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MOBILE FRAME

ZERO   
tm

*INTERCEPT ORBIT*

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BIG space battle illo

# THE BATTLE OF HANNOVER GATE, SC0245

Onboard  
the TTM carrier **Pehlivan**

**Scramble! Scramble! This is not a drill!** Pilots to frames! Pilots to frames!

Commander Abacan Foss' eyes flashed open and he lurched forward in the tightly-packed, zero-Gee sleeping bag. He instinctively grabbed for his flight suit, suspended by the side of the bed from a magnetic hook.

"Be back in a few minutes." he whispered through a kiss to the groggy head that mumbled beside him.

Foss held out his gee-suit in front of him as he somersaulted through space, extending his legs into the flight suit's, and zipping it halfway. As he rotated, he grabbed his boots from their mounting on the wall, pulled them on, latched them, and kicked himself toward the door. Without a look, he grabbed the rest of his gear from his locker as he flew out the bulkhead of his quarters. Outside, crew was hurtling down the hall, flying through the air to their battle stations. He slid into the river of bodies. "Make a hole!" he shouted.

Forty six seconds later Abacan was latching himself into his ST-10L Osprey — he felt the built-in harness latch to the seat back and his Gee-suit hugged tighter around his body. His visor, marked with the

Eyes of Horus, slid into place across his eyes. For a moment it was dark, but a constellation of data appeared around him: his rapidly filling fuel tank, the status of the booster on his frames back, the power available for his laser, muscle cylinder pressure, and a target reticle that wouldn't be empty much longer. Before him, the hangar walls and the bustling crew around him appeared, but his concentration was on the data. "This is Agha, checking in. 96% fueled. Red Knights, check in!"

One by one, they announced themselves through the radio.

"Tajen, checking in. 95% fueled."

"Grasher, checking in. 91% fueled."

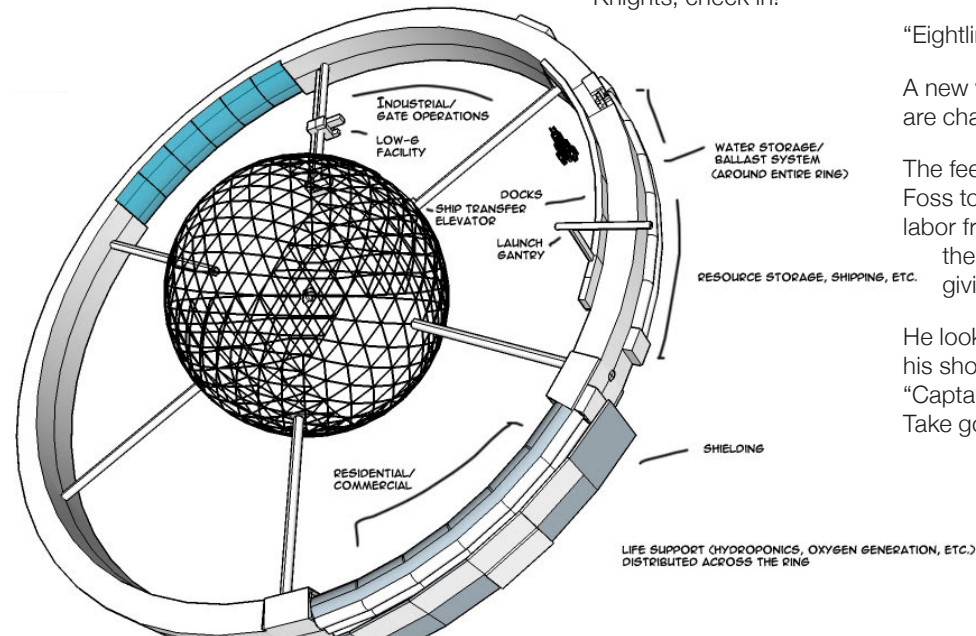
"Shooting Star, checking in. 97% fueled." The rest of the company ooded in respect. It wasn't often a pilot was ready before the Commander.

"Eightlimbs checking in. 95% fueled, dammit."

A new voice in his ear, the deck officer: "Agha, rails are charged. You are clear to launch. Good hunting."

The feet of his Osprey clicked into the catapult and Foss took one last glance around the hangar: the labor frames backing away, the deck crew turning their faces from the impending blast of launch, giving hand signals.

He looked forward again, raised his laser carbine to his shoulder, crouched, and said through a smirk, "Captain, ths won't take more than a few minutes. Take good care of my ship."



He flipped a thumb switch, and the booster on the frame's back exploded to life. In the roar, he missed the Captain's irritated response. The Osprey shook as it crouched deeper, and then the catapult jolted free. Foss crushed into his seat as the crew disappeared behind him, along with the lit, protective walls of the hangar. He kept his eyes on the end of the deck, which disappeared almost as quickly as the hangar had. At the end of the deck, the Osprey leapt into space, angling toward the white flower that was his destination: the Ijad frigate Ready Fist.

The booster cut out and he flipped the switch again. He felt the thump as the booster ejected from the frame's back to forever tumble across space.

For a moment, there was quiet.

To his left lay the black canvas of open space, marked with the brilliant gem of Hanover Gate hanging in the sky. A shining string of civilian ships emerged from the sphere in the center of the ring. He saluted them — he wanted them to have a story about the dashing bravery of his company that they could tell everyone when they landed.

To his right, the orange sphere of Tetravaal loomed. It was an ugly planet. He'd only been on the surface once while on leave and he hadn't enjoyed the arid, gritty environment one bit.

Fewer than two seconds had passed. He kept the rifle raised, pointed at the growing white flower in his reticle. "Agha, checking in."

In his ear, came the litany. "Taja, checking in. Five by five." Her girlish voice had a steel edge to it now. "Grasher, checking in. Five by five." "Shooting Star, checking in. Five by five." "Eightlimbs, checking in. Five by five."

"Five by five. OK, kids, let's see if we can bring a flower back to our lady."

The bud ahead now blossomed into a blue, glittering constellation of chaos as the Ijad antiframe batteries lit the sky around them.

## Onboard the Grasping Hand Tribe frigate, **Ready Fist**

Chief Aubehih peered around the head of their human Second, Elmon Juel, extending their palps from Aubehih's place at the back of Elmon's neck. But Juel's eyes were far sharper and gave them both a better view of the station as it rose past the limb of Tetravaal, Elmon's hands gripped the arms of the command chair. To her bondmate, she thought, "I expect we'll encounter support fire first, Aubehih." Then, out loud, "Comms, what's the status of our fleet?"

The communication officer, a meter-tall pukethih operating controls with all four of its dextrous limbs, turned its acceleration chair turned to face Elmon. "Chief, Rising Storm reports that they will launch frames at first sight of a hostile ship. Calm Ocean and Ahih's Respite have withdrawn to a safe distance"

Aubehih's thoughts played in Elmon's mind: "I'm afraid the imperialists may have learned from the last

encounter, my bond. We may see different tactics from the last time." Juel scowled in response.

The sensor officer pukethih's voice rang out: "Contact! Two — no, correction, three ships at 320 mark 15. One unidentified capital ship — it looks like a carrier— one frigate, and the carrier Pehlivan!"

The communication officer, their voice cool, said, "Rising Storm reports all frames are away, en route to— the Pehlivan! They're not coming to guard us!"

Elmon could feel Aubehih's wince in her mind. To her bondmate, she thought, "Let's hope that's the right choice, then."

"New contact!" came the sensor officer's voice again. "Frames inbound! They came from the Pehlivan!"

Aubehih's anger grew, and Elmon could feel it. "Those fools on the Rising Storm have left us defenseless," said the bonded pair in unison through Elmon's sneer. Then, loudly, "Light the sky. Give them the fight they came for!"

On the hull of the ship, stingbeams swiveled and lit luminous blue scratches across the black canvas of space. On the bridge, Elmon's lips pursed. She could see the flares of the incoming frames dodging, the sparkle of their chaff and flares. There was a bright flash: one of the incoming frames was down. A red-and-white-striped arm spun by the bridge window, still holding its rifle.

When Elmon again looked toward the now-visible incoming fleet, she suddenly found her field of view broken. She blinked and realized that before her, just three meters away, was the head and shoulders of a mobile frame in the red, white, and black stripes of the infamous Red Knights company. Painted across its sensor head was the pair of Egyptian eyes that were everpresent in books about her people's history. It pressed a pistol the size of Elmon's torso

against the window and leaned in, placing its forehead against the thin barrier between them and the void of space.

A voice echoed through the bridge, coming directly from the window. "Chief!" said the voice, "I've heard so much about you! I'd love to sit and have a little talk! Why don't you turn your

weapons to 45 mark zero and light up your sloppy friend there, then come over to my place for some tea!"

The voice had absurd self-assurance to it.

A puketih shouted, "Chief, cargo bay two is open! Reports of fighting in corridors!"

Aubeh's disgust at their comrade's failure showed on Elmon's face. Together, they said, "Open up on the Rising Storm. They will suffer the natural consequences of their decision."

## Onboard the Free Colony Carrier frigate, **Jolly Rager**

All lights were down in the converted cargo bay. Rica Chall could only hear own heavy breathing echoing metalically through the hot, dark, cramped cockpit of her highly-modded Commissar frame, Hot Pants. An hour ago, she and the rest of her company, Hazardous Cargo, had grasped the launch rails hidden within their ship, checked in one last time, and powered down.

She hadn't much liked this plan. Too risky. They were to transit in with false papers, carrying "industrial supplies for the Pleasant Creek town on Tetravaal." On some level, she supposed that was true.

The ships — two freighters that were already known to Hannover Gate — had been gutted. In the place of the normal cargo of industrial and agricultural goods, the ships' mechanics had installed a full, if cramped, hangar, now loaded with not only Hazardous Cargo, but their sister company, Foot, Meet Snake. They'd left the ships' old names on the outside of the hull,

but inside, they referred to them as the Jolly Rager and Mister Punchy. Once they'd won this battle, they promised each other, they'd write the names in bold letters on the outsides of the hulls.

Behind them trailed Pile o' Crap and Mom's Pantry, their supply ships for their land campaign — should they managed to get all the way to the surface.

A few minutes ago, Rica had felt the transit in her gut. Then, some gentle acceleration that told her that no one was yet pursuing the ship.

The chronometer on her wrist counted down. Only twenty seconds before they were to launch.

She felt more acceleration and saw, through her tiny view slit, the Commissar's arm go taught, as though hanging from a tree branch.

Ten seconds. She looked around in the dim emergency lights of the hangar. The other frames were where they had started, each grasping the launch rail, clanging gently against each other in the tight quarters. She couldn't see inside any of them and couldn't risk a radio checkin.



Three seconds. Two seconds. One second. Zero.

Nothing happened. Had something gone wrong?

Then, suddenly, the lights came on. She startled for a moment, then remembered the plan. She powered up just in time to hear, “—ault rails are charged! Launch in three. Two. One. Igni—” The sound of the radio was drowned out by the sudden rush of blood in her ears as the launch rail yanked her frame forward. She dangled by one hand, barely holding on. She hit the ignition switch and the booster lit behind her, shaking her frame violently. “Stay together!” she said through her teeth.

The false wall at the head of the hangar disintegrated as its explosive bolts blew and the company flew free in open space.

The Jolly Rager disappeared behind her, diminishing quickly into the distance. Out of the corner of her eye, she saw a cluster of missiles departing the starboard hull of Mister Punchy, headed for a target she couldn’t yet see.

Captain Jaeger spoke in her ear. “Pilots, you’re heading into the thick of it! There’s a TTM company already trying to board the Ijad frigate, Ready Fist. Take ‘em out and see what you can bring home for us!”

Rica called to her comrades. “Which of you chabbers is down for a dust-up? Follow my Hot Pants and I’ll show you a good time!”

They checked in. “Grunt is down to kick down some TTMs!”

“Cheap Shot has a score to settle!”

“Stiletto is fixin’ to score some parts!”

“Chucker is ready to punch some holes!”

She could hear Foot, Meet Snake checking in, as well. They had been green in their last outing on Mummen, where the fighting had been on the ground, but had come out victorious through their admirable restraint. She expected one of them to make ace today.

Rica flicked on her sensor suite and the frame pulled the long-range targeting laser over its shoulder. She pulled its scope over the sensor eye of Hot Pants and pointed it at the ongoing battle before them. Through the scope, she saw the boarding action. Weird Ijad labor frames desperately fought off the incoming TTMs, but the Ijad were wholly outmatched. She spotted a red, white, and black frame, marked with Egyptian eyes, dodging the Ijad antiframe fire as though they were dancing together. She couldn't get a bead on it until it grabbed ahold of the superstructure and peered in the window of the bridge. The moment it stopped, she pulled the trigger on the laser and a circle appeared around the garish frame in her viewscreen. "Foot!" she said into her mic, "There's the set. Spike it for us!"

