

The cover art depicts a large, green, flat-topped space station with a dome-shaped structure on top. A pilot in a flight suit is visible in the foreground, looking out from a transparent section of the station. Three fighter jets are in the sky, and a bright orange laser beam strikes the station, causing a large explosion. A large planet is in the background.

BATTLESTATIONS

Second Edition

Rules of Engagement

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CREDITS

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Game Design: Jeff Siadek
 Producer: Joey Vigour
 Art Direction: Dan Blanchett
 Cover Art: Eduardo Garcia
 Interior Art: James Olley

Sculptors: Ben Misenar, Bob Gallagher,
 William Tombs
 Playtesters: xxx (a long list that I will compile)

*Enemies sighted? Navigation hazard? Incoming distress call?
Whatever the emergency may be,
the call to action is always the same...*

“BATTLESTATIONS!”

You and your crewmates take roles aboard a starship to conduct missions filled with danger and adventure. One player assumes the special role: The Enemy. They aren't part of your crew at all: they operate the game system, enemy characters, and the rest of the universe.

This book contains a complete campaign at the dawn of the Galactic Civil War. By playing the six missions in order, you'll learn all of the basics of “Battlestations”. The idea is to teach only as many rules as you need as you go along so as not to overwhelm beginners. Before your first game, you only need to read up until Mission #1 but you may want to read ahead.

If players anticipate a rule that hasn't yet been reached in the tutorial, I strongly encourage you to implement it (prepare, assist, overwatch, etc.).

By the time you've completed this campaign, you'll know just about everything you need to know to save the galaxy – or, if you are The Enemy, *destroy it!*

The Universal Republic is trying to stamp out a growing rebellion. Our heroes' journey begins at a starbase near New Antarctica. They've tried to remain politically neutral up until now, but suddenly find themselves drawn into the conflict....



Approaching the Game

Battlestations is a boardgame with a strict turn structure and definite mission objectives. Battlestations is also a roleplaying game, where your continuing characters grow in power with actions that affect the ongoing campaign.

It is recommended that you approach it first as an easy-to-learn board game, and only dig into the full depth of the RPG experience once all players are ready.

Each player will select a character except the Enemy player who controls the rest of the universe and works against the others.

The Boards

Battlestations uses hex-based boards to represent the macro-view of the crew's ship in space and its relative distance to obstacles or enemy ships. In addition, square-based boards consisting of ship modules are used for the crew ship. You might also need to set up boards for enemy ships, depending on the mission.



Ship Modules Combine to form Different Vessels



The mission briefing will give you setup details and an objective for the mission.



Hex Map for Ship Movement

Play Sequence

Once the mission begins, you'll follow the sequence of play:

1. Ship Movement/Upkeep
2. Hero Actions (in any order)
3. Enemy Actions

until you have either succeeded or failed at the mission.



Sample Character - Xeloxian

When it is the heroes' turn to act, all players can act in the order of their choosing. Usually, they'll be operating the battlestation of the module they are in by standing at the star square or using personal weapons to blast enemies in line of sight or a medkit to heal themselves or a crewmate. Each character also gets a move action to move as many squares as their species' move value. You can move either before or after your action.

Skill Checks

Most actions call for a skill check. This means you roll 2 dice and want a result equal to or higher than the target number. You'll add your skill to your roll and reroll if it is within the scope of your character's profession (Piloting for Pilots, Engineering for Engineers, etc.). The skills are color-coded (Combat skills are red, Engineering blue, Piloting yellow, and Science is green).

Follow the sequence of play until you fail the mission or complete it.



28 Alien & Human Miniatures
(28-32mm, 10 varieties)



8 Sample Character Cards



12 Ship Modules

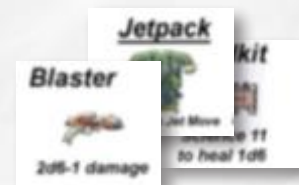


4 Hex-Based Space Maps



4 Ship Miniatures

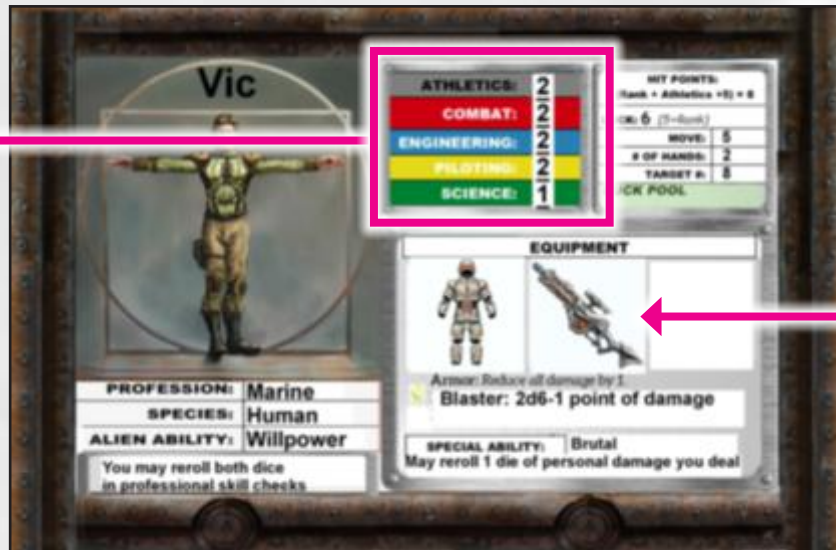
Since components are in flux and final art is not complete, I am will leave this for later inclusion. But this gives you the idea of how it could be laid out.



25 Weapons/Equipment Tokens

Below is a sample character sheet, one of 8 that come in the game. You'll use this to start out, but as you progress through missions you will want to create your own customized character sheets, and even make new characters from scratch!

Raise your stats as you successfully complete missions!



Gear up. If you can hold it, you can use it! But you need a free hand to operate a Battlestation.

