f. Cover
    g. Facing and Arcs
    h. Actions
    i. Tokens
    j. Squadron Formations
3. Movement
    a. Basic Movement
    b. Terrain
4. Combat
    a. Choose a Weapon System
    b. Declaring Targets
    c. Determine Range
    d. Perform Defensive Actions
    e. Target Rolls
    f. Anti-Missile Rolls
    g. Perform Defensive Actions
    h. Armor Rolls
    i. Resolve Damage
    j. Blast Weapons
    k. Stations
    l. Ramming
    m. Boarding Actions
    n. Leaving the Battlefield
5. Choosing Forces
6. Deployments

The Opening Phase

During the Opening Phase players prepare for the upcoming turn by filling their Actions and Leadership Pools and determining which player will activate the first squad or squadron. Anything that happens at the beginning of the Action Phase is resolved before anything else in

the Action Phase. There are 3 steps in the Action Phase which are resolved in the following order:

Step 1 - Refill Leadership Points – Players will collect Leadership Points equal to the total Leadership value of all of the surviving figures in their forces on the board. Units with that have a Shaken, Rattled, or Shocked token do not generate Leadership Points at the start of a turn. These points are the Leadership Pool for the current turn. Leadership points do not carry over from turn to turn, and any unspent points are lost at the end of the turn. Actions may carry over only until the next activation of a unit.

Step 2 - Determining Initiative – In each Action Phase each player or side rolls 2D8 to determine who has the initiative for the turn; the highest total roll wins. If more than 3 teams are used for any reason than the same rules apply with the highest roll winning and then the next highest and so on. If this roll is tied then re-roll the dice as needed until a definitive result is achieved. The winning player then decides whether he or his opponent will activate the first squad or squadron in the Action Phase of the turn.

Step 3 - Pre-Action Effects – Any rules or other effect which affects the entire battlefield indiscriminately, such as a cosmic storm or special scenario rules, take effect during this step, before the Action Phase. If players are not using any rules of this type in the game, skip over this step. Additional rules for different scenarios will be released in later products.

The Action Phase

Squad or squadron activations consists of 4 steps: Activation, Movement, Combat, and the Resolution. These steps are performed in sequence as each squad or squadron is activated.

The Activation Step

During the Activation step, the acting player chooses which of his squads or squadrons he will activate.

The Movement Step

All normal movement is performed during the Movement Step; only special movement abilities are carried out during Resolution Step. Movement is handled before any attacks by the activated figures may be resolved.

The Combat Step

A figure can make a ranged attack with its various built-in weapons systems and/or activate special devices. The attack is handled during the Combat Step.

The Resolution Step

The Resolution Step is primarily a bookkeeping step for the Action Phase, where some special abilities take effect and various other rules are resolved.

The Activation Step

As previously stated, during the Action Phase, players will take turns activating squads or squadrons beginning with the player determined to go first during the Initiative part of the Opening Phase.

During the Action phase, the players take turns activating squads or squadrons; moving, acting and attacking with each figure in the activated squad or squadron. When a player chooses a squad or squadron to activate, all of the figures in that squad or squadron are activated regardless of where they are on the battlefield.

All events within a given step of an Activation happen in the order that they are performed by the acting player.

Once all of a squad or squadron's units have finished the four steps, that squad or squadron's activation is over and it is now time for the opposing player to activate a squad or squadron. Once all the units on the board have

been activated, the turn is over and another turn begins. It is important to note that a figure can opt to do nothing during a step if a player so chooses, while the other figures in the squad or squadron carry out their actions. An example would be a mech deciding not to move to take advantage of their Focused Fire ability. However, once a player is done with the figure during a given step, he can't go back to the previous step of the Activation to use a figure which did not act during that step. When a step is over, it is over.

Note: Players have the option to perform the Combat Step before the Movement Step. If they do so ALL units in the activated squad or squadron will also fire first and then perform their Movement. All of the events within a given step of a squad's or squadron's activation happen in the order in which they performed by the acting player. This means that a player can attack with part of a squadron and then attack with another part of the same squadron as long as these elements are not in Close Formation with each other.

Close Formation

Units within 2 inches of each other, and part of the same squadron, are considered in Close Formation. This is done automatically and is not optional as their training takes over and they work as a team. Players cannot cluster units and then say they are not working in Clos Formation.

When units are in Squadron Formation, all of the attacks are considered simultaneous and are declared and then rolled at the same time. For Example: The acting player activates a squad or squadron of mechs, moves, and then fires on a squad or squadron of enemy mechs during the combat step. If all of the allied mechs are in Close Formation then the player declares the attacks for each mech before making any Target Rolls, any resulting losses among the enemy are NOT taken off the board immediately as they are destroyed but after all the attacker's mechs have resolved their Target Rolls. This means that some firepower may be wasted but often the tradeoff is well worth the risk.

Passing an Activation

Whenever a player has fewer squads or squadrons remaining to be activated than his opponent, the outnumbered player may pass on his next squad's or squadron's activation. This forces his opponent to activate another squad or squadron while the outnumbered side waits for a better opportunity to act. However, the outnumbered player cannot pass on activating twice in a row, even if doing so would leave him with fewer squads or squadrons to Activate than his opponent. The outnumbered player must activate at least one of his squads or squadrons before he can pass on activating again.

Stealing an Activation

Before the squad or squadron is chosen, a player's opponent can spend a Leadership point to try to steal the activation from him, allowing the opponent to select a squad or squadron to activate instead of the acting player (making him the acting player instead). Of course, a player can always attempt to prevent the theft of the Activation by spending a Leadership Point of his own. In either case, the squad or squadron to be activated MUST NOT have already been activated in the current turn. The selected squad or squadron is then activated.

By spending a Leadership Point before a player chooses which squad or squadron to activate during the Activation Step, a player can *attempt* to steal the Activation away from his opponent. After paying the Leadership Point, the player rolls D8, adding in the highest leadership value from any of his command units, and if a 7+ is scored the he is successful and steals the Activation. This allows the player to activate another squad or squadron immediately, instead of waiting for his opponent to activate a squad or squadron.

Preventing the Theft

The opponent can *attempt to prevent* the theft of the Activation by spending a Leadership point of his own. He also rolls D8 after paying the Leadership Point, adding in the highest leadership from any of his command units, and if a 7+ is scored, the player successfully blocks the attempt to steal the Activation. When an Activation is stolen, the player who it was stolen from will then be allowed to Activate a squad or squadron before his opponent can attempt to steal one of his Activations again.

Special Abilities

Any special abilities can be used at any time during the Activation Step. A unit with the Variable trait can spend one action to move and then another to shoot or he can move and then activate a device. The order is determined by the acting player.

Tokens

Once a player decides on what squadron to activate, the first step is to act on any status tokens that have been place on that unit in the activating squadron.

Using and Placing Tokens

There are different types of tokens used in the game. When it calls for it, place a token on or next to the base of the corresponding figure. Tokens can provide special bonuses or can be used to indicate special circumstances for figures. There are a variety of different tokens. Tokens are a visual reminder and representation of the actual status of units to help maintain a good understanding of the field of battle

Full Ahead

Full Ahead tokens simply mark units that have boosted their normal SPD (Used 2-3 Actions and/or Leadership Points). These units *will also suffer a -2 penalty to all Target Rolls and to their -1 to their Target Rating* for having boosted. (See Movement Rules for more details).

Silent Running

These tokens indicate units that have gone silent so that they can reduce their signature and decrease their chances of taking fire. Going silent adds an additional +2 to a figures Target Rating. Silent Running units cannot move more than ½ their SPD and cannot attack or use other active special abilities that might reveal them.

Defense Tokens - Harassed, Suppressed and Pinned

Shaken Rattled Shocked



These three tokens are used to show the mental and physical state of a unit. Figures that have not activated that turn and who are attacked have three options. First a player can spend a Leadership Point trying to protect that unit. The second option is the player can just take the risk and not try to protect the unit in any way. Actions, such as using weapons with the Anti-Missile special are still allowed. The last and most common option is to place a Defense Token. *These tokens can ONLY be used defensively.*

Units that have not activated yet or do not have spare Actions shown next to them that are attacked can "borrow" Actions from their next activation. These tokens are removed or changed during the course of the next activation of that unit.

Units that have *any one of these Defense Tokens on them at the end of the turn do not generate Leadership Points at the start of the next turn.*

Shaken Tokens

Shaken *typically* reduces most common units to having only one Action, allowing them the chance to move OR fire, but not both. This shows that Leadership points can be important to protect your units and keep their flexibility when in combat.

A Shaken Token may be removed at any time during a turn by using a Leadership Point. Shaken tokens are not required to be removed upon the activation of a unit.

Rattled Tokens

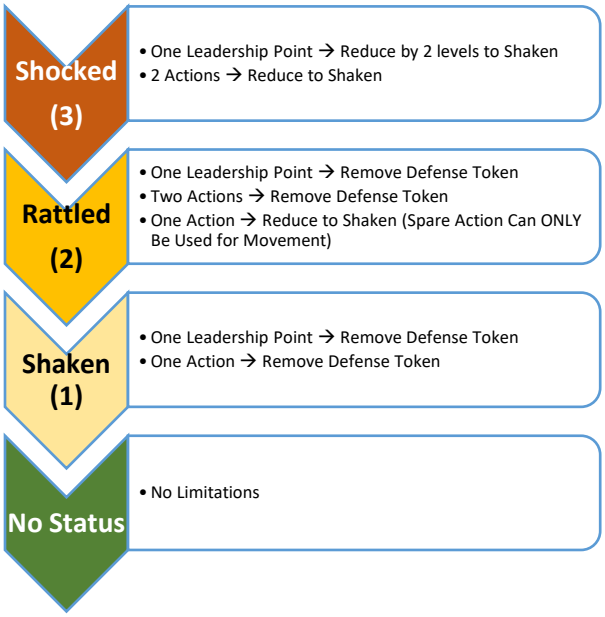
Rattled will render most Common units unable to do anything. Again, this shows that leadership points can be important to protect your units and keep their flexibility when in combat. A Rattled Token may be removed at any time during a turn *by using a single Leadership Point*. Units must remove or reduce Rattled Tokens to Shaken at the start of their activation.

Shocked Tokens

Shocked Tokens replace Rattled Tokens on figures that spend a third defensive action during the turn to perform a defensive action. *A Shocked figure loses three of its Actions on its next activation. Shiocked units cannot move or fire.* A Shocked Token may be removed at any time during a turn *by using two Leadership Points or reduced to a Shaken Token by spending a single Leadership Point*. It costs two Actions to reduce a Shocked Token to a Shaken Token during the activation of a unit. Units must remove or reduce Shocked Tokens at the start of their activation.

Example

A player with a Skilled Veteran Crew has 1 extra Action for a total of 3 actions. The ship survives a flurry of attacks and is Shocked. The player has a few options. He can spend two Leadership Points and remove the Shocked status token. If the player only had a single Leadership Point available he could reduce the Shocked Token to a Shaken one and then use



one Actions to remove the Shaken Token, leaving himself with two Actions to use during the activation of that unit. The player could also reduce the unit to a Shaken token by using two of his Actions and us his third action and be able to perform a single action or he could remove all the Tokens and leave his unit where it is, unable to move or fire.

Advanced rules will have additional rules where units that are Shaken or Rattled must make a Morale roll to see if their unit tries to flee the battlefield.

Jammed

Jammed units are being affected by some sort of electronics countermeasure and will suffer a -2 to all Target Rolls, -1 to their Target Rating plus -1 to all Anti-Missile rolls. Jammed Tokens remain on the unit until the unit that caused the Jamming is no longer within LOS, it is destroyed, or until its next activation.

Overwatch

Units on Overwatch can make a single attack at any unit that moves into line of sight *at any time during the unit's movement*. The target must also be within weapons range. Once that shot is taken the

token is removed from that figure. A unit can spend 1 Action to go on Overwatch. This point must be spent during the normal activation of that unit. Players cannot use Actions outside of that unit's activation to provide additional attacks on an enemy.

If the unit on Overwatch is attacked such as from a weapon with a blast radius hitting nearby or by indirect fire, where he cannot attack his attacker, the Overwatch Token is removed. Overwatch Tokens, if unspent, will last until the next activation of that figure.

Crew Boosted

Often some factions use drugs or other forms such as nano-boosters to improve reaction speed and improve pilot performance for a small period of time. Typically, these systems will do lasting damage to the pilot if used on a long term basis. Boosted pilots receive a +1 bonus to both GN and CRW for the duration of the effect.

Leadership Points and Actions

There are two types of resources used. One is referred to as Actions. These are the individual points that can Only be used by a single unit, their owner/originator. Actions are not shared resources.

Having additional Actions allows a single unit to attack more often, move faster and numerous other things. They cannot be shared or used by other units. Actions are also limited. They can only be used before an action takes place and dice are rolled. To clarify Actions can be used to move with, boost defenses or to attack with a weapon. In each case, the price in Actions must be paid before the Action can provide the bonus or action. When attacking, the Actions are spent before the dice are rolled. When a unit is boosting his defenses, the Action is spent before the attacker rolls his dice.

Leadership points on the other hand are quite different. Actions are limited in that they can only be spent on and by their originator. Not so with Leadership Points. Leadership Points can be spent at any time to boost a unit's Target Rating or Armor Rating. They have more utility than standard Actions. These are a pooled resource that can be used by any and all units within a single friendly faction. Allies cannot "share" Leadership pools and assist each other since their command structures are not integrated. Even two players playing the same faction and on the same side cannot "lend" each other Leadership Points during a game for any reason.

Designation	Actions	PIL	GN	Leadership
AI	2	0	0	0
Green	2	1	0	0
Experienced	2	1	0	0
Regular	2	1	1	0
Veteran	2	2	1	0
Skilled Veteran	3	2	2	1
Ace	4	2	2	1
Elite	4	3	2	2
Elite Ace	5	3	2	2
Simple Controls		1	0	0
Standard Controls		1	1	0
Automation		1	1	1
Advanced Automation		1	1	2

Good players will have to know and judge when to use Leadership Points carefully as they are a resource that can turn the tide of a battle.

Actions

Every unit gets a minimum of 2 Actions each round. These can be used to Move, Attack, Defend or a number of other Actions. Some figures may have additional actions. Actions can only be spent on the unit that generates them. Actions can be used to pay for a variety of options:

- Move a unit up to its SPD in inches
- Attack with a single weapon system
- Use Rapid Fire to fire weapon an additional time
- Increase the Target Rating of the figure against a single attacker by 2 before the Target Roll is made
- Increase the Armor Rating of a figure against a single attacker by 2 before any Target Rolls are made
- Use a weapon system without Anti-Missile to attempt to shoot down a missile volley
- Place Overwatch Token on unit

Remaining Actions

If a figure does not use all of its Actions during its activation, place a marker next to the unit displaying the number of remaining Actions. Those may be used defensively or to perform Reaction Fire until the next time that unit activates. Extra, unused Actions are lost on the next activation of that unit and cannot be saved or pooled from activation to activation.

Leadership Points

As mentioned Leadership points are a special kind of Action and are more valuable than Actions. Leadership Points can be used in circumstances where Actions often cannot.

- Boost the Target Rating of the figure against a single attacker by 2 after the Target Roll is made
- Boost the Armor Rating of a figure against a single attacker by 2 after the Armor Roll is made
- Perform a reaction fire attack
- Remove a Shaken or Rattled Token at any time during a turn.
- Boost Defenses on a Shaken or Rattled Unit

Determining the Number of Actions

The total number of Actions allotted to each figure is determined by the skill of the crew and sometimes boosted by the special abilities of their unit. The following chart shows how many **Actions are allotted based on the crew**. As a reminder, Actions are not "pooled" resources for the entire team. Each figure can only use the total number of Actions that are allotted to that specific figure based on its skill and the type of figure.

Movement

Movement is very simple in Dimensional Warfare: Fleets. Ships have two stats for movement, SPD and TRN. SPD is how many inches the ship can more for every Action spent. TRN is the number of 45 degree turns that a ship can make.

Basic Movement

The number of Actions used to move the ship determines the distance the ship may travel during the round and how many turns it may take. The SPD is the number of inches a ship will be able to move forward if it uses one Action for forward movement. Ships may move up to half of their SPD at no cost, unless crippled. Crippled ships have to pay one Action to even move at half of their SPD and two to move at their full SPD value. Half SPD is essentially the cruise speed of a ship. Full SPD is considered flank speed. If a unit uses two actions for movement it can move up to 1.5 times its SPD value. For Example: A ship with a SPD of 12 needs to move 15 inches to get behind an asteroid field and prevent it from being destroyed. The player can spend 2 actions to move the ship anywhere from over 12 on up to 18 inches.

The faster a unit is moving the harder it is on the crew and more overall power and thrust is required to move, the harder it is to shift the ship's vector. Moving at a higher SPD may reduce the total number of turns a ship may have available.

Speed 0 – 0.5x = No Effect
Speed 0.51x – 1.0x = Turns -1
Speed 1.01x – 1.5x = Turns -2

Turning

The maximum number of turns are found by checking the ship control sheet and reading off the maximum number of turns the ship can make. The turns value is a single number. This represents how many 45 degree turns a ship may take in a single activation. Multiple turns can be exchanged or used to make a single, larger and tighter turn.

45 Degree Turn = 1 Turn
90 Degree Turn = 3 Turns
135 Degree Turn = 4 Turns
180 Degree Turn = 5 Turns

At the start of each ship's movement it ***must*** first move forward 2 inches before any turn may be made and at least 4 inches in between turns. A ship may exchange 3 turns in order to increase any single 45 degree turn into a 90 degree turn. A ship can exchange 4 turns to allow a single 135 degree turn or 5 turns to a single 180 degree turn. So if a ship normally has 4 turns it may exchange 3 turns to make a single 90 degree turn have a single 45 degree turn left or it may make a single 135 degree turn.
The number of turns can also be increased by using Actions. For example the same ship as before has 3 turns and a SPD of 12. That ship now needs to move out of cover and turn towards his pursuer. The ship decides to spend 1 Action for its SPD and the number of turns it has is now reduced by 1 to 2.

Buying Turns

The same ship may also spend actions to increase the number of turns that is has available. See the chart below.

1 Action = Turns +1
2 Actions = Turns +2

Drifting

Drifting is when a ship moves forward and laterally simultaneously. For each action spent on movement the ship may use up to half of that movement distance to move laterally. The unit will first complete its forward move, minus the distance taken for the lateral move. Once complete the unit will then use the remaining inches to complete its move by moving the figure half of the units total forward movement normally and drift to either the port or starboard. This costs 2 turns. One turn is used to start the drifting movement and another to

end it. Turns spent to cause a ship to drift must be spent in a single turn and cannot be spread out over the course of a few turns.

Insert Movement Example/Pictures/Graphics

Moving Squadrons

When ships are moving as a squadron they are no longer treated individually. This means that you move every ship in a squadron simultaneously. The Actions that each ship performs may vary as long as the squadron remains within 6 inches of the command ship. There are a number of advantages for ships that move and fight together.