## !IO

Aboard the Ready Fist, Aubehih and Juel were gritting Elmon's teeth. While doing what their captors demanded, they looked for ways to defy them and take back their ship. All at once, the opportunity came: the sensor officer kicked off their chair and floated toward the captain. Grabbing the handhold beside Elmon's acceleration chair, the officer pointed

into space and whispered, "Chief, more mobile frames are incoming. They launched from a carrier disguised as a noncombatant freighter. They are targeting our captors! We're saved!"

Elmon looked out into the blackness. She could see the flares of the launch pods glittering as they approached. "We'll see," she said.

## !IO

Commander Foss' frame stood atop the bridge of the Ready Fist, its magnetic boots clamped to the top, surveying the area. In the distance, he could see the crescent-shaped Rising Storm. To his irritation, he saw that they'd gotten their decoy launcher working again; the Ready Fist was having a hard time targeting it. He swung his long rifle to his shoulder and took aim through the sight. The decoys interfered with his targeting system, but he could almost see the bridge. He breathed out and squeezed the trigger — only to be interrupted by a shock that threw his aim. Only after a moment did he realize that alarms were ringing in his cockpit. His head cleared and he saw: his targeting was down, his left arm was gone and his power was dropping

fast. "No!" he shouted. But the voice just added to the chaos in his cockpit.

**:!o**

Rica fought hard and was glad about the support the Foot gave them. The Red Knights lost two of their state-of-the-art mobile frames, but it had taken her entire company to subdue the bright red frame with "Eight Limbs" written on its chest. They'd wrestled across the top of the Ijad frigate and her own frame had taken considerable damage from the knees and elbows of her opponent. But eventually, Rica had found purchase for her crowbar and the red frame fled into the depths of space, venting atmosphere.

Finally, Rica caught her breath. She called through her radio, "Ijad frigate, we would be pleased if you would join us in the resistance of Tetravaal against the Imperialists."

This was enough for Aubehih and Elmon. "Very well," they said. "Let us all turn our guns toward our distant possessors."

**:!o**

*Aftermath illo!*

Big Batte!! illo!

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# OBJECT & OVERVIEW

**Use your fleet** of ships and mobile frame companies — your Tactical Assets, or “TAs” — to **gain points by capturing** your opponents’ ships and High Value Assets.

**To cost your opponent points**, destroy or capture their ships and companies.

Be careful of your **fuel**! When your mobile frame companies run out of fuel, you’ll lose points for them unless you can rescue them!

**Whoever has the most points when the Doomsday Clock reaches zero, wins!**

You’ll find this game easier to play if you’ve already played **Mobile Frame Zero: Rapid Attack™**, but these rules should be enough to get you started!

Ship battle illo!

# What You Need to Play

A distinctive **Doomsday die** that you can use to count down turns

If you don't have click hinges, you can download a maneuver key from [mobileframezero.com/mfz/maneuverkey/](http://mobileframezero.com/mfz/maneuverkey/)

A **ruler** made of **eight 1x4 LEGO® click hinges**, with distinctive colors for the first (frame combat range) and second (point defense range) segments of the ruler.

**Dice** in an assortment of colors. You might not need all of these, but make sure before you play that, between all players, you have all the ones your fleet calls for. You'll need some 6 sided ("d6" or just "dice") and some 8 sided ("d8") dice.

- » **2 white** dice
- » **3 red dice** for normal attacks and
- » **1 red d8** for a red ace or well-armed ship
- » **1 green die** for a frigate or company
- » **1 green d8** for a green ace

» **As many blue dice as you have TAs**

» **1 blue d8** for a blue ace

» **About as many yellow d6s as you have TAs**

» **1 yellow d8** for **each** yellow ace

» **As many black dice as you have companies,**  
plus **one more if a ship has two catapults.**

**3-5 pieces of space debris** — spacewrecks, satellites, or asteroids, each no bigger than a ship, on a 4x4 base.

**A square or circular table about 4 rulers**

**across.** If your table is larger than that, tape off an area of the appropriate size. Slightly smaller is OK; but you might want to reduce the length of the ruler by 1.

**A piece of paper or whiteboard to keep score,**  
big enough that all players can see it.

# CREATING YOUR FLEET

## Build Your Fleet

Before you gather together to play, each player will need to **build a fleet** in secret. You'll build your fleet from a combination of **Tactical Assets (TAs)** — ships and mobile frame companies — and **High Value Assets (HVAs)** — shuttles, cargo, unarmed prototypes, and other defenseless.

Determine the number of assets you can build by consulting the number of players in the upcoming game.

| # of Players | # of TAs | # of HVAs |
|--------------|----------|-----------|
| 2            | 5-7      | 3         |
| 3            | 4-6      | 2         |
| 4            | 3-5      | 1         |

If all players agree, you can **increase both the minimum and maximum number of Tactical Assets by 2** for a major, day-long space battle.

**High Value Assets (HVAs)** have strategic value to your faction, but are tactical liabilities during a battle.

They might be shuttles bearing diplomats or revolutionary leaders, smuggled prototype mobile frames, or cargo ships loaded with illegal peaches. They're hard to maneuver, hard to protect, and extremely valuable. If you're playing with LEGO® or other building bricks, Each HVA should be no bigger than 12 studs in its largest dimension and rests on a base 8x4 studs in size.

**Tactical Assets (TAs)** are the ships and mobile frame companies that fight.

They're warships and companies of mobile frames. Warships are large and destructive, but must overcome their own forward momentum to move the direction and speed you want. Frame companies turn on a dime, but attack only within a very limited range.

## Build Your Ships

**Capital Ships** are powerful but inelegant warships.

- » In addition to their infrastructure and crew of two white dice, they have **four systems**.
- » The model should be no greater than **16 studs across** in its largest dimension.
- » Its rests on a base **8x8 studs** in size.

**Frigates** are faster and more maneuverable than capital ships.

- » In addition to their infrastructure and crew of two white dice, they carry **three systems**.
- » They roll a **green die** to help them maneuver.
- » Frigates are **no more than 12 studs across** in their greatest dimension.
- » They rest on a base 4x8 studs in size.



## Shipboard weapons

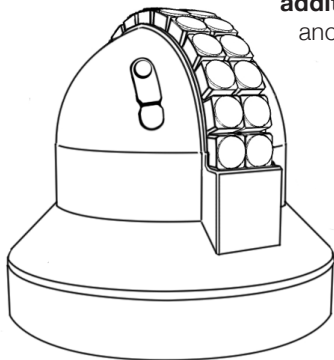
A shipboard weapon can be designed to hit at **point** range, **assault** range, or **support** range.

A weapon devoted to a **single range** rolls **two red dice** when attacking at that range.

Ships that have no working weapons **may still attack** at **dogfight range** using their onboard labor frames' white dice.

A single weapon designed for **two ranges** rolls **one red die** when attacking at either range.

A **second weapon** devoted to the same range as another devoted weapon grants **1 additional red d8** instead of another pair of d6s.



## Defensive systems

Armor, chaff dispensers, and electronic countermeasures keep your ship from taking the full brunt of an enemy's blow.

A ship with **one defensive system** rolls a **blue die** to defend itself.

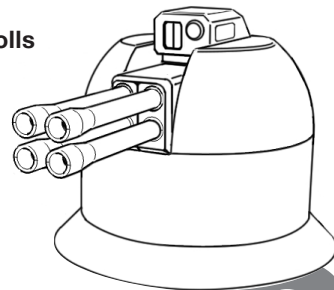
A second defensive system gives the ship an **additional blue die**. It also has the ability to **make all ships of its choice within point defense range take hits as though in cover**.

## Communications and sensor systems

Antennae and sensors give a ship the ability to direct and enhance the attack of other TAs.

A ship with **one comms system** rolls **one yellow die** and can spot any TA in assault range or closer.

A second comms system gives the ship the ability to **spot anywhere in the battlespace**.



A ship with no comms system may use its white dice to spot any TA in assault range that is out of cover.

### Catapults

Flight decks launch companies of mobile frames across the battlespace while their hangars repair and refuel incoming friendly frame companies.

A ship with one catapult rolls **one black die**.

A ship with **two catapults rolls three black dice**, making repair and refueling much more effective.

A ship with no catapults **may not repair or refuel** frames.

Carrier launch illo!

## Mobile Frame Companies

Compared to the immense warships, mobile frames are fast and maneuverable, but vulnerable to both point defense fire and other frame companies. While you may command a fleet with no companies, you'll find it very difficult to win!

**They can board ships and HVAs alike**, capturing them for both their points and tactical purposes.

The number of companies you have is equal to the number of catapults you have in your fleet.

In addition to their pilots and mobile frames of **two white dice**, they have four systems:

- » a dogfight-range weapon system
- » a defense system
- » a communication system
- » a movement system

They rest on a base of **4x4 studs**.

Mobile frames are far more maneuverable than ships, and so can travel in a straight line in any direction or make abrupt turns however they like. However, a company can only travel through assets if they haven't lost their green dice to damage.

## Aces

Every fleet with at least one catapult has a **Mobile Frame Ace** that carries with it a special power, in addition to a die. **The ace is not a system** and can not be lost until the company has lost all six of its normal dice. Mark the company that the ace leads with a special model.

When you build your fleet, **decide which kind of ace your fleet has.**

Pick one:

- » **Red Ace** not only shoots well, but can also shoot particularly **far**.
  - » Roll an **additional red d8** when this company goes.
  - » This company may **target TAs at assault range** as though they were in dogfight range.

- » **Blue Ace** not only protects their own company, but can also protect friendly TAs nearby.
  - » Roll an **additional blue d8** when this company goes.
  - » This ace makes any TA within point defense range take hits **as though in cover**.
- » **zGreen Ace** not only moves their company quickly, but also can move other models.
  - » Roll an **additional green d8** when this company goes.
  - » On its own turn and during the turn of a TA it is touching, the green ace may:
    - » **move** any TA it touches 1 unit in any direction
    - » **or** change its **heading** by one click
- » **Yellow Ace** not only spots particularly well, but allows others to further aid at their command.
  - » Roll an **additional yellow d8** when this company goes.
  - » It may spot any ship within **point** defense range.

- » **Place both** the yellow d8 and its regular spot die on the ship that this company is spotting.
- » When you use the spot, **add** the dice together.
- » Other TAs may replace either of these dice as normal.

**All aces also board enemy ships more effectively** than companies without them by rolling an **extra boarding die**.

Company illo!

**When you arrive at the table with your friends**, you'll show off your fleet to each other. Point out each ship, company, and HVA, making sure everyone can see what system does what and where your ace is. If it's at all unclear, make sure everyone knows which end is the bow on your ships.

Determine each  
player's Points per  
Asset (PPA)

When we start to count the score, each asset of each player (HVAs and TAs alike) is worth 5 points. Then we'll do some quick measurements to determine how to modify each player's points per asset (PPA).

# SETTING UP THE TABLE

Ask all the players:

- » Which player has the greatest number of TAs — both ships and companies? **Reduce that player's PPA by one.**
- » Which player has the fewest TAs? **Increase that player's PPA by one.**
- » Which player has the greatest number of **shipboard** systems? Do not count individual systems in companies. **Reduce that player's PPA by one.**
- » Ask each player who has the fewest shipboard systems. **Increase that player's PPA by one.**

If multiple players have the most or the fewest of TAs or shipboard systems, they all tweak their PPA.

Write all the player's names across the top of the scoreboard with their PPA written under it. Then multiply your PPA by your number of assets you have — HVAs, ships, and companies — and write that down under your name. **That's your starting score!**

**If you have a tie for first place,** then all tied players roll off. Whoever wins the roll-off can choose to remove a TA or continue forward with the tie.

**The player with the highest score is the defender.** The lowest score is the primary attacker, and all other players are secondary attackers.

Example of scoreboard

## Placing Assets Into the Battlespace

You'll set up your fleets from **defender to attackers to defender**.

1. Defender, place one HVA anywhere you like on the table.
2. Place your remaining HVAs within assault range of the first HVA.
3. Place one ship within assault range of the first HVA.
4. Primary attacker, place one ship just within assault range of the defender's ship.
5. Secondary attackers, place one ship anywhere on the table outside assault range of the defender's HVAs and ships.

6. All attackers, take turns placing all your ships outside of assault range from any of the primary defender's assets, then placing your companies touching your carriers, one company per catapult, then placing your HVAs.
7. Defender, place the rest of your ships, then place each company touching one of your carriers, one company per catapult.

Place a few pieces of space debris around the table one at a time, taking turns in tactical order — from highest to lowest score, then starting again at the top. Place them no closer than assault range from any ship but your own, and no closer than assault range to another piece of debris. If there's nowhere legal a player wants to place debris, stop placing debris.

## The Game Starts Now

### Set the Doomsday Clock to 11.

**Defender**, pick a ship or HVA. In future turns, you may be able to pick a mobile frame company, but they're all still waiting for launch clearance right now.

If you want, declare an enemy TA or space debris as the ship's **target** and the **range** at which your ship is attacking. Roll all the ship's dice at once.

