

# Battleshift

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By Thane Morgan [www.thanesgames.com](http://www.thanesgames.com)

Battleshift is a game of mass starship combat. It is being designed to allow players to run hundreds of ships on the table in a two to three hour game. Ships have enough detail to make them interesting and distinctive, but not so much that they each need record sheets to keep track of them. This should allow small games of a dozen ships per side to be played as enjoyably and effectively as giant games.

Battleshift refers to starships shifting in and out of hyperspace during the battle. Though it is a staple of sci-fi, few games really let players use hyperspace tactically. With good planning, squadrons and taskforces can leap from one part of the battle to another, escaping from certain destruction or closing a trap on an enemy taskforce.

What you need to play:

Starships - and lots of them! There are many spaceship miniatures available, and there are several places where paper starship counters can be found. Many people make their own from beads and other odds and ends. Battleshift has been playtested with everything from a dozen ships on the table to 160. It can probably go a lot more, but you need a bigger table ☺

Dice - 10 or 20 d6's should be plenty.

Damage Markers - A squadron of ships takes damage as a single entity on the table, though individual ships can be destroyed out of a squadron. A different color of dice will work well, especially d10's that can record higher damage totals, but any kind of bead or debris marker will function just as well.

Suppression Markers - Squadrons become suppressed as they take fire. A different color of d6, or some other kind of marker, will function well to show suppression.

Taskforce order sheets - Each player needs a record sheet to indicate the order of activation for his task forces each turn, and record special actions they may take (such as battleshifting out of combat, and where and when they might return).

Measuring tape - the maximum weapon range is 36", so any measuring tape 3' or longer will be fine.

Battlespace - Generally, any table top will work fine. The larger the table, the more ships that will comfortably fit on it for a battle. 4' x 6' and 4' x 8' tables are being used for playtesting. Putting a black cloth over the table adds to the ambiance.

Space Terrain - Asteroids, dust clouds, nebula plasma, moons and planets all make a space battle more interesting. There are many ways to make this kind of terrain

## Definitions

**Battlespace** - The game area is called the battlespace. It is divided into 1' by 1' areas called Sectors. Sectors are used to deploy Task Forces entering or returning to the game. Each foot of space along two sides of the board should be numbered or lettered to identify the sectors.

Example: 6' X 4' table would have the long edge marked 1, 2, 3, 4, 5, 6; the other would be A, B, C, D. You could also simply pick one corner to be 1, A. One direction should be labeled as north, so that Task Force facing can be written down.

**Battleshifting** - Capital ships are able to enter and leave battle by shifting into and out hyperspace. Most scenarios will have ships entering this way, and ships have the option of leaving the battlefield this way as they move, either to leave the game entirely or to return at least two turns later.

Task forces are given shift entry points by writing down the sector they will appear in and their facing.

Example: One corner is designated 1, A and The numbered edge is called North. A player decides to have a task force enter the game on Turn 2, in sector 5, B, facing West. The fleet will be deployed on turn 2, within the 1 foot area between 4 and 5 feet along the length, and 1 and 2 feet along the width, facing back across the board.

	^ North ^					
	1	2	3	4	5	6
A						
B					5B <West	
C						
D						

Shifts cannot be made near large gravity wells (1' from planets, or the same sector as a moon) except when assisted by a friendly Hyperspace Gate. Some battles can take place where shifts cannot occur in the entire battlespace, due to heavy concentrations of dark matter or suppression fields.

**Fleet** - The entirety of one side's forces. Fleets are bought at the start of the game, based on a point cost system. Fleets are composed of Taskforces, which are in turn composed of Squadrons. Each squadron may have 1 – 7 ships of one particular type that must stay within 6" of each other. A Taskforce may be made up of 1 - 3 Squadrons, or up to 21 ships. Squadrons may also be limited in the number of large ships placed in them - no squadron should have more than 21 size units in it. This limits a squadron to 5 battleships (size 4), 4 Dreadnoughts (size 5), 3 Behemoths (Size 6 or 7) and two Titans (size 8+)

Taskforce (TF)- A Taskforce is a group of squadrons that are coordinated to work together. A TF can have up to five squadrons in it. A Taskforce has one of its largest ships from one squadron selected as its Flagship. All squadrons in a Taskforce should have one ship remain within 8" of the Taskforce Flagship, or else become detached from the taskforce and lose some organizational benefits.

Combat is normally resolved on a squadron by squadron basis. However, multiple squadrons in a taskforce may resolve their fire at a particular target at one time, allowing them to more easily suppress the enemy and punch through their shields.

*Playtester note: Please try a few games with only 3 or 4 squadrons allowed per TF. I suspect they will be more interesting than 5 per TF, as it will necessitate more TF's and thus more maneuver options).*

The Flagship coordinates the actions of its squadrons. All squadrons in a Taskforce move and fire together in the turn. After moving, all squadrons in a Taskforce must have a facing that would allow them to move in the same direction that the Flagship faces. The sensor data from a Taskforce is coordinated through the flagship, allowing its squadrons to recover from suppression more effectively.

Command may be transferred voluntarily to another ship the same size or larger in a different squadron that has have joined the Taskforce. The Flagship is always the last ship destroyed in its squadron. If it is destroyed before it could transfer command, the Taskforce is destroyed and all remaining squadrons are considered detached.

Squadron - A squadron is a group of 1 to 7 ships that move and fight together. A squadron has a maximum size of 21 size units. All ships within a squadron must be within 6" from every other ship in the squadron, OR have no ships more than 2" distant from another ship in the squadron. All ships in a squadron must have the same facing after moving. If any ship in a squadron has the capability to fire at a target, all ships in the squadron may fire at the enemy.

Most combat occurs between squadrons. All ships in a squadron resolve their fire as a group, and are fired at as if they were a single target.

Detached Squadrons - Squadrons that are not part of a Taskforce lose many benefits. They cannot coordinate their fire with other squadrons, they don't recover from suppression as well, and they activate at the end of the turn, after all Taskforces have activated (including the enemy's).

Suppression - The effect of thousands of megawatts of energy from enemy fire hitting a squadron overloads its sensors and other sensitive electronics. Though shields can deflect the worst of the energy, deflecting that much energy creates shield flares which also make targeting more difficult.

Squadrons get a suppression counter if they take hits equal to the number of ships within the squadron during one TF's activation (larger ships take additional hits to suppress). They can only

get one counter per enemy TF activation. Each point of suppression subtracts one from that squadron's targeting with battery weapons and when launching missiles. A squadron attempts to remove suppression markers at the end of its turn. Squadrons that are part of a taskforce can more effectively recover from suppression.