Squadrons Cohesion

The command ship of the squadron is moved first and then the remaining members of the squadron to keep them inside the command radius of the squadron command ship.

A ship is out of command due to distance from his squadron commander if it is more than 6 inches from the command ship. That ship will still move at the same time as its squadron moves but must attempt to return to within the command radius of 6 inches of the command ship. If the ship is unable to return to formation during the following turn it is no longer considered part of the squadron and will then move and fire separately. Ships that are out of the command radius suffer a +1 to its defense rating and -1 to its Target Number until it returns to the squadron. Ships may choose to fall out of formation but suffer the out of command penalties during the turn in which they do so. They cannot later rejoin the squadron.

When movement begins, players move their squadrons in the order indicated by initiative. All the normal movement rules and restrictions apply.

All normal movement is performed during the Movement Step; only special movement abilities such as Supersonic are carried out during other steps of the Activation. A figure may move a number of inches equal to their Speed (SPD) during the Movement Step for each Action it spends on movement. A figure can move in any direction and may change direction and facing any number of times during its move unless restricted by some special ability such as Aircraft. A figure can move in reverse, but a figure's base cannot be moved through the space occupied by another figure's base, obstacle, or another impassable object. A figure can only move through an area if it's base will fit in that area without intersecting any impassable object or terrain element.

Since facing can matter a great deal in Dimensional Warfare, be sure to turn your figure to face the direction you desire it to stay facing when you are done moving it. Changing facing does count as movement and uses an Action, so if a figure stays on the same spot and only changes facing, it still is considered to have moved during the turn. Terrain can have some effects on movement which will be covered in the terrain section.

Close Formation

There are some benefits to staying together to attack and defend as a group. A group of figures from the same squad that are all within 2 inches of another figure from the group are said to be in *Close Formation.* When a group of figures in Close Formation attack, it is considered simultaneous and the normal rules for attacking apply. Figures in Close Formation must attack simultaneously, going through all the steps, attacking together, rather than individually. That means that units in Close Formation ***Must*** declare targets for all the units before rolling. Shots at units already killed by other units in the Close Formation are ignored and considered lost. This is part of the price one pays for being in Close Formation.

All qualifying figures in Close Formation enjoy a +1 bonus to all Target Rolls. Each figure with a Gunnery Attribute that is less than the total number of figures in the Close Formation (not the squad or squadron as a whole) qualifies for the bonus the Target Roll. However, figures in formation that have a higher GN do not qualify for the bonus. For Example: A squadron consisting of a Terran Union Anaconda and 6 Wolf's Bane mechs are firing. The Anaconda and two of the Wolf's Bane mechs are in Close Formation, for a total of 3 figures. In this case the Wolf's Banes (GN:2) would qualify for the bonus to Attack, as each of their individual GNs are less than the number of figures in Close Formation (3), but the Anaconda would NOT get the bonus, because his GN is a 3. Likewise, the other Wolf's Bane mechs in the squadron do not get the bonus when they attack, as they are not part of the Close Formation or part of another separate Close Formation group.

When the figures in a Close Formation are attacked, they can benefit from each other's proximity, allowing one figure to try to shield another. While this only spreads out the damage, it can be of great benefit. When one figure in a Close Formation has been hit by an attack, the defending player can opt to split the DM evenly (assign any odd numbered points to target) between that figure and one other figure in the Close Formation. Any single figure in a Close Formation can only shield one other figure per turn. For Example: In the above, Close Formation example, the Anaconda is struck by a Machine Hunter Tank, attempts to Evade and fails, so the player decides to have one of the Wolf's Banes in the Close Formation shield it. The 6 DM from the Hunter is split evenly between the Anaconda and the Wolf's Bane, 3 DM each, thereby reducing the amount of DM the Anaconda would have taken.

Again, only the figure that is in Close Formation with the figure being struck can be used to shield the target. The dividing of DM between the original target and the shielding figure occurs during the Armor Roll step of resolving a ranged attack. The defender will declare that the unit is being shielded and then the Armor Roll will be made for each unit separately.

Defensive Networks

In order to assist in the survival of the fleet and the protection of key ships such as command ships and carriers, fleets always maintain high levels of electronic protection which confuse enemy targeting systems. This electronic protection makes it increasingly difficult for accurate and reliable targeting solutions to be made deep into an enemy formation. There are two types of electronic protection possible in Dimensional Warfare: Fleets: ***escort screens*** and ***squadron screens***.

Escort Screens

When targeting ships in a squadron, each enemy ship between the firing ship and the target inflicts a -2 to the target number (assuming said ships are part of the targeted ship's squadron). This happens when an enemy ship is within two inches of the line of sight drawn from the attacker to the defender. To avoid the penalty, the attacker must be closer to the escort than the target of the attack. Thus, if you target a ship that has four squadron mates in front of it, you would suffer a -8 to your target number. If two ships are equal distance from the attacking ship, then you may target either one without penalty. However, if you target a ship behind these two equal distant ships you would suffer a penalty to your fire for both of them (-4 in this case). This allows players to set up defensive screens within a squadron in order to protect the command or other valuable ships.

Escort Screen Illustration

Squadron Screens

When targeting an enemy squadron, any other squadron that has at least one ship within 2 inches of the line-of-sight between the command ship of the attacking squadron and

the command ship of the defending squadron, AND is closer to the attacking squadron, provides a general -2 to the target number versus all ships in the defending squadron. Thus, if fire were to pass through two enemy squadrons to hit a third, fire against all the ships in the defending squadron would be at a -4. Note: This is in addition to any escort screening bonuses above.

Light Debris Fields
Sparse Dust Clouds
Light Nebulas

The proper use of squadron and fleet formations can make some ships virtually immune to fire without first destroying the screening vessels in front of them or sending flanking forces around the fleet.

Note: all screening penalties for ballistic and volley weapons (see below) are based on the original launching spot of the attacking squadron and the current position of the target at the time of impact. A marker should be placed on launch hexes as a reminder of the ballistics' origins.

Terrain

In Dimensional Warfare, battles can take place in many different settings, from the surface of a war-torn planet to the coldest depths of space. By "terrain" we mean playing surface and *terrain pieces* or *"Terrain Elements"* that represent the battlefield itself.

Players should spend some time with their opponent or opponents after the board has been set up discussing what category each area of terrain (and buildings) should count as so that all the players are on the same page about the terrain and what effects it will have on the game.

Open Terrain

Open terrain is generally clear and doesn't hinder a figure's movement or LOS. Open terrain does not impose any changes to the rules regarding how a figure moves.

Open Space

Medium Terrain

This terrain has no effect on most ships and but will prohibit movement of most fighters and mechs.

Rough Terrain

Rough terrain presents challenges that impede a figure's movement. Examples of rough terrain could be heavy debris clouds or an asteroid field. A figure moving through rough terrain will move at half speed. If a figure moves 3 inches through rough terrain, it uses up 6 inches of the total distance that figure can move that turn. Most Fighters and mechs can traverse this terrain, albeit slowly. Ships traveling through this terrain are likely to take damage.

Deadly Terrain

Deadly terrain is an area that is very dangerous to move through. Deadly terrain can't be moved into or across on purpose except in special cases. Deadly terrain includes a wide variety of

Deep Water
Heavy Jungle/Woods
Rapids

terrain types for example it could include a field of intense debris, both large and small or a very active or disturbed asteroid field as well as a radioactive wasteland.

Should a figure end up in an area of deadly terrain because of a body block or other game effect, it will suffer 1D8 DM each turn (during the resolution step of its activation) until the

Radiated Areas
Thick Nebulas
Heavy and thick debris fields

figure leaves that terrain. Treat the deadly terrain as rough terrain while moving out of it.

Area Terrain

Terrain features with clearly defined edges can be defined as "area terrain" and may include stands of trees, masses of foliage, marshland, war-torn craters, city rubble, etc. For clarity, you could base the area terrain differently or top it with pebbles, static grass, sand, etc. The point is to make the boundary of the terrain clean and unmistakable. It also allows for easier placement of figures on a playing surface.
The advantage to designing such area terrain is that in addition to the terrain category (Open, Rough, or Deadly) it can also be declared to provide a specific type of *Cover* (Soft or Hard) for targets that are within the area and/or attacked through it. If the area terrain provides cover, it causes figures drawing their LOS through it to suffer the negatives of cover when they attack in it and/or through it. If a figure is in the area terrain, it does not suffer the cover penalties imposed by the area terrain when it attacks targets that aren't in the area.

Combat

Ranged Combat

Weapons systems are the myriad types of missiles, lasers, particle beams, and plasma bolts employed by all factions to wage war. Like each unit, weapon systems may also have special attributes that alters how they perform in combat. Units typically will have a variety of weapons, each with unique stats and uses. Some are better for lightly armored targets and others are ideal for units with heavy armor.

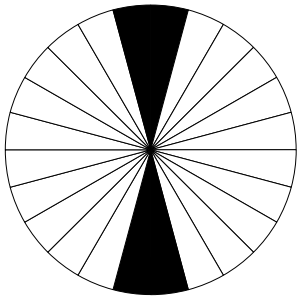
Facing and Arcs

A figure's facing is in the direction in which the game piece is pointed. Each figure has a front, rear and side arcs. The arcs on mechs, infantry squads, and vehicles/aircraft are all unique.

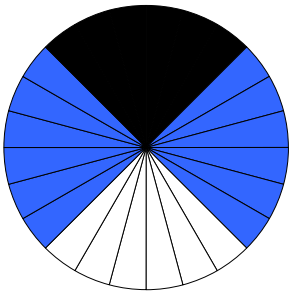
Weapon Arcs

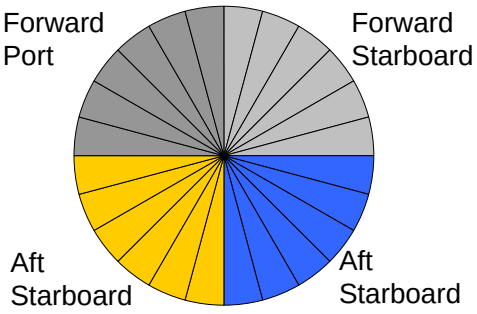
There are six types of arcs in Dimensional Warfare: Fleets. Those arcs are shown as follows.

Beam Arcs (30 Degrees)

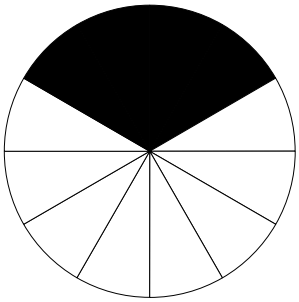


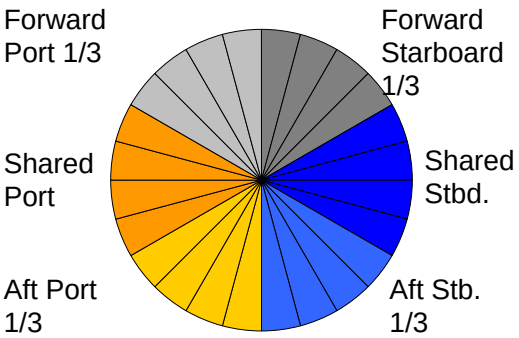
Forward/Side/Aft Arcs (90 Degrees)
FP, FS, AP, AS Arcs (90 Degrees)



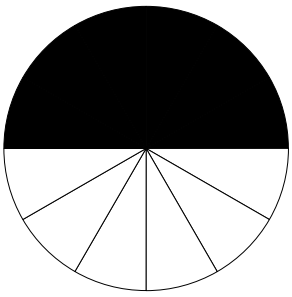


Third Arcs (120 Degrees)
FP/3, FS/3, AP/3, AS/3 Arcs

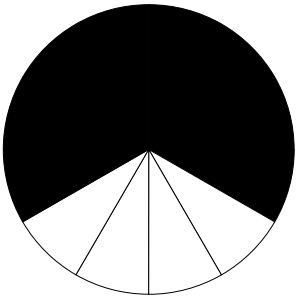




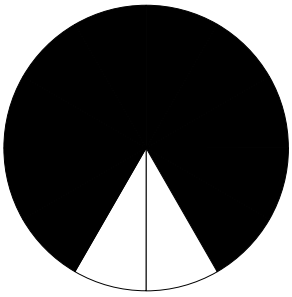
Half Arcs (180 Degrees)



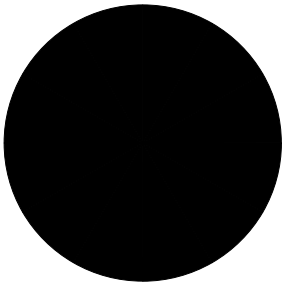
Swivel Turret Arc (240 Degrees)



Turret Arc (270 Degrees)



Full Range Turret (360 Degrees)



1. Choose a Weapon System

When a figure attacks, it picks one weapon system with which to attack. A player may also spend additional Actions when activated to attack with additional weapon systems or to use a special trait like Rapid Fire, allowing additional shots from the same weapon system.

Units all come with 2 Free Actions, so if a figure decides not to move it can automatically fire two weapons systems, using both Free Actions. A figure may only attack with any single weapon system, once per turn, unless permitted by a special ability such as Rapid Fire. Note: Weapons with the Unrestricted Ability do not count against the total number of weapons fired and can be fired freely and without the cost of any Actions.

2. Declaring Target

The attacking unit will declare what weapons it wishes to fire and a what target before any dice are rolled. The player may also measure range before he makes any declarations.
The target figure must be within range of the weapon system used and the attacking figure must have LOS to the target, unless the weapon has the Indirect Fire special ability. The acting player may also check that the target of the attack is within the arc of the weapon system that he wishes to use.

Line of Sight

Line of sight is used to determine what a figure can see and shoot at. Many different rules and situations rely on whether a figure has line of sight (LOS) to another figure.

Basic Line of Sight

This is a quick and simple way for determining LOS. Sometimes it may be obvious that a figure has LOS to another figure. When it is not obvious if figures have LOS to each other, often a piece of string or a laser pointer can be useful in determining LOS. When you wish to determine if one figure has LOS to another, draw an imaginary straight line from the center of the acting figure's base or to ANY part of the target figure's hull. The acting figure has LOS to its target if that line is not blocked by anything other than a single figure from the *same* squad or squadron as the acting figure. If the LOS is blocked by more than one friendly figure from the same squadron the LOS is blocked and it cannot fire at that target. Note: the base and flight stand do not affect LOS.

LOS Example

A unit is hiding behind some asteroids. The players cannot tell if the attacker has LOS or not. The players draw a line from the center of the attacker to the defender. The line does not cross the center of the base of the target but it is able to "see" much of the rest of the target. The unit is in LOS because the attacker cacn see part of his target but it may also be in cover.

Cover

The next thing to look at is cover. If the LOS can be drawn, the figure can see enough of its target to affect it. If it is possible to draw LOS but 25% or more of the target (a leg or more) of the figure is blocked from the attacker's view, the target is in cover and will get cover bonuses against any attack (see the cover section in the ranged combat rues). A figure is only out in the open if 75% or more of the figure is within the view of the attacking figure. Figures in the same squad or squadron as the figure that is attempting to establish LOS never block the LOS to the target. It is assumed that all of the figures in a squad or squadron communicate with each other and will shift around slightly to clear the LOS for each other. **If a target is in cover** and the LOS is completely blocked, the figure cannot be attacked at all.

Often this is the simplest and easiest method but disputes may still arise. In that case both players will roll D8 and the player with the highest result gets to choose if the target has cover or not. If the roll is a tie the result goes to the defender.

Cover Formats

Cover comes if three different forms, Hard, Medium and Soft.

Soft Cover

First there is *soft cover* that only provides concealment from ranged attacks; obstacles like stands of dust clouds, nebulas, light debris fields, and so on. It provides a +1 to the Target Ratings of units behind it.

Medium Cover

Next there is *medium cover* that provides better protection. This cover consists of things like denser debris clouds, or light asteroid fields that will stop much of the fire against a target and provide some concealment. It provides a +2 to the Target Ratings of units behind it.

Hard Cover

Then there is *hard cover* that provides significant protection against incoming fire; hard obstacles like destroyed spaceships, fortifications, asteroids, planetoids, and other terrain features, figures of a different squad or squadron than the target, and similar solid objects. It provides a +3 to the Target Ratings of units behind it.

***Note:** Targets with cover from other friendly units are considered to have hard cover.* Shots that do not hit, miss as normal, and will not strike the intervening unit.

Before a game begins, both players should designate what scenery and terrain pieces represent soft and hard cover. When the LOS is drawn through differing types of cover a -4 Attack is the largest cover penalty possible. Simply add the intervening cover bonuses until a -4 or less is reached. When the intervening cover would provide a -5 or greater total for the modifier, then the unit is considered blocked, and not in LOS.

3. Determining Range

Base range is an attribute of the weapon system being used and is listed in inches. If a figure is attacking with multiple weapon systems, a different target may be chosen for each weapon system or the same target may be attacked with multiple weapon systems. Each target must be in range of the weapon system that is targeting it. The target of each weapon system must be decided *before* any rolls are made. Note; a friendly figure cannot be targeted by a ranged attack for any reason unless the target has the *Expendable* special ability. Note: attacks made by a figure or a group of figures in Close Formation with each other are all considered simultaneous and the attacks from all units in the group be declared before any dice are rolled.

4. Defensive Actions

At this point the defending player may choose to use a token to increase the players Target Rating, in essence trying to evade or dodge the attack. The defending player simply uses the appropriate Defense Token and places it next to his unit. There are no die rolls made by the defender.

5. Target Roll

For each weapon system that a figure is using to attack, the die to be used is determined by the range to the target. The farther the target is, the harder it is to hit the target. To determine the attack die to be used for the Target Roll take the range and divide it by the base range and then round up. Consult the chart as to what weapon type is to be used. Then roll the appropriate die and add the attacking figure's Gunnery attribute. If the roll is equal to or greater than the target figure's Target Rating (TR) attribute, the attacking figure strikes his target with the attack.

Range Multiple	Bracket	Die Use	Bracket
0x – 1x	1	D12	Point Blank
1.01x to 2x	2	D10	Short
2.01x to 3x	3	D8	Medium
3.01x to 4x	4	D6	Long
4.01x to 5x	5	D4	Extreme

Example: A tank will fire its main gun at another tank. The Base Range for the attack is 8. The target is 25 inches away. Twenty-Five divided by 8 is 3.125, which is higher than three and the unit is in the 4th range bracket. The attacker will use a D6 to make his Target Roll.

Target Roll (Accuracy Modifier)

Each weapon bar shows a value listed under ACC on the weapons stat bar. The ACC is a measure of the accuracy of the weapon and this is added to any Target Roll made by the unit.

Volume of Fire (VoF)

The volume of fire is a measure of how fast a weapon can put out fire downrange. A tank gun will have a high penetration value and maybe even an ACC bonus but a low VoF value. A heavy machine gun will likely have a negative penetration bonus but a higher Volume of Fire value as it can shoot multiple times. The VoF in essence is the number of attacks a weapon can make in a single attack. Rapid Fire weapons will increase this by a factor equal to the number of extra attacks made. So a weapon with a VoF of 3 that has the Rapid Fire(x2) trait, AND is fired twice, may make a total of 6 attacks.