### On a ship's turn, you'll:

1. declare your **target**
2. **defend** your ship
3. **repair** your ship
4. optionally, **shoot**
5. **maneuver** and **move**
6. **shoot** if you haven't yet
7. **launch, fuel, and repair frames**
8. **spot** a TA

## Declare your target

Declare which weapon you are using, then target a TA your ship can hit, either where it is now, or where it will be at the end of its move. If you don't have any weapons on your ship, you may only declare a target at dogfight range.

## Defend your ship

Allocate a blue die (if you have one) or a remaining white die to use as your defense number for the rest of this round. If you don't choose one, your defense number will be 0 for the round.

## Repair Your Ship

If any white dice are a 5 or 6, you may spend each to repair one system that the ship has lost. You may not repair white dice nor give the ship systems that you didn't build them with; just re-attach the systems you've taken off.

## Optionally, shoot

Use a red die or a remaining white die to attack if you're within the range you chose. Continue in normal combat and tactical order.

You may opt to shoot after your move instead, or not at all.

## Ranges

You can declare a target that is, or you hope will be, within range of your weapons. If your ship has no point defense weapon systems, its crew can still fight in their labor frames, carrying mobile frame-scale small arms with its white dice, and attacking at dogfight range.

A ship may only target frames if they are at point defense range, or frames touching a ship that is within point defense range.

## Damage

Weapons at **support range** damage systems on other ships with a **5 or 6** on their hit dice.

Weapons at **assault range** damage systems on other ships with a **4-6** on their hit dice.

Weapons at **point defense range** damage systems on other ships and mobile frame companies on a **5 or 6** on their hit dice.

When you lose a system to damage, put it at the side of the table. You might need it again if you repair it.

## Cover

A target is in cover from an attacker if space debris or another ship is between the attacker and target, and within point defense range from the target ship.

If the target is in cover, the cover will **absorb all 5s from a support- or point defense-range weapon**, and all **4s from an assault range**

### Combat Order

If your target doesn't have a defense number yet, you'll switch to **combat order**. In combat order:

1. You proceed with your turn until you've allocated your attack die, then put your turn on hold until your target has gotten a chance to get a defense number.
2. The target then goes through the first part of their turn—declaring a target and allocating a defense number.
3. Once you've done that, finish your turn. Once your turn as ended, you complete your turn.



**weapon.** If the cover was debris, remove it from the table as destroyed.

If a target has been spotted, the attacker may opt to ignore damage to the cover.

### Move and Maneuver your ship

A ship requires constant maneuver to stay on course, and will move straight forward 4 units unless you order it to maneuver. You may allocate a green or remaining white die to maneuver the ship. Each pip on your maneuver die allows you to pick one:

- » **Increase the speed** of the ship this turn by 1.
- » **Decrease the speed** of the ship this turn by 1. Ships may not reverse.
- » **Click a single hinge** on the ruler either once (for all capital ships, frigates, and HVAs) or twice (for frigates only). Ships and HVAs may not click a single hinge more than once in a turn.
- » **Avoid a collision** with space debris that lies in the ship's path.

**A ship starts its any movement** by placing the end of the ruler at the back of the base.

Ship & ruler illo!

To move a ship forward, **slide the ship along the ruler** for as long as it's going straight.

Ship moves down ruler illo!

To turn your ship, click the ruler in the direction you want to turn and it along the base on the inside of the upcoming curve.

Click hinge to turn illo!

In this case, the player has used one maneuver pip to click the first hinge by one click in order to turn. Because this ship is a frigate, the player could have chosen to click it again with the same maneuver point, but didn't.

In this case, the player has used one maneuver pip to reduce the ship's forward movement from 4 to 3.

To finish the turn, line the front of the base up with the next segment of the ruler, rotating it in place.

Ship turn illo!

When a ship moves, the owner may leave behind any of their mobile frame companies, or reposition them anywhere touching the ship or its base.

All other companies may opt to continue on with the ship, choosing where to position themselves in tactical order, or stay where they are on the table.

### Ramming, Collisions, and Passing

Sometimes, you'll ram another ship or HVA on purpose, and sometimes a collision will happen against your wishes.

- » **If a ship would end its turn touching another ship, they have collided**, whether they wanted to or not. Skip to rolling collision dice.

- » **If a ship's move would take it all the way through another ship**, however, the players will have an opportunity to choose to ram or or avoid the collision.

- » **If one ship is a frigate**, it can use its maneuverability to decide unilaterally if the ships are colliding or not. If nom continue with your move.

- » **If neither or both of the ships are frigates**, the ship currently moving says if it wants to ram or not. If that player decides not to ram, the other player then decides if they want to, instead. If either of them want to ram, that ship will ram the other.

Stop the ship as soon as it touches the other ship and roll collision dice.

- » **If a ship moves through or touches a mobile frame company**, the company can decide if they cling to the ship. **If the company is out of fuel**, the owner of the ship decides instead whether they're capturing/rescuing the company.

- » **If a ship moves through a piece of space debris**, it can avoid the debris at the cost one maneuver pip. Otherwise, stop the ship where it

touches the debris and roll collision dice. Then choose to remove the debris altogether or move it the same distance as their current speed, though not into an immediate collision.

#### Collision dice

**When two ships collide**, roll as many dice as the speed of the ship whose turn it is now— the total distance the ship would have traveled had no collision occurred. Every 1 or 2 on the die damages one of the ramming ship's systems. Every 4-6 damages one of the target ship's systems.

Starting with the rammer, both players turn their opponent's ship by a number of clicks up to the number of hits the ship took. If such turning would cause another collision, stop the turn just before the ships collide and roll collision dice equal to the number of clicks remaining in the turn for the two new colliding ships.

**When the target of a ram is an HVA**, the HVA will take no damage, but the rammer will still turn it.

Note that **HVAs may never opt to ram**. If its turn ends on top of another ship, it stops before the

collision happens. If its maneuver will take it through a ship, that ship can unilaterally opt to ram it or allow it to pass.

#### The Edge of the Table

**If a ship leaves the edge of the table**, it's lost in space and won't be able to return to the battlespace until the battle has ended. The owner of the ship loses its points immediately and removes the model from the game.

**If in doubt about whether the ship is still on the table, it is.**

**If an HVA hits the edge of the table**, the player with the highest score, other than the player who owns the HVA, rotates it in any direction they like to keep it from going off the table.

## Launch, Fueling, and Repairing Mobile Frames

**If your ship has a catapult system and a company** of frames touching the ship or its base, you can opt to **fuel and repair it**, and to **launch one company per catapult**.

Using a black or remaining white die, you may **repair** any company back to as many total systems as the repair die shows.

You may also use a black or remaining white die to **fuel** any company by optionally replacing its current fuel die (if any) and then launch them.

Place the company on the table anywhere out cover to the launching carrier, and place the fuel die beside the company. The company is now attached to their destination and may opt to move along with it. The fuel die will count down every round, and sometimes when under attack.

The frame company now moves in normal tactical order.

### Spot a Tactical Asset

A ship may use a **yellow die** or a remaining white die to spot any TA, or to replace an existing, smaller spot die.

If the ship has **no spotting/comms systems**, it may **only** spot a TA at **assault range** or closer that is out of cover.

If the ship has **one spotting/comms system**, it may spot any TA at **assault range**.

### Example

It's the FC Carrier Wilcat's turn. Onboard is the mobile frame company Wang's Wobblies has: 2 white dice, 1 weapon, and 1 defensive system left.

The Wildcat rolls a 5 and, as the owner of the Wobblies, opts to replace its sensor system. If the die had been a 6, the owner of the Wobblies could repair the movement system, as well.

If the ship has **two spotting/comms systems**, it may spot **any TA in the battlespace**.

## A Mobile Frame Company's Turn

Companies have different capabilities from ships and work slightly differently.

On its turn, a company will:

- » **defend** itself
- » optionally, **attack**
- » **move**
- » optionally, **attack** if it hasn't yet
- » **spot** a TA

## Defend Your Company

Allocate a blue or white die to use as your company's defense number.

The blue ace, when attacked, takes hits as though in cover and may make any other unit in point defense range take hits as though in cover.

### Dodging away

Companies that have a green die remaining and are touching a ship may, when taking hits, spend one fuel to step to a distance of one unit directly away from the ship, rather than taking one hit.

## Optionally, Shoot

**Allocate a red die** or a remaining white die to use as your attack. **You may opt to shoot at the end of your move instead** of at the beginning, or not at all.

## Dogfight range

**Frame companies may only attack at dogfight range.** Dogfight range is 1 ruler unit, or touching the same ship or its base as the target.

**The red ace** allows the company to choose to attack at point defense or assault range, as well.

Frame companies damage **other frame companies** on hit dice of 4-6, or ships on 5-6.

**Ships may use their white dice to attack at dogfight range**, as well.

## Move

**Allocate a green** or remaining white die to use as your move. Mobile frame companies move as in Mobile Frame Zero: Rapid Attack.

If a company comes into contact on its move with an unfueled company, they can carry it with them to rescue or capture it.

**The green ace** may move or turn each ship it touches by one unit or one click in any direction.

Additionally, it may do this when the ship moves itself, and may unilaterally decide if the ship it is on collides with another model. If both ships are carrying a green ace, the ships will collide if either wants them to.

## Abandoning Assets

If the last company of the player who owns a ship abandons it by flying at least 1 unit away, by being destroyed, or by running out of fuel, the ship and any unfinished maneuvers immediately **return to the control of the original owner of the ship**.

**HVAs remain in the possession** of the last player to have a ship within point defense range of it or a company within dogfight range of it.

## Spot a Tactical Asset

**Allocate a yellow** or remaining white die to use as your spot. Frame companies can only spot TAs in dogfight range.

**The yellow ace may place its yellow d8 in addition to its normal spot die.** When the spot is

used, add both dice. Additionally, the yellow ace may spot at point defense range.

### Capturing HVAs

**When one player is the only one** with either ships within point defense range of, or companies within dogfight range of, an HVA, that player may take immediate possession of it, increasing their own score by their own PPA and reducing the points of the previous owner by the opponent's PPA. The new owner now takes it as their own asset. If it has already moved this turn, the player does not get to move it again, but until another player captures it, they control it and retain its points.

## Ending the Round

When all assets have taken their turn:

1. Remove all blue (defense) and yellow (spotting) dice from the table.
2. Capture and defend ships
3. Turn the Doomsday clock down by one.
4. Turn all of your black (fuel) dice down by one.
5. Capture ships and repel boarders

### Capturing and Defending Ships

**If any ship has a hostile company touching it or its base at the end of the round**, each player with companies on this ship rolls **one yellow die for each of their companies, plus a yellow d8 if their ace is in this boarding action**. The owner of the ship additionally rolls all red dice for point defense weapon systems on the ship.

One player may opt to aid another, giving them their dice. That player can not take possession of the ship this round.

Surrendering company illo!

**The player with the most yellow dice reading 3 or higher**, captures the ship. If none are highest, the current owner of the ship keeps it.

**Every die reading 4 - 5 damages one enemy mobile frame system.** The player taking the damage determines which company will take each hit, if they have a choice.

**Every die reading 6 damages two enemy mobile frame systems.** The player taking the damage determines which company will take each hit, if they have a choice.

**Every die reading 7 damages three enemy mobile frame systems.** The player taking the damage determines which company will take each hit, if they have a choice.

**Every die reading 8 damages four enemy mobile frame systems.** The player taking the damage determines which company will take each hit, if they have a choice.



When a player captures a ship

1. Increase their score of the capturing player by their own PPA.
2. Reduce the score of the losing player by their own PPA.

**A captured ship acts as though the captured player owns it**, except:

**The white dice remain in the hands of the original owner.** The original owner may allocate them as they wish on that ship's turn, even replacing higher colored dice.

Bingo Fuel

**A frame company with only 1 fuel left is at bingo fuel.** This round is their last opportunity to get to a friendly carrier and refuel before they're adrift.

When you turn down the fuel die from 1 to 0, the frame company has run out of fuel. The player who owns the company loses its points immediately.

The company's engines have gone cold. **No one can target it and the company does not get a**

**turn during the round.** The company stays in place on the table unless another asset affects it.

**Any asset can capture or rescue a drifting company** by passing within point defense range of it. The captured company will stay touching the capturing/rescuing asset as long as the asset's owner likes. If the asset's owner doesn't release the company, only by capturing or destroying the ship that's holding it can they be rescued.

Companies may dodge away from a drifting company that they're carrying by spending one fuel, as when on ships.

**Once the company is refueled**, control and points revert to the original owner of the company.

# FAQ

What can I do if a ship only has white dice?