Rank — starts at 1

Profession (Marine, Engineer, Pilot, Scientist) — You may reroll one of the dice when you make a skill check within your profession.

Species — Many abilities and attributes are based on species. For this book, we've factored that in already.

Species Ability — This is the particular rulebending ability for this type of creature.

Name — The names chosen for these sample characters reflect their cultures of origin.

Skills — You'll add this number in a skill check to see if you are successful.

Athletics — This reflects your basic health and fitness. The number of pieces of equipment you can carry is your Athletics +1.

Combat — Used in the operation of weapons both ship's and personal.

Engineering — Used to pump more power out of the engines and repair things (bot sized or larger).

Piloting — Used to fly a ship or operate a jetpack.

Science — Used to operate Teleporters, Hyperdrives and Science Bays, as well as healing people with a MedKit.

Move — How many squares your character can move each phase (you can't move diagonally).

Target # — The difficulty to hit you with personal weapons

Luck — Each time you spend a luck point you may reroll one die in your skill check or personal damage you would take or your ship's failing survival check.

You may spend more luck to reroll again but luck doesn't replenish until after the mission.

Hit Points — the amount of wounding you can sustain before passing out. If you get 6 more damage than this, you die and must be replaced with a clone of yourself for the next mission. See page 9.

Special Ability — A rulebending ability for this character. You get one for each Rank you have achieved. Enemies will not have any but they will still have their Species Ability.

Equipment — Useful objects you have on you. Unless you have infinite hands, you must take an action to place a hand on an object to be able to use it. You can only carry as many objects as your Athletics +1. If you need to drop an object, leave it in your square or any adjacent square.

Hands — The number of objects you can have ready to use (without having to spend an action to equip it into your hand). You must have a hand free if you want to operate a battlestation.

Battlestations are digital kiosks or consoles in a ship module used to control ship functions. We'll learn more about other modules during the missions as they become relevant.

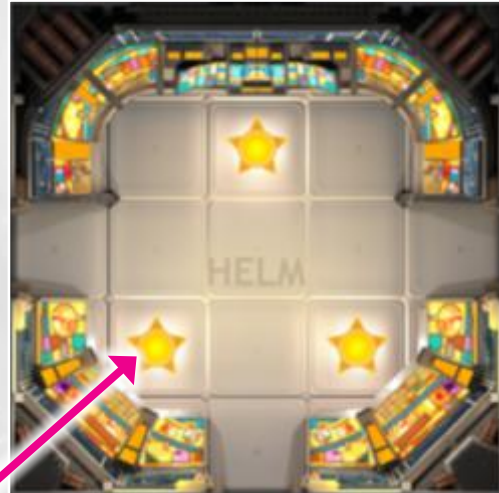
Helm

Flying the Ship

Once in motion, ships continue to move automatically. At the start of each phase, a ship moves a number of hexes equal to its speed, in the direction it is heading.

If you want to change the speed or heading of the ship, make a piloting action at a Helm Battlestation. The difficulty of this is double the ship's speed +6. Success changes the speed by one or the heading by one rotation. This costs one Helm power regardless of whether it is successful.

Before you roll, you can add +3 to the difficulty to make the maneuver more effective (turn one additional hex or gain one extra speed).



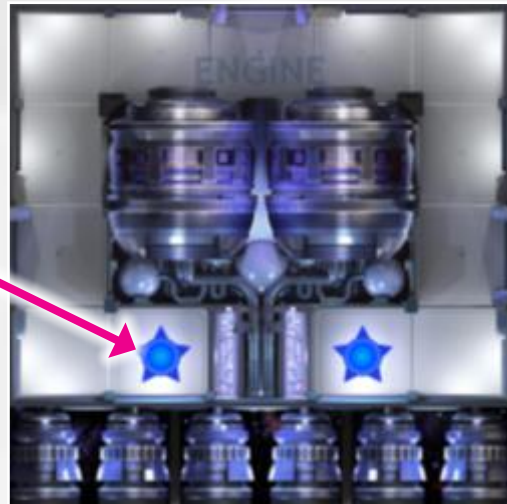
Engine

Pumping Power

If you want more power for your ship, you need to make an **Engineering skill check** at a difficulty of 8 to get 1 power.

Before you roll, you can add 3 to the difficulty to get 2 power instead. Failure yields no power. You can put this power into Helm, Guns, or shields as you like. You can transfer power in the same way.

Your character must be at the appropriate Battlestation in order to operate a Ship Module.



Ship Control Card

Use a ship control card for each ship in the mission. Place the color coded glass beads on it to mark the speed and all power levels at 1 unless specified otherwise by the mission setup.



Cannon

Ship Attacks

This is how you put the hurt on Enemy targets. To fire the cannon, spend a Guns power and make a **Combat skill check**. The difficulty to hit a ship is the distance plus double their speed.

The difficulty to hit a missile is the distance plus 12. If you hit a missile, you destroy it.



Hit Allocation

In the basic game you assume all weapons can shoot in all directions and hit one another in the side that makes the most sense. If two ships are facing one another, you'll probably hit each other in the front. Do try not to go toe to toe with a larger vessel.

When a ship's weapon hits, you'll have to determine exactly where it hits. select a column or row on the appropriate side of the enemy ship to determine where the shot rips through and roll 2 dice for hit allocation. If the result is a "7" you hit exactly where you intended. If the number is lower, your shot is further to the port (left) or forward side of the ship or if the number is higher your shot is further starboard (right) or aft.

The example here assumes you select the center line for your shot. If you are shooting from the front and roll a 2,3,4,5 or 9,10,11, or 12, you miss the silhouette and only deal 1 point of damage per guns level. On a roll of a "6" from the front, your shot applies to the Cannon and if strong enough reaches through to the Missile and port Engine.