For Example: An attacking figure is rolling to Attack and has a GN of 2. His target is at a range of 19, with no other modifiers to Attack. The base range of the Weapon is 10. Since the range is more than 10 but not more than 20, the player uses a D10 for his Target Roll. The Target Rating of the enemy figure is a 7, with no other modifiers. The attacking figure

requires a 7 or better to successfully hit the enemy figure. The attacking figure rolls a D10 and gets a 4 and then adds 2 for its GN for a total of 6. The weapon system used also has an ACC stat of +1. Since the total is equal to or greater than the target's TR of 7, the attacking figure successfully attacks with the weapon system.

When making the Target Roll, there can be several different modifiers to account for in addition to the Figure's Gunnery attribute, based on the tactical situation when the ranged attack is made, including Cover, Back Strikes, Close Formation, Crossfire, etc. Each is listed in its own rule below, and each has its own effect on ranged combat.

If a figure or small number of figures, are firing several weapon systems at the same target, players may wish to roll to Attack with all the weapon systems at once to speed things up. If you do you should separate the attacks by using different colored dice for each weapon system, or some other way to differentiate which die is for which weapon system.

Targeting an inanimate object (not a figure), like a building, crashed spaceship, etc., is simpler than attacking an enemy figure since the target cannot move or defend itself. Inanimate objects have a **TR of 4.** An inanimate object obviously cannot try to get away or evade an attack. That is why military structures often have really heavy armor that protects them from even some of the heaviest of fire. This is represented by the Armor Rating (AR) and will be explained shortly.

Targeting a specific spot on the ground (with a weapon system with the Blast ability) is harder than one might think, especially since the purpose of targeting a spot on the ground is to affect the nearby figures. This requires beating a TR of 5. If successful, the intended point of impact is struck, but if the roll fails, the attack misses, and scatters.

Missiles

Missiles are unique because they have self-guided munitions that that adjust as the target moves. When a missile is fired, it does not have a base range. Missile weapons have a maximum range. Missiles will always use a D10 for their Target Rolls. The most advanced missiles will use a D12.

Rockets

Rockets, like missiles, have a maximum range. The only difference is that they are not guided like missiles and use a D6 in order to hit. There are semi-guided rockets that use a D8.

Indirect Fire

Some weapons have an Indirect Fire trait. These units can fire at units that are outside of their own Line of Sight as long as there is a friendly unit that does have Line of Sight to the target. Indirect Fire attacks suffer a -1 modifier to the Target Roll.

Interceptors

Most ships utilize defensive weapon systems commonly referred to as *interceptors*. Ships use interceptors in an effort to destroy or disrupt incoming attacks. Ships can also use their interceptors to help protect other ships, forming a web of defensive fire that attacks must manage to penetrate. While interceptors come in many forms, for the purposes of this game they use a common set of rules.

Interceptor Types

Interceptors come in two forms, standard and heavy. Standard interceptors are what most ships uses. Heavy interceptors or a combination of both interceptor types are what larger ships that are used as carriers or flagships are usually defended with. There are also three subtypes of each interceptor depending upon the primary purpose of the interceptors. These subtypes are listed below.

Close Defense

This refers to the interceptor's ability to stop direct fire weapons from hitting the ship. This rating is used when defending against non-volley attacks that can be intercepted. Close Defense interceptors replenish fully for each new squadron that attacks the ship mounting them.

Assist

Ships can use their interceptors to help protect

other ships in their squadron. The efficiency of the interceptors drops tremendously because the ship assisting his comrade does it at a longer range than if he was protecting himself and he must avoid hitting the friendly ship he is going to protect.

Volley

Volley is the third basic way interceptors are used. The way they work is that they use a great amount of fire to saturate an area and blanket it with enough fire to hopefully shoot down the missiles or fighters that are its target.

Interceptor Ratings

Interceptors, no matter their form, are rated along a common set of statistics. They act as a limited weapon interdiction system. They have a rating roll a number of dice equal to this rating when trying to intercept enemy fire. Only non-beam weapons are susceptible to interceptor fire.

Intercept Die

Interceptor systems use a D8. This is rolled whenever a player attempts to intercept the incoming fire. A die bonus is determined by the technology level of the defender.

Intercepting Fire

A ship can only intercept an attack if the weapon being fired is noted as having an intercept vulnerability rating.

Close Defense Interceptors

Intercept attempts are made after all of the fire from a given ship squadron at a given ship has been announced and all to-hit rolls have been made. Interceptor systems are smart systems that do not waste effort on incoming fire that will not hit the ship. If multiple squadrons attack a single target, that target intercepts fire from each squadron separately with his full interception capabilities. It does not have to split its interception ability between the attacking squadrons.

Once all successful hits have been made, the defending player indicates which weapon systems he will attempt to intercept and how many dice he will dedicate to each given weapon system. Once this is declared, the defending player rolls the appropriate number of close defense dice against each weapon being intercepted. Each die that equals or is less than the intercept vulnerability rating for the weapon types stops all damage from that weapon.

Volley Intercept

For volley attacks, the number of successful intercepts reduces the total volley rating by that amount. This adjusted volley rating is then divided among the ships in the target squadron normally. Note: ships do not get an additional intercept attempt for their close defense interceptors.

Example: A squadron is under attack by a strength-20 volley attack. There are four ships in the defending squadron, each with a 3 volley intercept rating. This provides them with a total of 12 volley intercept dice. The dice type is determined by the ship's active defense technology as being 10-sided dice. The incoming missiles have an intercept vulnerability of 5. The defending player rolls 12D10. Five of the dice result in a 5 or less, reducing the entire volley to 15 before being divided between the ships in the target squadron. Extra missiles are spread among the ships closest to the source of the attack.

If multiple volley attacks are made against a squadron in a single pulse (or in the ballistic detonation phase), the squadron gets its full volley interception dice against each volley.

Assist Interceptors

If a ship has interceptors that can be used to defend another member of its squadron, the ship's intercept system will have an assist rating greater than 0. A ship with assist interceptors may intercept for a squadron mate that is

within 5 inches of its position as long as its range to the attacking ship is no greater than the range of the attacking ship's range to target (you cannot assist a ship you are behind relative to the attacker).

A ship with an assist rating greater than 1 can spread its assist dice however it wishes, as long as it meets that above restrictions. Thus, a ship with an assist rating of 3 that meets all the qualifications to assist intercept for 2 squadron mates could use 2 dice for one squadron mate and one for the other.

In some cases, multiple types of intercept dice may be available to assist or volley intercept. When this is true the player must indicate which types of dice are being used for which purposes when allocating intercept fire.

Pulse Weapons and Interceptors

Pulse weapons use a special rule for intercept. A single successful interception will stop only a single "pulse", not the entire sequence of pulses (see the pulse rules for details on these weapons). Thus if a player were hit with two pulse weapons whose attack rolls indicated a total of five pulses hit, it would require five successful interception rolls to successfully stop the entire attack.

Defensive Actions

At this point the defending player may choose to use a token to increase the players Armor Rating, in essence trying to take advantage of armor sloping and thicker areas to repel the attack. The defending player simply uses the appropriate Defense Token and places it next to his unit. There are no die rolls made by the defender.

Armor Roll

Armor rolls are made using a single D8 die. When a figure is struck by an attack, the attack must also penetrate the target's Armor. In this case of a unit with an Armor Rating of 5, if the Armor Roll meets or exceeds the five then the unit takes full damage. If the Armor Roll total is 1 or 2 less than the Armor Rating, then the attack fails to fully penetrate the armor and will do half the normal damage, rounded down. Any result that is 3 or more less than the Armor Rating fails to do any damage. Weapons often have special effects that may alter their chances of penetrating a unit's armor or even allow them to do some damage even if they fail to penetrate.

For Example: An attacking figure has no modifiers to his Armor Roll. The defender has an Armor Rating of 5. The attacker rolls a D8 and the result is a 4 and has no other modifiers. Since the roll is not equal to or greater than the target's AR of 5, the attacking figure fails to fully penetrate the armor of the target. On the other hand, the result one less than the Armor Rating and the attack does half damage.

Damage Resolution

Once the number of DM points suffered by the target has been worked out, the figure loses that many DM. Once a figure has lost all of its DM, it is destroyed and removed from the battlefield. Keep track of how many DM a figure has left by marking off any lost DM on the figure's Unit Card.

When the steps have been completed, the figure's attack is over. If a figure attacks multiple targets, the attacks are considered simultaneous, but the order in which they are resolved is decided by the attacker. First declare which weapon system is engaging each target, and then resolve the attack against each target separately. The Target Roll, Armor Roll, and Damage Resolution steps are resolved in their entirety for each target before moving on to the next target of the attacker's choosing.

Blast Weapons

Weapon systems with the Blast ability cause huge explosions that have the chance to damage not only the target, but also other figures and structures nearby. Weapons with the Blast ability may strike additional units within 4 inches of the target. The total number of hits is determined by rolling the value in parenthesis as a die. If you have a weapon

with Blast(3) roll a D3 to determine the total number of hit. Blast(4) would roll a D4. The total number of hits is simply counted up and divided up equally by the defender among the potential targets.

Blast Weapon Steps

When a figure makes a Blast attack it will follow a process similar to any normal attack.

1. Choose a Weapon System
2. Declaring Targets
3. Determine Range
4. Perform Defensive Actions
5. Target Rolls
6. Roll for Scatter on misses
7. Determine what units were struck
8. Anti-Missile Rolls
9. Determine total number of hits
10. Allocate hits
11. Perform Defensive Actions
12. Armor Rolls
13. Resolve Damage

Making Blast Attacks

Once the Target has been declared the Target Roll is made against a TR of 5 to see if it hits its intended point of impact or the TR of the target in the case of trying to hit a figure. For any Blast attack, the target must be a structure or enemy figure and not a spot on the ground, unless the weapon system also has the Indirect Fire ability. Ordinary Blast attacks can target any structure or enemy figure within range and Line of Sight (LOS) to the attacking figure, while any Indirect Fire Blast attacks can target any point on the battlefield within range as long as it is within LOS to any friendly figure or the attacking figure itself. Note: A Blast attack cannot be directed at any target if there are friendly figures within 4 inches of that target; unless those figures have the Expendable ability.

If the attack successfully strikes its intended point of impact (TR 5) during the attack step, check the power of the blast, the value in parenthesis, and then roll a die equal to the power to see how many hits are successfully made from the attack. An attack with Blast(2) attack will use a D2. An attack with Blast(4) will use a D4 and so on. Nearby units struck by the blast will only take half damage (rounded down).

Each figure under the Blast template may pay an Action via a Defense Token or saved remaining actions to increase their Armor Rating. The increase of Armor Rating will count for all the attacks from a single volley. For all figures hit by the Blast attack the attacker must also Perform an Armor Roll for each hit as per the normal rules. Note: Figures in Close Formation with each other can shield other figures in Close Formation from a Blast attack, but only if they are also within 4 inches of the target.

Missiles with Blast

When the attacker uses a missile with Blast, ***ONLY the target*** figure may attempt to shoot down the Blast Missile attack at the normal Action cost per figure. However, if at least 2 additional units that are within 4 inches of the target and have weapons with the Anti-Missile trait, then the defending player may add +1 to the Anti-Missile roll (track ammo normally for units with Missiles with Anti-Missile). If a figure's attempt to shoot down the Blast Missile is successful, all of the Blast Missiles *that would have hit that figure* are destroyed and ***NO*** figures are damaged by those missiles. In the case of a Missile *Volley* divided between multiple targets, any missiles that would not have hit that specific figure still remain, unless they are shot down by other figures.

Scattered Shots

If the attacking figure fails to Attack its intended point of impact (TR 5) during the Roll to Attack step, ***the attack scatters***. To resolve this, roll a single D8 die and add 1 to the result (D8+1). The result is the distance the blast scattered and the point on the upper side of the D8 tells you in what direction in relation to the target that the shot scattered. Regardless of the result of the new Target Roll, the attack does not

scatter again. **Note:** A Blast cannot scatter a longer distance than the attacking figure's range to the target or scatter farther than the maximum range of the weapon system used. Armor Rolls are made as per normal rules to see if the damage is further reduced. **Note:** Both friendly and enemy figures can be hit and damaged by the scattered Blast attack. If the scatter is a missile, any figures that would be hit can attempt to shoot down the missile(s) as described above.

If a Blast attack is going after a ground or airborne target *it can only attack the units within a single elevation*.

Blast Cone

These weapon systems, like blast, damage all units in a specific area. Blast Cone weapons hit all figures out to twelve inches in a straight line drawn from the attacker to the target and going 12 inches from the center of the target in a straight line away from the attacker. The first unit that is in the direct line of fire of a conical blast will take full damage and any other units touching the line will, as with normal blasts, take half damage.

Boarding Actions

Securing a Warship

An Infantry squad or team may enter and secure a building or structure just by moving within one inch of it (as per the occupy rules, see below), and may exit the building simply by measuring its movement from any side of the structure (as per the securing rules, see below). A squad cannot enter/secure and then exit/abandon that building in the same turn. So even if you start a turn by securing the building, that is the extent of the squad's movement for that turn.

Once Infantry or Power Armor occupy a building they need to be placed on the center of the roof if possible or taken off the table and in some way indicated that they occupy a building.

A building or structure may hold any number of Infantry units up to half its DM when undamaged, regardless of the number of DM if has remaining.

Each stand of Power Armor count as two Infantry units with regards to how many a building may hold.

Entrenching

Once the turn ends, during the Opening Phase of the following turn the infantry also need to be placed on the side or corner of a building that they wish to occupy. Infantry can shift from one side or corner to another during their activation. Once they are in place they are considered entrenched. Once entrenched, enemy infantry can no longer assault the building from any side from which a building occupied by an entrenched enemy force could fire. Infantry cannot choose to entrench on the roof of a building. Infantry can move to the roof of a building freely. If they do so they will be able to fire normally as if on any other location but will not get any of the advantages of entrenchment. They will only receive cover bonuses from the building itself.

Entrenching makes infantry much harder to kill. Most heavy weapons are not ideally suited to taking out infantry. Most lighter weapons designed with infantry in mind do less damage to things with higher Armor Ratings. Infantry that enter a building may use the actual building's structure as cover and thereby increase their life expectancy. Infantry and Power Armor inside buildings may increase their own Armor Rating by half the Armor Rating of the building itself, rounded up. Additionally, attacks against infantry in buildings will do half the damage against infantry and the other half will damage the building instead. If the damage is an uneven amount the extra point goes to the building.

Shooting from a Structure

Infantry inside a structure may attack enemy figures outside of the building in Ranged Combat only, measuring the range to enemy figures from any side or level of the occupied building, but all attacks must be made from the same side of the building.

When an Occupied Building is Destroyed

If a building is destroyed with Infantry or Power Armor units inside it, a PIL roll is made to see if any of those units survive. Each Infantry unit must roll a single D8 and add their PIL. On a result of 7+ that unit of Infantry survives. The unit is then placed adjacent to the destroyed building (within one inch).

The player controlling the Infantry unit can choose where to place them.

If the unit fails the roll, that Infantry unit is destroyed in the building collapse.

Infantry and Hand to Hand

Infantry are also simply too small to Block in hand to hand combat against other units.
Furthermore, the only hand to hand attack Infantry bases can make against other units is the *Combined Attack*, in which the individual soldiers attack with their firearms, grenades and explosives. The damage is the same as the platoon's normal range combat attack minus 1. Infantry cannot use their Heavy Weapons in hand to hand combat.

Close Quarters Battles

CQB is when infantry get down into close and dirty combat. This is the most dangerous combat pretty much any infantryman will ever see. When CQB happens, training is the only way to succeed. CQB can happen in buildings, larger sewers, in spaceships or any other "confined" space.

Assaulting a Building

Before a CQB can commence a structure needs to have opposing forces within. When one side is already entrenched inside a building infantry can only enter from a side that does not have entrenched infantry. Infantry that choose corners to entrench in, on the other hand, cannot prevent other forces from entering the building or structure since their firepower is split among multiple directions.

If the building is already full of troops, then opposing infantry cannot Assault a building. Buildings cannot exceed their maximum number of troops allowed inside a structure. CQB will not commence until the end of the Opening Phase of the following turn. This allows for infantry to shoot from or exit the building before getting pinned down by CQB.

Define Sides

The forces already in the building will be considered the defenders and the attackers are considered the assault force. This may be important when scenarios require a building to be captured within a given timeframe.

Initiation of CQB

Once opposing forces have entered a building and the following turn commences, nothing will happen until forces from either side are activated. At that time all forces within the building will activate simultaneously.

Repelling Assaulting Forces

The defender will now allocate at least one stand or squad of infantry per squad of attackers to the defense of the structure. This means that some Power Armor will be counted as a single stand. Allocated squads cannot fire from a building but will be engaged in CQB. Unallocated squadrons may still fire on targets outside of the building.

Withdrawing

Once all squadrons have been allocated, at this time any squadrons that are not allocated to repel the attackers may opt to leave the building. They may flee to the street or move to attached structures.

Combat

Now that the defenders are allocated to repel the assault forces the players will determine the results for the CQB.

Attack Dice

In CQB simply look at the Unit Card for each squad in the building. Infantry of all sorts will have weapons that are designed for anti-personnel work and others for attacking heavy equipment. Players must choose what weapons each infantry squadron will use to attack the opposing player(s).

Players will make three distinct piles of dice to be used for the CQB. The first pile includes Anti-Personnel weapons. These weapons can be used freely and do a lot of damage against infantry and will not damage a building significantly. For every DM point a weapon would normally do, if it has Anti-Personnel use two attack dice. The second pile of dice is for Heavy Weapons. These can also be used as long as they do not have a Blast greater than 2. For every 1 DM that a standard weapon does use a single die. The third pile consists of weapons with Blast(2). Note, only Blast weapons with Blast(2) can be used in CQB. Weapons with Blast(2) use 3 dice.

Declare Attacks

Now that each player knows the number of dice he

has available to attack with, he can choose what dice are to attack and what is hit target. Once both sides have allocated the dice, then combat can begin.

Roll Attacks

Player will then take turn rolling their dice that were allocated against each base, one by one. In CQB you need to hit the TR of the infantry as with normal combat.

Roll the dice from the first pile, the Anti-Personnel dice, subtracting 2 as normal for Anti-Personnel weapons, to see how many hits penetrate the armor rating of the infantry. Hits that do not meet or exceed the Armor Rating will fail to do any damage and are set aside.

The second pile of dice, if any, is then rolled. These dice have no modifier for the Armor Rating roll. Misses are re-rolled against the Armor Rating of the building. Each penetrates that successfully hits the Armor Rating of the building will do a single point of damage to the building.

The third pile, the pile of weapons with Blast(2), will then be rolled, twice. The first roll is to determine the number of hits on the infantry and the second is to see if those hits also damage the building.

Damage Allocation

Since dice for each squadron are rolled base by base, simply allocate the damage normally against the infantry and remove destroyed stands.