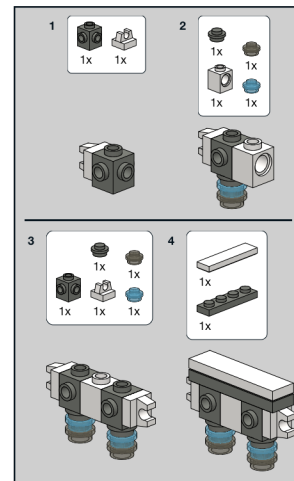
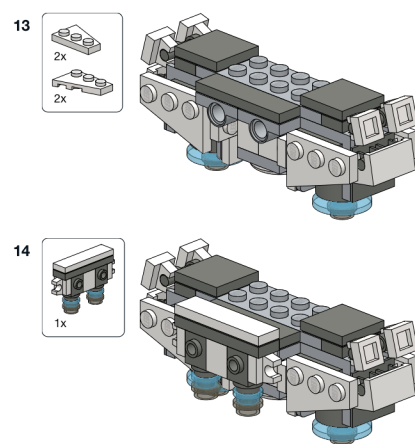
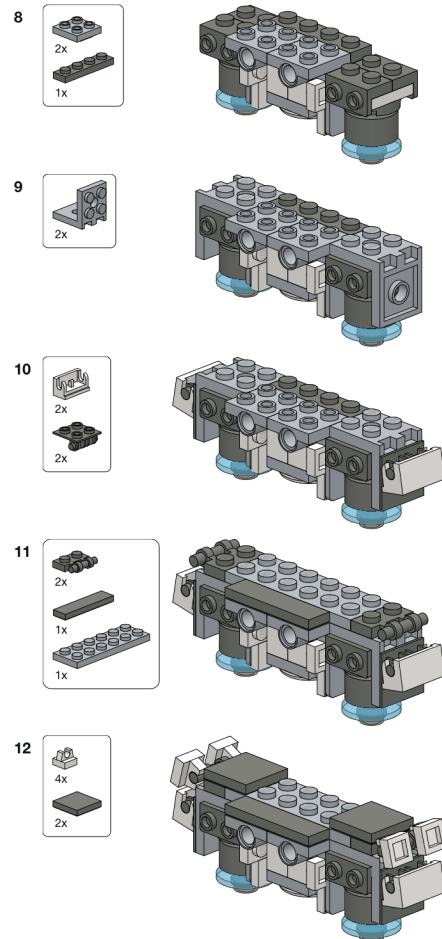
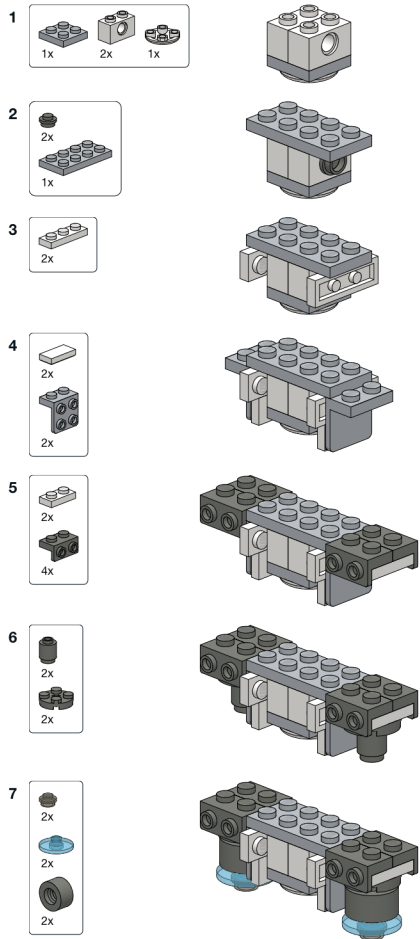
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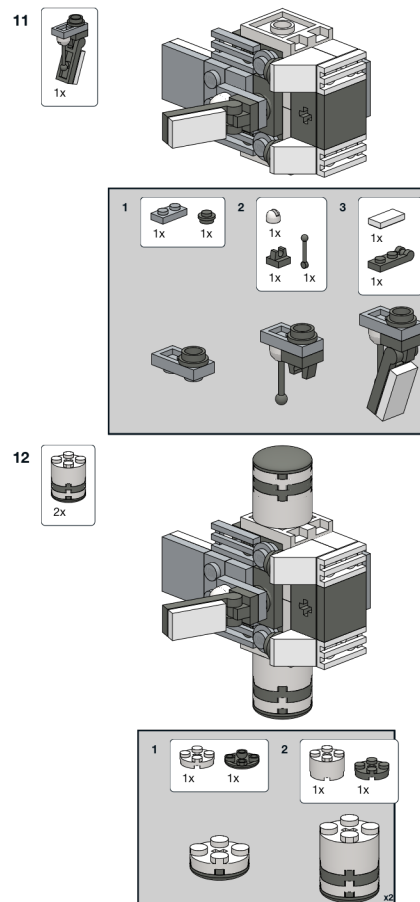
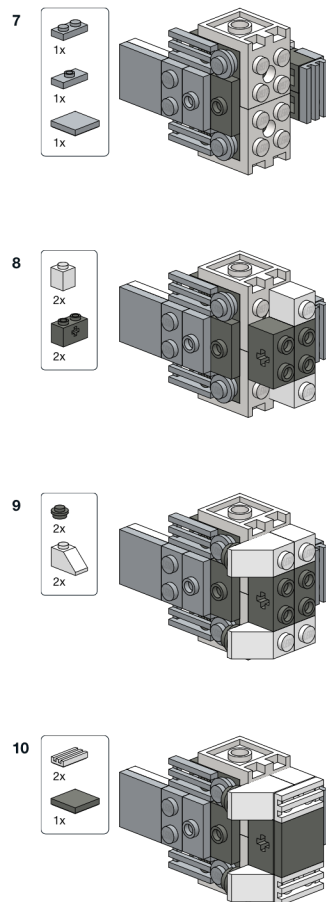
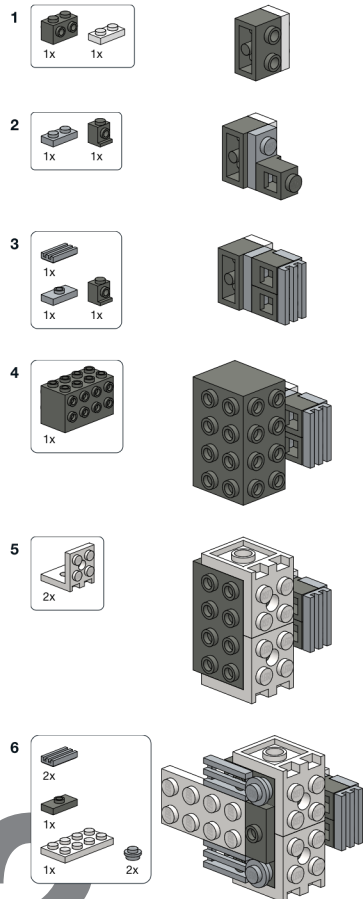
- » Repair itself
- » Defend itself
- » Maneuver and ram
- » Attack enemy TAs at Dogfight range
- » Spot TAs that are both out of cover and no further than assault range

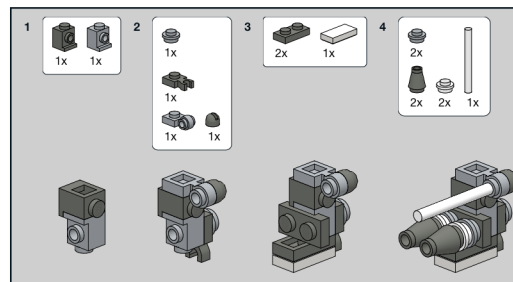
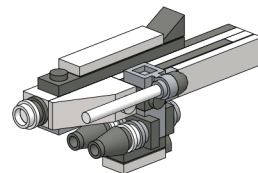
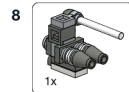
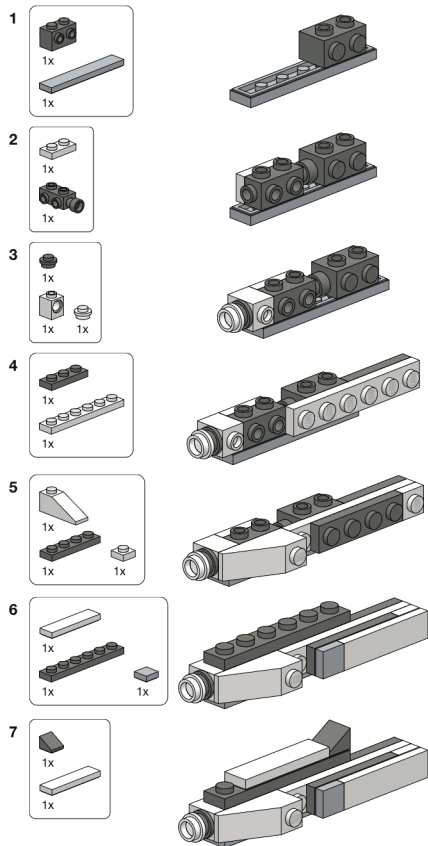
# SHIPYARD INSTRUCTIONS

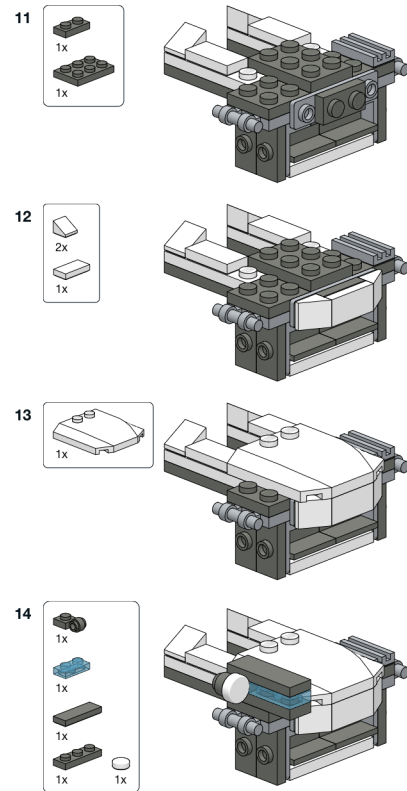
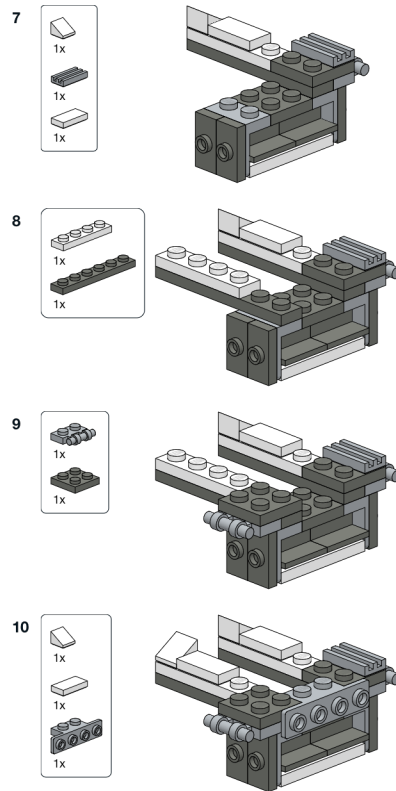
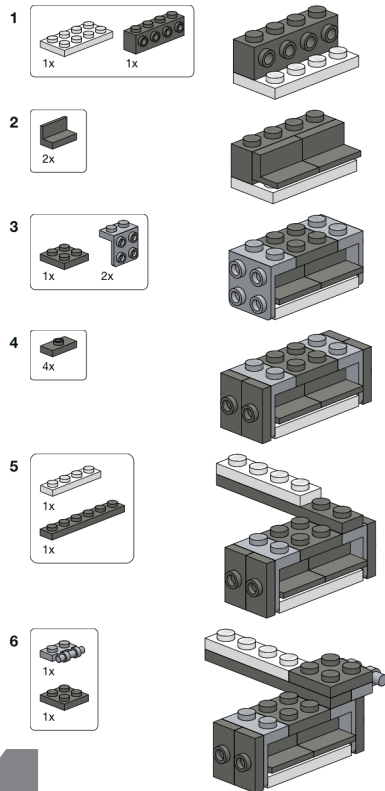
**Ships are so cool you should totally build some.**