Larger ships require additional hits to suppress the squadron:

Size	Hits per ship to suppress
1 – 3	1
4 – 7	2
8– 10	3
11+	5

**Turn** - The game is played by turns. During a turn, players alternate activating their taskforces. After all Taskforces are activated, players activate their detached squadrons. In a single turn, all ships in the fleets should have one activation each. After activating, they will not get to activate again until the next turn.

**Activation** - Activating a Taskforce allows it to be moved and fired. At the start of the turn, players write down their activation sequence, which determines the order they will activate their Taskforces. Players alternate activating Taskforces, so player A activates the first TF on his activation sequence, then Player B activates his first TF, then Player A activates the second TF in his sequence, and so on. Some enemy activity can occur during an activation, such as firing interceptor weapons.

After all Taskforces have been activated, detached squadrons alternate activations. They do not need to follow a particular order.

**Ships have the following attributes**

**Size** – 1 (destroyer) 2 (frigate) 3(cruiser) 4 (battleship) 5 (dreadnought) 6-7 (Behemoth) 8+ (titan)

The size determines the system space on the ship, plus the number of shields, damage the ship can absorb, the ship’s cost, and places limitations on movement.

**Destroyers** are small and agile, and have a few benefits when compared to larger ships. They have a base move of 18”, they can move freely in any direction, and their agility allows them to use their Light Batteries as Interceptors, though with a reduced targeting of 3. However, they may not carry any heavy weapons or fighter bays.

**Hull** – Equals the size of the ship +1. Damage tracks through a squadron as a single entity - if a squadron has 5 ships with 4 Hull each, the Squadron has a total damage of 20. The hull of the ships in a squadron also determines its destruction threshold. Every time a multiple of the hull is crossed with the damage taken, the squadron takes a Threshold test determine if a ship is destroyed, needing a 3 or less to survive. In the previous example, if the squadron suffered 9

damage from a round of firing, it would have to make two saves, each requiring a 3 or less. Each 4+ rolled would destroy a ship.

Once the total damage of the squadron is reached, EVERY additional point of damage forces a destruction test.

Shields – The number of shields on a ship equals the half the size of the ship, rounded up. Each shield allows one roll to resist an attack against the ship or squadron. Shields have a hardness (usually 4), that they roll equal to or less than to resist a hit. Some weapons will reduce shield hardness. Extra shields can be bought for a ship.

Speed – how far the ship can travel during its move. Most ships move 12” per turn. Ships can be given higher speeds, but it increases the cost of the ship. Ships can also have reduced speed to reduce their cost or increase space.

System space – a ship has 2 system space units for every size it is – a size 1 ship has two, a size 4 ship has eight, etc. This space is used when making ships to determine how much stuff can be loaded up on the ship.

Weapons – There are 5 types of Weapons (*for now*):

Light Batteries – 12” range, 270 degree forward arc, Targeting 4. They may fire at any time during their Squadron’s movement. Light Batteries on Destroyers may also function as Interceptors, though with a reduced targeting of 3. A squadron of destroyers may only use their light batteries once per enemy Task Force activation, so they cannot function as interceptors and light batteries during the same activation.

Heavy Batteries – 36” range, 90 degree forward firing arc, fires before the ships are moved. Base Targeting of 4. They may also be bought as Broadside heavy batteries, in which case they may fire either to the left or the right 90 degree arcs, but not the forward or rear. They reduce shield strength by 2.

Missiles – 24” Range, 360 degree arc, are launched before the Taskforce moves, and are moved and resolved after the Taskforce has completed its turn. They must roll to get a target lock before firing with a targeting of 5, but automatically hit afterwards. They reduce shield strength by 1. They may be attacked by interceptors or fighters as they move.

Fighter Wings – Move 24” per turn, independently of the Taskforce. Base Targeting of 3. Targets with shields may roll one shield save per hit, regardless of how many shields they have or how many hits the fighters caused. Each fighter bay on a ship carries a fighter wing. The wings from a single squadron of ships can operate in either one or two Flights. All fighter wings in a Flight maintain contact with each other as they move. Fighters can Dodge attacks that have hit the Flight by rolling a 3 or less on a d6. They can dogfight enemy fighters. They can move to intercept enemy missiles and fighters as those are moved, once per enemy TF activation.

Interceptors – Range 1" (3" for protecting squadrons in the same TF), 360 degree arc. They are too weak to affect capital ships. This allows them to be fired freely within a fleet without risking damage to friendly ships. Their small size also allows them to track and fire at enemy fighters and missiles. They have a base targeting of 4. They may fire at enemy flights of

fighters as their squadron moves. They may also fire in response to the movement of enemy missiles or fighters. They may be fired only once per enemy task force activation.

*Super Heavy Batteries (experimental) - 48" range, 90 degree forward firing arc. Ships which fire Super Heavy batteries may not use other weapons except interceptors that turn. Their base targeting is 4. They reduce shield strength by 3, and inflict up to 3 damage when they penetrate shields.*

*Ion Beams (highly experimental) - 6" range, 90 degree forward firing arc, Targeting 4. These fire during ship movement, like light beams. Does damage normally, with no shield reduction. Ships which fail destruction tests from an Ion Beam attack are not destroyed, instead they are disabled. Disabled ships cannot be moved or fired, and may be freely abandoned by their Squadron. Disabled ships can be made active with a successful repair roll. If they were abandoned by a squadron moving outside of command distance, they immediately shift out of the battle and do not return. Disabled ships can be captured by enemy ships.*

*Heavy Ion Beams (highly experimental) - 18" range, 90 degree forward firing arc, Targeting 4. These fire like Heavy Weapon Batteries. Does damage normally, with a shield reduction of 1. Ships which fail destruction tests from an Ion Beam attack are not destroyed, instead they are disabled. Disabled ships cannot be moved or fired, and may be freely abandoned by their Squadron. Disabled ships can be made active with a successful repair roll. If they were abandoned by a squadron moving outside of command distance, they immediately shift out of the battle and do not return.*

Special Systems – These include a variety of systems allowing greater capabilities for the ships. They either occupy system space within the ship, or increase the cost of the ship.

Cost – Is used to determine fleet size for a game. Cost is based directly on ship size. Ships with special abilities may cost more or fewer points than their ship size.

## **Building a Fleet**

Players agree to a scenario and point total before the game is started. Each player may then build his fleet of ships based on that point total.