Shields and Damage

After you've determined where you hit with a cannon, you'll need to see how much damage you shot deals. Roll a total number of dice equal to the firing ship's guns power and the target ship's shields power, then take away a number of the highest dice equal to the target ship's shields. For example, a ship with 5 guns power is targeting the human ship below with a shields power of only 3. Roll 8 dice and take away the highest 3. 8 dice might look like this (arranged in order) 6,6,4,4,4,2,2,1.

After removing the highest 3 dice (because the target has 3 shields) it looks like this: 4,4,2,2,1.

Damage Effects

The first die lands in the first module and each additional die (in order) hits the next module so you'll have a 4 applied to the Gun and Missile Bay and a 2 applied to the port engine. The extra dice spill past the silhouette and deal one point of damage each. The dice that land on modules deal their full value in hull damage (see Hull damage below).

A die result that is a "4", "5", or "6" breaks the module and deals 2 dice of damage to each of the occupants. A die result of "1", "2", or "3" does not break the module but does deal 1 die of personal damage to the occupants. Each die that misses the silhouette deals only one point of hull damage. For now, a module can have at most 1 broken marker.

Modules with broken markers will not function. A broken Helm means your ship can't maneuver. It will still move because moving does not require a module action; you only need the helm to change speed or heading. Let's hope it is pointed in the right direction! A repair action with an **Engineering skill check** at a difficulty of 11 removes a broken marker.

Hull Damage

Total up the damage dice that landed in modules and one point for each die that missed the

silhouette of the ship to get hull damage. When the hull damage reaches the threshold of 21, the ship must make a hull check of 3+ or explode. This means anybody aboard the ship must roll 2 dice and get a total of 3 or better. Anybody aboard may spend luck on hull checks. Each time a ship is hit after this it must make a hull check or explode. As the damage level goes up, the difficulty of the check goes up according to the chart below.

You can see the hull check table on the Sequence of play board.



Personal Combat

If you want to deal damage to somebody on a personal level, you need to do personal combat. Melee weapons can only be used when you are in contact with your target (including diagonally). Ranged weapons must trace line of sight by drawing a line from the center of the square you are in to the center of the square for the target. If that line is unobstructed, you can shoot them!

Personal attacks require you to make a **combat skill check** with a difficulty of that species' target number. Success means you generate your weapon's effect. This will mean one or more dice of damage as indicated by the weapon. Some weapons have a modifier to damage. The blast pistol deals 2d6-1 damage. This means you roll 2 dice and subtract one from the total. Armor subtracts one from the damage and various species have their own abilities that modify the damage they sustain. Disintegrators have the additional benefit of forcing the target to make an Athletics check of 9 or turn into dust.

At least it's painless. Your clone won't remember a thing when he wakes up.

Healing

Anybody with a Medkit can spend their action to try to heal themselves or an adjacent target by making a **Science skill check** of 11. Success removes 1d6 of wounds from the target. There is no penalty for failure.



Medkit



Battlestations is played in a series of missions, with each campaign sequence starting with an initial Setup, followed by Playing the Mission and concluding with the Aftermath. The Aftermath will be explained in more detail after you complete your first mission.

Setup

This booklet has 8 missions. Play them in order. Some scenarios have sections marked “**Enemy Eyes Only**” that should only be read by the Enemy player.

The player who best understands the game should play as The Enemy. The Enemy will make rulings and control mission elements, enemy characters, dangerous environments, and obstacles. The other players each select one of the pre-generated characters. It is recommended to have a good mix of characters from all 4 professions. If you have fewer than 4 players (not counting the enemy), use bots of the heroes’ choice to fill the missing spots of the missing professions. See Bots page 12.

You’ll set up by laying out the hex map and setting up ships according to the mission details.

Place the miniatures for the heroes as listed in the mission briefing. Each miniature should get a base that corresponds to the color on their card to remind you of their profession.

Issue each player starting equipment and luck tokens as indicated on their character sheet. For now, don’t bother with what is in your hands. Let’s get started with the first mission.

Playing the Mission

Follow the sequence of play until the mission is either won or lost. In the first mission, don’t bother counting phases and rounds

Ship Movement

Move ships a number of hexes forward equal to their speed. Note that this happens regardless of whether the helm is crewed or even functional. There are no collisions.

Character Actions

Heroes and their bots move and take an action in order of their choosing but each character must complete their action before another can begin theirs. (See the character actions section on page 11).

Enemy Actions

Enemies move and act in order of the Enemy player’s choosing just like the heroes do.

End of Phase

Begin New Phase



Example Set Up

SEQUENCE OF PLAY

- Ship Movement
- Missile Movement
- Missile Resolution
- Character Actions
- Enemy Actions
- End of Phase

Each character whether, hero, bot, or enemy gets ONE ACTION and ONE MOVE each phase. You may take your move either before or after your action.

Personal Movement

You can move a number of squares orthogonally (never diagonally) up to your personal move number, either before or after your action. You can even select move as your action allowing you to move twice but take no other action. Canosians get an extra move action.

Character Actions (Skill Checks)

A character can take any action on the action list. Actions marked with a "*" must be taken at a battlestation in the appropriate module.

If the action has a target number listed, it requires a skill check. In those cases, roll 2 dice and add the relevant skill (for example, to turn the ship you add your piloting number to the roll). If your total is equal to or higher than the target number, you succeed.

Personal Weapons Effects

WEAPON	DAMAGE	EFFECT
Blaster	2 dice -1 point	
Laser	1 die +1 point	Ignore Damage Reduction
Disintegrator	1 die	Target must roll 2 dice and add their Athletics. If the total is less than 9, they are vaporized.

Personal Damage

If your damage total equals or exceeds your hit points, you are dying, you cannot act until after the phase in which your damage is brought below your hit points. If your damage exceeds your hit points by 6, you are dead and out of play for the rest of this mission. Your clone will activate after the mission but you gain no experience. (see page 15).



Enemies

The Enemy player takes their turn after the heroes have gone. Enemy characters move and take actions just like the heroes do, but are entirely controlled by The Enemy player.