Morale

Infantry that receive losses will roll D5 and add a -1. If the roll exceeds the total number of infantry remaining, that infantry unit will attempt to flee before CQB is resolved on the following turn.

Actions and CQB

Infantry in CQB cannot use Leadership Points, combat is too fast and furious within a building. Players will only use Actions defensively when in CQB. They can increase their TR or AR as per the normal rules of 2 points for every Action spent. This adds to the survival chances of Veterans and Officers on up.

Evaluate

If there are forces from both sides left, the CQB simply continues on the following turn. CQB's will continue until there is only one side left inside a structure.

Leaving the Battlefield

If during any time in the game, a figure leaves the battlefield for any reason at all (flies off the edge/out of bounds, is body blocked off the board, etc.), the figure is *removed* from play and is treated as having left the field of battle. It may return D2+1 turns later. If the game ends before it returns then count the unit as having been destroyed for all game purposes, including mission objectives, Victory Points, units that have flown off the table, etc. It is assumed that the figure was destroyed or crippled somehow, or that it simply flew back to the base of operations in disgrace and dishonor. The only exception to this rule is when such a movement off the board is allowed or required by a special scenario rules.

Weapon Types

There are numerous weapon types in Dimensional Warfare: Fleets. Many of them get more powerful as the technology needed to obtain those weapons increases. Players will learn to take advantage of the advantages and disadvantages of each. The following chart lists the basics of each weapon type for comparison. Energy is a relative cost in energy to power and fire a weapon. Lasers for example have a high energy cost but also have a longer than average range, the average being a 1, and have an intercept value of 0. Ion weapons have a low energy cost and a very long range but may be intercepted by a ship's interceptors. Intercept values of 0 mean that the weapon cannot be intercepted. Weapons with an intercept of o are typically beam weapons and can bypass enemy interceptors. Beam weapons have the additional advantage in that they can be fired before reaching a full charge as long as the ship has enough energy to spare.

Weapon Types

	Tech	Energy	Delay	Range	Int.
Chemical	1	0	-1	1	4
E-Mag	4	0.25	0	0.25	3
Fusion	2	0	1	0.5	0
Ion	4	0.25	0	1.63	1
Laser	3	1.5	0	1.25	0
Linear	3	0	0	1.13	2
Particle	3	0.25	0	1.25	2
Plasma	2	0.75	0	0.75	3
Tachyon	4	0.25	0	1.88	1

Chemical Propellant (Matter)

Chemical propellant weapons are an old technology that has been adapted for use in space. These weapons combine two normally inert liquids together. When mixed, the two liquids form a highly explosive propellant that is electrically detonated, propelling the round towards the target. While they are excellent weapon systems in ground warfare, Chemical weapons have limited utility in space. This is due to their relatively low velocity and short range. Chemical weapons are generally found on the earliest forms of warships. They suffer from not being able to engage targets at extreme range. Chemical weapons have slower moving shells than most other weapons making them easy to intercept but they have a slightly lower delay when firing and require no energy to fire. These weapons are ideal to use against races without shields as many shields can simply deflect the shell away from the target ship.

Electro-Magnetic (Energy)

EM weapons are effectively highly advanced lightning generators. These weapons can do devastating amounts of damage but tend to be very short ranged. Ship systems tend to be somewhat more vulnerable to EM weapons as the charge can destroy the delicate electronics that make up these systems. EM weapons do system damage one level higher than their damage roll would normally indicate. Thus, if an EM weapon caused minor damage on the damage matrix, the system damage would be computed as though it had caused moderate damage.

Fusion (Energy Beam)

Fusion weapons use blasts of energy that break up very quickly giving this weapon one of the shortest ranges of all. The blast however short contains tremendous power. These weapons are designed for ships to mount a few that may be overloaded and on a single pass by a smaller ship be fired all at once in an attempt to gut a ship with a single salvo. These weapons are often very successful in doing exactly that. Due to their nature fusion weapons lose their effectiveness fairly quickly. Every four inches from the target causes a -1 to the damage roll for a plasma weapon. Thus, if fired at a target from 17 inches all damage rolls would suffer a -4 penalty.

Ion (Energy)

Ion weapons use energized ions to drain the energy of their targets. These weapons do very little damage to their target, but they have a very long range and excel at draining a ship's energy and leaving them adrift, easy targets for either boarding to finishing off by smaller vessels.

Laser (Energy Beam)

Lasers have been in use for years, but due to power requirements were generally limited to industrial and scientific use. However, the combination of miniaturization and power technologies led to lasers that were practical for military applications. Laser weapons tend to have relatively long ranges and good damage potential. The sheer energy and speed that it affects a ship's hull causes massive explosions on a ship's hull.

Linear Accelerators (Matter)

Linear accelerators, sometimes referred to as Gauss weapons, uses powerful magnets to propel its munitions at a high velocity. This velocity imparts the round an incredible amount of kinetic energy. When a round hits a target it will almost always cause damage, as it is virtually impossible for armor to stop. The larger the accelerator, the easier it punches through the armor. To determine the effective armor threshold against these weapons, subtract the difference between the damage die type and the armor threshold from the armor threshold (minimum of 2). Example: if firing a weapon with a damage die type of d8 against a ship with an armor threshold of 6, it would treat that armor as if it had an armor threshold of 4 [6 - (8-6)]. The disadvantage of this weapon is that it does half damage against any structure that it hits and does not reduce the armor of its target. All damage that would normally occur to armor from any single linear accelerator weapon attack is totaled and then halved (round down). This means if a weapon that does 3D10+1 hits and would have done 3 points of armor damage, only one point of armor is marked off. This is calculated from each individual weapon and not from the total from all linear weapons fired at a ship from one or various ships with linear accelerator based weapons during the turn.

Missiles (Ballistic)

Missiles come in many forms and never seem to go out of use. In general, missiles are launched in volleys by missile ships or by squadrons of warships. They also enjoy the benefit of being self-guiding and of long range. Unless specified otherwise, all missiles are ballistic weapons and are volley weapons. Missiles are highly susceptible to interception.

In most cases, ships will have a variety of missile types available to use in a given launcher. Each ammo point may be dedicated to a specific missile type. Ships purchase the tubes but the missiles are determined by the technology available. Missiles also take a complete turn to change from one missile type to another. This means that if a player decides to fire a different missiles type than what he was using it will take a complete turn to change the missile type. The advantage is that numerous combinations can be used and that launchers remain current with technology even when other weapons become obsolete.

Particle (Energy)

Particle weapons are perhaps the most common and widely used type of weapon system employed by star navies. They work by firing charged particles at the target. Upon impact, the particles release their stored energy. They tend to be relatively cheap to build and maintain while enjoying a wide variety of capabilities. However, particle weapons tend to lose their cohesion at longer ranges reducing the truly effective range to short or medium. At ranges greater than half the maximum range all particle weapons suffer a -1 to damage rolls.

Plasma (Energy)

Plasma weapons utilize magnetic arrays to project plasma towards the target at incredibly

high velocities. This plasma then melts through the armor destroying anything underneath. Due to their nature plasma weapons lose their effectiveness fairly quickly. Every three inches from the target causes a -1 to the damage roll for a plasma weapon. Thus, if fired at a target from 11 inches all damage rolls would suffer a -3 penalty. This is offset in part by the massive damage that plasma weapons does. Plasma weapons in torpedo form are a favorite of many races because torpedoes not only increase the damage plasma weapons do even further but also increase the range. Plasma weapons are highly effective against armor and have the armor reducing trait.

Tachyon (Energy)

Tachyon weapons have the longest reach of any weapon in the game. They also have low power requirements in order to function. The major problem is that they also are not very effective against heavily armored targets. All damage that would normally occur to armor from any single tachyon weapon attack is totaled and then halved (round down). This means if a weapon that does 3D10+1 hits and would have done 3 points of armor damage, only one point of armor is marked off. This is calculated from each individual weapon and not from the total from all tachyon weapons fired at a ship from one or various ships with tachyon based weapons during the turn.

Torpedoes (Ballistic)

Torpedoes are cousins of missiles. Unlike a missile, torpedoes are launched at a specific target rather than as part of a volley aimed at a squadron of ships. They tend to be larger and more damaging than missiles. More advanced torpedoes tend to use self-protection measures to make it more likely they will successfully engage their target. These abilities are described in the descriptions of the weapon systems. Torpedoes are always ballistic weapons. Torpedoes are susceptible to interception.

In most cases, ships will have a variety of missile types available to use in a given launcher. Each ammo point may be dedicated to a specific missile type. Ships purchase the tubes but the missiles are determined by the technology available. Missiles also take a complete turn to change from one missile type to another. This means that if a player decides to fire a different missiles type than what he was using it will take a complete turn to change the missile type. The advantage is that numerous combinations can be used and that launchers remain current with technology even when other weapons become obsolete.

Weapon Traits

There are numerous traits that can be given or designed into weapons. These traits are mostly positive. Some increase the technology level of the weapon. This may make the technology of the weapon higher than that allowed by that empire. Traits are a way that races modify older technologies with new to increase their power, range, or anything else making them on par, or in some cases superior, to the latest weapons. Below is a least of all the traits and a brief description of each. Traits that are listed as design traits modify weapons in such a way that the values in the weapons data block are altered and it is unnecessary to list the trait separately in the weapons data block.

Area Effect

Only non-beam energy weapons can be given area of effect (AoE). These weapons are normally not targets at a ship but when fired are targeted at a specific area of space. These weapons are fired at the same time that normal ballistic weapons are fired. A target ship is not declared but rather a specific spot is chosen. This spot can be measured out and written down in secret. A distance and angle from the firing ships starting location is marked. The spot where the ship was fired from is marked when the firing ship moves. Area effect weapons take a tremendous amount of energy and cannot be intercepted.

Energy Torpedo (Design)

Energy torpedoes are a way of firing energy weapons that function similar to ballistic weapons. Energy torpedoes fire at the same time as missiles and hit the same way but are much harder to intercept and do a fair amount of damage. The drawback is that they take slightly longer to charge. Only non-beam energy weapons can have the energy torpedo trait.

Focused 1 (Design)

Focused weapons require more energy to operate and have a longer range. Focused weapons are also harder to intercept than their typical counterparts. What happens is the more energy is expended to concentrate the energy of the weapon. Only non-beam energy weapons can have the focused 1 trait.

Focused II (Design)

Weapons with the focused II trait have an even longer range. Focused I and focused II traits cannot be combined. As with Focused I weapons only non-beam energy weapons can have the focused II trait.

Heavy I (Design)

The heavy trait allows a weapon to do more damage but at the cost of range and a higher energy cost. Any weapon can have the heavy I trait.

Heavy II (Design)

The heavy II trait take the heavy I trait to the next level. Range in even shorter but damage and energy cost also increase significantly.

Highly Accurate

Highly accurate weapons are designed with precision in mind. Any non-ballistic weapon may have the highly accurate trait. Weapons with this trait automatically add one to their target number each time they fire weapons with this trait.

High Velocity I (Design)

The high velocity I trait increases the range of a weapon and also reduced the chance that it can be intercepted. High velocity weapons also have the damage they do reduced. Any weapon can have the high velocity I trait.

High Velocity II (Design)

High velocity II weapons take high velocity I to the next level with an even longer range and an additional reduction in intercept vulnerability. Any weapon can have the high velocity II trait.

Inaccurate

Inaccurate weapons are normally made with damage and power in mind. These weapons suffer an automatic -1 to their target number but are also lower tech and easier to buy. Typically weapons with numerous other powerful traits will be inaccurate as the designers make trade-offs in order to make the ideal weapon. Any non-ballistic weapon can have the inaccurate trait. The inaccurate trait cannot be used to make higher technology weapons types available to an empire. An empire with a weapons technology of 3 cannot use the inaccurate trait to make weapons like EM weapons available to them.

Low Velocity (Design)

Low velocity weapons focus on damage potential in exchange of speed and effectiveness. Low velocity weapons travel slower and are easier to intercept as their intercept vulnerability numbers all are increased by 1. Any non-beam energy weapon can have the low-velocity trait.

Minimum Range

Weapons with a minimum range cannot be fired below 20% of their maximum range. This trait, like the inaccurate trait cannot be used to make higher technology weapons available to an empire. This trait reduces the technology of a weapon by 1.

Penetrating I

Weapons with the penetrating trait are designed to penetrate the armor of a ship and

destroy the ship's internal systems. Whenever a weapon with the penetrating I trait hits a ship and the damage roll is equal to or greater than the armor threshold, after shields, the ships target automatically takes an additional point of damage to the structure section hit.

Proximity

Proximity weapons are designed to explode or hit near a ship with enough force that they still damage a ship even without a direct hit. This raises the target number by 1 but also decreases the damage the weapon does. Only non-beam energy weapons or ballistic weapons can have this trait.

Pulse 3, 5, 7

Some weapons are designated as pulse weapons. In general, this will be secondary to a primary type (such as laser or particle). These weapons fire a series of short bursts in one of two modes that are described below.
The first mode a pulse weapon can fire in is known as burst mode. In burst mode a ship attempts to land several pulses on the target, potentially causing significant damage. In this mode a single hit roll is made. Use the weapons factor chart to determine how many hits are scored. A weapon with pulse 3 would use the 3 chart and so on.

The second mode of fire for a pulse weapon is known as area-saturation mode. In this mode a large series of pulses is spread throughout the target area. This scattering of fire increases the likelihood of achieving a hit against the target and is generally used at long and extreme ranges. When fired in this mode a pulse weapon offers a +3 to the target number, but it does not receive the pulse bonus inherent to burst mode so only one shot can hit no matter what the results of the die roll were.

Reduced Delay I (Design)

The reduced delay I trait drops the delay of a weapon by 1 to a minimum of 1. The trade-off is a reduction in range, increase in energy cost, and a slight reduction in damage. Any weapon can have this trait. If matter or ballistics weapons have no energy cost this trait cannot give them an energy cost to charge and fire.

Reduced Delay II (Design)

This is the advanced form of the reduced delay I trait. The delay is dropped by 2 to a minimum of 1 and the range is reduced even more. The energy cost is even greater and the damage is reduced even further.

Reduced Range I (Design)

The reduced range trait increases the damage a weapon does but has a fairly large reduction in range. This trade-off means that in many cases this trait may come at a cost too great despite the increase in damage. Typically weapons with long ranges are given this trait.

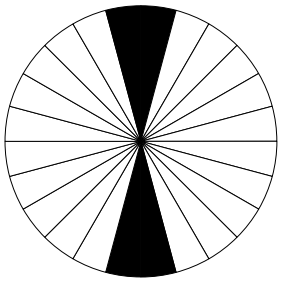
Reduced Range II (Design)

This is the augmented form of the reduced range I trait. Damage is increased even further and ranges are reduced even more. Again this trait is normally only for weapons that have long ranges.

Shotgun

The shotgun trait is similar to the proximity trait but can be used by beam or matter weapons. This makes matter weapons harder to intercept and increases the energy required to fire the weapon. An additional advantage is that the shotgun trait reduces the chances of a matter weapon from being intercepted.

Spinal Weapon Mounts



Some ships mount weapons so large that the ship is literally built around them. These weapons are much larger than the ship could normally carry. In many cases, these weapons are incredibly powerful with the potential of destroying many ships in a single attack. In some settings, these weapons can literally fill vast volumes of space with devastating

energies.

While spinal weapons are fearsome to face, they do have limited utility. Due to the very nature of these weapons, they have a very limited arc of fire. In general, a weapon can hit a target that is directly in front of it or slightly to each side of the centerline of the ship. The illustration here shows an example of a spinal arc.

Unlike normal weapons, spinal weapons can take a significant amount of damage. Spinal weapons will have a damage track on them. The weapon remains fully operational until it has taken enough damage to destroy it. Spinal weapons can also take damage from any direction except the rear (unless it is mounted facing aft, in which case it can't take damage from the front). Spinal weapons are always considered heavy weapons.

Ballistic Weapon Systems

Ballistic weapon systems do not rely on the ship itself for their targeting information. The warheads of these weapons use specialized targeting computers to provide them constant updates on the status of their target. This makes them very accurate out to the limit of their range. However, ballistic weapons typically travel slower than other weapon systems and more vulnerable to interception than most other weapon systems.

Ballistic Weapons Fire

Ballistic weapons are fired during the Movement Phase. When launched, a marker should be placed in the spot of the attacking ship to denote the original firing position for the attack.

Attacks from ballistic weapons are resolved during the end of the Action Phase. All screening penalties are applied normally to a ballistic attack and are determined at the time of impact, not the time of launch. When determining these penalties, check the LoS from the launching marker (as determined above) to the target ship. Note that volley weapons compute the screening penalty from the launching marker to the command ship of the target squadron.

Unlike direct fire attacks, a squadron may fire at different squadrons in the same turn so long as a different weapon system is used against each. A player still may not split the fire from a single weapon system at two different squadrons, however. Note: the destruction of the launching vessel(s) or the weapon launcher itself has no effect on the impact of the ballistic weapon. It has already gained all the information it needs from the launching platform. Thus, all bonuses are based on launch location.

If the target of a ballistic weapon is destroyed between the time of launch and the time of impact, those ballistic weapons are removed from play unless they are part of a volley or the particular weapon system states otherwise. In this case, use the rules either for volley weapons or the specific weapon system in question.

All ballistic weapons, unless specifically noted otherwise, are considered heavy weapons for purposes of determining damage results from an attack.

Volley Weapon Systems

Volley weapons are weapons that fire groups of munitions rather than single shots. They tend to rely on numbers in order to penetrate defensive screens that might otherwise stop them from reaching their target. Missiles are an example of a volley weapon. Most area-effect weapons are also volley weapons.

When volley weapons are fired, they are fired by a squadron as a whole and are fired either at a point in space (in the case of area effect weapons) or at an enemy squadron. Most volley weapons encountered will be of the ballistic variety and are thus fired before the action phase and resolved after it. To

determine the strength of a volley, a player adds the number of missiles firing from each system multiplied by the volley rating. Once this has been computed for all ships, add the totals together to get the final volley rating. It is possible that any given ship may have ships in the target squadron in multiple arcs. For purposes of range, each attacking ship measures the range to the most distant target in the enemy squadron.

All screening penalties for volley weapons are based on the original launching place of the attacking squadron and the current position of the target squadron/screening elements at the time of impact. The launching hex is determined by placing a marker in the hex that the squadron commander was in at the time of launch.

When a volley weapon is fired at a squadron, the volley targets every ship in the squadron. Divide the volley rating by the number of ships in the squadron (round down). This is the number of attacks on each ship in the squadron. Any odd points are spread as evenly as possible among the ships in the squadron beginning with the closest ship in the target squadron and working back. If there are several ships the same distance, the attacking player allocates them as he wishes (the range is based on the distance from the attacking squadron's launch hex which is the location of the squadron command ship at the time of launch.) The attacks are resolved on each ship normally. If the volley rating is lower than the number of ships in the target squadron, then a number of ships equal to the volley rating will each suffer a single attack beginning with the closest ship in the squadron and working back. Therefore, if a volley rating 3 were fired at a squadron of 4 ships; the 3 closest ships in the target squadron would be attacked with a one-point volley each.