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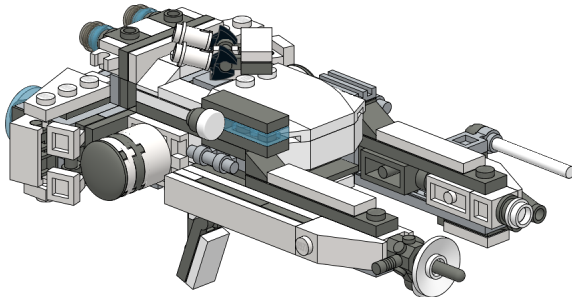
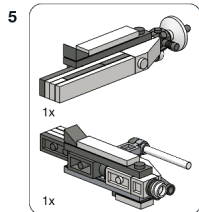
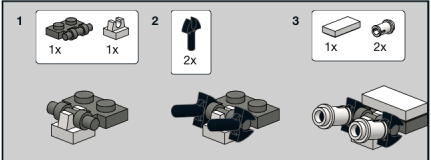
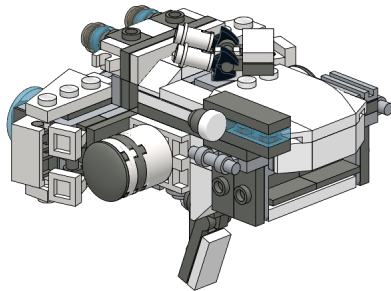
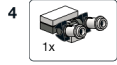
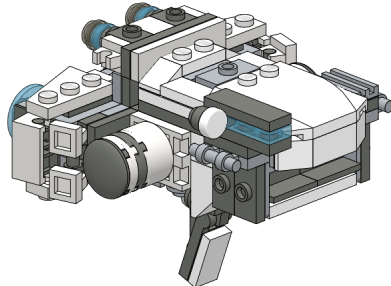
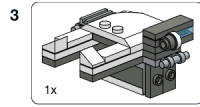
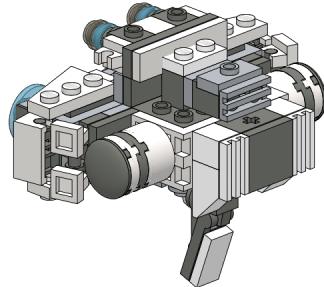
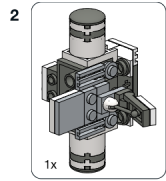
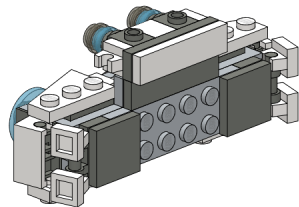
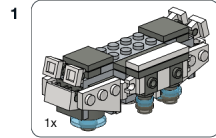




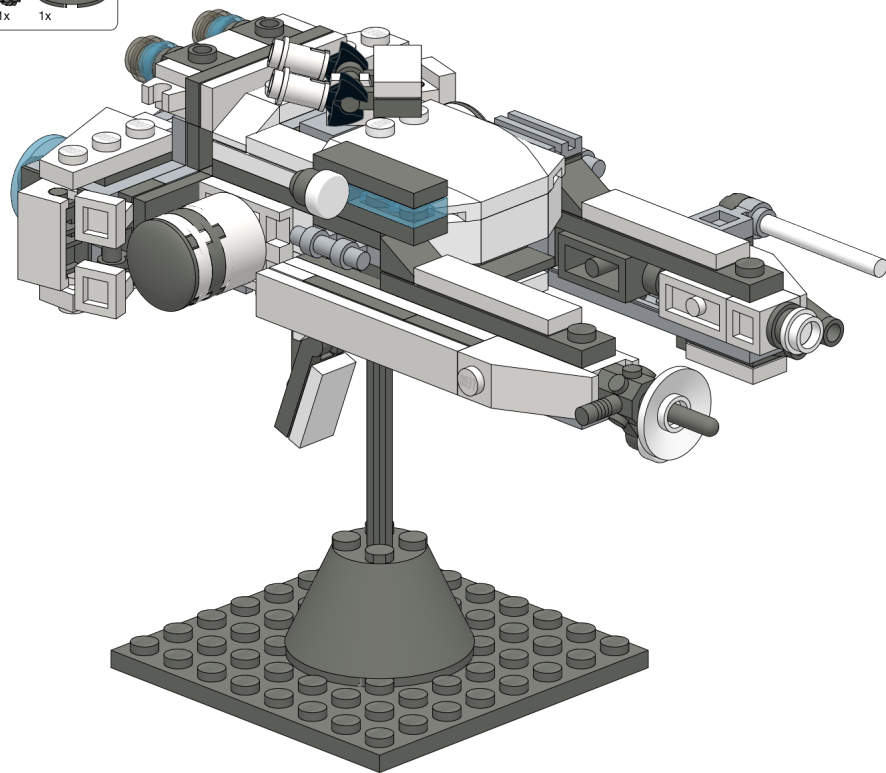
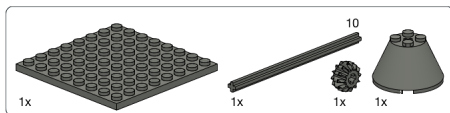




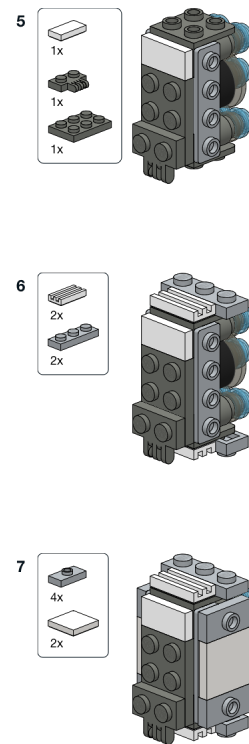
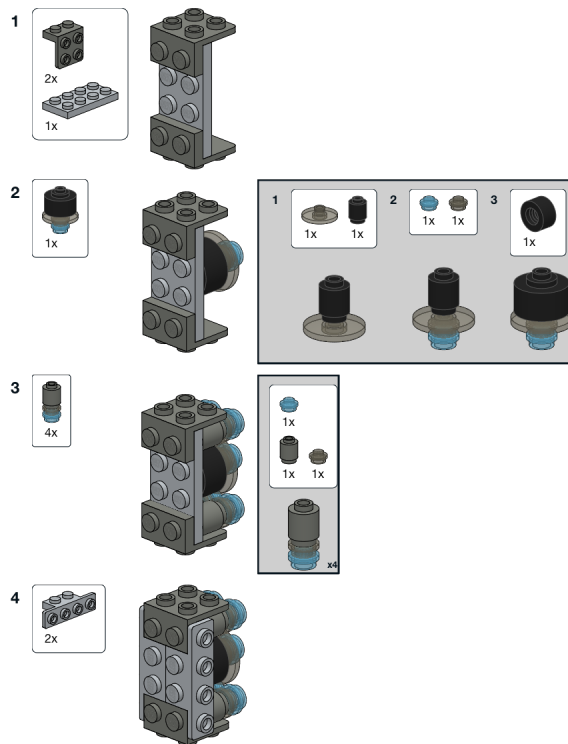


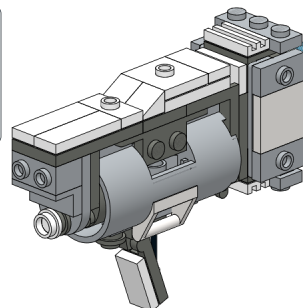
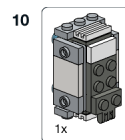
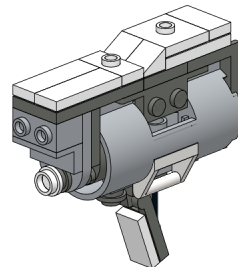
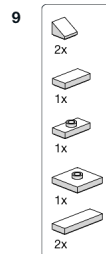
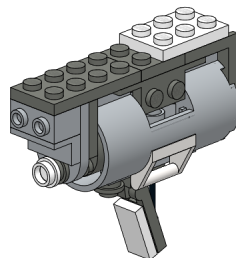
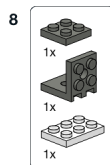
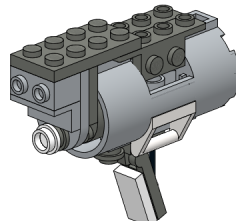
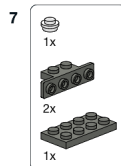
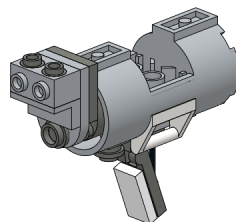
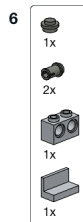
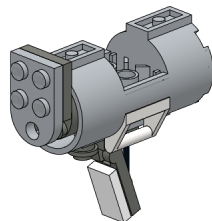
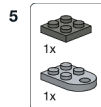
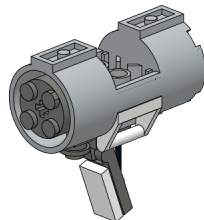
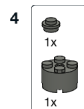
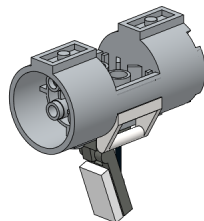
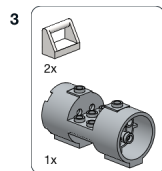
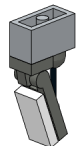
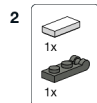
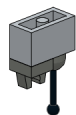
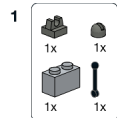


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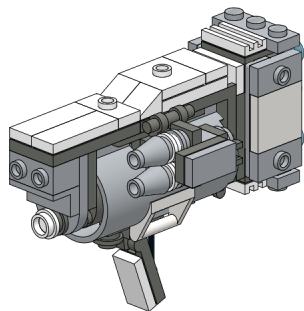




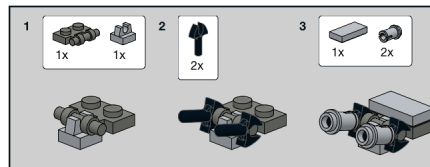
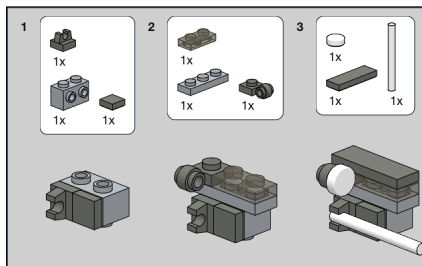
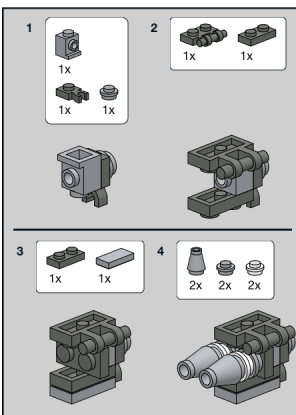
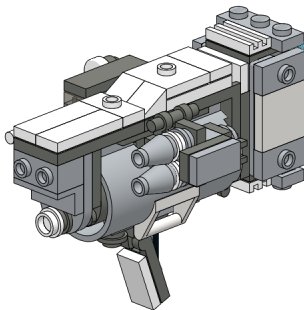
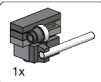




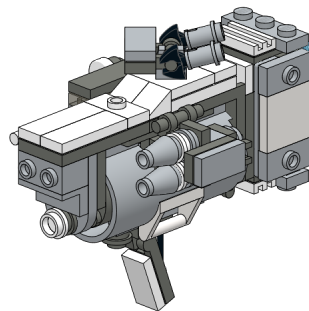
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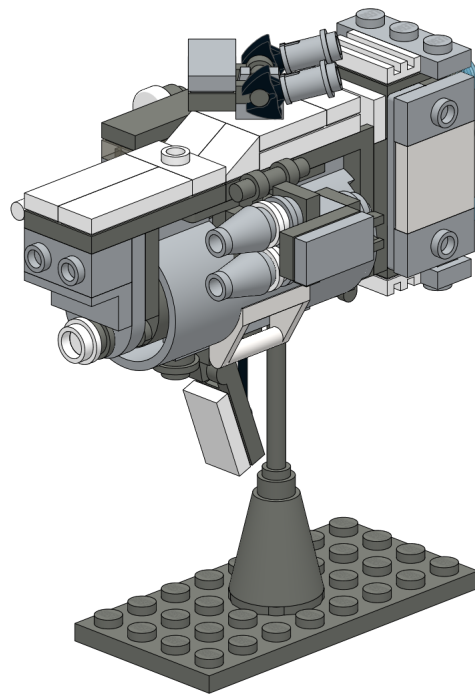
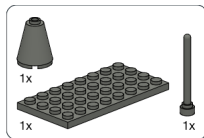
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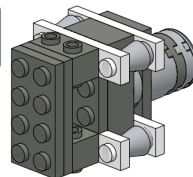
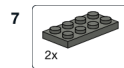
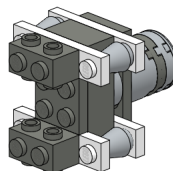
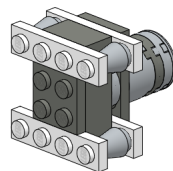
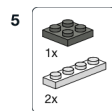
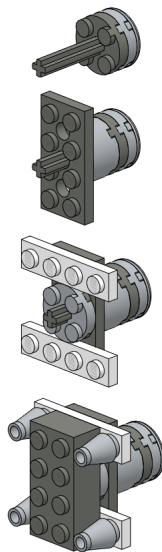
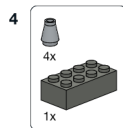
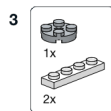
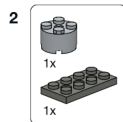
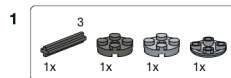
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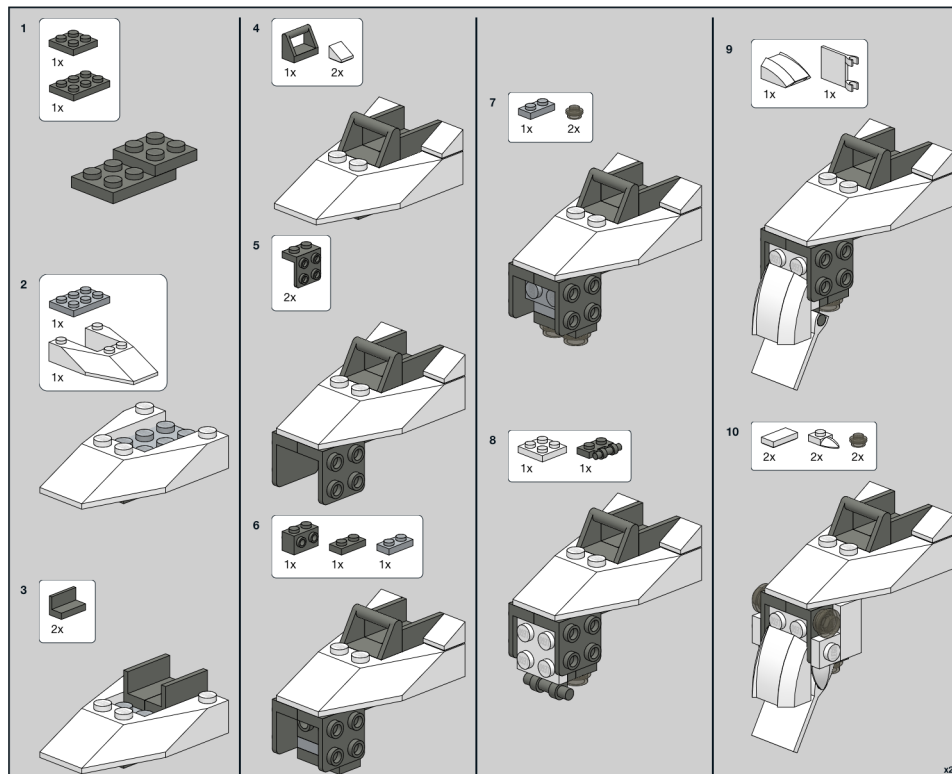
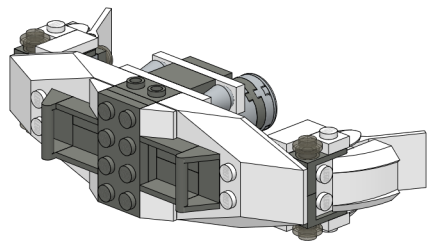
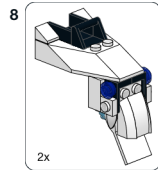