If this is your first time playing the mission use the enemies given in the mission. If you are replaying the missions the enemy player might mix it up some.

Bots

Bots have a skill of 3 within their profession where they get a reroll (Marine, Engineer, Pilot, Science) and 1 in all other skills.



Bots have no special abilities, or luck and take no wounds. Instead of hit points, they are broken if a damage die that would damage them comes up as a "5" or "6" and destroyed if a damage die comes up as "6" and they are already broken. Bots are controlled by consensus of the heroes and take turns like any other character.

Bots are equipped with built in Blasters and Medkits, both of which can be picked up off of a destroyed bot.

Character Advancement

If you survive a mission, you earn 100 Experience and Prestige. If you succeed, you get an additional 100 Experience and Prestige.

Any hero that dies in a mission will have a clone activated. They won't get the Experience the rest of the crew gets but they will get as much Prestige plus 100 bonus Prestige (death is heroic).

You spend Prestige to go up in Rank. This is mandatory if possible.

It costs 100 times your next Rank in Prestige to advance. You begin at Rank 1 so you'll need to spend 200 Prestige to advance to Rank 2.

Characters who Rank up gain an additional Hit Point, Luck, and Special Ability. Choose from the special ability cards. You may not take the same ability twice. If somebody has

already claimed an ability you want, you may copy it on a separate sheet of paper but bear in mind that a balanced crew is more versatile.



You spend Experience to increase skill levels the same way Prestige is spent to gain rank. A character with a 3 Piloting skill must spend 400 Experience to go to level 4 Piloting. You may save Experience for later.

After a successful mission, each hero may claim one piece of equipment from an enemy. Note that a character in the basic game may have a maximum number of items equal to their Athletics +1.

At some point, you'll want to transfer the data from your sample character sheet onto a blank character sheet.



Flamethrower

ACTION SUMMARY

13

QUICK START

ACTION	DIFFICULTY	SKILL	MOD	RESULT	P#
Fire Cannon	Distance + 2x target speed	Combat		See Cannon	7
Launch Missile	11	Combat		Put a missile or Science Probe on the map.	17
Personal Attack	Target #	Combat	N/A	Resolve effect of weapon.	9
Pump Engine	8 (+3 per additional)	Engine		Add 1 power to any of your ship's power levels.	7
Transfer Power	8 (+3 per additional)	Engine		Move 1 point of power between 2 ship systems. Doesn't add or count "used" markers.	17
Repair	11	Engine	Any	Remove damage from anything bot-sized or larger	8
Turn ship	Size x2 + Speed x2	Pilot		Rotate 1 hex. (may add +3 difficulty to turn twice)	7
Change speed	Size x2 + Speed x2	Pilot		Adjust Speed by 1. (may add +3 to change by 2)	7
Steady ship	Size x2 + Speed x2	Pilot		Reduce the OOC level to zero.	17
Teleport	Distance + shields + their shields	Science		Roll allocation and place a character on any square in that module.	21
Heal w/ Medkit	11	Science	N/A	Heal 1d6 damage. (does not expend Medkit).	9
Scan	1/2 Distance	Science		See a ship. Expend scans to reroll hit allocation.	21
ECM	Distance +3 per additional	Science		Trick a missile into not attacking you this Phase.	17
Research	Distance in hexes to target	Science		Ask a yes or no question of the computer.	17
Program	8	Science		Add a program marker to the Hyperdrive. (not within 12 hexes of a planet)	25
Warp Out	8	Science		Leave the system if program markers = Ship Size. (not within 12 hexes of planet)	25
Repair Equipment	11	Science	N/A	Remove damage from a bot-sized or smaller item.	12

Briefing

The Universal Republic has been tightening its grip on member planets in preparation against a Civil War that looms ever more likely because of the new restrictions.

Your ship is docked at a Human U.R. Starbase for mandatory inspection. Your crew waits helplessly outside in a Cargo Bay while government stooges paw over your ship.

Once the government troops are in position, the officer announces that your ship is being nationalized for the war effort against the rebels and orders you to turn in your personal weapons as well.

You might have been on the fence about the political question before but now they are seizing your ship and your allegiance is no longer up in the air.

Objective

Recapture your ship and escape. Get **12 hexes** from the planet.

Setup

Put the **Redundant II** and a **Starbase** at the center of a hex map.

Build a starbase and the Redundant II as pictured below with a control card set at speed zero and 1 power each in Helm, Guns, and Shields. Ignore "ooc" for now.

Place all of the hero characters in the squares of their choice in the empty Cargo Bay docked next to the Helm of the Redundant II.

The number of enemy characters is equal to the number of heroes. Use bot characters to fill out the rest of the enemy crew to 4 just as for the heroes.

There is a full enemy crew of 4 bots on the starbase. Place them each at Engine Battlestations.

Onboard the Redundant II, place the enemy crew at Battlestations as follows: Pilot at the Helm, Marine at the Cannon, Scientist in the Science Bay and Engineer in one of the Engines.

The mission ends when either side has been subdued.



Lessons Learned This Mission

- *Personal Combat*
- *Passive Athletics Checks*
- *Personal Movement*
- *Piloting the ship*
- *Cannon attacks*
- *Undocking*

New Rules

Undocking

As soon as the ship gets any speed (Piloting action in the Helm) it undocks. It will start moving in a straight line away from the starbase during “ship movement” on the next phase.

Passive Athletics Checks

A character struck by a disintegrator must roll an Athletics check of 9 or better or be turned to dust. This is a passive check so it does not cost an action and is not subject to other penalties. You can spend your luck to reroll your own passive Athletics checks.



Disintegrator

Aftermath

If the mission is a success, conduct character advancement (page 12) before the heroes move on to mission 2 “Fiirst Contact” on page 16 for the next campaign turn.