Ships are bought in squadrons of up to seven ships, all of which must be the same. A squadron may not have more than 21 size units it, meaning it can have up to seven size 3 or smaller ships, five size 4 ships, four size 5 ships, three size 6 or 7 ships, two size 8 to 10 ships, and 1 size 11+ ships.

Ships will have a point cost associated with them. In general, this will equal their size X 10, but ships with special abilities or systems may cost more or less.

Each squadron should have its damage threshold and its total damage written beside it.

Squadrons are organized into Taskforces. A Taskforce may have up to three squadrons in it. One of the largest ships in the Taskforce becomes the Taskforce Flagship, which is used to set the boundaries of the TF and determine the direction of movement. All squadrons within a TF must have at least one ship within 8" of the Flagship, or else they do not gain the benefits of better suppression recovery and synchronized attacks.

There is a trade off in Taskforce numbers and sizes. A Single Taskforce can put no more than one suppression marker down on an enemy squadron per activation, even if multiple squadrons or multiple weapons systems are applied. In this way, it is better to have many smaller Taskforces to help reduce the abilities of enemy ships. However, a large squadron can throw out more firepower per activation, often allowing it to do significant damage before the enemy can retaliate.

Each Taskforce should be given a name (or otherwise identified), as this name will be used to record the order a player wishes to activate his task forces each turn.

### **Basic Combat Resolution**

All attacks against capital ships are resolved in essentially the same way, though missiles are slightly different in their timing and resolution.

- 1) Select an enemy squadron to fire at. Select a squadron in the activated task force to attack that squadron. If desired, multiple squadrons in a task force can synchronize their attacks against the enemy squadron. Enemy squadrons block the line of sight to squadrons beyond them if no ship from the firing squadron can draw a line to the target without passing through the interposing squadron. If at least one ship can get a clear line of sight, but some are blocked, then the target may be fired at with a -1 penalty. You may see through friendly squadrons with no penalty.
- 2) At least one ship in the squadron must have range and Line of Sight to the target. If one does, all ships in that squadron may fire at the target. However, if any ship has its line of sight blocked or obscured by another enemy squadron, dust field or massive body, then the entire squadron fires at a -1 penalty for each obscuring object. Heavy weapons may only be fired at targets within a 90 degree arc on the front of the ship, though if one model in the squadron has arc, all are considered to be able to fire. Broadside heavy weapons may only be fired in a 90 degree arc to the sides of the ship, but with a 24" range.
- 3) Roll a die for each attack, needing to roll equal to or less than a particular targeting number. Fighters require 3's, Battery weapons require 4's. The target number for battery attacks gets decreased by 1 for every suppression counter on the firing squadron. If the target is partially blocked by another enemy squadron, the target number is also decreased by 1. However, rolls of 1 always hit.
- 4) A suppression marker is placed on the enemy squadron if at least as many hits were scored as there were ships in that squadron. For instance, if an enemy squadron had 5 ships in it, you would need to score 5 hits with one squadrons attack to put a suppression marker on it. Squadron made up of larger ships require extra hits to become suppressed:

Size	Hits per ship to suppress
1 – 3	1
4 – 7	2
8– 10	3
11+	5

If multiple squadrons were synchronizing their attacks, all of them add up their hits together to determine if they suppress or not. They should all resolve their to hit rolls before the enemy squadron rolls its shield saves.

5) When firing at an enemy squadron, the hits are spread out evenly among the squadron's ships, and the shields protect against the hits together. If the number of hits is less than the number of ships in the squadron, only that many ships may use their shields to attempt to deflect the attack. If the number of hits is equal to or greater than the number of ships in the squadron, then the entire squadron uses all of their shields. For instance, if a squadron of five size 3 ships (2 shields each) was hit 3 times, 3 ships could use their shields to save the hits (6 total saves). If they were hit 5 or more times, all ships in the squadron would use their shields (10 total).

Shields have a basic hardness of 4, meaning they block a hit on a 4 or less. Some weapons will reduce shield hardness; heavy weapons subtract 2 and missiles subtract 1.

Each hit that is not saved causes a point of damage. Damage is assumed to be distributed through the squadron, and is tracked as a single damage number. Place a marker or die to indicate the amount of damage taken by the squadron.

A squadron will have a Total Damage and a damage Threshold. The Threshold is equal to the hull of an individual ship in the squadron; it is the point where an individual ship may have taken enough damage to be destroyed. For each multiple of this threshold a squadron suffers in damage from a single attack, it must take a Destruction test, needing to roll a d6 equal to or less than 3. For each roll it fails, one ship is destroyed and removed from play.

The Total Damage is the value of the hulls of the entire squadron. After a squadron has suffered damage equal to this value, every additional point of damage it suffers requires a Destruction test.

6) *A Squadron may chose to fire to disable ships instead of destroying them. When a squadron takes a destruction test from a disabling attack, they are only destroyed on roll of 1. If they fail their destruction test on a higher roll (typically a 2 or 3), the ship is not destroy, but is instead disabled.*

*A squadron that decides to fire to disable suffers a -1 to hit penalty. Ionic weapon my only fire to disable, but to do not suffer a to hit penalty.*

*Disabled ships are unable to move or fire any weapons until they make a repair roll. They may be boarded by any ship that ends its movement in contact with it. They may also be engulfed or captured by a combat tractor beam.*

7) Fighters groups may not be targeted by battery weapons – they are too fast for those weapon mounts to track. Fighters can be attacked by other fighter groups, interceptors and missiles.

8) Missiles work slightly differently. They are launched before a Task Force moves, with all missiles from a squadron needing to be directed at a single target. They may fire in any direction. They require a locking roll on a per ship basis of 5 or less. This is modified by all the normal targeting factors. If the ship misses, none of its missiles are launched that turn, though other ships in the squadron may launch theirs. The missiles should be marked on the table with a counter or a die.

Once the taskforce and fighters move, the missiles are then moved and resolved. Missiles travel in a straight line towards their target. If they pass within 1" of an enemy squadron (including the target), they can be attacked by interceptors. In addition, squadrons in the same TF as the target may fire their interceptors at the missiles if they are within 3" of the targeted squadron.

If missiles pass within 6" of an enemy fighter flight who's carrier squadron is still in the battlespace, the flight may be moved to intercept the missiles. If the fighter flight's carriers have left the battlespace, they may only make a 1" intercept move - essentially, they can only intercept missiles that move through the flight.