Unless specified otherwise, volley weapons suffer screening penalties normally. Some advanced weapons will be able to ignore these penalties, but this is described under the weapon system itself.

If a ship/squadron should contain different types of volley weapon systems, these weapons are fired as individual volleys and are each resolved separately. In this case, the squadron may target different squadrons with each volley weapon system. In any case, each weapon system must have a single FCS assigned to it at the time of launch, even if targeting the same squadron.

Finally, if the target of a volley weapon loses members of the squadron between the time of launch and the time of impact, the volley is resolved as though those ships never existed. Volley weapons do not finalize their targets until just before impact so that weapons are not wasted on destroyed ships giving them an advantage over torpedoes.

In many cases a volley-type weapon system will have several different types of munitions available. When this is the case, the type of munitions being used must be recorded at the time of launch, though the type does not have to be announced to the opponent. A single volley must be made up of the same type of munitions. If several ships from the squadron are contributing to the same volley, all ships must launch the same type of munitions. If a ship should uses a different type of missile, then it is treated as a separate volley. Finally, a single weapon system may only launch one type of munition in an attack.

Torpedoes

Torpedoes are a form of ballistic weapon. However, torpedoes are fired ship to ship rather than using the volley weapon rules described previously. A single ship firing torpedoes is not limited to firing at a single target. Rather, it may launch torpedoes at multiple targets up to the limit of its salvo rating. Thus, if a torpedo launcher has a salvo rating of 3 it may launch at up to 3 targets.

Interception and screening bonuses, in regard to a torpedo attack, are determined at the time of impact, not at the time of launch. Use the standard rules described for ballistic weapons earlier.

Area Effect Weapons

Some weapon systems are not targeted on a specific ships or objects. Rather, they affect an area of space damaging anything within their area-of-effect (or AoE). The majority of these weapon systems are volley weapons.

To determine the area an AoE weapon fills Area effect weapons do not completely fill the volume of space their AoE encompasses. It represents the area the weapons detonate in. Smaller, more maneuverable ships have better chances of avoiding damage from these many small explosions. Each ship or flight of fighters must roll a single D12. Thus a flight of fighters (category 0) would need to roll a 4 or greater to avoid taking damage from an area effect weapon. Fighters roll against their armor threshold plus 2 to see if they are destroyed. For ships and dropships no roll is necessary since they are hit automatically, simply roll for damage. For purposes of determining what arc the damage will occur in, assume the origin of the attack is the center of the area-of-effect, not the original firing hex.

Fighters and Mecha

Fighters can play a major role in any fleet engagement. The proper use of fighters, both offensively and defensively, can make the difference between victory and defeat. They have several disadvantages over ships primarily in lower range for weaponry and weaker armor. However, they do have significant advantages they are cheap and highly maneuverable.

Definitions

A number of terms and statistics are used throughout this section. Each of these is defined below.

Fighter

A small vehicle generally with between one and three crewmen. Fighters rarely operate individually, but rather with units of other fighters called *flights*. Fighters are considered category 1 craft.

Carrier

A carrier is a starship designed to carry fighters. Carriers have widely varying capabilities.

Fighter Operations Ship (FOS)

Fighters receive their commands from these ships. Lacking the full sensor suite and crews of regular ships fighters rely on the FOS for information and target packages.

Flight

Generally the smallest organizational form in which fighters operate. A flight consists of two or more fighters depending on the game setting and race/nation organizational style. Statistics for fighters are given at the flight level, so the exact number of fighters in a flight is not terribly important for game play.

Group

This is a number of flights (between two and ten) that are operating together. All fighters in a group will be of the same type and have the same mission. Fighter groups can be altered during the course of a game.

Defense Rating

This determines how difficult it is to hit the fighter with weapons.

Armor

This is an indication of how difficult it is to damage a fighter.

SPD

This is how many inches points a fighter flight can move.

Turrets

Some of the larger fighters mount turrets. Turrets give fighters and extra attack against

ships while strafing and also help protect larger fighters from their smaller counterparts during a dogfight.

Range
This stat is used to determine how far away a fighter can be to target ships or other fighters with its primary guns.

Weapons
These are the weapon systems mounted by the fighter for use against other fighters and ships. These range from various types of cannons mounted on a fighters to various missiles it may carry to hit ships at longer ranges.

Shields
After an empire has reached the level that shields are available to their ships they also are available to the fighters. Fighter shields help protect the fighters and prolong their life.

Shield – Armor Bonus
This value determines how well a shield works in protecting the fighters that carry them.

Shield – Power
The power determines the maximum number of times a fighter flight may use its shields to protect themselves.

Crippled
When a fighter flight is hit it takes damage. If the flight has only one hit, a single hit will destroy the flight. If a flight has 2 or more hits it will be considered crippled when it is reduced to a single hit. Crippled flights receive a -2 to all damage and dogfight rolls and have their armor thresholds increased by 2. Crippled flights are considered to have lost either half the flight or have enough damaged fighters that their effectiveness is reduced. Crippled flights may be repaired or restored fairly easily. Destroyed flights are considered to have taken so much damage or lost so many members that the flight is considered rendered useless. Even destroyed flights have a chance to be reconstituted but the chance is very low.

Fighter Basics
This section details the basics of fighters. It includes a section on fighter crew skills, movement, a section on combat, and yet another section on fighter dogfights and how each is handled.

Crew Type	Combat Skill	Crew Skill Rolls	Dogfight Bonus
Ace	8	8	-3
Elite	7	7	-2
Veteran	6	6	-1
Regular	5	5	0
Green	4	4	+1

Fighter Skills
Fighter flight crews have combat skills identical to those of ships. When deploying fighters in a game, players should consider the flights to have the same combat skill level as the carrier deploying them.

Fighter Movement
Fighter movement is fast and simple. Movement order for unequal forces is identical to that used by ships. Fighters do not have to take into account any turns or anything else. Fighters can move in any direction a distance equal to their thrust rating. A ship with a move rating of 12 can move 12 inches in any direction when it moves. Facing is also irrelevant since fighters do not have firing arcs.

Launching Fighters
Fighters can be launched at a rate of one per door per turn. In special cases where a ship has very large bay doors it can launch additional fighters than it would be able to do otherwise. This is explained in more detail in the following section.

Bay Type

There are 2 basic bay types on a ship. They are internal and external. External mounts can be used to mount fighters to a ship's hull by way of a soft dock collar. This means that the fighters do not have to have any type of landing gear available to them but only a soft dock collar where they can attach to a ship. The advantage is that the ship does not need to have bay doors to launch flights attached to it in this way. This means that all flights attached this way can launch on the same turn. The disadvantage is that the fighters are exposed to damage from hits taken to the carrier while they are attached.

Bay Size

Ships can purchase any type of flight bay they want. The larger the bay the more fighters or dropships it can hold. There are 2 different bay types: Open and Fixed. Fixed bays are cheaper and take less space on a ship. Fixed bays are designed specifically with a certain fighter or ship size in mind. They arrangement of docking, repair, and fuel or other supplies is done specifically for flights similar in size to a specific flight type. Open bays are made without a specific flight type in mind. As long as there is flight deck available more flights can be landed on the deck. These decks are by far the most versatile but also are the largest and most expensive bay to operate on a ship because they in essence must be ready for anything. *Fixed launch bays have 1.5x the launch rates listed in the next section but cannot launch fighters of any other size than those they are designed to launch.*

Door Size

If the door on an open bay door is larger than the size the fighter requires then any number of fighters up to the launch cost can be launched. An expanded bay door could launch a single small and a single medium flight in a single turn under normal operation. If the same bay was under the scramble order it could then launch a pair of heavy fighter flights. A Heavy dropship bay under the scramble order could launch up to 3 heavy fighter flights in a single turn.

Hangar Type	Launch Rate	Scramble Launch Rate	Fighter Type	Launch Cost
Small	2	3	Small	2
Medium	3	5	Medium	3
Large	4	6	Heavy	4
Expanded	5	8	Assault / Shuttle	5
Oversized	6	9	Gunship / Heavy Shuttle	6
Dropship	7	11	Singe Cat 1 Dropship	7
Heavy Dropship	8	12	Category 2 Dropship	8

Soft Docked Fighters

Soft docked fighters can launch as soon as the ship is ready. The only limit to the number of soft docked fighter a ship can have depends upon the size of the ship. A ship can have a single flight per category of the ship soft docked to the ship.

Ships Hit when Carrying Fighters

Ships that carry fighters in a soft dock position must carry them on each side of a ship. They can have only a single flight mounted on the front or rear of the ship, the rest must be placed on the port and/or starboard sides of the ship. The location of soft docked fighters is marked on the starship data sheet. If hit the ship will add the number of flights on the side hit to the ship category. A single die is rolled. If the roll is less than or equal to the number of attached flights the flight is hit. Flights that are destroyed when attached to the carrier do a single D10 damage to that side of the ship per damage point that the flight can take before

being destroyed. This damage die roll ignores all shields and the armor threshold of the hit side is counted as if it was 3 less due to the damage possibly entering the ship through the docking collar.

Recovering Soft Docked Fighters

Ships can recover any number of soft docked fighters in a single turn up to the maximum they can legally carry as long as they do not turn or move faster than their speed rating during the turn.

Fighter Equipment

Fighters can mount a large number of special devices that each have unique effects on the fighter and how it performs in combat. These devices are explained in more detail in this section.

Automatic Turrets

Automatic turrets are designed to help protect a fighter's rear in a dogfight. These turrets do 1 die damage equal to the basic value determined by the fighter's technology level but suffer a -2 bonus to damage due to their small size. Automatic turrets also provide an extra attack roll in dogfights. This roll receives a +2 bonus due to the fact that automatic turrets are not designed to hit fast moving targets but to keep enemy fighters off of a fighter's tail.

Manned Turrets

Manned turrets are identical to their automatic counterparts but do not have the -2 damage bonus that the automatic turrets do. Manned turrets also provide an extra attack roll in dogfights. This roll receives a +1 bonus.

Nebula Equipped

Nebula equipped fighters come with special equipment or shielding systems to protect them while in a nebula. These fighters perform normally in nebulas. All other fighter types have their movement cut in half as they must fly with more caution or they must make an armor save every turn or take damage. Fighters that ignore this and more at speeds greater than half of their move must also make an armor save but must add 3 to the armor. Fighters using afterburners add 6 to the armor rating. Fighters that use afterburners and are nebula equipped make a save and add 2 to the armor rating of the flight.

IS Drive

Fighter IS Drives are two technology levels above their starship counterparts. This allows fighter size vessels to act as reinforcements or to retreat without the need of a carrier vessel to bring them into combat. The primary advantage is that they start deployed in combat and do not have to be deployed from a carrier.

Afterburners

Afterburners allow a fighter flight to move in a straight line up to twice their normal movement in a single turn. Fighters can only do this once during a battle unless they have additional fuel.

Additional Fuel

For every point of additional fuel a fighter can either use this extra fuel to allow it to re-roll a single save roll during the turn. This is because the flight uses the extra fuel trying to evade the attack. Fuel can also be used to allow flights with afterburners to use the afterburners one more time per point of additional fuel.

Long Term Air Recycler

Long term air recyclers allow a fighter or shuttle to stay on patrol for an extended period of time. This is useful for long range fighters. More details on this will be contained in future supplements.

Additional Crew Member

Additional crew members add a -1 modifier to a fighter's dogfight rating. Against ships this reduces the defense rating of the flight by 1. This represents the rio or co-pilot looking out for enemy fighters and spotting dangers to the plane for the pilot.

Fighter Combat

Fighter combat is designed to be quick an easy to perform. Fighter flights fire after all anti-fighter fire has been resolved.

Fighters and Damage

Fighter Equipment	
Type	**Effects**
Per Manned Turret	Vs Fighter -> Extra attack with +1 to Die Rolls Vs Ships -> Extra attack with Standard Die Damage
Per Automatic Turret	Vs Fighter -> Extra attack with +2 to Die Rolls Vs Ships -> Extra attack with Standard Die -2 Damage
Nebula Equipped	Fighters with -> Make Armor Save +2 if use afterburners in nebula Fighters w/o -> Make Armor Save +3 if flight moves more than ½ move. Make Armor Save +6 if flight uses afterburners.
IS Drive	
Afterburners	Allows Fighter to move 2x move distance for single turn
Additional Fuel	Allows additional afterburn or re-roll of any single save roll in a turn.
Long Term Air Recycler	Increases Fighter Patrol Range by 2 sectors
Additional Crew Member	Adds -1 to dogfight rating and -1 to defense rating against AFF fire.

While a single fighter flight is made up of two or more fighters, Dimensional Warfare: Fleets does not represent them on this scale. Rather, fighter flights are represented as a single unit.

The exact number of fighters in the flight does not matter. Fighters suffer damage differently than ships. A fighter flight is removed from play but us is rarely, if ever, truly destroyed. Flights may lose enough members or take enough damage that the flight is broken up and must return to a carrier to regroup, repair, and redeploy. In this case they are removed from play. If a fighter flight that was removed from play later fails to repair and regroup then it is considered completely destroyed. More rules on this are included later on how a carrier may repair and redeploy fighter groups that have been removed from play.

Fighters and Targets

Fighters rely on their FOS for target packages. The FOS can command a number of groups equal to its rating. The FOS simply designates a target for the fighter group and the fighters go and attack the target. Fighters have maximum attack ranges but no combat sensor ranges as ships do so the range from target does not alter the target number like it would for ships.

Fighter Ranges

Fighters have five range bands for their primary weapon. These ranges are: Point Blank, Standard, Long, Extended, and Extreme. The ranges in inches are 1, 2, 3, 4, and 5 respectively.

Weapon Type	Target Bonus	Penetration
Anti-Fighter	+2	-2
Heavy Anti-Fighter	+1	-1
Multi-Purpose	0	0
Anti-Ship	-1	+1
Heavy Anti-Ship	-2	+2

Fighter Weapons

Fighters may also have one of five different weapon designs. The design type represents the primary design purpose of the weapon. Weapon type alters how fighters handle in dogfights versus how they would handle on a strafing run. The following chart shows the bonuses a fighter receives due to the weapon design that it possesses. Fighters designed to attack ships do more damage against ships but the heavier weapon typically has a slower firing rate which reduces the chances of that same flight hitting another in a dogfight. Flights attacking other flights outside of a dogfight receive no modifiers.

Anti-Fighter Fire (AFF)

The greatest threat to fighters other than other fighters is defensive fire from ships they are attacking. Fire from a ship is done before fighters make their strikes which make it even more dangerous.

Fire Declaration

When a ship is attacking a fighter the player controlling the ship first declares how many of each weapon is firing at each individual flight. If a player declares he is firing 3 shots at a flight and the first shot successfully destroys the flight the other shots are wasted and cannot be used on another flight. Flights that are destroyed cannot have the fire against them redirected against another flight.

Fire Resolution

After all the fire is declared the player now rolls a single D8 for each attack against a fighter flight. When the D8 is rolled, if the result is less than or equal to the defense rating of the fighter flight the attack has hit the flight. The fighter flight then sees if it can avoid enough damage so that it can remain effective in combat. This is done by making a save roll. Begin by rolling a single D8 and adding the flight's crew skill. If the result is greater than or equal to the armor rating the fighter flight remains on the board. This, in part represents how heavy the armor is on the fighter and how good the pilots are at evading attacks. Fighters make a save roll against each and every successful attack on them. Some weapons are better at destroying fighters than others and may provide modifiers to the attack and/or save roll of a fighter flight. The die roll may be modified by the type of weapon used. Interceptors have no modifier against fighters. Minor weapons have a +1 modifier to the attack roll and a -1 modifier to the save rolls for the flight. Secondary weapons have a +2 modifier to the attack roll but also provide a -2 modifier to the flights save rolls.

Dogfights

The best defense a ship can have against fighters is friendly fighters. Fighters take major roles in some fleets and are only annoyances to others that are well protected against fighter attacks. Fighters engage other fighters and attempt to destroy them or prevent them from accomplishing their mission by forcing them into what is called a dogfight. Dogfights are when fighters are force to concentrate completely on getting an advantageous position on another fighter flight. Typically they involve the flights turning and twisting and doing various other maneuvers in order to gain the advantage.

Squaring Off

Fighter flights are considered in a dogfight when they are within one inch of each other. When fighters are engaging enemy fighters roll to-hit for each individual fighter flight. Hits are totaled and divided evenly among all the defender's participants. Save rolls are the done individually for each flight. Unless the rolls are lucky for one player or another dogfights will typically last a few turns. The side with larger number of fighters may either designate the additional fighter flights to gang up on the weaker side or the player may choose to disengage the excess flights and move them out of the dogfight.

Attacking Fighters in a Dogfight

Attacks by a ship or ships into a dogfight are handled differently than other attacks. The attack is made normally using a defense rating of 3 regardless of what type of fighters are in the dogfight. The number of successful attacks are then added together and divided evenly among all the fighters in the dogfight. If one side has more fighters than the other randomly determine which fighters are hit and roll the save rolls of any and all fighters hit in the dogfight.

Dogfight Bonuses

Some flights have better crew than others. The flights with anything but a regular crew add the dogfight bonus listed above next to the fighter flight skill chart to both their armor values and target to-hit rolls. Also flights with manned turrets add a -1 modifier to attack rolls made in a dogfight. Flights with automatic turrets add a -1 modifier on their attack rolls in dogfights but only if they defender is a heavy fighter or larger. Small and medium fighters are considered too small and maneuverable to be tracked effectively by automatic turrets.

Fighters on the Attack

Fighters attack in flights, squadrons, wings and groups. Fighter attacks are resolved by rolling a single D8 and adding any modifiers that the defender might have. If the result is less than or equal to the flight's defense rating plus all of the dogfight bonuses then the attack is successful. Fighters are immune to the effects of both friendly and enemy EW. Damage results are then handled normally.

Automatic Fighter Turrets

Automatic turrets are designed to help protect a fighter's rear in a dogfight. These turrets do 1 die damage equal to the basic value determined by the fighter's technology level but suffer a -2 bonus to damage when firing against all ships. Automatic turrets also provide an extra attack roll in dogfights. This roll receives a +2 bonus. Automatic turrets cannot target light or medium fighter flights.

Manned Turrets

Manned turrets are identical to their automatic counterparts but do not have the -2 damage bonus that the automatic turrets do. Manned turrets also provide an extra attack roll in dogfights. This roll receives a +1 bonus.

Fighters on the Defense

Fighters can also be used to defend ships. Fighter flights can defend ships using their weapons. This adds the equivalent of one interceptor per flight. The fighter must be within range of the ship and also within two inches of the line of sight between the attacking ship and the ship they are defending. Add +1 to each interception roll and use a die based off of the fighter technology and not defenses (active) technology level. In some cases fighters may give better interception results than ship interceptors.