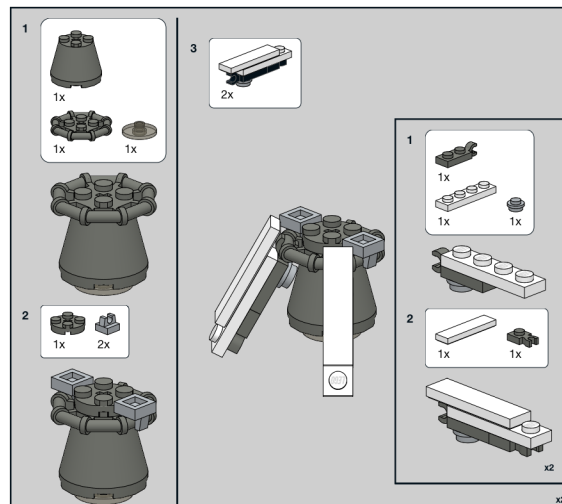
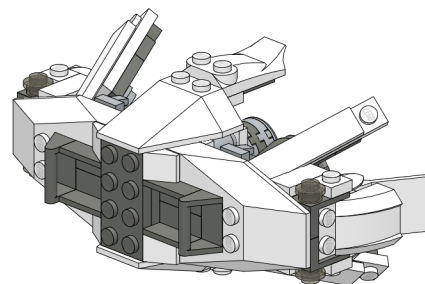
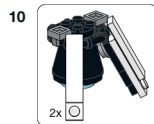
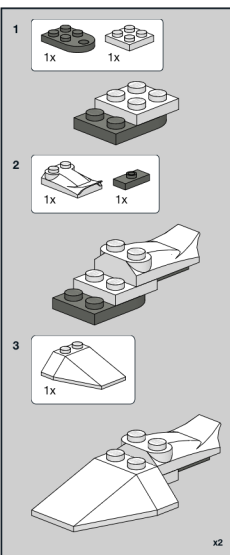
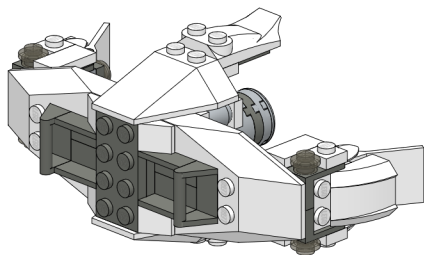
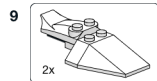




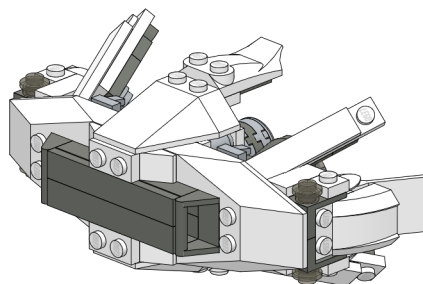
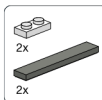




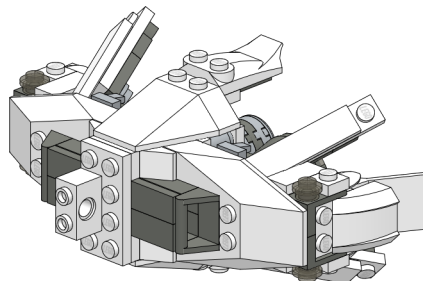
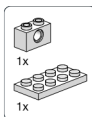




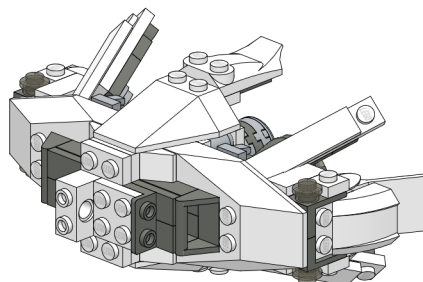
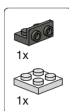
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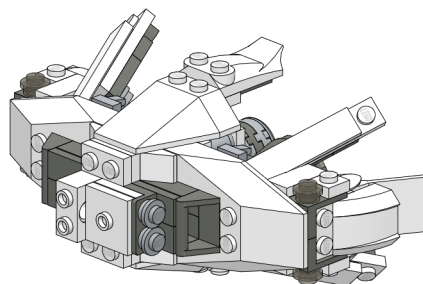
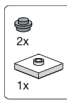
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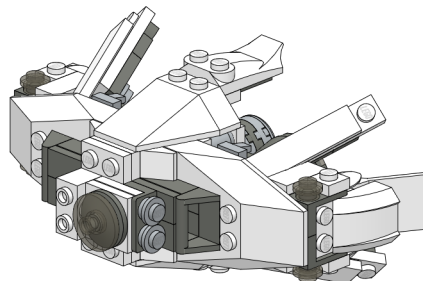
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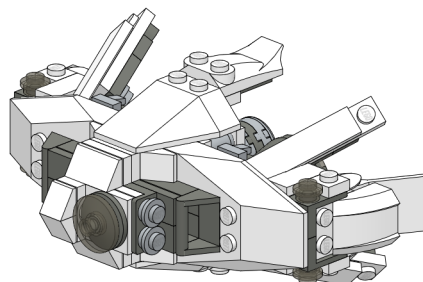
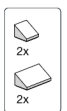
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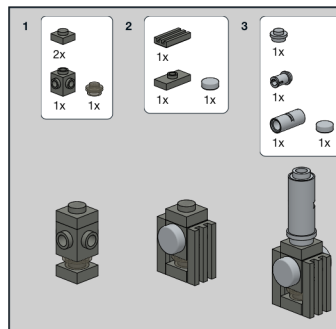
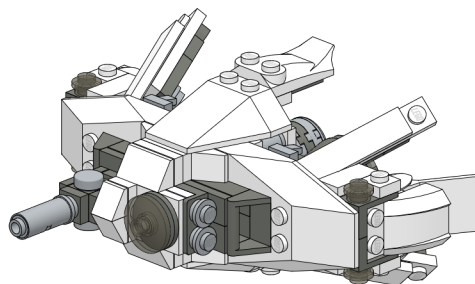
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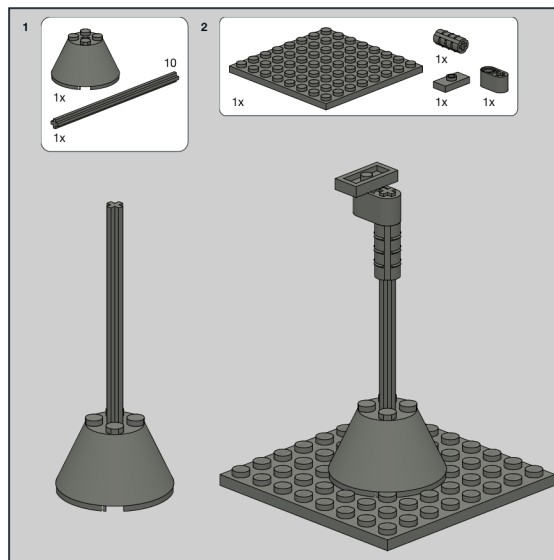
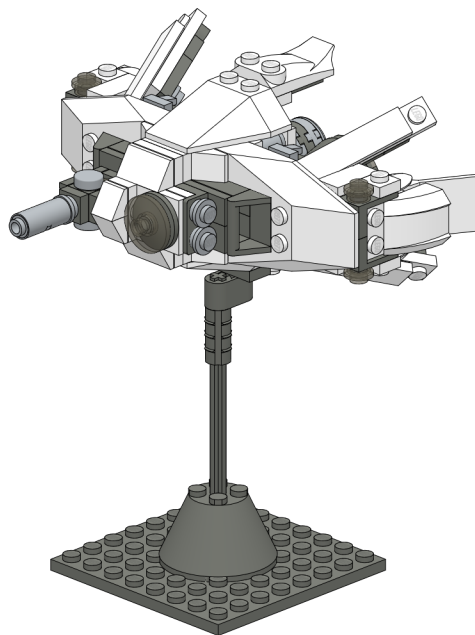
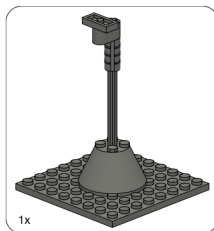
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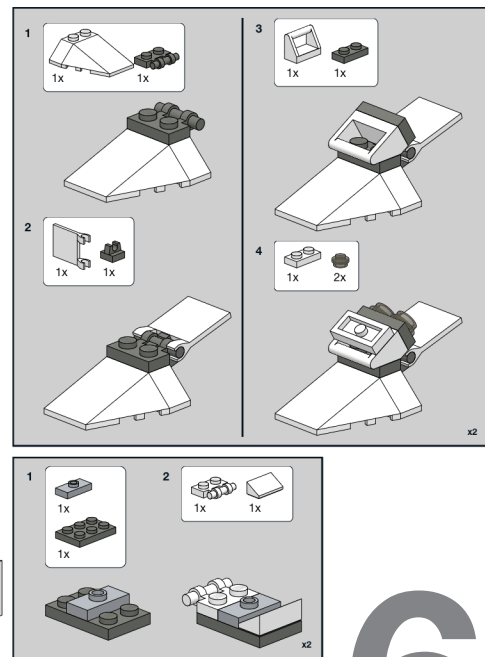
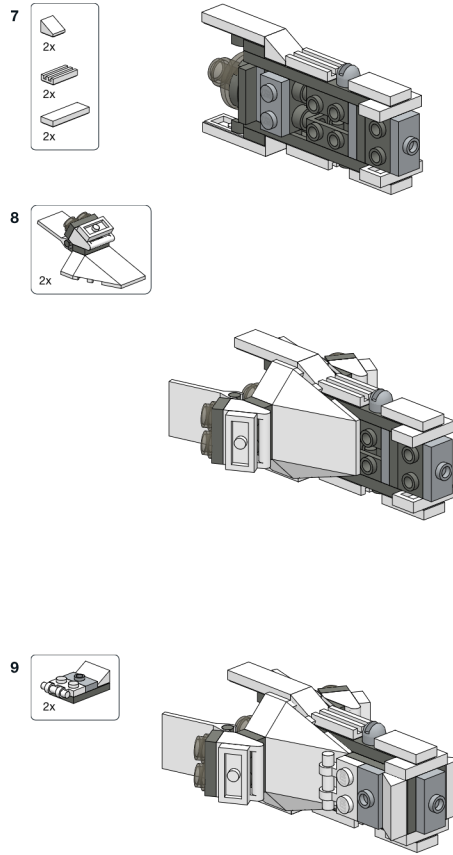
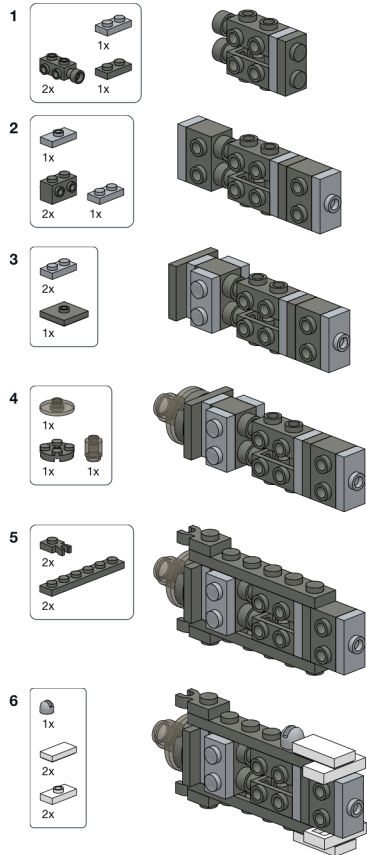