Missiles that reach their target automatically hit. Suppression, shields and damage otherwise work as they do with beam weapons.

## **Turn Sequence**

At the start of each turn, players place any arriving Taskforces on the table. A Taskforce should have been given a sector number and facing that a player must use to place it on the table. The squadrons and ships within a Taskforce may otherwise be placed in any formation desired.

The players secretly write down the order their taskforces will be activated in. Detached squadrons always alternate movement as the last activation, and do not need to be written down. Taskforces that will be Battleshifting need to have this written down, along with the turn they will reappear, the sector they will appear in, and their facing. Ships cannot battleshift out of the battlespace on the same turn they battleshifted in.

Players then roll for initiative. The player with the greater number of Taskforces on the table adds one to his die roll. Whoever rolls higher may decide whether to move first or second.

Whoever moves first activates the first Taskforce on his list. That Taskforce then may do each of the following, in this order:

- 1) Launch missiles from his squadrons, selecting enemy squadrons to be targeted.

- 2) Fire any heavy weapons.
- 3) Move the squadrons in the taskforce, while launching fighters, firing light beam batteries and interceptors
- 4) Resolve fighter movement and attacks
- 5) Resolve missile movement and attacks
- 6) Repair damage and recover from suppression

At any point during movement, the Taskforce may fire its light weapons and interceptors.

### **Missiles**

Missiles have a long range, but move slowly compared to battery weapons. Because of this, they must be committed prior to any other attacks being resolved and movement being determined, but then resolved after everything else has been moved and fired. Missiles are launched from a squadron at any target within range. They have no arc of fire. Each ship firing missiles must obtain a target lock with a targeting of 5. This is reduced by 1 for every suppression marker on the squadron, and by 1 if the target is obscured by another enemy unit (1's always obtain locks). Ships that fail to obtain a lock may not fire any of their missiles. All missiles launched from the squadron are placed together in a single missile strike, at any one of the ships in the squadron that had range to the target.

Missiles are not moved after they are launched, instead, they are left in place until after the Taskforce has moved and fired its other weapons. They are then moved in a straight line to their target.

### **Fire Heavy Weapons**

After missiles are deployed (but not moved or resolved), the Taskforce may fire any heavy weapons it has, by squadron or groups of squadrons. This effectively allows different squadrons in the TF to see the effects of another squadron's firing before determining what they will target. However, waiting to see the effects of another squadron's firing allows the target to use its shields against each attack separately.

Heavy weapons may only target enemy capital ships in their forward 90 degree arc, with a range of 36". All ships in a squadron should be facing the same the direction. If any ship in the firing squadron has any member of the target squadron in their forward 90 degree arc and within range, the entire squadron may fire at that target.

Broadside heavy batteries may fire either to the left or right 90 degree arcs but not the forward or rear.

Heavy weapons have a targeting of 4. For each suppression counter on the attacking squadron, subtract 1 from the squadron's targeting. If the target has cover or is partially protected by another enemy squadron, the targeting number is decreased by 1. However, die rolls of 1 are always considered hits.

Once all heavy weapon attacks have been rolled on the target squadron, determine if the enemy squadron is suppressed by the attack (there is no suppression if fire is focused on one ship). If as many hits were scored as there are ships in the targeted squadron, place a suppression marker. However, an enemy squadron may only gain one suppression marker per enemy Taskforce activation, so will not get multiple markers by being fired at by multiple squadrons in the same TF (unless synchronized), or by being fired at the same squadron with multiple weapon types. A Taskforce can put a single suppression marker on every enemy squadron it fires at.

The enemy squadron then determines how many hits its shields deflected. Attacks are considered to be evenly distributed on an enemy squadron, and the squadron resists the hits as a whole, not by individual ships. However, if there are fewer hits than there are ships in the squadron, only a number of ships equal to the number of hits can use their shields to deflect attacks (because ships that weren't hit wouldn't get to deflect the attacks). Thus if a squadron of six ships was hit five times, only five of those ships would get to roll for their shields deflecting the attacks. Shields have a Hardness factor, usually 4, meaning they need to roll a 4 or less to negate a hit. Heavy weapons are powerful and subtract two from the hardness, so typically enemy shields will need 2's or less to resist attacks.

Hits which are not deflected by the shields inflict one point of damage each on the enemy squadron. Ships do not track the hits individually. However, for every multiple of the squadron's Damage Threshold (equal to the hull of a single ship), a ship must pass a destruction test by rolling a 3 or less on a d6 or be destroyed. For instance, if a squadron is made up of ships that have 3 Hull, it must take a test for every three hits they take in a single attack; if it took 9 damage in one attack it would have to take three destruction tests, losing a ship for each one it failed.

Once a squadron reaches its total damage, it no longer takes tests for its damage threshold. Instead, it must test for every point of damage it suffers at and over its total damage. Every point of damage beyond the total hull requires a destruction test. For instance, a squadron of seven hull 3 ships has a total hull of 21. If it had suffered 19 damage before an attack was made against it, and then it took 6 points of damage, it would have to make one test at 21, and four more tests for each point over 21. Its total damage taken would now be 25.

*A Squadron may choose to fire to disable ships instead of destroying them. When a squadron takes a destruction test from a disabling attack, they are only destroyed on roll of 1. If they fail their destruction test on a higher roll (typically a 2 or 3), the ship is not destroyed, but is instead disabled.*

*A squadron that decides to fire to disable suffers a -1 to hit penalty. Ionic weapon may only fire to disable, but to do not suffer a to hit penalty.*

*Disabled ships are unable to move or fire any weapons until they make a repair roll. They may be boarded by any ship that ends its movement in contact with it. They may also be engulfed or captured by a combat tractor beam.*

## **Movement**

All ships in a squadron must remain within 6” of each other, or have no ships separated from another by more than 2” (such as in a line), and at least one ship in a squadron must remain within 8” of the Taskforce Flagship. All ships in a Squadron must have the same facing, though different squadrons may have different facings. It is good to plan a move ahead though, because a squadron's facing at the end of the turn will affect its heavy weapon firing arc and its movement arc the next turn. Poor planning could result in leaving some ships behind, out of command range for the task force.

Ships have movement arcs based on their size. A movement arc centers on the nose of the ship, and a ship must end its move within that movement arc. Ships move in straight lines. Their facing after moving should be the same as the direction of their movement.

Most ships have a movement of 12". Some will be faster or slower. A squadron does not have to use its full movement, and does not have to move every ship in the squadron identically.