Enemy Eyes Only

The enemy crew is human. The Marine is armed with a disintegrator. The rest of the crew is armed with blasters (2d6-1 damage). The Scientist also has a Medkit. The Pilot also has a JetPack. As humans they are allowed to wear armor but with their pathetic Athletics they are not strong enough to use it. See the table below for their stats.

Enemy Stats (Human)

ABILITY	VALUE
Hit Points	7
Target #	8
Movement	5
Primary Skill	3
Other Skills	0

Humans may reroll one or both dice in skill checks within their profession.

The starbase will threaten to fire on the heroes demanding that they “Stand Down” but will not actually fire on them until the Enemies aboard have been disabled.

As soon as the last Enemy aboard the ship is pacified, the starbase will open fire. They shoot every phase with a gun power of only one. The bot marine with a skill of 3 will move to operate the cannon.

If the mission is a failure, the heroes awaken in the cloning vats where a Major in the Rebel navy welcomes them to the Rebellion with a new ship (that looks a lot like the ship they just lost).

Upon Subsequent missions in this campaign, the Enemy player gets one bonus luck for each time the heroes have failed a mission. If this bonus ever gets to 3, the Enemy wins the campaign.

Between missions, remove all damage from the ship, bots, and crew; Replenish all special ability pools and luck. You’re ready to go on to the next mission.

Briefing

We have discovered a new intelligent life form. They don't understand us so they fear us. They launch missiles at things they fear. You've got to decrypt the Rosetta Stone word "Shknorkleblorp" so we can communicate our good intentions to them before they blow you to bits. So far, we've only deciphered the starting letter.

Objective

Successfully broadcast the secret word to the planet.

Overwhelming Success

Broadcast the secret word to the planet and all hands survive.

Setup

Place a planet in the middle of the map.

Place the heroes ship **17 hexes away** at speed 1 with a random facing.



Lessons Learned This Mission

- Missiles
- Cannon Reconfiguring
- Phases and Rounds
- Used Markers
- Science Bay to ask Yes/No questions
- ECM
- OOC

Special Rules

Decoding

You can probe the planet to ask yes or no questions about the word. Parts of speech, definition, syllables, vowels, second letter, etc. are all fair game.

The word is a standard English word that appears in this book. Once you have decoded it, the rest of their language will immediately become clear.

Broadcasting

You must broadcast from the Science Bay. The difficulty to broadcast is the distance to the planet (+3 for each used marker, of course).



Science Bay Ship Module

New Rules

Probing with the Science Bay: Yes/No Questions

The difficulty of this check is equal to the distance to the target. You may add +3 to the difficulty for each additional question you want to ask in the same action.

Reconfiguring a Cannon

An **Engineering skill check** of 11 can reconfigure your cannon into Mulicannon mode. In Multicannon mode, it does not get used markers but the guns power for your shots is considered 1 regardless of how high it is. It still uses 1 Guns power to shoot the cannon like this. This is great for shooting missiles. Reconfiguring a Cannon does not add or count used markers and there is no penalty for failure.

Phases and Rounds

There are 6 phases in Each Round. At the end of Phase 6, perform the following end of Round bookkeeping:

Remove all used markers from all of the ships.

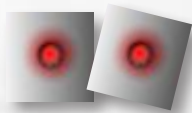
Reduce speed and each power level by one on each ship.

Begin a new Round and move the Phase marker to Phase 1.

At the start of Each Round, raise all power levels to a minimum of 1 if the ship has at least one functional Engine.

Used Markers

Other than the Helm, repeated use of a Module makes it harder to make the skill checks to use them.



Add a "used" marker to the Cannon, Teleporter, Engine, Science Bay, Hyperdrive, etc. each time they are used. Subsequent uses of the module will be at a penalty to the skill check of -3 for each used marker. Used markers go away at the end of the Round (Phase 6). Helms do not get used markers. When used to transfer power, Engines do not get used markers and ignore used markers.

ECM

You can use the Science Bay to trick a missile into doing nothing during the missile movement on the next phase.

The difficulty is the distance to the missile from your ship (you cannot use Science Probes for this).

You may add +3 to the difficulty for each additional missile to simultaneously affect. The difficulty is based on the farthest missile. Fail and none of the missiles are affected.

This only works once; on subsequent phases, the missile will continue it's assault on you unless you ECM it again.

OOC

A lot of stuff can rock the boat from getting hit by enemy fire to making or failing a maneuver. This is called going Out Of Control and is represented on the ship control card as OOC. Each damage die that a ship sustains that is a 4,5, or 6 raises the OOC level by one. Each maneuver raises the OOC by 1 and a double maneuver raises it by 2 etc. Failing a maneuver generates OOC as if it had succeeded plus the amount by which the pilot's check failed.



OOC applies as a penalty to all character's skill checks and movement on the ship (with the exception of the "steady the ship" piloting maneuver). OOC penalties apply only once during the phase for a character who double moves. Thus a character with a 5 move could move only 2 squares on a ship with an OOC level of 3. If that character moves as their action also, they would go 5 squares more for a total of 8.

A simple helm maneuver (**Piloting skill check** against 6+2x speed) clears the OOC to zero.

Mission Difficulty

Tougher heroes are sent on tougher missions. Battlestations uses the Mission Difficulty system to balance the challenge.

Figure the Mission Difficulty as the average Rank of the heroes. This is called the "MD" and used in various places to balance. If a mission setup calls for MD+3 enemy characters and the average Rank of the heroes is 2 then you'll be facing 5 enemy characters.

Launching Missiles

It requires an 11 **combat skill check** at a Missile module battlestation and a point of Guns power to attempt to launch a missile. This adds a used marker to the module.

When you launch a missile, you may declare it to be a warhead missile or a science probe. You may count the distance to your science probe instead of your ship when asking yes/no questions with the computer, while warheads attack targets such as enemy missiles or enemy ships. (see below).

Missile Movement

Each missile moves 6 hexes toward its target in the shortest path possible during "Missile Movement". The player who launched the missile makes any choices if there are equidistant paths.