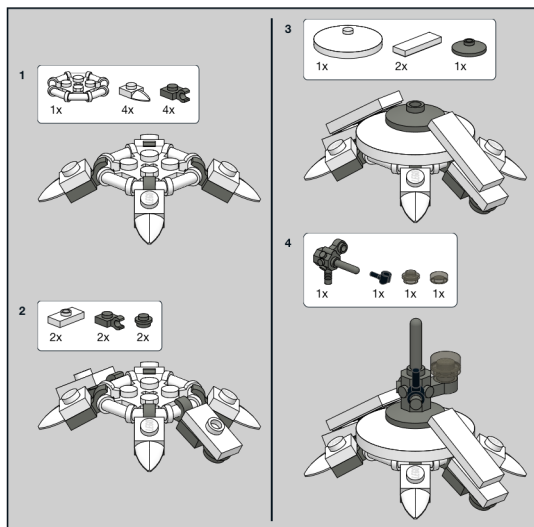
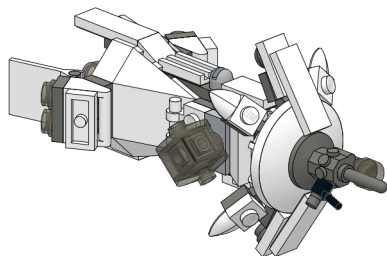
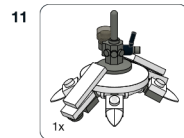
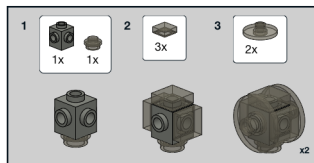
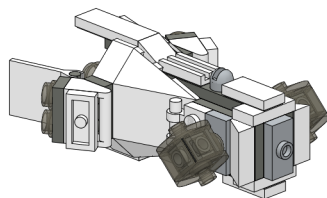
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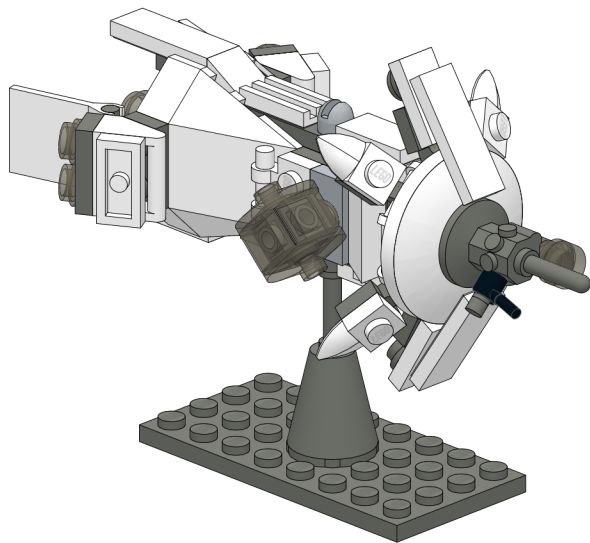
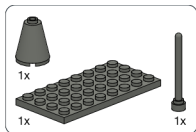
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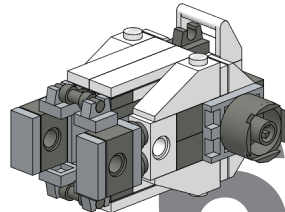
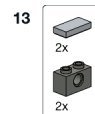
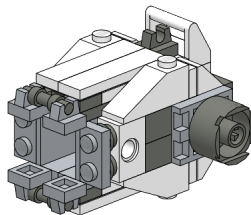
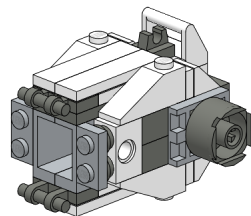
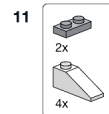
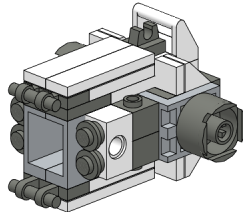
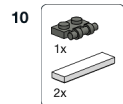
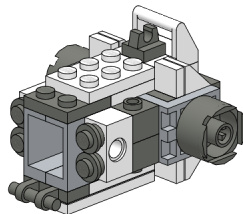
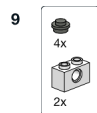
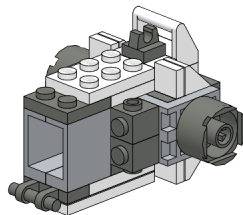
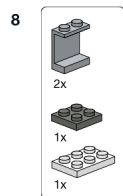
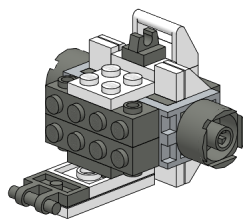
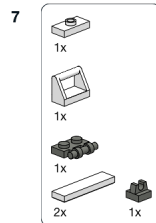
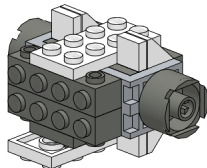
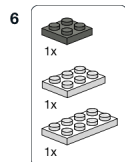
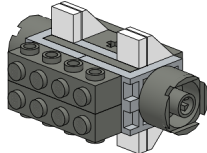
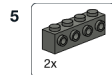
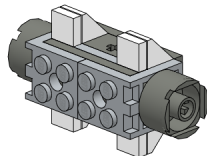
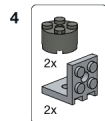
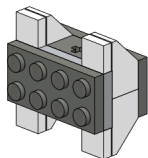
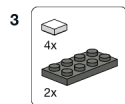
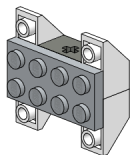
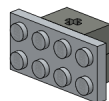
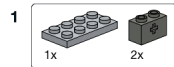




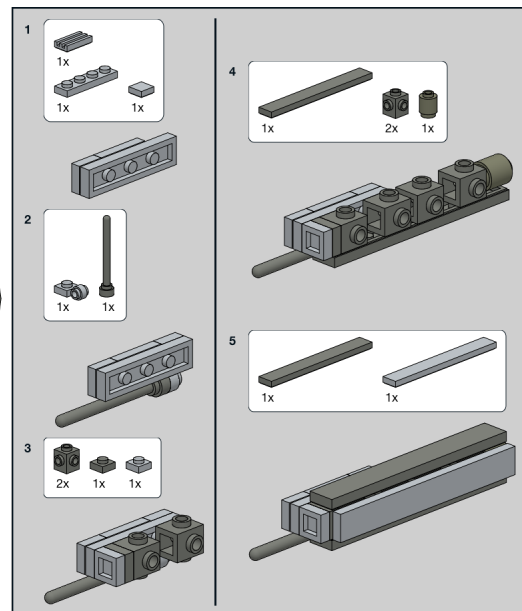
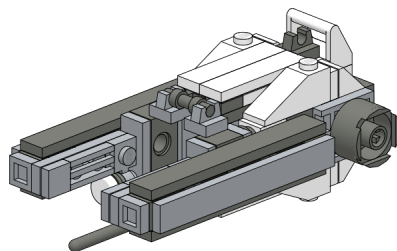
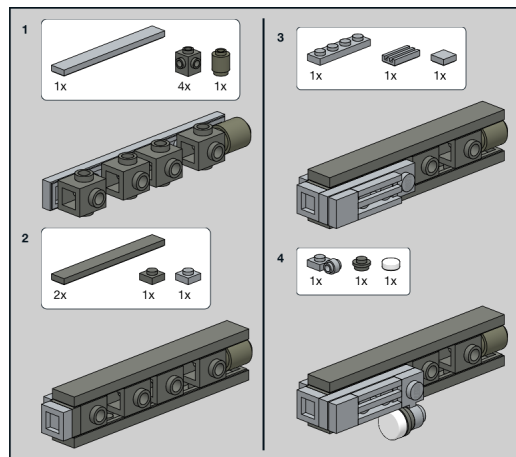
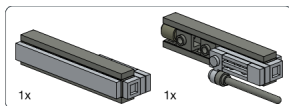
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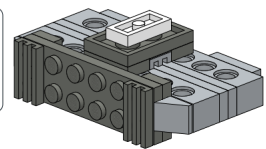
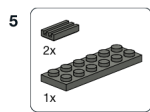
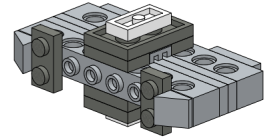
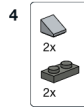
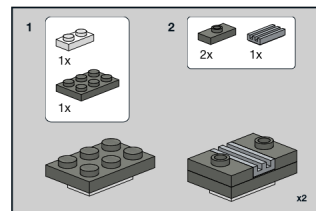
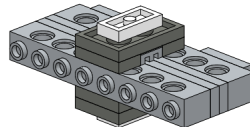
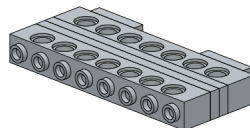
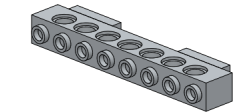
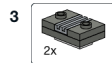
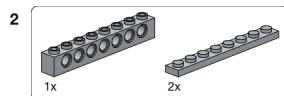
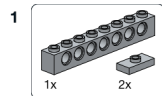


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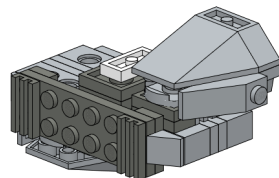
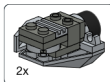


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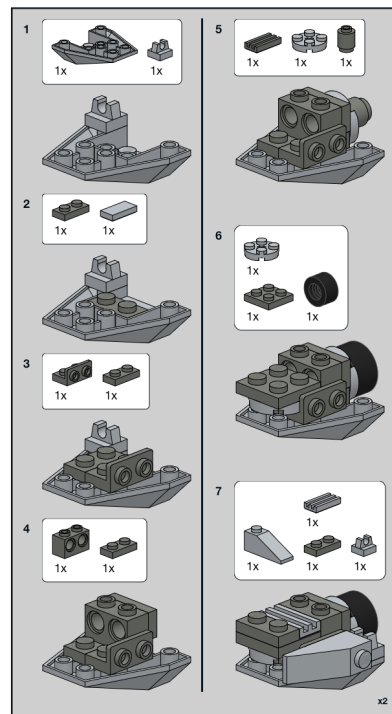
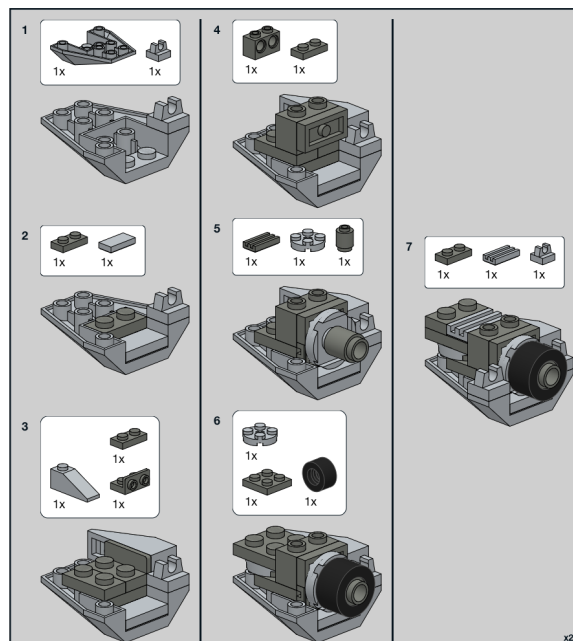
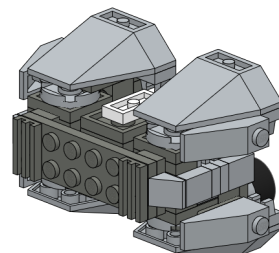
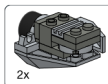