Fighter and Carriers

There are several different kinds of carriers in Dimensional Warfare: Fleet. Any ship that has a number of fighter flights greater than or equal to its category is considered a fleet carrier. Every time a fighter flight is destroyed or crippled it has a chance that it may return to the fleet. Flights that are crippled all have the same chance to be reconstituted. Reconstituted flights are flights that were previously destroyed or crippled that have been brought to full strength again and can be re-launched.

The first thing it to figure how long the flight will take to return to the closest fleet carrier. Do this by dividing the range to the carrier by the flight's movement and rounding up. If the repair roll is successful the flight may re-launch 2 turns after it reaches the carrier. The carrier must have at least one clear and undamaged bay per flight in order to attempt the repair. If the carrier does not have enough space the flight must wait until the carrier does have the required bay available. Bay door restrictions also apply.

Special Abilities

Many figures and weapons systems have *special abilities* that represent capabilities outside the norm. These special abilities often provide exceptions to the rules as presented above, and take precedence over them where applicable.

When a figure or weapons system has a special ability, that ability's name is listed in the profile associated with the figure or weapon in question, and the full description appears below. **Note:** Some figures have special abilities that are unique to that figure, and are therefore outlined in their entirety in the figure's profile.

Integrated Abilities

Some abilities modify the base stats for a unit. When a unit possesses integrated abilities they will be listed with the other special abilities on the stat card but the ability itself, such as an increase in the Target or Armor Rating of a unit will already be included as part of the stats listed on the card and mentioned only as information for the players.

Figure Special Abilities

Note: Integrated Abilities give bonuses that are already included in the stats of a unit on their unit cards and are listed only for clarity on the unit cards.

Agile (Integrated) – Units with the Agile special ability are excellent at juking and darting around. This makes them a very difficult target with ranged attacks. Any agile figure will add a +1 to their base Target Rating, making them harder to hit than standard units.

+1 modifier to Target Rating

Amphibious - Units that are also considered vehicles, with this ability can move through deep water as if it was Rough Terrain and are considered to be on the surface of the water.

Can move through deep water as if rough terrain

Dropship -

Large units that cannot land on structures or hills that will place them at an angle.

Cumbersome – Rough Terrain is treated as Deadly Terrain by this figure, for purposes of movement only. This represents bulky and slow units or unweildly vehicles.

Cannot cross Rough Terrain

Fast Mover - Due to the figure's raw speed, the pilot only has enough time to fire a single weapon system each turn. Actions cannot be spent to allow the figure to fire more than one weapon system. Unrestricted weapons are unaffected.

Limited to firing a single weapon system each turn during its activation

Fire Controls and Advanced Fire Controls – A figure with Fire Controls may fire an additional weapon system without paying an additional Action, providing that it does not move. A figure with the Advanced version may both move and attack each turn, firing an additional weapon system. In essence, they are given 2 attacks for the price of a single Action.

Allows a second shot with no negative modifiers for the additional shots

Gun Ports – Some units can transport infantry. Many of these units also have open spaces or open ports that infantry or other units can use to fire out of. This allows the infantry being carried to add their firepower to that of the unit. The disadvantage is that infantry being carried by units with Gun Ports are less protected and each unit that can attack from a gun port may also be hit by a blast attack but they will only take half the normal damage.

Allows infantry to also attack while within a transport

Jettison – Figures with this ability start with a special "modular upgrade" such as additional armor, booster rockets and weapon systems are attached to a standard figure to give it extra punch. When the Jettison ability is used, the figure abandons the modular upgrades to become the standard figure underneath (as indicated in the figure's profile where Jettison is mentioned; e.g. "Jettison to Falcon"). Mark the figures position and facing and on the battlefield, remove the figure, and replace it with the type of figure indicated (e.g. Terran Union Falcon), in the same position and facing. **Note:** A figure can only use the Jettison ability during the Activation Step of its squad or squadron's activation. No other action can be taken by any player while the figure is being replaced on the battlefield. Once

jettisoned, there is no going back to the prior configuration with the modular upgrade.

Some figures with the Jettison ability list additional DM in parenthesis, e.g. "Jettison to Falcon (6 DM)". This indicates that the modular upgrade provides additional DM protection. If damage taken by the figure exceeds this number before the Jettison ability is used, the extra DM transfers over to the figure underneath. For Example: An Armored Terran

Allows units a chance to block enemy fire

Union Falcon has 22 DM to start. If it is dealt 12 DM and then uses the jettison ability, 8 DM points are absorbed by the modular upgrade, and the 4 remaining DM are applied to the Falcon underneath, leaving it with 10 DM. There will be times when it is advantageous for a figure not to jettison its modular upgrade even if its extra DM has been depleted. Armored Valkyries are a prime example of this. A player may wish to keep the armor upgrade and not be able to transform in order to us the missile package the armored form provides.

Massive Unit designation

Leadership – Leadership represents the ability of the officers on the battlefield, as well as the tactical intelligence gained by forward reconnaissance figures such as the Terran Union Recon APC and the Van Scout Kanga. All figures with Leaderships add the value of their Leadership to the Leadership Pool at the start of each turn. A figure with a Leadership of 2 adds two points to its army's Leadership Pool as long as that figure is on the board and does not have an active token that would prevent it.

Represents the command ability of a unit

Quick - Units with this trait gain a +1 bonus to any cover that they have but only if they are in cover.

Unit increases cover bonuses by 1

Shield(X) - Units with Shield carry large shields to protect themselves. When struck they can see if they can successfully block an attack with their shield. Roll a single D8 and add the value in the parenthesis as well as the PIL of the defender. If the results is greater than the Attack Roll the damage is taken to the shield. Excess damage will be passed on to the unit. This action costs no Actions and is considered a free action. Different units will have the amount of damage a shield can absorb listed as a separate damage block. Once destroyed a shield no longer provides any protection.

Sixth Sense – Units with this trait may ignore all crossfire and rear attack modifiers to attacks made against them.

Unit negates Back Strike AND Crossfire bonuses when attacked

May Jettison extra weapons and armor in

Reduced Hand to Hand Damage and +1 Target Rating due to small size

Supersonic (Integrated)???? – A figure with the Aircraft ability may also have the Supersonic ability. These units are very fast and typically jet powered aircraft. Supersonic Aircraft receive a +1 bonus to their Target Rating due to their high speed. A figure with the Supersonic ability will, in essence, move twice. Once during the initial movement step and also move during the *secondary* movement made during the Resolution Step of its activation. At the beginning of this secondary movement, the figure may make a single turn of up to 90 degrees to the left or the right. The aircraft must then move, at least, a distance equal to half to its full SPD attribute in an absolutely straight line in the direction that its "nose" (the exact center of its front 180-degree arc) is pointing, and the figure cannot be turned to face another direction while it is moving or after it has completed its movement. The figure cannot collide with an obstacle during the Supersonic movement, and will end its move on top of any terrain piece or

building safely (deadly terrain will still deal damage as normal during the same Resolution Step that it was moved into). If the movement would force the figure to end the secondary move over another figure's base, then stop the moving figure so that it is in base to base contact with the figure without passing over it.

If any Actions were spent to boost the figure's SPD during the *Movement Step*, half up to the full amount of the boosted SPD must also be moved (in inches) during the High Speed movement. For Example: A Terran Union Falcon in Fighter mode opts to use its High Speed to boost its SPD and allow it to move 12- 24 inches during the initial Movement Step, but it only moves 20 inches, wasting part of the extra movement gained. Regardless of how much of its boosted SPD the Falcon used during the Movement Step, the Falcon must also move at least 12 inches or at least half the full 24 inches of its boosted SPD during the Resolution Step. If the same fighter had used High Speed and also paid to boost its speed it would need to move 18-36 inches on the initial move and could then move 18-36 inches on the secondary movement step. If the unit flies off the board refer to the leaving the battlefield rules for handling.

Unit has +1 to their Target Rating and also can make secondary move after the first move

Transport - Some units are designed *to carry other units or infantry to the battlefield*. From the massive Van Transport Pod to the ubiquitous Assault Transport of the Terran Union, **Dimensional Warfare** has a wide variety of Transport vehicles. While the Transport unit is denoted by the **Transport** ability, it also has a *Transport Capacity* entry which details the specific numbers of infantry, mechs and/or squads or squadrons it may carry across the battlefield. During its initial deployment onto the battlefield, **all** the infantry and/or mechs from a given squad or squadron must be loaded onto the Transport(s) for any of the members of the squad or squadron to be deployed by the Transport unit. The transport capacity is listed after the name of the Special Ability, Transport (6). In this case the unit could transport a total of 6 mechs with a base size of 40mm or less. Units with a base size of 50mm take 2 spots. A unit with Transport (2i) would be capable of transporting the equivalent of 2 full bases of infantry, 2 Squads or 4 Small teams.

Disembarking and/or embarking from a Transport may be done at any time during the Transport's movement, as long as each unit to be carried uses an action to disembark and/or embark once per turn AND the unit is not moving faster than the SPD of the unit. The exception to this would be units with flight or the ability to be airdropped.

For Example: A Terran Union APC can pick up an Infantry Platoon and then move its full movement only to drop off that Infantry Platoon in a new location during the same turn. This allows for rapid redeployment around the battlefield. **Note:** Each squad can only *embark* or *be embarked* ONCE per turn, and *disembark* or *be disembarked* ONCE per turn.

Because a squad can only be embarked and disembarked ONCE per turn, if the squad was picked up (embarked) and dropped off (disembarked) in front of a building, that squad cannot enter (embark) the building that turn, because it has already used up its single embarkment and disembarkment for that turn. If the squad has not already used its own movement, it can move and attack, but cannot enter/embark into the building or another Transport until the next turn.

HOWEVER, if the squad or small team had embarked onto a Transport in a previous turn, they can be moved by the Transport to in front of a building, be disembarked from the Transport, and because the squad has not yet embarked during this turn, can enter/embark the building during their movement. Once inside, they can attack from any location in the building, but cannot exit/disembark from the building until their next turn. **Reminder,** a squad cannot enter/embark and exit/disembark a building in the same turn. So even if you start a turn by entering into/embarking the building. That is the extent of the squad's movement for that turn. The squad's combat can take place from ANY location inside the building, but squad cannot disembark from the building until the next turn.

When a unit disembarks from a Transport, the disembarking unit must be placed within 1 inch of the Transport. If there is no room to place the unit on the battlefield, it may not disembark from the Transport. Likewise, a unit must get within 1 inch of

a Transport in order to embark upon it; this distance represents the space necessary to load the Transport. If a carried unit must disembark or embark from multiple Transports due to their *Transport Capacity*, then all of the Transport required must be with 1 inch of the disembarking/embarking unit when the action is performed.

When a Transport is destroyed while carrying another unit(s), roll a single D6 as follows: **1** – The Transport explodes, destroying all carried units. **2-5** – The Transport is destroyed and all its carried units suffer half their remaining M.D.C. in total damage, but otherwise are able to disembark as normal. **6** – The Transport is wrecked, but all its carried units are able to disembark within 1 inch of the destroyed APC's former location as normal and without any additional damage.

For Example: A Pre-War APC is destroyed while carrying an undamaged Armored Platoon and a 3 is rolled. The Armored Platoon is disembarked within 1 inch of the wrecked APC's former location, but is reduced to just 2 MD.

Can carry troops and/or vehicles and mechs

Variable **–** When a squad or squadron of figures with this ability is activated, its player may have any or all of the figures in the squad or squadron switch modes during the Activation Step of its activation. For Terran Union Falcons, the available modes are: Battloid (see Battloid Restriction), Guardian and Fighter. It is NOT necessary for every figure in a squad or squadron to be in the same mode during the game, and each figure is free to switch to any of its modes regardless of what the others switch to, but each figure can change modes only once per turn before the first move the make during their activation. At the beginning of the game, you much choose which mode the all of the figures in a squad or squadron will start in. They must all start in the same mode, but they may switch modes during their first activation of the game.

When a figure with Variable changes modes, the game piece is removed from the battlefield and replaced with a piece representing the figure in one of its other modes. Mark the figure's position and acing on the battlefield, remove the figure, and replace it with the new game piece, in the same position and facing.

Note: No other action can be taken by any player while the figure is being replaced on the battlefield.

Unit can change modes

Devices (Electronic Warfare and More)

Devices are split into 3 different groups. The first includes devices that augment the combat capabilities of friendly units. The second group are defensive devices that assist squadrons of units. The final group are typically things that are combinations of the first two or just devices that only improve the unit in questions effectiveness.

Offensive (Group)

C3 (Command and Control Coordination Device) – These devices are made to help coordinate and improve combat effectiveness of units. They take up space and power in the units they are mounted in but in many circumstances, can increase the effectiveness of a force by a large margin. Essentially these systems allow units to actively share targeting data and coordinate it at an unprecedented speed. What one unit sees and knows, they, in essence, all know. This allows all units to use the range of the closest unit to determine the range brackets for their weapons.

Note: this can only improve the range brackets by up to two levels. If a unit is at a range that the weapon would normally use a D6 to use for attacking a target and a unit in the same squadron is at point blank range, the unit can only improve from D6 to a D10 and not all the way to a D12. This does not however allow a weapon to fire at something beyond their normal maximum range. So even if the unit would be allowed to calculate range as if it was only 11 inches, the attacker cannot shoot a weapon with a base range of 4 if he is at a range greater than 25 inches since that is beyond the unmodified range of the weapon. C3 has no effect on missile weapons.

The C3 system allows units to use better range brackets for combat purposes as long as the friendly unit is also part of the same C3 network and in the same squadron

Note: Every squadron must have one or more Master C3 units to function

Electronics Attack Suite – When activated, the player may spend 1 Action to negate the effects of all Electronics of a of any number of figures within 4 inches of each other, but only the figures within the LOS are effected. The suite sends out a pulse of energy that scrambles systems temporarily. The unit must have LOS to all units within the 4 inches for them to be effective. This effect lasts until the next activations of all the units targeted. Units with this suite may use it twice per activation. The suite has a 24 inch range.

Nullifies enemy Electronics Suites

Phased Array(X) – Phased Arrays are specially designed to help a unit see and target Electronic Warfare units. When a unit with a phased array targets a unit with an active device such as a Recon or ECM Suite, it will add the value in parenthesis to its Target Rolls, increasing the chance to hit Electronics Warfare units.

Increases the chances to hit Electronic Warfare Units

Recon Suite (Light, Standard, Advanced) - Units with a Recon Suite are built specifically to hunt down and find enemy units and provide intel. Recon Suites provide all friendly units in the same squad and within a given distance in inches a +1 to their Target Rolls at the cost of 1 Action. Light Suites require units to be within 6 inches to receive the bonus. Standard Suites require 12 inches. Advanced Suites have a range of 16 inches. This effect lasts until the unit is destroyed or until its next activation. This device will also discover all hidden units. The detection range is double the range required to receive the Target Roll bonus.

Add +1 to all Target Rolls against friendlies within a given distance as long as they are in the same squad at the cost of 1 Action and also detects hidden units.

	Bonus RN / Detection RN
Light	8 / 16
Standard	12 / 24
Advanced	16 / 32

Targeting Designator (Light, Standard) – Units with the Targeting Designator system may spot for attacking units. When they do, any Indirect Fire against the target will not suffer the normal -1 modifier for firing indirectly. The light version has a range of 12 inches and the standard version has a range of 21 inches.

Units with a Targeting Designator may spot for enemy units and allow them to ignore the typical -1 Target Roll modifier to using

Targeting Jammer – These devices are used offensively to jam enemy sensors and EW units. When used they can target a location within LOS and measure 4 inches in all directions from that point. All units in that radius will receive a -2 modifier to any and all Target Rolls and a -1 to all Anti-Missile Rolls. This lasts until the unit leaves and remains out of the LOS of the aggressor, the unit with the Jammer is destroyed, or the unit with the Jammer activates on the next turn. The attack simply needs to hit a TR of 5. Deviated shots may affect friendly units as all units under the marker are affected. The area/radius can be moved at any time to follow targets but ONLY the targets under the marker are affected.

Provides a -2 to all Target Rolls and -1 to all Anti-Missile rolls to units under a blast marker

Theater Recon Suites (Light, Standard) –These devices are very rare but may have profound impacts on battles. These cost 2 Action to activate. They provide a force with a +1 to their initiative rolls, +2 for the Standard version. The suite also allows the controlling player to steal the activation or block the theft of one for free. Note: the roll for the theft or blocking the theft must still be made the suite just allows the first time this action is held to be done at no cost to the owning player and also provides an additional +1 along with any other bonuses to all such rolls.

The Standard suite also eliminates the +1 attack bonuses from crossfire and/or rear attacks that enemies have when attacking any allied forces within 24 inches of the figure. Note this will eliminate one of the two modifiers but not both. If a unit is suffering from being caught in a crossfire attack and also from the rear it will reduce the +2 total (+1 from each) to a +1.

Provides a +1 bonus to the player's initiative rolls and allows the theft of an activation or prevention thereof without the need to roll for success once per turn. Also negates Crossfire and Back Strike modifiers on friendly units within 24 inches

Communications Jammer (Light, Standard) –These devices are very rare but may have profound impacts on battles. These cost 1 Action to activate. The suite also allows the controlling player to block communications making it so that Leadership Points cannot be used on units within a given radius of the Jammer. It also makes it so that units that are in same squadron cannot fire through other friendlies that may be blocking their LOS. The Standard suite has a radius of 12 inches while the standard units has a range of 18 inches.

Blocks Communications of enemy units

Defensive (Group)

Active Jamming Array – This array is meant specifically to jam and interfere with enemy tracking and combat devices. These systems send targeted pulses of radiation and other forms of energy to confound enemy electronics. When used these systems can negate the effects of all offensive devices carried by a single unit. Normally units will carry 2 of these devices. Only 1 Action is required to target and activate two bursts. These devices have a range of 30 inches. All that is required is for the user to make an Attack Roll and hit a TR of 5. The effects last until the unit effected figure leaves and remains out of the LOS of the device, the player activates the unit with the Jamming Array again on the following turn, or the unit with the array is destroyed.

Negates up to 2 devices used by enemy units at the cost of 1 Action. Has a range of 30 inches and needs to hit a TR of 5

Aegis Missile Defense System – This system is specifically designed to act as a missile defense system. It cannot harm units in any way. It adds a free Anti-Missile roll as with a +2 modifier to all units mounting the device. It can only effect missiles targeting the unit carrying the device.

Helps protect the unit from any and all missile attacks

Anti-Missile Defense System (AMDS) – These are missile based systems that perform much like the Barrier but with greater range and efficiency. They are limited by ammo requirement, being missile based. They provide an additional Anti-Missile roll with a +2 modifier to all friendly units within 8 inches as the cost of a single ammo point.

Provides an additional Anti-Missile roll with a +2 modifier to all friendly units within 8 inches for 1 Action

Barrier – Weapons with Barrier may be used to assist friendly figures. Figures with weapons with the Barrier ability may attempt to protect any friendly unit within 5 inches. The friendly unit must be within LOS. The ability costs 1 Action to activate the device.