Missile Attacks

After missile movement resolve missile attacks.

If the missile is attacking another missile it just hits it and destroys it.

If the missile arrives at a target ship, roll 2 dice for hit allocation. If it misses the silhouette, it continues attacking on subsequent phases. If it hits, break the module, cause 1 OOC to the target ship and deal 2 dice of damage to the ship's hull and 2 dice of wounds to each occupant of the struck module.

Enemy Eyes Only

Missiles

The planet launches MD +4 standard missiles per round at a rate of one per phase and extra on the first phases if the total number of missiles is greater than 6. (If the MD is 5 then it will launch 2 missiles on the first 3 phases. The planet in this mission does not need to roll a skill check to launch missiles.

Secret Word

Select a word of your own or use any of the following: broadcast, missile, enemy, hero, intelligent, language, secret, word. Tell the heroes the starting letter.

I find it fun to try to use the word casually during play at least once a phase as in, "You have to broadcast the message to the planet." (The word is "planet")

Note that when the heroes do broadcast the secret word, the planet will stop launching missiles but they have no recall for missiles already out there.

Aftermath

From this mission forward there will be the possibility of **Overwhelming Success**.

Meeting the overwhelming success parameters earns 100 bonus Experience and Prestige.

Other than this, use the Advancement rules from page 12 after each mission from now on. By now, they'll really want to transfer the data from their sample character sheet onto a blank character sheet.



A brief hisotry of the Battlestations Universe....

- 
- 2122:** *Dr. Lindstom develops "neural snapshot" cloning technology.*
 - 2122:** *Rise of the 5th Crusade and animist religions.*
 - 2133:** *Human space exploration begins anew.*
 - 2146:** *Humans begin terraforming Mars and moons of Jupiter.*
 - 2157:** *Sudanese physicists develop FTL travel.*
 - 2170:** *First human colonies on exo-planets.*
 - 2234:** *Human/Tentac first contact. Universal Republic born.*
 - 2248:** *Terraforming largely abandoned as more favorable planets discovered.*
 - 2257:** *Xeloxians join Universal Republic.*
 - 2260:** *Zoallans join Universal Republic.*
 - 2285:** *Canosians join Universal Republic.*
 - 2310:** *Silicoids join the Universal Republic.*
 - 2350:** *Dawn of the Galactic Civil War.*

Briefing

A Republic ship the Fearlight is holding a star system hostage. We must free the planet at all costs.

Objective

Capture, destroy, or drive the Fearlight off the map. The first ship that leaves the map loses the mission.

Overwhelming Success

Complete the mission within 3 rounds.

Lessons Learned This Mission

- *Teleporters*
- *Remote Module Usage*
- *Transferring Power*
- *Prepare*
- *Assist*
- *Enemy Luck*

Setup

The Fearlight is a **Tentac Ship** and looks like this:

Use the clear (non-asteroid) side of the 4 map boards.



Place a planet at the center of the map (hex xxx).

Place the Fearlight 6 hexes from the top edge facing the bottom and the heroes' ship 6 hexes from the bottom edge facing the top. Both ships are on the center line of the boards.

Crew it up with Tentacs (Rank 2). They have an Athletics of 2, primary skill of 4 and 1 in all other skills.

Whenever a Tentac is to suffer dice of damage, roll an extra die and take away the highest die. They are all armed with Lasers. Lasers give +1 to the **combat skill check** to use them and deal 1 die of damage +1 point and they ignore the target's damage mitigation such as armor or species ability.



Enemy Stats (Tentac)

ABILITY	VALUE
Hit Points	9
Target	9
Move	6
Athletics skill	2
Primary skill	4
Other Skills	1

New Rules

Remote Module Usage

You can use any module remotely from any other Battlestation in the whole ship. However, not being right on the spot puts you at a disadvantage - your skill check is at -3. Let's say the pilot wants to get some Helm power but the Engineer is busy being dead. The pilot can go back to the Engine and transfer power at a difficulty of 8 from an Engine battlestation or he could attempt to do it remotely from his helm at a difficulty of 11. Let's hope he has some Engineering skill or is luckier than his Engineer crewmate was.

Transferring Power

You can use the Engine to transfer power between systems. The difficulty is the same as pumping for power except that it ignores Used markers and doesn't generate them. Thus, an Engineering check of 8 transfers one power out of Helm and into Guns.

Prepare

You can spend your action this turn to "prepare" a specific action. This means that on the next phase when you take that action, you'll get +1 on your skill check.

Assist

You can spend your action to assist another character in their action. The difficulty to assist is 8 with the same skill as the character you are assisting is using. For example, you want to assist a pilot. You need to make a **piloting skill check** of 8. If you succeed, they get +1 on their check. A character can benefit from at most one assistance. Assisting can be done without remote penalty to an adjacent character or one taking a battlestation action at a different battlestation in the same module as you. Copilot anybody?

Scan

You can see what's going on aboard an enemy ship by making a scan from the Science Bay using your Science skill against a difficulty of half the distance. You can add +3 for additional scans and can spend Scans to reroll hit allocation rolls.

Teleporters

You can use a Teleporter to send a boarder to another ship.

The boarder must be on a Teleporter Battlestation. (You can send yourself).

Make a **Science skill check** at a difficulty equal to the distance to the Enemy ship plus your Shields plus their Shields (and +3 for each used marker if it has already been used this round).

Upon success resolve targeting and hit allocation like a normal starship attack but place the teleported character



in any empty square within the module you hit rather than dealing damage.

Failure either on the skill check to send or the hit allocation roll deals 1 die of damage to the unfortunate boarder and leaves him in the square he left (slightly worse for wear).

Teleporter Bombs

By spending a point of Guns power, you can teleport a bomb instead of a character. Success puts a bomb in the target module. Failure detonates the bomb in the Teleporter.