After a squadron moves, it can adopt a new facing. Ships of size 3 and smaller can have any facing after movement. Larger ships cannot change their momentum quickly, and their facing is limited after they move.

Ship Size	Movement Arc	Facing Change
1	360	Any
2 - 3	Forward 180	Any
4 - 7	Forward 90	90
8+	Forward 90	45

A Taskforce may detach squadrons as it moves. Detached squadrons are free to move as they like with or away from the taskforce. They do not get a second activation later in the turn when previously detached squadrons move.

Some space "terrain" features may be considered hazardous to move near, such as a plasma filled nebula, minefields, gravity rifts and small singularities, etc. These will have their own special rules that are resolved as the squadron moves.

Entire taskforces or detached squadrons may also battleshift out of the game to reappear later in the combat. This must be specified in the activation sequence when it is written out – organizing a TF to leave and return to the battlespace is a large commitment of time and effort, and can't be done on the fly. Specify on the order sheet which turn they will return on, which sector they will return in, and what their facing will be. This is not revealed to the other player until the turn they battleshift back into play. Battleshifting TF's and squadrons must remain in hyperspace for one full turn. Battleshifting fleets always enter the battlespace with no suppression markers, it is also a good tactic when the suppression markers have piled up.

The squadron is removed after it or its TF has finished its activation - they can fire, launch and recover fighters, move, etc on the turn they leave the table.

Squadrons may also make an emergency shift away from the battle entirely. This can be done on the fly, at the start of the squadron's movement. If the squadron has taken damage above its damage capacity, all escaping ships give half VP to the other side. They may not return to the battle later.

This is an excellent way to rescue taskforces that are being targeted by superior firepower, or to get behind an enemy battleline, or set traps for enemy TF's. For example, a player could have several TF's appear on one side of the table to pull an enemy that way, then battleshift several other TF's around where he thinks the enemy will move to.

### **Light Weapons**

Light weapons may be fired at any time during a squadron's movement. They fire 270 degrees in their forward arc, with a range of 12". As with heavy weapons, if any ship in the squadron has range to the target, all ships in the squadron have range.

Light weapons have a base targeting of 4. The targeting is reduced by 1 for every point of suppression on the unit, and if the enemy has some kind of cover. Rolls of 1 always hit.

Light weapons cause suppression the same way heavy weapons do.

Light weapons do not reduce shield hardness, but otherwise are blocked by shields exactly as described in the heavy weapon section.

Light weapons on destroyers may be fired as interceptors, at a base targeting of 3. However, they may not be fired as light weapons AND interceptors during the same movement.

Like heavy weapon batteries, light weapon batteries may fire to disable.

### **Interceptors**

Interceptors may be fired at any time during a squadron's movement. They fire 360 degrees with a range of 1" - essentially, they may only fire at targets the squadron directly moves over. As with heavy and light weapons, if any ship in the squadron has range to the target, all ships in the squadron have range.

Interceptors have a base targeting of 4. The targeting is reduced by 1 for every point of suppression on the unit, and if the enemy has some kind of cover. Rolls of 1 always hit.

Light weapons on destroyers may be fired as interceptors, at a base targeting of 3 instead of 4. However, they may not be fired as light weapons AND interceptors during the same Taskforce activation.

## **Fighters**

A fighter wing comes with every carrier bay bought on a ship. A squadron may deploy its fighter wings during its move. Fighters are moved after their launching squadron has moved. They may move up to 24" per turn. They may change course once during their movement, otherwise they must fly in straight lines. Fighters may resolve their attacks at any point during their movement.

Fighters wings from a squadron form up into one or two flights. All fighter wings in a flight are kept touching each other as they move and fight, and they can also be stacked on each other. All fighters in a flight must attack a single target squadron or flight at the same time during their move. They must physically contact the enemy they wish to attack during their movement.

A flight of fighters cannot be attacked by light or heavy weapons, they are too small and agile to be effectively targeted. They can be attacked by enemy interceptors, fighters and missiles.

If a flight moves within 1" of an enemy squadron with interceptors (essentially through it), those interceptors may fire at the squadron as it moves. If they start their move within 1" of enemy interceptors, they can be attacked only if they attack that squadron. If they are flying away from the squadrons they started within 1" of and do not attack those squadrons, they may not be fired at by those interceptors.

Fighters may also be attacked by interceptors on squadrons within 3" of the one they are attacking, if they are in the same TF. This is resolved before the fighters can make their attacks, like all interceptor fire.

Fighters flights may attempt to dodge incoming fire. They can negate any hit they take by rolling a 3 or less on a d6.

Fighters never become suppressed, but they can suppress enemy capital ships. Fighters have a targeting of 3, and do not reduce enemy shield hardness. Fighter attacks derive much of their effectiveness from precision rather than raw power - they can't crank out the megawatts like a capital ship's power plant. The effect of a fighter weapon is too narrow to allow multiple shield systems to deflect it, while it is also too weak to bring a shield completely down, even for a second. This results in enemy capital ships hit by fighters getting one shield save per hit, regardless of how many shields they actually have. Fighters cause suppression just like heavy and light weapon batteries.

In this regard, smaller flights of fighters can often be more effective than a single large flight.

Fighter flights which have their carrier squadron still in the battle space may move up to 6" once during an enemy Taskforce's activation in order to intercept an enemy missile pack or fighter flight. Intercepted Fighters may either dogfight the interceptors, or evade past them towards another target. However, a fighters flight who's carrier task force has left the battlespace (either due to destruction or to battleshifting) cannot be guided with their carriers' sensor and

communication arrays - they can only intercept missiles and fighters that move within 1" of them.

If they choose to dogfight, they stop their movement where they were intercepted. Both groups of fighters roll their attacks simultaneously. Fighters can dodge other fighters.

If they attempt to evade past an intercepting squadron, or leave a squadron they were previously dogfighting, they suffer a -2 penalty to attack rolls and gain a +1 to dodge rolls. This generally means a fighter wing will hit on 1's and dodge on 4's or less.

Fighter wings that are destroyed count as 3 VP each for the enemy.