Provides an additional Anti-Missile roll with a +2 modifier to all friendly units within 5 inches for 1 Action

E-Shield(X) – Energy Shields are basically shields that help absorb or deflect incoming fire. An E-Shield absorbs one point of damage from any attack. When hit by a missile volley the shield will reduce the damage from each individual missile by the value in the parenthesis. When hit by a weapon with the Shot special ability each "shot" will also have the damage reduced by the value in the parenthesis. If struck by a weapon system with 2 or more combined attacks such as a Paired Plasma Cannon, the total damage will be reduced by the X value.

Absorbs and reduces damage taken

Electronic Countermeasures Suite (Light, Standard, Advanced) – These devices are mounted, and provide protection for, a group of units within a short range, unlike normal ECM Suites that only protect the unit with the device. These generate a large band of interference beyond the normal electronic defenses utilized for most units. This provides even greater protection to nearby units and also prevents enemy devices from affecting the units in any way. Devices that would increase the attackers Target Roll against units within the area created by the ECM Suite are negated.

Negates all targeting bonuses against the unit carrying the device and all friendly units within 4 inches for the Light version, 8 for the Standard and 12 for the Advanced. The Advanced also provides a -1 to all Targeting Roll targeted at friendly units within 12 inches

Missile Jamming Pod – The Missile Jamming Pod is best known for being used by the Terran Union Anti-Aircraft Vehicle. When the figure is activated, the player may spend 2 Actions to enable the Pod. While the Pod is enabled, the figure carrying the Jamming Pod receives a -4 Target Roll modifier when targeting the unit with any missile weapon system and any friendly figures within a 12-inch range of the figure receive a -2 Target Roll modifier against all incoming missiles while they remain within 12 inches of the figure carrying the Pod. This effect lasts until the next time the figure is activated or a unit leaves the 12-inch radius of the units with the Jamming Pod is destroyed.

Unit can jam enemy missiles imposing a modifier of -4 to the Target Rolls for missile weapons fired at the unit carrying the Pod and -2 to modifier for all friendly units within 12 inches. Costs 2 Actions

Individual

Deployment Gate – Deployment Gates can open a single time to allow units to move closer to the front or even behind enemy lines. Very costly and valuable, they are rarely seen in the front or anywhere near the front. Gates have a range of 60 inches and require the player to hit a TR of 8 in order to not scatter.

Gates are two way doors where, when placed behind enemy lines, may also allow the enemy to overrun the gate and pass into the acting player's back yard before the gate can be shut down. Gates will shut down if the generating unit is destroyed or on the turn after the player indicates that he will close the gate on the Opening Phase the present turn all the way to the Opening Phase of the following turn.

Opens a Deployment Gate up to 60 inches away from unit. The gate can hit any spot. If within LOS it hits on a TR of 5. If a unit is spotting similarly to Indirect Fire it hits on a 7+ and if the location is out of view it will hit on a TR of 9+. Missed shots scatter up to 10 inches same as a blast attack would.

Weapon Abilities

Alternate(X) – Some weapons can fire in different modes with different characteristics without resorting to different ammo. Weapons with alternate modes will have both modes indicated with Alternate(X). All weapons with the same number in parenthesis represents the other optional firing modes for that weapon. A weapon can be fired in one mode or the other each turn but not both.

Weapon may fire in one of two or more optional setups

Ammo – Some weapons systems carry a relatively small amount of ammo and don't have enough shots available to them to be used comfortably throughout the game. A weapon system with ammo may only be used to attack a number of times equal to the number listed after Ammo (e.g. "Ammo 3"). When a figure attacks with the weapon system, the player must mark off one of the ammo boxes for that weapon system on its Unit Card. Once all of the ammo boxes have been marked off, that weapon system had run out of ammo and it cannot be used again during the game.

Weapon system has limited number of shots

Anti-Aircraft – Anti-Aircraft Weapons get a +1 to all

Weapon system can draw Line of Sight as if the weapon was an inch above the main body or hull of the figure

Weapon system bonus of +1 on Target Rolls against flying units

Attack Rolls made against units in flight.

Anti-Missile – Some weapon systems are more efficient than others at shooting down incoming missiles. These Anti-missile weapon systems do not cost Actions to use and receive a +1 bonus to the Anti-Missile roll to shoot down incoming missiles, including missile volleys. See the Missile special ability to learn how to shoot down missiles and missile volleys. As the Anti-missile weapon system is designed to shoot down missiles, it does so at **NO** cost in Actions.

Weapons designed to hit multiple units

targets at longer ranges and performs poorly at shorter ranges

Weapons systems with both *Anti-Missile* and *Missile* special abilities are, themselves, missiles designed or partially designed to shoot down other missiles. As such, they are even more efficient at it than other Anti-missile weapon systems; receive a +2 bonus modifier to shoot down incoming missiles instead of the normal +1. This is also done at **NO** cost in Actions, but uses a point of the weapon system's Ammo supply. Also note that weapons with Rapid Fire may also get a bonus when attempting to shoot down missiles of an additional +1 if two points of ammo are used.

Units in close formation and adjacent (within 2 inches) of a fellow unit within the same squad or squadron may also attempt an Anti-Missile roll with a -1 modifier.

Weapon system gives a bonus on Anti-Missile rolls and does not cost any actions

Armor Piercing – Armor Piercing weapons ignore Armor rolls and always damage the target.

Weapon system does not need to make Armor Rolls

target

Articulated – These weapons are mounted on swivel mounts that allow the weapon to rise up and "peak" over terrain. This allows the units to hide behind cover and still be able to attack enemies.

Artillery – The Artillery ability is for weapons designed to fire at longer ranged targets. These weapons do not use the standard rules to determine what die type to use but have their own chart. Weapons can hit targets at range but have a much harder time hitting targets that are in close proximity.

0-1x	D6
1x+ to 2x	D8
2x+ to 4x	D10
4x+ to 5x	D8

Blast(X) – These weapons can hit and damage multiple units in a small area and can cover the battlefield with carnage. See Blast Rules for details.

Co-Axial(X) – Often vehicles or mechs will have weapons that are fixed into place and can only fire in a single axis. When you have two distinct weapons systems mounted in this manner it is called a Co-Axial mount. In these cases Co-Axial weapons must fire at the same target. Weapons that have Co-Axial, followed by the same number, are restricted to firing at the same target.

Counter-Battery – These weapons may automatically return fire against missiles attacks. When attacked via missile fire, if the unit survives it will be allowed to return missile fire as long as it has ammo remaining and a missile weapon capable of hitting the attacker, without paying any Actions.

Impair(X) – These weapons will cause a unit to lose 1 action for its next activation. If the unit has already activated during the current turn it is considered Suppressed. If it is already Suppressed it is Pinned. Pinned units hit by weapons with Impair are considered destroyed.

Reduces the Actions of the Target by X

Indirect Fire – Indirect Fire attacks may fire over intervening terrain and attack targets to which the attacking figure cannot draw Line of Sight, as long as another friendly figure in the firing figure's army has Line of Sight to that target. Cover penalties do not apply to any attacks made with Indirect Fire weapons systems. Units using Indirect Fire suffer a penalty of -1 to their Target Rolls if the target is outside of the attackers LOS, unless the attack is being guided by a unit with TAG.

Laser Guided – Laser Guided weapons are typically rockets and missile that are aided by the attacker using a laser to designate the target. Missile based weapons with this ability have will use the highest die roll for the attack dice for the entire volley and use that result for all of the missiles. Laser-Guided cannot be used with Indirect Fire.

Example: An attacking unit with a GN of 2 wished to attack his target, with a Target Rating of 7, with a volley of 4 missiles. The attacker would roll his 4 dice normally. He rolls a 6, 5, 2 and 1. Normally only the missiles that rolled a 6 and a 5 respectively, would strike the target. Since the weapon also has the Laser Guided ability, all 4 missiles will count as if they rolled a 6 for the Target Roll, meaning that all 4 missiles would hit the target.

Missiles that are laser designated and more likely to have all missiles hit the target

Weapons that can return fire at their attackers immediately upon taking fire and do not have to pay any Actions to do so

Missile - Missile are devastatingly effective weapons, but they are vulnerable to being shot down. When a figure is hit by a weapon system with the Missile ability but not the Anti-Missile special ability, it may still attempt to *shoot down* the incoming missiles during step 4. This is done by paying 1 Action and rolling a single D8 (with no modifiers of any kind). If the result of the roll is a 7+, the incoming missiles are shot down and does not cause any DM to the target figure. Also see the *Anti-Missile* special ability listed above.

When shooting down a *volley* of missiles, each successful roll will only eliminate those missiles in the volley that are targeting the figure trying to shoot them down. Shooting down a missile (or

May fire at targets that are not within LOS as long as another friendly units has clear LOS to target. -1 Target Roll modifier

Volley of missiles) costs 1 Action, but does not prevent the weapon system used from the attacking at some other time during the turn. **Note:** The figure can only make a single attempt to shoot down a specific missile volley, regardless of the number of weapon systems the figure may have (including Anti-Missile weapons systems).

Each time a figure uses a weapon system to attempt to shoot down missiles, it expends 1 point of the weapons system's Ammo, if applicable. A weapon system cannot be used to try to shut down missiles if its Ammo had been reduced to zero. Weapon systems can only be used to shoot down missile attacks that are coming from an arc that the weapon

system can fire through. In most cases, this means that they can only fire through the figures front 180-degree arc. However, weapons systems with the *Rear Fire* ability can be used to shoot down missile attacks coming through the figures rear 90-degree arc as well. **Note:** The player cannot both attempt to *shoot* down the missile and attempt to Evade them. It is either one of the other, the player must choose one.

Missiles are effective but can be shot down with Anti-Missile

Overload (X) – This allows weapon to add additional damage to the attack but the weapon may fail and be destroyed or jammed. If a weapon is overloaded, for every point of damage it is overloaded check for damage to the weapon by rolling a D8. If the unmodified roll is a natural 1 or less than or equal to the amount damage the weapon was overloaded by, the weapon is destroyed. Ballistic weapons may become jammed. X is the amount of damage that a weapon may be overloaded by.

Jammed weapons must spend an Action and on a result of 6+, adding the pilots PIL skill, the weapon is unjammed. If destroyed draw a line through the weapon stat line.

May do additional damage but may also jam or be destroyed

Rapid Fire (X) – Rapid Fire weapon systems may be fired *additional times* each turn up to the value in parenthesis, during the same Combat Step. The additional ranged attack made with a Rapid Fire weapon system costs 1 Action, just like attacking with another weapon system. Weapons with the

Some weapons cannot be fired in all modes. (Variable units only)

Rapid Fire ability may also pay an additional Action and increase their chances of shooting down missiles fired at them. They receive a +1 bonus for each time they Rapid Fire.

EX: A figure is attacked by a Terran Union Falcon firing its medium-range missiles. The figure not only has missiles with the Anti-Missile special ability, but also has Rapid Fire. Missiles with the Anti-Missile ability normally receive a +2 modifier to any attempt to shoot down missiles and do not pay any Actions. The player wants to improve their chances and pays 1 Action to Rapid Fire the missiles for an additional +1 to their roll. The player pays 1 Action and marks off an additional ammo point. The player now has a +3 modifier to shoot down the missiles and only needs a 4+ on a D8 to succeed.

In the case of the unique ability of the Falcon of being able to Rapid Fire twice in Battloid mode, the player can pay a single Action to fire once without any modifier to their roll. A second Action can be spent to Rapid Fire a player can and add a +1 to the Anti-Missile roll. Or the player may also pay a third Action to Rapid Fire a second time and receive an additional +1 modifier to shoot down the missile. The player expends a total of 3 Actions but receives a +2 modifier to his Anti-Missile roll. He could have used the head mounted lasers without expending any Actions but would have only received a +1 modifier to his roll.

May fire additional shots in a single turn

Reflex Warhead – Reflex is a special type of high power warhead that is used in some missiles and even some artillery shells. Weapons with this ability do full damage to all units under their blast markers. This is only for weapons with the Blast special ability.

Causes ALL targets under a blast marker to take full damage

Restricted – When a Falcon is in Battloid mode, its wing mounted missile hardpoints cannot be fired. These wing missiles can only be fired in Guardian or Fighter modes.

Salvo - Weapons with the Salvo ability may choose to double the DM of their attack. If the player chooses to use this ability the weapon system cannot be used during the next turn of the game, and doubling the DM also expends 2 points of ammo when used.

Weapons may unload a full volley instead of firing in turn making them unable to fire the weapon in the following turn

Screen - Weapon systems capable of firing Screen rounds add versatility to a figure. When fired as Smoke, the weapon system does *no damage* (ignore its DM), instead it creates an *area on the battlefield that blocks sensors.* Since Screen does no damage, it may be fired at any point on the battlefield, or at another figure (friend or foe), or structure. All weapon systems with *Screen special rule* must also have the *Blast special rule* (it's useful to have extra Blast templates on hand for use as a Screen).

Roll to Attack with the weapon system as normal, taking into account all the normal modifiers to Attack. If the Smoke misses its intended target, the Screen template scatters as per the Blast special rule.

Screening rounds create a 5-inch diameter area of a Screen, the same size as a normal Blast template. The Screen template is treated as **Area Terrain** (see the Terrain rules in the core rule book), with the same terrain category as the underlying battlefield terrain. The column of Screen created is considered to be 8 inches tall and towers into the sky above the battlefield, providing *Light Cover* for its full height.

Each turn after Smoke is deployed; a single D10 must be rolled for each Screen template. On the first turn *after* the Screen is deployed, it dissipates on a roll of 8+. On the second turn it dissipates on a roll of 6+ and on a 4+ on the third turn. Smoke is automatically gone by the fourth turn. When the Screen dissipates, remove its template from the battlefield.

Screen also dissipates if its Screen template is hit by a Blast weapon template – the Screen is blown away in the explosion – even if the Screen template is just barely clipped by the Blast. Multiple Screen templates (friend or foe) overlap without dissipating each other.

Missiles with Smart hit easier and are harder to shoot down

Screen that provides Light Cover

Shock - Shock weapons are similar to weapons with Impair in that they are designed to damage or disrupt the systems of an enemy. Vehicles and Mechs struck with a weapon with Shock will not be able to move. The effect lasts until their next activation on the subsequent turn. They are not allowed to make a turn at the start of their movement phase until the effects have abated.

Aircraft that have the Supersonic ability struck by a shock baton will move forward in a straight line at half their SPD attribute and make their full second move from the Supersonic ability as normal. The effect lasts until their next activation on the subsequent turn. They are not allowed to make a turn at the start of their movement phase or for the Supersonic step of their movement. If they fly off the table, they are considered to have left the battlefield and may return as per the normal rules.

Aircraft that do not have the Supersonic ability that are struck by a shock baton will move forward in a straight line at half their SPD attribute. The effect takes place during their next activation. They are not allowed to make a turn at the start of their movement phase until the effects of the baton have abated.

Disrupts enemy systems and prevents them from moving normally

Against Infantry, shock weapons do +2 DM.

Smart – Missiles with this ability, such as those carried by the Meridian Missile Carrier, contain complex targeting and tracking systems and gain a +1 to the Target Roll and are harder for their target to shoot down. They also impose a -1 modifier to any Anti-Missile attempts.

Snub Nose - These weapons are designed for close in combat and use a D12 at Point Blank and in the first bracket and use one die smaller in all the other brackets. They cannot shoot into the D4 range band (Bracket 4).

0-2x	D12
2x+ to 3x	D6
3x+ to 4x	D4

Weapon System designed for hitting opponents within a closer range envelope and that quickly become useless at longer ranges

Strafe – Weapons with strafe are designed to be used by units with flight and to hit multiple units. When a unit fires a weapon with strafe, and has flight, he may hit all units within a 6-inch straight line from the attacker, with that one single weapon system and with a single attack. He will roll the Target Rolls and also the Armor Rolls for each target as a separate attack.

Targets multiple units in straight line

Unrestricted - Weapon with this ability can be used in addition to other weapons systems in a single activation without having to pay any additional

May fire without paying an Action

Actions. An example is the optional Nose Lasers on the Falcon Fighter.

Organizations and Deployments

Now you must be champing at the bit to start putting together a fighting force of your own and learning the rules so we'll dip into how to organize a force!

Building Your Army

Stat Cards

Stat Cards represent the many units you may wish to include in your army. There are two categories that define each unit, quality and rank. Quality represents the unit itself and how powerful and common it is within any faction. Typically, the more powerful units are harder to come by since they are premium units that take more resources to build and are superior to most other units within an army. Units come in a variety of qualities: Standard, Uncommon, Specialist, and Limited.

Rank, the cards also come in three different ranks. The ranks are Standard, Officer, and Command. The rank is determined, in large part by the skill of the pilot of that unit.

Common stat cards can be taken without restriction. Common Officer cards can be taken at a maximum of 1 for every 2 Common cards that a player brings to the game. Common Commander cards are further restricted to 1 for every 4 Common cards that a player brings to the table.

Every single unit type that can be taken is based on the number of Common Units in a force.

Standard Units	Officers	Command Units
Common	Officer 1 Per 2 Common	Commander 1 Per 4 Common
Uncommon 1 per 2 Common	Uncommon Officer 1 Per 4 Common	Uncommon Commander 1 Per 8 Common
Specialist 1 Per 3 Common	Specialist Officer 1 Per 6 Common	Specialist Commander 1 Per 12 Common
Limited 1 Per 4 Common	Combat Limited 1 Per 8 Common	Force Limited 1 Per 16 Common

Built-in Upgrades

Unit upgrades are listed on each stat card. If a player wishes to take the listed upgrade, he or she must pay the additional points, adding them on to the total cost of the unit. Upgrades DO NOT change the quality or rarity of a unit.

Point Values

Each stat card shows the number of points that a unit is worth. These points are a representation of how costly the unit is for each faction to field. When playing a game of Dimensional Warfare players must first agree on how large the game will be by deciding how many points each side will have available to spend on their army. The total points of all the stat cards and upgrades included in each army must be equal to or less than the agreed upon beforehand.

Building your Forces

There are specific rules for building your forces. First the points total and playing area type is selected. Then each player will choose his forces and make sure he does not exceed the game point total.

Selecting a Point Total

Before each game all players will agree on a point limit for the game. This limit is the maximum number of points each player can choose to bring to the table, including upgrades, characters, and specials. Most typical games will be 100-200 points. Larger battles can be as much as 600 per side. If the playing area is open, such as in a space battle, then an even larger points total may be used. Most play is done on a 4 foot by 6 foot or a 4 foot by 8 foot playing area.

Keep in mind that all units that are of the same type and in the same squad or squadron must have the same weapons upgrades. If a player wishes to add the veteran upgrade to a unit then all units in the same squad or squadron *must also* have the veteran upgrade *if they are able to do so*. Some units like the Van Ostrich Scout are already considered veterans and only

have veteran pilots listed on their stat card. The exception are units that ONLY have veteran pilots, these can be part of a squad or squadron that does not contain all veteran units or Officers and Command Units.