Teleporter bombs deal 1 die of hull damage. If that die is a "4", "5", or "6" the module is broken and it deals 2 dice to all characters and bots within the module. It also causes 1 point of OOC to the target ship. If the damage die result is a "1", "2", or "3", the Module does not break, the occupants suffer one die of damage each and no OOC is created.

Enemy Luck

Each time the heroes fail a mission, the Enemy luck goes up by one for the campaign. This can be spent the same way heroes spend luck (skill checks, damage they would receive, hull checks but NOT on bots or damage they are dealing). Enemy characters may spend a maximum of one luck on a given roll. Each enemy may spend at most one of these luck on a failed hull check for a ship they are on.

Briefing

The Claw, carrying valuable data damning to the Universal Republic, has disappeared into a negative energy cloud in Sector 3. Only one of the crew's clones activated and since it is a clone, it has no knowledge of the events. The rest of the crew's clones never activated. Your mission is to investigate what happened to that ship, rescue survivors if possible, and recover the logs from the Helm if the ship itself is irretrievable.

Objective

Return with 20 units of data gathered from the Helm of the Claw.

Overwhelming Success

As above and rescue a survivor and/or activate the clone of a lost crew.

Setup

Place 3 clear hex maps in a line. The rightmost map represents the energy cloud.

The heroes warp in 10 hexes from the near edge of energy cloud map board. Use floating maps as necessary.



Lessons Learned This Mission

- *Gathering Data*
- *Long Range Cannons*

Special Rules

Scans will not penetrate the cloud but the Science Bay can be used to ask yes or no questions.

Gathering Data can be done only from the helm of the Claw at a difficulty of 8 Science check. The amount of successes indicates the amount of data gathered.

Each unit of data allows the heroes access to one line of the log (under ref's eyes only section)

Enemy's Eyes Only

The crew of the Claw have been trapped between dimensions. They are ghosts. The cloud is trying to trap the heroes' ship so they will become ghosts as well.

Enemy Setup

The Claw begins in the center square of the energy cloud map board with a random facing. Do not place it on the map. Track it instead on a separate sheet of paper until the heroes enter the cloud.

Ghosts

There are 3+MD ghosts in the enemy crew. Only one ghost will haunt a given module at a time. Their skill is MD in all skills and they ignore OOC but they get no professional reroll. They cannot be seen but they take one action each phase from the following list:

1. Repair the module they are in.
2. Move to any another non slagged module
3. Take a battlestation action in the module they are haunting.
4. Attack a character in their module for 1d6+MD damage and raise the chill factor for that character by one.

Chill factor

The chill factor starts at MD and goes up by one each time a character is hit by a ghost and each phase a character spends in the cloud.

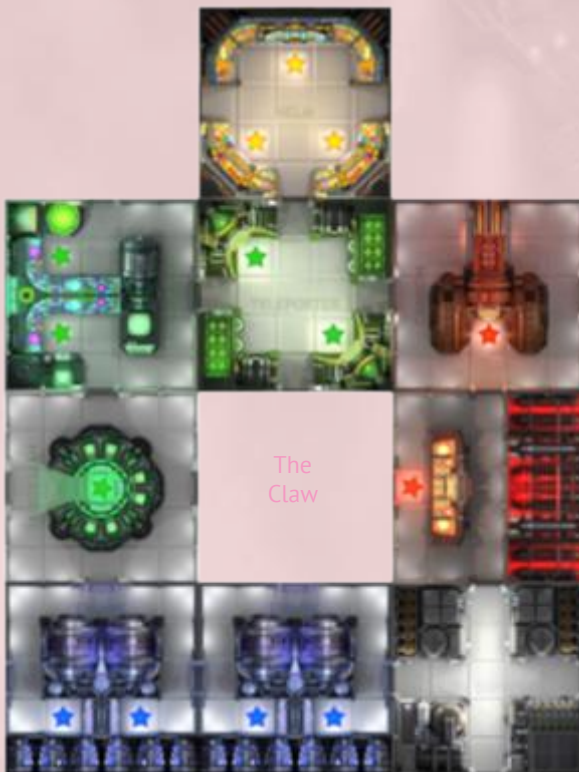
At the end of each phase, each character will have to make an Athletics check against a difficulty of their Chill factor.

Failure causes the character to dematerialize (leaving their equipment behind) and become a ghost in the nearest module that is not already haunted.

Long Range Cannons

You can configure a cannon into Long Range mode by making an **Engineering skill check** action against a difficulty of 11 at the Battlestation of the Cannon. Unlike most other Battlestation actions, this action cannot be taken remotely.

A Cannon configured in Long Range mode counts both the range to the target and the power of your ship's guns as half for damage purposes. Round up in both cases.



Ghosts cannot be damaged. They can be destroyed if the module they are in is slagged.

Leaving the cloud

Any character on a ship that leaves the cloud is restored to a chill factor of MD. If a ghost leaves the cloud, they rematerialize as characters instantly.

From the inside of the cloud, the outside is perfectly clear. Ships can function as if there were no cloud. Track the location of the Claw on a separate map until the heroes enter the cloud because the Claw can see out and attack the heroes ship but the heroes can't see the Claw until they get inside it.