*Fighter recovery: Carrier squadrons that have no active flights on the board can attempt to recover and reactivate pilots and fighters that have been destroyed. If the squadron does not launch, recover, or have any active flights on the board, each carrier may roll a fighter repair check after it moves, needing a 3 or less to recover one fighter. A squadron cannot go above its initial complement of fighters. They cannot do this while in hyperspace. Destroyed fighter VPs remain the same. This may be more paperwork than it is worth - basically, a carrier squadron must record the number of fighters it is carrying each turn.*

*If the squadron loses carriers with fighters on them from a squadron, the fighters are destroyed. Assume even fighter distribution across the squadron, rounding down. For example, if a squadron of 7 ships has 17 fighters on them when 2 are lost, 4 fighters are lost from the squadron, leaving 13 left and ready to be launched.*

## **Missile Resolution**

After the Taskforce's movement and other attacks have been resolved, the missiles are then moved in straight lines towards their targets. Once the taskforce and fighters move, the missiles are then moved and resolved. Missiles travel in a straight line towards their target. If they pass within 1" of an enemy squadron (including the target), they can be attacked by interceptors. In addition, squadrons in the same TF as the target may fire their interceptors at the missiles if they are within 3" of the targeted squadron.

If missiles pass within 6" of an enemy fighter flight who's carrier squadron is still in the battlespace, the flight may be moved to intercept the missiles. If the fighter flight's carriers have left the battlespace, they may only make a 1" intercept move - essentially, they can only intercept missiles that move through the flight.

A Squadron or fighter group may only make one response fire with interceptors per enemy Taskforce activation, so they cannot fire at two packs of missiles, or fire at fighters and then missiles that came from the same taskforce. Roll a die for each interceptor in the squadron or fighter in the flight, needing a 4 or less to destroy a missile. Each point of suppression subtracts 1 from this number, though 1's will always hit.

Light weapons on destroyers may be fired as interceptors, at a base targeting of 3. However, they may not be fired as light weapons AND interceptors during the same movement.

Missiles that must negotiate their way around or through planets, asteroids or dust clouds lose half of their number.

Missiles deliver powerful attacks, and reduce enemy shield hardness by 1.

Missile hits cause suppression in the same way heavy and light battery weapons do.

Fighter may make dodge rolls against missiles.

## **Boarding**

A ship that is disabled can be captured by moving another ship (or several ships) into contact with it. After the Taskforce has moved, the boarding is resolved by a simple opposed die roll. The boarding ships add their combined ship size to their die roll, and the enemy ship adds its size to its own die roll. If the boarders roll higher than the disabled ship, they capture the ship. If they do not, the boarders are repelled.

A captured ship cannot fight, but it can be moved once it is repaired. It can be towed by an equal sized or larger ship, and may be shifted from the battlespace by a larger ship. It activates at the same time the squadron that captured it activates. It can be taken as a prize from the battle by making it enter hyperspace.

## ***Assault Units (Highly experimental)***

*A ship with assault units can board a non-disabled ship. It does this by moving to within 3" of the enemy ship and utilizing teleporters (or breaching pods, or whatever). The ship must roll an attack with each assault unit with a targeting of 4 and normal modifiers. Hits do not cause suppression. The assault unit may be resisted by the enemy's shields, and have no strength. Each assault unit that penetrates rolls a d3 for the attack, while the enemy ship rolls as a normal boarding action.*

*A ship that is captured adds its hull to the total damage taken by its former squadron, though that squadron will not have to take any immediate Destruction tests. The captured ship now activates with the squadron that captured it.*

*Ships with assault units may also use them for normal boarding actions against disabled ships, in which case each assault unit adds another d3 for the attacker or defender.*

## ***Engulfing (Highly experimental)***

*Some ships have the ability to engulf smaller capital ships. This can be done to friendly ships automatically during movement. Enemy ships must be disabled to be engulfed. A ship can engulf up to 1/3 of its size in smaller ship sizes (rounded up), so for example a Size 5 battleship could*

*engulf a size 1 or 2 disabled enemy ship. A ship merely has to move into contact with the disabled ship during its movement to engulf. A ship may only engulf one ship per turn.*

*Ships that are engulfed are automatically considered captured. Enemy ships cannot be repaired when engulfed. If the ship that engulfed them is destroyed, they must make a destruction test to avoid destruction themselves. If they pass, they float free, and can again attempt repairs.*

*Friendly ships that are engulfed can be repaired by the repair systems of the larger ship.*

## **Deactivation**

After a Taskforce has moved and resolved its attacks, it may add squadrons to it if they are within range of the Flagship, up to the maximum of 5 squadrons per TF.

Every ship may attempt to repair one damage from its squadron at the end of the turn, by rolling a 1 on a d6. Just as when a squadron takes hits, only as many ships may make repair rolls as there is damage on the squadron. For example, if a squadron of four ships has 3 damage on it, only three ships may attempt repair rolls.

Squadrons with repair systems may make an extra repair roll per ship. Some ships may have multiple repair systems, each of which allows an extra repair roll per ship.

Squadrons then attempt to remove suppression markers. A squadron rolls a d6 for each suppression marker on it, needing a 3 or less if it is within 8" range of its flagship or a 2 or less if it is not.

## **End of a Turn**

After all squadrons and Taskforces have been activated, determine if either side has achieved its victory condition(s). If not, the game continues for another turn.

The game also ends if a player shifts all of his units out of the game. The players then checks for secondary victory conditions to determine who has won the game.

## Ship Building

Ships have a Hull equal to their size +1.

Ships have Shields equal to their size / 2, rounded up. Ships may purchase extra shields.

A ship has Space Units equal to twice the ship's size - Size 1 has 2, Size 4 has 8, etc.

Systems can be bought in two ways. The first is by filling up Space Units within the ship, the other is by increasing the cost of the ship. Not all systems can be bought both ways.

Size 1 ships get Fast Drives for free. They may only be armed with Batteries and Interceptors.

Ships have a base cost of 10 per size. Some systems can add to this cost.

