

Mobile Frame Zero 002:

Intercept Orbit Demo

Demo Fleets

To give new players an idea about fleet composition, **build three fleets**. Aesthetically, I recommend an Ijad, Free Colonies, and Solar Union fleet. New players will find it easiest if you also color-code them so each fleet has a particular color scheme. I recommend these fleets:

1. **Frame Combat**. One capital carrier (2K1Y1B2W) and two companies. Red ace.
2. **Transitional**. One capital carrier (1K2Y2Rp2W), one frigate (2Ra1B2Rp2W), and a company with a green ace.
3. **Ships of the Line**. One capital cruiser (2Rs&d82Rp1B2W), one sensor frigate (2Y1Rp2W&1G), one assault frigate (2Ra&d81B2W&1G).

Setup

1. **Set Doomsday to 5**. Tell the players that this game is about half as many rounds as the full game.
2. **Place a single HVA in the center of the table**. Inform players that in a full game, they'd each start with HVAs of their own.
3. **Place fleets equidistant from each other, and just at assault range to the HVA**. Keep the ships of a fleet all within assault range of each other. New players won't realize how important it is to be equidistant! Warn them that their ships can get pushed off the table. Inform them that there are strategies to setup in the full game.
4. **Set up everyone's starting score on the scoreboard**. It's 5 PPA for everyone, so help them count up their points so they see how it's done. Inform them that, in the full game, you can design your fleet toward a certain PPA, but you have to outguess your opponents to pull it off.

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Start Play

1. **Start to the dealer's (your) left, whether or not you're playing in this demo**. Inform players that this order is normally determined by the player in lead position, but in the demo, everyone starts tied.
2. **Proceed** in normal tactical order.
3. Remind players that **the game is about the score**. Make sure they're attacking the leader in most circumstances.
4. The first player to capture the HVA determines its heading.

A Note on Fuel

Because the game is short, fuel dice will be disproportionately large, which means no one will see the fuel rules in action.

Halve all fuel rolls (not repair rolls) so fuel dice read 1-3.

A Note on Ramming

Demo players **love** to ram. You, an experienced player, know that it's a desperate move reserved for when the situation can't get much worse. But they don't. Tell them *just once* that it might not be the best move if the situation doesn't call for it, then laugh along with them as they smash their ships together. The important thing is that they have a good time experimenting.

The Whole Interaction

- I find that it takes about 45 minutes to play this demo. If it's noisy, it'll take longer, and if players catch on, it'll be as little as 30 minutes.
- Let players make their own decisions, but if you see something they can't (like, that they're setting themselves up to get rammed off the board), notify them first.
- They'll make all sorts of first-time tactical errors, but that's part of the fun.