Selecting the Playing Surface

Playing surfaces can make quite a difference in the game. City terrain may provide more cover than a space battle or a battle in winter tundra. Typically, the overall terrain is chosen before the game starts. This also includes the size of the playing area. This should be agreed upon before players start choosing their forces. Players will often choose what pieces of terrain they wish to use in the game at this point.

Choosing the Forces

Units, Squads and Squadrons

The smallest organization allowed is a Unit, which consists of a single figure. The unit can only be a figure that is classified as a specialist unit or a limited one.

Squads consist of at least 2 figures and may include one Officer. They will move and fire at the same time although they are not required to remain together. Squads communicate with each other and units in the same squad do not block each other when determining Line of Sight.

The largest unit used is a squadron. Squadrons *may* include a Commander and/or multiple Officers but *must* have at least one Officer. They can also remain close to each other and provide Close Formation bonuses as explained in this book. *Friendly figures from different units, squads or squadrons will block line of sight*.

Squadrons consist of 5 or more figures. Having units organized into squadrons can be important since they are considered as one group for movement and combat purposes. The entire squadron will move and fire when activated. That means a player can place a lot of firepower in a single activation. It also means that units broken up into smaller groups may be able to surround and outflank the larger unit easier. Choosing how to organize your units can be just as important as what units you choose to use.

Base Unit

The Common unit is the center point from which all the other units are chosen. The number of Common units in an army will help determine what other units are available for use. The larger the number of basic units the more specialized and command units that a player will have available. This does give some advantage to swarm armies if used properly.

This is also done so that armies cannot consist of only a few very powerful characters/units. Force balance can be an important factor as with anything else. Knowing what your opponent will bring and how to counter it may well ensure victory.

Standard cards

Common (Unrestricted)
These are the simplest and basest of units and have no restrictions on their use.

Uncommon cards (1 for every 2 Common)
Uncommon units are units that are not seen as often. Only 1 Uncommon unit can be used for every 2 Standard units. Typically, these units are typically special weapons forces or improved units using newer technology that are less common but do not necessarily have any greater skill than their common counterparts.

Specialists (1 for every 3 Common)
Specialists are the artillery and special weapons units. They are less common than Officers. Typically, these units are combined into their own special operations forces such as artillery or sniper units.

Limited (1 for every 4 Common)
These are special combat or even non-combat units that are rarely seen.

Officer Cards

Officers (1 for 2 Common)
Officers are lower level commanders that are

often placed in charge of smaller groups of forces. They are more skilled than Standard figures. For every 2 common figures taken a single Officer may also be taken.

Uncommon Officers (1 for every 4 Common)
Some Officers are granted the use of better technology and weapons. They are not as common as the typical officers in a force.

Specialist Officers (1 for every 6 Common)
Rarely seen Officers. Typically, Officers in powerful or rarely seen units.

Combat Limited (1 for every 8 Common)

Command Cards

Commander (1 for every 4 Common)
Commanders are higher up the scale. Normally, these units are much more experienced and better pilots than Officers.

Uncommon Commander (1 for every 8 Common)
Typically, Commanders in upgraded or powerful units that enhance their combat ability.

Specialist Commander (1 for every 12 Common)
Among the highest ranks in skill and firepower these are typically pilots that are one in hundreds if not thousands of pilots.

Force Limited (Maximum of 1 per Force or 1 for every 16 Common)

Limited cards are typically the rare units. They can just as often be that one heavy piece of artillery or special weapon used by a force to turn the tide of a battle. Sometimes they are ELINT vehicles or aircraft.

Organizing Forces

When a player has chosen his units then that player must decide how to organize his forces. Players can choose however they wish to organize their forces for play. Since play is done by activations, it is recommended that the players organize into the same number of groups or close to the same number for activation purposes. Having large formations may seem ideal, but it can also leave a player open to being surrounded and out-flanked. Using all your units in really small groups, on the other hand means that gameplay will take longer, the units are less likely to take advantage of Close Formation and simultaneous fire and more. A balance is preferred. Players should agree upon the number of squads to be used before play but it is not a requirement.

Sample Army

Two players decide to play out a small skirmish. One wants to use the Star League units and the other a group of EMF. The players decide to play with a few squads each to get a good handle on the rules. They decide to use 100 points each to play with. Player one chooses his forces. The players decide against using any Officers or Veterans to keep things simple. When players use Veterans, all units in the squad *must* also be Veterans except the Officers or units with exceptions because they only come with veteran pilots.
The players want to keep things simple and use only a small number of units. The first player decides pick two squads. He picks an Archer (16 Points), Warhammer (15 Points), Rifleman (15 Points) and a Wolfhound (10 Points) for his primary squad. This gives him a total of 56 points leaving him with 44 more to spend. He picks a Catapult (16 Points), a Shadow Hawk (13 Points), a Mongoose (8 Points) and a Jenner (7 Points) for a total of 44 points bringing his total to 100 points.
Player two needs to choose his EMF forces and wants something mobile and that can pick away at the Battletech forces. The player decides to make a combined force including Destroids and a force of Falcons. An Excalibur will cost him 32 points leaving him with 68 more to spend. Standard Hawks cost 24 each. The player chooses 2 Hawks for a total of 48 points each for a total of 80 points. He has 20 left. He chooses a Gladiator that costs 20 points, rounding out his forces.
Battletech Player

Squad 1
Archer (16 Points)
Warhammer (15 Points)
Rifleman (15 Points)
Wolfhound (10 Points)

Squad 2
Catapult (16 Points)
Shadow Hawk (13 Points)
Mongoose (8 Points)
Jenner (7 Points
Total
8 Standard Units
100 Points

EMF Player
Squad 1
Excalibur x1 (Standard) 32 Points
Gladiator x1 (Standard) 20 Points
Squad 2
Hawk x2 (Standard) 48 Points

Total
4 Standard Units
100 Points

Preparing to Play

Setting the Stage

Once all players have chosen their respective forces and organized them into squads or squadrons, they now turn to setting up the table. To ensure fairness, each player may take turns placing a single feature of terrain onto the tabletop such as a hill, building, or river. This is done until the players have placed all the terrain they chose in the Selecting the Playing Surface segment.

If the table is already set then players may wish to simply roll a die or pick a side of the table opposite to each other before going into the deployment phase.

Time for Battle!

Each player will now place his forces within his deployment zone depending upon the scenario chosen. Once all the units are set, play will begin. Some units may be set aside if the players choose to use rules for delayed arrival of reinforcements or under any special scenario rules.

There are 6 standard types of deployment. For a more random and enjoyable game, players may wish to roll randomly to determine the type of deployment for each side. Simply choose on player to designate as the attacker, roll a single D6 each, and consult the deployment charts to see how the table should be set up.

Deployment Types

1. Head On
2. Approach
3. Face Off
4. Dimensional Gate
5. Air/Orbital Drop
6. Beachhead

When a player gets a deployment that would allow him to start from either the left to the right side of the table such as in the case of a Face Off deployment, have that player roll D6. On a 1-3 he will set up his deployment area and deploy on the side to his left and on a 4-6 he will deploy on the right.

Dimensional Gate Deployments

Dimensional Gates deployments are only used by factions that have them. If a player is using a faction that does not have Dimensional Gates, simply use Face Off deployment instead. If a player is using a faction that has Dimensional Gates he or she will roll a single D8 and consult the following chart to see how many Dimensional Gates they will be able to place on the table. The result is rounded up so that if a player rolled a 4 and had 13 units, he would be able to deploy up to 3 gates.

Number of Deployment Gates
1 to 2 → 1 gate per 4 figures/units
3 to 4 → 1 gate per 6 figures/units
5 to 7 → 1 gate per 8 figures/units
8 → 1 gate per 10 figures/units

Once a player determines how many gates he will be able to deploy, they are placed on the table. The player will also designate what units are to exit from which gates before gameplay begins. The player must also choose a single direction for all his gates to open towards. Once placed within the deployment area the player will then roll for scattering. For each gate roll a single D10. This is used to determine the direction by using the upper corner as a direction counter and the value as the distance of the scatter.

Once gate locations has been determined, place the gates at the appropriate spot with the gates all facing the same direction, as chosen by the player. Gates can scatter outside the original deployment zone set up before play. Do not allow gates to scatter off of the table. Place them on the edge that they would have scattered off of instead.

Gate placement can be really important. Deployment Gates can be fired both into and out of. The opposite side of a gate also serves as a block for LOS and hard cover for units. Each turn a player can have up to three units move out of a single gate. If the gate is facing an enemy, a single additional unit can be placed “behind” the gate showing that he is at the opening and can fire and be fired upon but only when standing at the opening. No cover is received from a gate when a unit is standing inside it. If a unit is behind a gate, then they can receive hard cover from the gate itself. The rear of a gate can be considered as a partial singularity that will block all weapons fire. Units that move or are pushed into the rear of a gate will take damage as if attacked by a body block and repulsed in the opposite direction.

Gates take a tremendous amount of enegy to create and maintain so typically Deployment Gates are

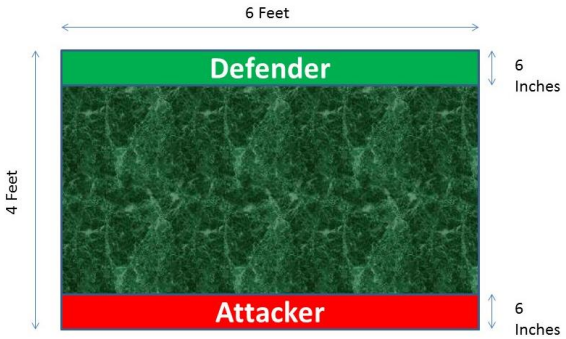
closed once deployment is complete unless the battle conditions dictate otherwise. In those cases a player may wish to keep his gates open.

There are two different deployment scenarios shown here. The first group is for four foot by six foot playing areas. The second is for four by eight foot playing areas. Players can adjust these to fit the table of their preference.

For A Standard 4 Foot by 6 Foot playing area

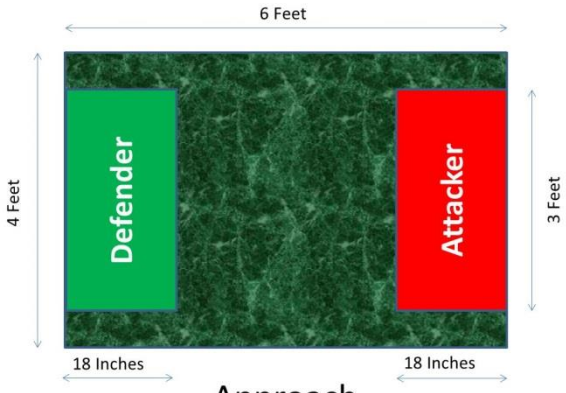
This playing area does not have to be exact. These examples are just to show how a standard setup. Players can adjust to any table that they prefer to use by simply agreeing on deployment areas and sizes before playing.

1. Head On Deployment



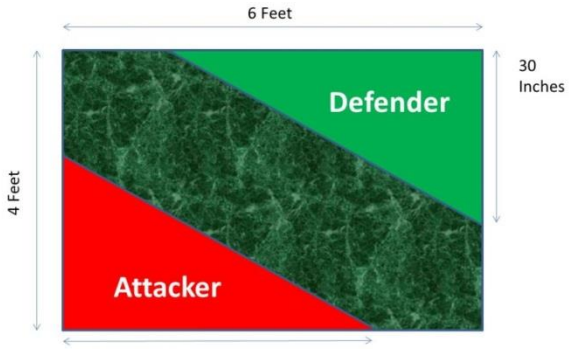
Head On

2. Approach Deployment



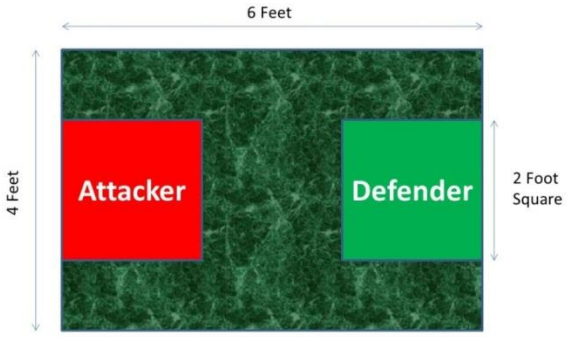
Approach

3. Face Off Deployment



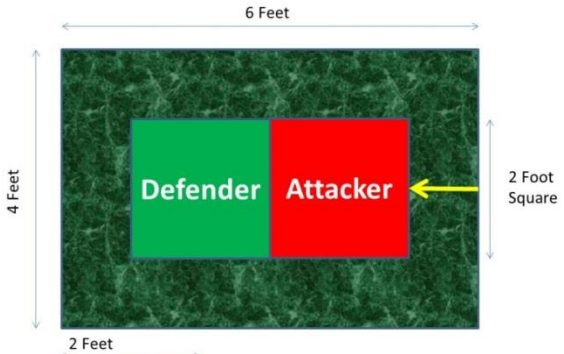
Face Off

4. Dimensional Gate Deployment



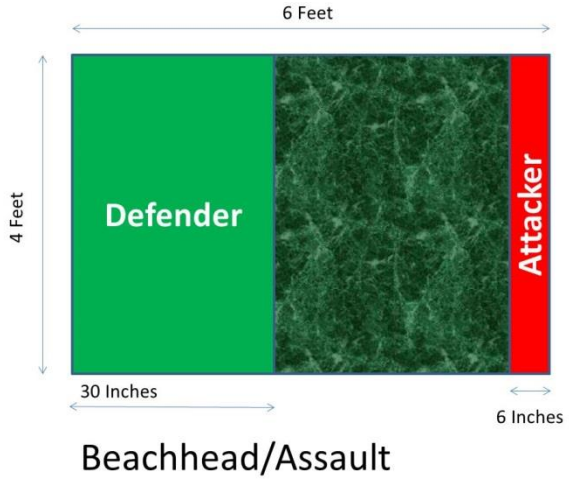
Node Gate

5. Air or Orbital Drop Deployment



Air/Orbital Drop

6. *Beachhead Assault Deployment*

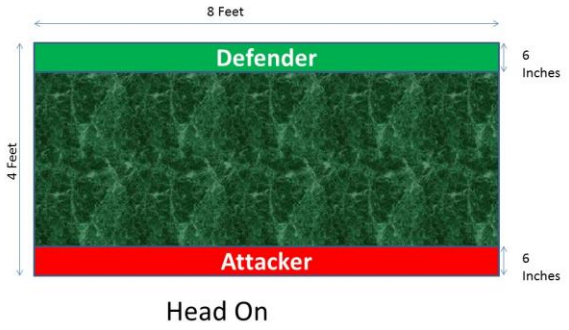


Beachhead/Assault

For A Standard 4 Foot by 8 Foot playing area

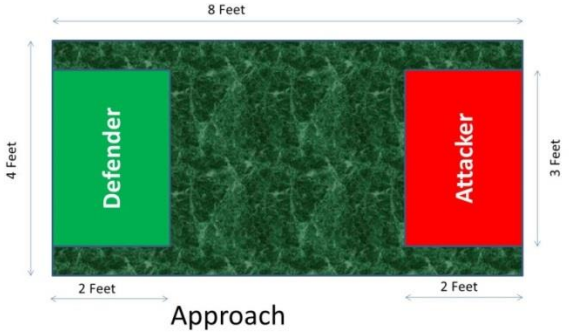
This playing area does not have to be exact. These examples are just to show how a standard setup. Players can adjust to any table that they prefer to use by simply agreeing on deployment areas and sizes before playing

1. *Head On Deployment*



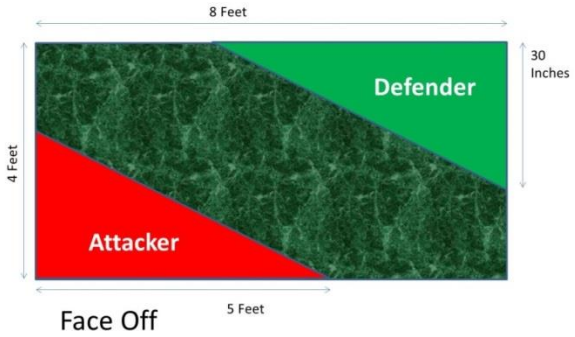
Head On

2. *Approach Deployment*



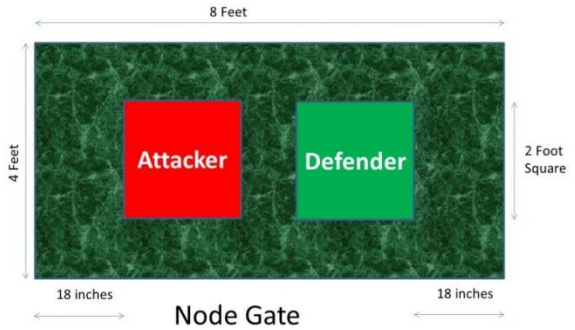
Approach

3. *Face Off Deployment*



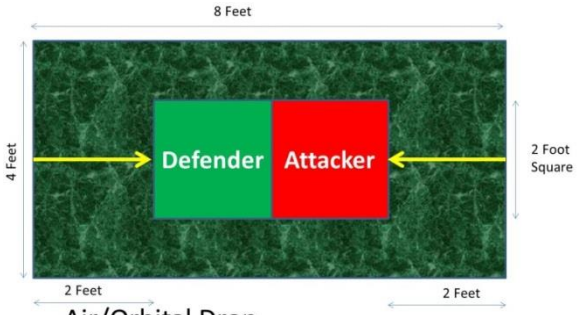
Face Off

4. *Dimensional Gate Deployment*



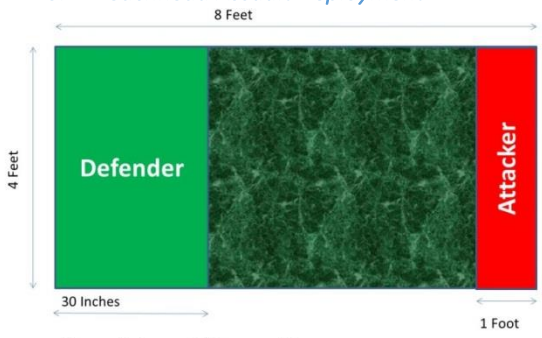
Node Gate

5. *Air or Orbital Drop Deployment*



Air/Orbital Drop

6. *Beachhead Assault Deployment*



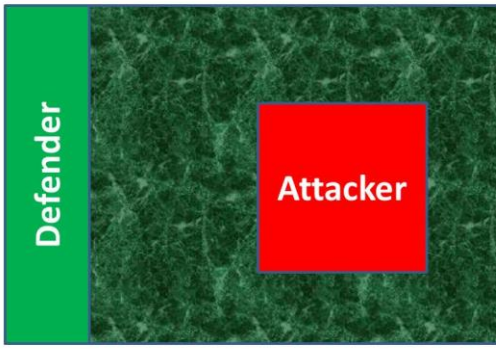
Beachhead/Assault

Deployment Examples

The following shows two examples of how to deploy forces after each player has rolled for deployment.

Example 1

- Attacker Rolls 5 and Defender rolls a 2



Example 2

- Attacker Rolls 3 and Defender rolls a 6