System	Space Units	OR Cost increase
Light Battery	1	
Heavy Battery	2	
Heavy Broadside Battery <i>May be fired either to the left or right 90 degree arc.</i>	2 AND +5 Cost increase	
<i>Super Heavy Battery (size 3 ships and larger)</i>	<i>3 (ship must be size 3 or larger)</i>	
Missile Launcher	1	
Fighter Bay	1	
Interceptor	1	
<i>Ion Beam</i>	<i>1</i>	
<i>Heavy Ion Beam</i>	<i>2</i>	
<i>Assault Unit</i>	<i>1</i>	
<i>Engulfing</i>	<i>Size of the ship</i>	<i>2 per size</i>
Extra space unit		+3
Extra Shield	1 +5 Cost increase	
Fast (+6" Movement)	1/2 size of ship (round up)	3 per size
Reinforced Hull (+1 hull)		+5
Hardened Hull (Destruction saves on 4 instead of 3)		2 per size.
Repair Systems (extra repair roll)	1	1 per size

Weakness	Bonus Space, or	Cost decrease
Weak Shields (Shield Hardness 3)		-2 per size
No Shields (Hardness 2 from armor)		-4 per size
Flimsy Hull (Destruction saves on 2 instead of 3)		-3 per size
Slow drives(-6" Movement)	+ 1/2 size of ship (round up)	

## Sample Generic Ships

Name	Cost	Size	Hull	Shield	Weapons	Other Systems	Move
Fleet Destroyer	10	1	2	1	1 Light Battery 1 Interceptor		18"
Attack Destroyer	10	1	2	1	2 Light Batteries		18"
Defense Frigate	20	2	3	1	2 Light Batteries 2 Interceptors		12"
Missile Frigate	20	2	3	1	1 Light Battery 2 Missiles 1 Interceptor		12"
Sword Frigate	20	2	3	1	1 Heavy Battery 1 Light Battery 1 Interceptor		12"
Shield Frigate	30	2	3	2	1 Light Battery 1 Interceptor	2 Extra Shields	12"
Fleet Cruiser	30	3	4	2	2 Heavy Batteries 1 Light Batteries 1 Interceptor		12"
Fast Attack Cruiser	36	3	4	2	4 Light Batteries 2 Interceptors	Fast	18"
Patrol Cruiser	30	3	4	2	1 Heavy Batteries 1 Light Battery 2 Fighter Wings 1 Interceptor		12"
Missile Cruiser	30	3	4	2	4 Missiles 2 Interceptors		12"
Light Carrier	30	3	4	2	4 Fighter Wings 1 Interceptor 1 Light Battery		12"
Fleet Battleship	40	4	5	2	2 Heavy Batteries 2 Light Batteries 2 Interceptors		12"
Fleet Carrier	40	4	5	2	6 Carrier Bays 2 Interceptors		12"
Broadside Battleship	55	4	5	2	3 Broadside Batteries 2 Interceptors		12"
Patrol Battleship	40	4	5	2	2 Heavy Batteries 2 Fighter Wings 2 Interceptors		12"
Dreadnought	50	5	6	3	3 Heavy Batteries 2 Light Batteries 2 Interceptors		12"
Missile Dreadnought	60	5	6	3	7 Missiles 3 Interceptors		12"
Behemoth	70	7	8	4	4 Heavy Batteries 4 Light Batteries 2 Interceptors		







## **Formations (experimental rules)**

A squadron or taskforce may adopt a variety of special formations, which grant particular abilities (though often limiting other abilities). A squadron may adopt a formation only when it moves, and may only break formation during a later movement. A squadron cannot battleshift into space in a particular formation, but may battleshift out of space from a formation.

Cone (minimum of 5 ships) – All ships in the squadron are set in a V, with the mouth of the cone facing the forward movement direction. Each ship must be no more than 1” from another ship. This limits the squadron’s Heavy Battery field of fire into a straight line directly in front of the mouth of the cone. This concentration of fire affects ALL squadrons (friend and foe) within this line of fire, though at a -1 to hit penalty.

The cone may move its normal distance, but can only make a single 45 degree turn at the end of its movement.

A full taskforce may also adopt this formation, which widens its aperture and can affect a wider area of space.

Ring (minimum of 2 ships) – The squadron’s ships latch short tractor beams on each other, and put their drives on high. This spins the entire squadron like a pinwheel, allowing the squadron 360 degrees of fire with their heavy weapons. All ships are placed in a circle, no more than 1” from another ship in the squadron. The squadron loses 12” of movement, so only ships with fast drives are able to move from the spot where the circle was formed, though they can move in any direction. Because the squadron’s fire is not coordinated in a single burst, it cannot cause suppression with any battery weapons. When the squadron breaks formation, it can leave with any facing.

## **Experience**

Recovery from suppression +1  
Ignores First Suppression Marker  
+1 to hit  
Extra 45 degree turn  
Veteran fighters (Dodge on 4's)  
Elite fighters (Hit on 4's)  
Veteran engineers (Repair +1)  
Veteran Marines  
Elite Marines  
Veteran Admiral +1 Initiative

## **Space Stations**

Stations are immobile during a game. Enemy weapons get a +1 to their targeting against a station.

Heavy batteries on a station may fire 360 degrees.

Stations have shields equal to their size. Stations can be of any size. Some stations can be enormous, capable of docking many battleships.

Stations may be boarded by enemy ships that move up to them.

## ***Planets(Extremely experimental)***

Ultimately, almost all space warfare is fought over planets. Planets offer enormous advantages for defense installations, as they have nearly unlimited space and energy generation. However, a planet is essentially immobile, and its own bulk greatly limits the firing arcs available to weaponry. The atmosphere disrupts sensor data for targeting, and the planet's gravity well must be overcome by any missile or projectile weapon.

Planets should be big. A minimum of 6", and 12" is more like it. They should be placed on the intersections of sectors - all four sectors it is in cannot be used for battleshiping.

Planets should be divided into quadrants. Each quadrant has its own weapon systems, shields and 90 degree firing arc. The planet has its own size category of defense, like buying a ship. Each category gives one space for each quadrant, so a size 20 defense system would offer 20 space units to each quadrant for weapons. However, planetary defenses are spread out instead of being contained within a single hull, and those systems are reduced on a per wound basis. For instance, if a size 20 quadrant suffers 10 wounds, 10 weapons may no longer be fired. Quadrants may make a repair roll each turn, needing a 3 or less to improve one level. When a quadrant is reduced to zero or less, it loses its shielding. A quadrant can keep receiving damage beyond its size. It may continue to make repair rolls, however.

Planets are their own task force for determining initiative and when they activate.

Planets never become suppressed, but their targeting is reduced by 1 by the atmosphere. All ranges are reduced by 12" - Light weapons are completely useless. Space ships firing at the planet must attack the quadrant they are facing. All targeting against weapon installations is reduced by 1. Planetary shields are exceptionally strong, with a hardness of 5. Every hit gets one shield roll to deflect the attack - there is no way to exhaust planetary shields with firepower.

Missiles attack quadrants and shields normally.

Fighters can only attack a quadrant by coming into contact with it. It takes 12" of movement for a fighter flight to go from space to ground or from ground to space. Fighters may then make attacks normally, with no targeting penalty. Fighters may move to a different quadrant without restriction during their movement.

Missiles and fighters may be attacked by interceptors for the quadrant they are attacking.