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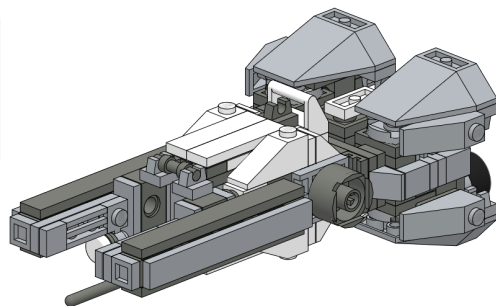
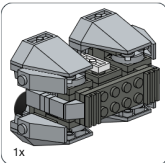


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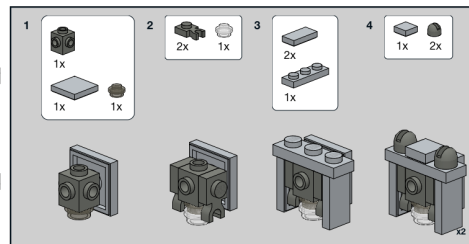
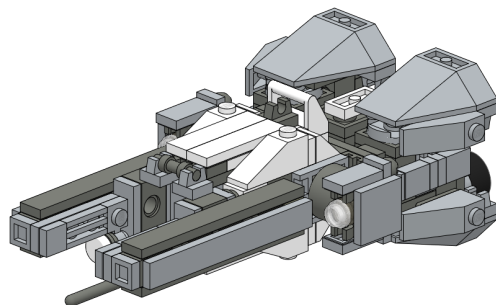




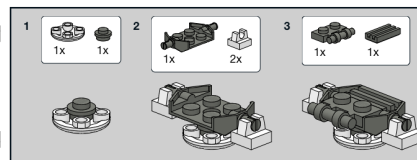
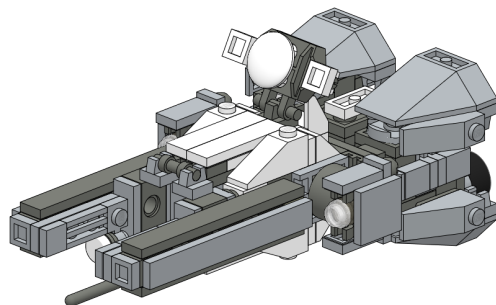
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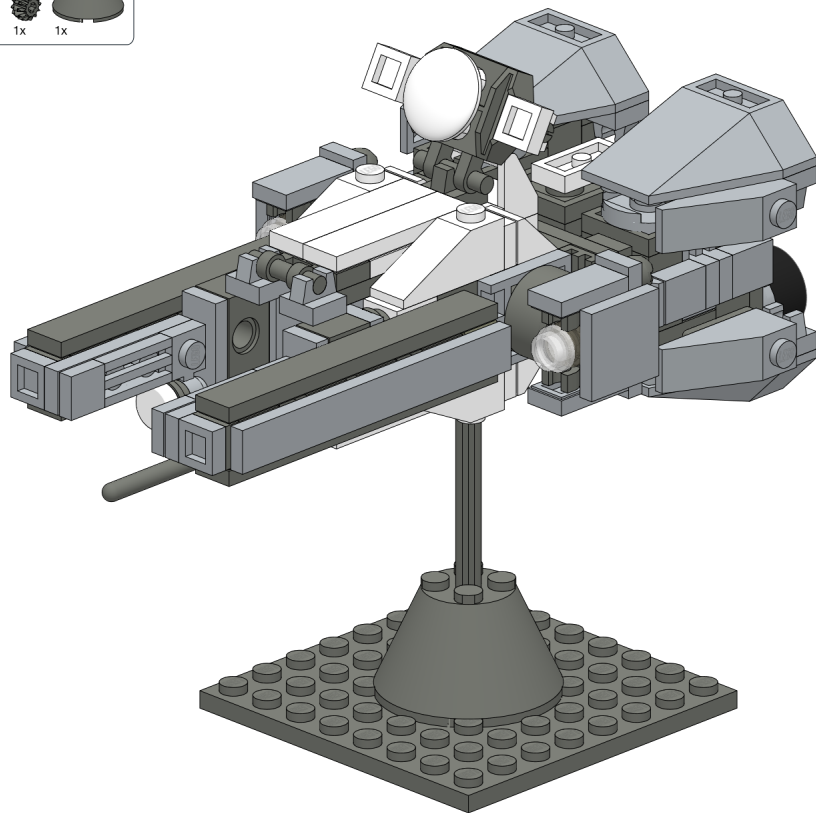
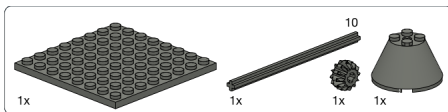
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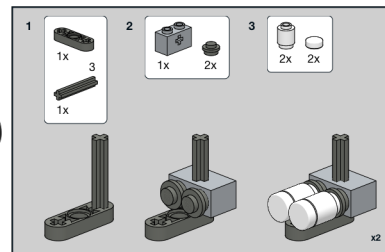
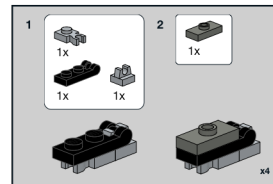
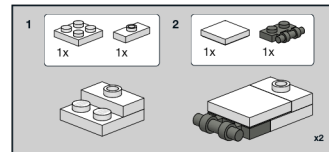
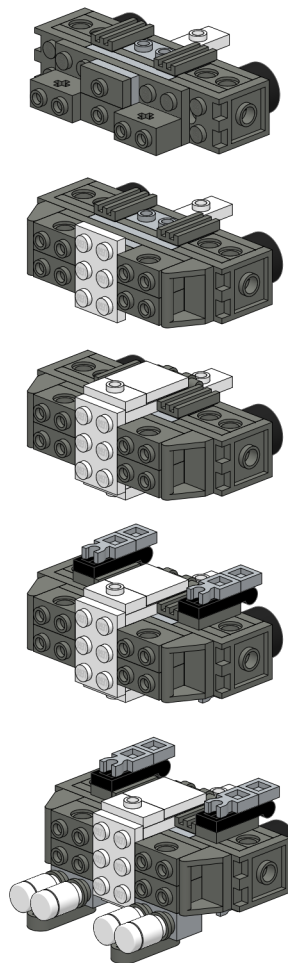
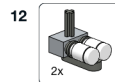
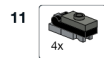
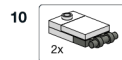
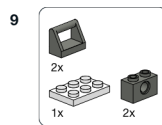
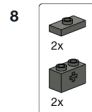
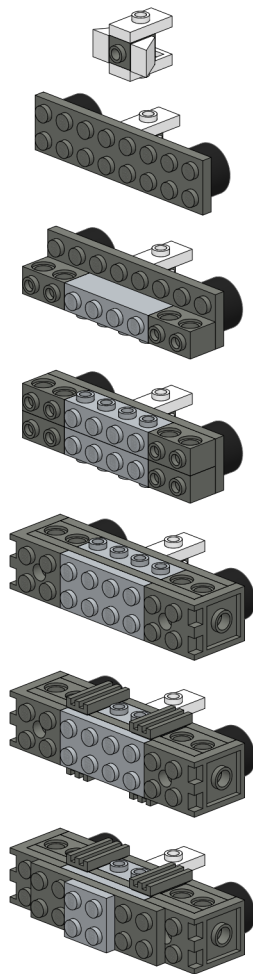
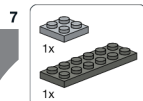
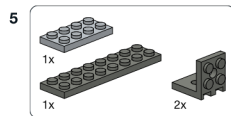
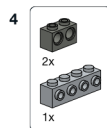
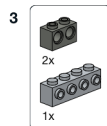
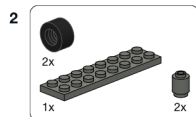
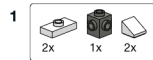
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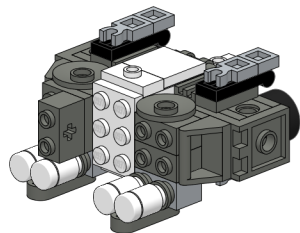
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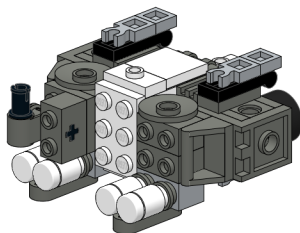




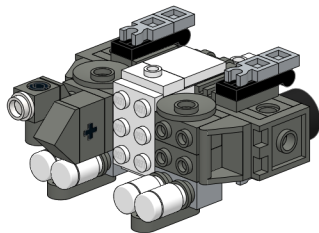
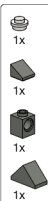
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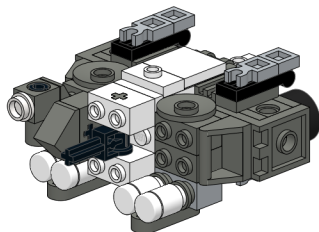
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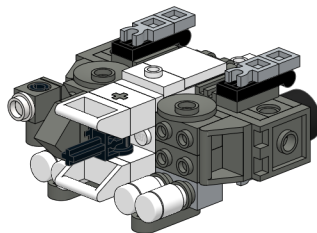
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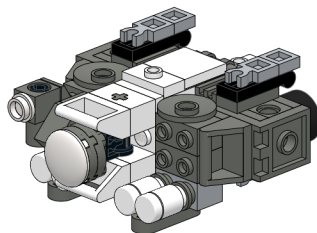
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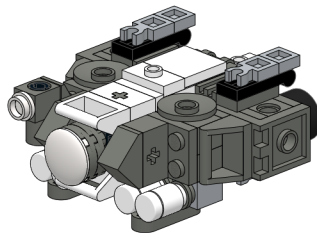
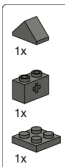
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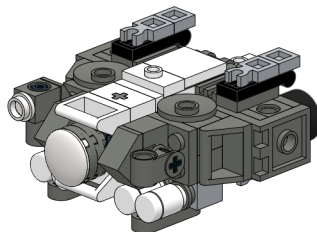
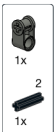
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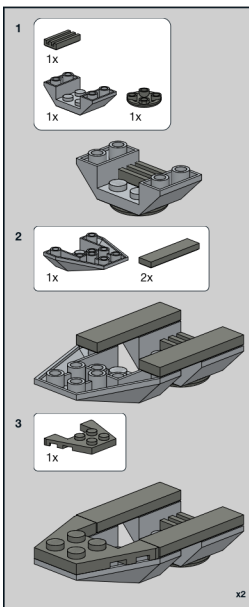
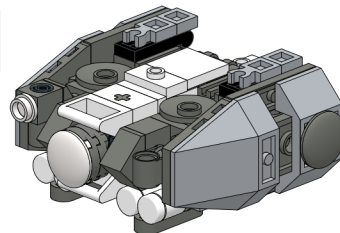
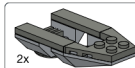
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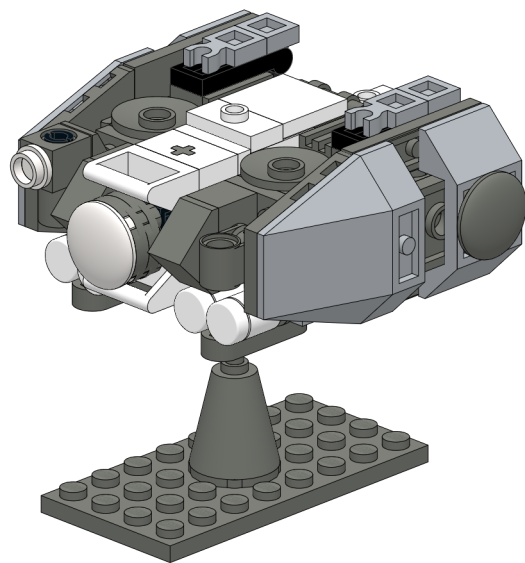
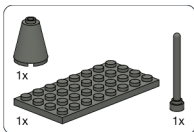


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x2

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# THANKS

**Thanks** to Carrie Bernstein, Vincent Baker, Evan Rowland, and the Owl & Raven Game Design Coöp of Northampton, Massachusetts, where we support each other in making the best games and art that we can make.

You can see all the games the Owl & Raven do at [owlandraven.org](http://owlandraven.org)

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## Thank you MoFØs

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Additionally, he has collaborated as a book designer with other game projects, like D. Vincent Baker's **Dogs in the Vineyard**, Timothy Kleinert's **Mountain Witch**, and Ben Lehman's **Bliss Stage**.

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You can see some of the things he's done on Flickr at **flickr.com/photos/bricklovinfreakboy**, and from time to time he scrawls on Twitter's bathroom wall as **@HarmfulMechanic**.

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During his copious free time, he enjoys visual media involving giant (and not-so-giant) robots and AFV's, among other things. He occasionally posts his doodlings on **ryujindx.deviantart.com** and a few other places.