It is common for there to be specific objectives on the planet to be attacked or destroyed. Such objectives will have their own equivalent to Total Damage to indicate how much damage they can take.

A quadrant may be invaded by enemy assault units from landing ships. Again, it takes 12" of movement to go from orbit to the surface. This is resolved similar to a boarding action. A quadrant rolls one d6 for every size category it started with, and subtracts 1 point for every damage point it has suffered. If the quadrant has assault units, it may add a d6 for each of those. If the quadrant wins, it destroys an enemy assault unit for every point it won by. If the invaders win, they destroy one assault unit for every point they won by - if all ground defenders are destroyed, they destroy one defense installation for each additional point they won by. If they destroy all of the quadrant's defenses, they own the quadrant and can now count themselves as the defenders.

It is possible to move assault forces from quadrant to quadrant, both by the attackers and defenders. If the defenders recover a quadrant, it resumes all normal functions with whatever damage it currently suffers.

### **Moonbases**

Moons work identically to planets in most respects. However, a moon's defense size cannot be more than half of their planet's planetary defense size. They should typically be between 2" and 6" diameter. Moons do not suffer the -1 when firing out or the 12" range reduction (light weapons may be useful), and do not require additional movement for ships or fighters to reach or leave the surface.

Moons should be placed between 12" and 24" away from their planet, in the center of a sector. That sector may not be used for Battleshifting.





# Battleshift Quick Reference Sheet V1.07

## Turn Sequence

1. Place Taskforces and Squadrons that are entering the battlespace.
2. Secretly write out TF activation sequences for each player. Fleets that will be Battleshifting and returning to the battlespace later need to have this marked, along with their re-arrival time, location and facing.
3. Roll Initiative - winner may activate first or second.
4. Alternate activating TF's in order
5. Alternate activating detached squadrons
6. Determine if a player has won

## Activation Sequence

1. Launch Missiles, but do not move them or resolve their attacks.
2. Fire Heavy Weapon Batteries.
3. Move, launch and recover Fighters, fire Light Weapon Batteries and Interceptors.
  - 3a. One ship from a squadron must remain within 8" of the TF Flagship to be within command range.
  - 3b. All ships in a squadron must remain with 6" of each other, or at least within 2" from one other ship in the squadron.
  - 3c. Movement limitations based on the size of the ships in the squadron:

Ship Size	Movement Arc	Facing Change after move
1	360	Any
2 - 3	Forward 180	Any
4 - 7	Forward 90	90
8+	Forward 90	45

4. Resolve Fighter movement and attacks. Enemy may be able to respond with Fighters and Interceptors.
5. Missiles move and resolve attacks.
6. (Boarding actions, somewhat experimental)
7. Recover from suppression (3 or less if squadron is in range of TF Flagship, 2 or less if not), make repairs (1 die per damaged ship, needing a 1).

## Standard Combat Resolution

- 1) Squadron (or multiple squadrons in a TF) target a particular enemy squadron. At least one ship in the squadron must have clear LOS to the target.
- 2) Roll the attacks, one die per weapon being fired.
  - 2a) If any ship in a squadron does not have a clear line of sight to the targeted squadron, the entire squadron makes its attack at a -1.
  - 2b) If there is an interposing dust cloud or enemy TF, the entire squadron makes its attack at a -1.
  - 2c) Each suppression marker on the firing squadron subtracts 1 from the to hit number.
- 3) Once the total number of hits are determined, check to if a suppression marker is placed on the enemy squadron.

Size	Hits per ship to suppress
1 - 3	1
4 - 7	2
8 - 10	3
11+	5

- 4) The enemy squadron receives one shield save for every shield carried by ships that were hit. Base shield strength is typically 4 (or less). Missiles subtract 1 from shield strength, heavy weapon batteries subtract 2.
- 5) Hits which are not saved inflict one damage each to the target squadron.
- 6) If a squadron takes damage equal to its hull threshold, it must take a destruction test. It needs to roll a 3 or less or a ship is destroyed. It must take a destruction test for every multiple of its damage threshold it received, up to when it crosses its total damage capacity.
- 7) If a squadron takes damage beyond its total damage capacity, it must make one destruction for every point of damage over its capacity it takes

## Specific Weapon System Rules

### **Missiles - 24" range, 360 Arc, Power 1, Locking roll 5**

Missiles are targeted and launched before movement, but resolved after all other movement and attacks are made.

Missiles must obtain a lock on a target to be fired. This has a targeting number of 5, which must be rolled per firing ship (not per missile). This is modified by cover and suppression normally.

Place all fired missiles next to one of the firing ships in the squadron.

Missiles are moved after movement and fighters are resolved. Missiles move in a straight line towards the target squadron.

If they pass through an enemy squadron with interceptors, they may be fired at by the interceptors. Interceptors need a 4 or less to destroy a missile, modified by suppression. Squadrons in the same TF as the target may fire their interceptors if they are within 3" of a ship in the targeted squadron.

If they pass within 6" of an enemy flight of fighters, the fighters may move to intercept the missiles. Fighters need 3's to destroy a missile.

Missiles automatically hit their targets if they reach.

### **Heavy Weapon Batteries - 36" range, 90 degree forward arc, Power 2, Targeting 4**

Fired before the squadron moves.

Broadside batteries may be fire either to the left or the right 90 degree arcs.

### **Light Weapon Batteries - 12" range, 270 forward degree arc, Targeting 4**

Fired once at any point during the squadron's movement.

Light Weapon Batteries on Destroyers may be fired as interceptors instead, with a targeting of 3.

### **Interceptors - 3" range, 360 degree arc, Targeting 4**

Cannot affect capital ships, are only effective against missiles and fighters.

May fire once during each enemy taskforce's activation, interrupting movement.

### **Fighters - 0" Range (must contact target), 360 degree arc, Targeting 3**

Move and fire after their carrier's TF moves. If their carriers have left the board, move as a detached squadron.

Cannot be targeted by light or heavy weapon batteries (except for LWB's on Destroyers firing as interceptors). Can be targeted by other fighters, interceptors and missiles.

Every hit on a fighter flight may be dodged on a roll of 3 or less.

Fighters must contact the enemy they are shooting at.

Fighters with their carriers in the battlespace may make an intercept move up to 6" to attack enemy missiles or fighters. Fighter flights without their carriers in the battlespace can only move 1" to intercept.

Enemy capital ships always get a single shield save on every fighter hit - fighters cannot overwhelm shields, but they can make certain their shots are only affected by one enemy shield.