LOG ENTRY

1 WE'VE ENTERED A NEGATIVE ENERGY CLOUD

2 THAT HAS HAD A CHILLING EFFECT ON MORALE.

3 ONE OF OUR CREW HAS SUDDENLY VANISHED

4 AND THERE ARE STRANGE OCCURRENCES ON THE

5 SHIP. OUR SCIENCE OFFICER HAS BEEN UNABLE

6 TO LOCATE THE MISSING CREWMAN DESPITE

7 NARROWING IT DOWN TO A SINGLE MODULE.

8 SYSTEMS HAVE BEGUN ACTING WITHOUT PROMPT.

9 THE SHIP HAS TAKEN ON A MIND OF ITS OWN.

10 IT IS THWARTING ATTEMPTS TO LEAVE THE CLOUD.

11 ANOTHER CREWMAN HAS DISAPPEARED AND THE

12 SHIP IS NOW REDOUBLING ITS EFFORTS TO MOVE

13 US DEEPER INTO THE CLOUD.

14 WE'VE HAD SOME SUCCESS FIGHTING THE

15 BATTLESTATIONS THEMSELVES. WHEN WE

16 SLAGGED THE HYPERDRIVE, IT SEEMED TO

17 APPEASE THE APPARITION(S) BECAUSE IT OR THEY

18 BECAME LESS ACTIVE.

19 THE REST OF THE CREW IS ALL GONE. I'M ALONE

20 AND I FEEL ICY INVISIBLE CLAWS CLUTCHING AT...

21 END OF LOG

Briefing

The Universal Republic keeps records on everything and everybody at a starbase in Sector 1 in orbit around New Earth. Unfortunately for them their meticulous recordkeeping includes creating high definition holos of their own war crimes.

If we can get a strike team in quick enough to gather data and make an escape before the Xeloxian chase team gets you, we'll have the evidence we need to destroy public support for the Universal Republic.

Objective

Gather 20 units of Data and warp out.

Overwhelming Success

Gather 10 extra units of Data and warp out.

New Rules

Gathering Data

It requires a **Science Skill check** of 8 in the Sick Bay to Gather Data. The amount by which the skill check exceeds 8 indicates the number of units of data to gather.

Orbit

An object moving at speed 1 along the hex side of a planet will get a free turn at the end of movement toward the planet and does not decelerate at the end of the round. This is called "orbiting".

Starbases

Starbases behave like ships except for the following: a) Any hit to a starbase comes from the front. Starbases have 360 facing with all modules; b) Starbases can have OOC

Setup

Use the Asteroid side of the board.

Place the Redundant 2 in hex xxx facing hex xxx

Place a planet marker in hex xxx and a starbase in orbit in adjacent hex xxx

Place 2 identical size 3 xeloxian ships the "Triple- Two" and the "Half dozen" in hexes xxx and xxx heading toward the heroes. (24 hexes further away from the planet behind the heroes).

Starbase

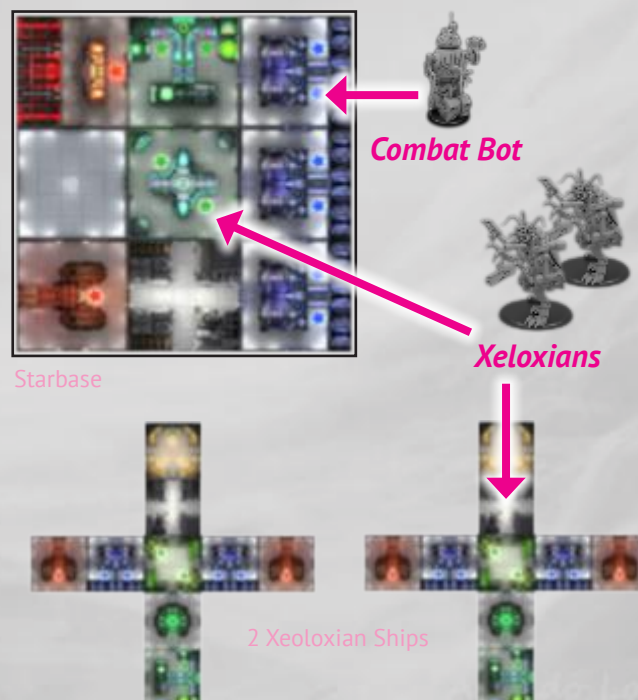
The Starbase is crewed by 1 **Xeloxian** of each profession and a combat bot.

Xeloxians have six limbs radiating from a central hub. Each limb can act as an "arm" or a "leg" so they add free hands to their move value. Their aggressiveness allows them to add 1 point to damage they deal in personal combat. They are the only creatures other than humans with physiogamy allowing them to wear armor. Armor stops one point of damage and doesn't require a hand to use. It still counts as equipment.

These Xeloxians are armed with disintegrators that deal 1 die of damage (+1 point for Xeloxian's special ability of "Aggressive") and cause the target to roll an Athletics check of 8 or better or be turned into dust.

The ships are moving at speed 3 and crewed by 1 Xeloxian of each profession.

ABILITY	VALUE
Hit Points	9
Target	8
Move	2+free hands
Athletics Skill	2
Primary Skill	3
Secondary Skill	2



but it clears at the end of each phase; c) Starbases do not track power. They have no Helm power and 1 point each in Guns and Shields for each functional Engine they have.

Peeking

A character can end their movement between 2 squares to “peek”. A peeking character adds +3 to the difficulty to target them by characters that can’t see both squares.



The character above is straddling the squares marked **B** and **C** and is in both positions for purposes of targeting. A character in square **A** is at a -3 penalty to shoot them because they can't see both squares. A character in square **D** can see both squares (you can always see diagonally adjacent squares) so they are at no penalty.

For purposes of incoming ship's weapon damage, the character above would suffer damage as if they are in the module that is hardest hit.

Popping

Some times you just want to pop out and take a shot and pop back. You can take ANY action with a pop. This gives you one square of bonus movement that you use right there to pop before your movement, after it, or both. Note that if you pop before your movement you may stop in the popped square or choose to pop back.

Any action you take while popping is at a penalty of -1 to the skill check (if any). Any attempt to target you while popping is at -1 to the skill check.

Overwatch

Some times you want to hold an action until just the right moment. You might want to be ready with your blaster and shoot anybody that comes into line of sight. Or you might want to be ready to fire the cannon as soon as the target gets closer to increase your chances to hit. This is called “going on overwatch”. You can go on overwatch with any action. You must complete the action before your next turn to act or the action is wasted. Note that this is different from prepare in that your prepare action takes place on your next turn and with a +1 bonus whereas the overwatch action takes place AT ANY TIME before your next turn to act. Heroes must complete their overwatch

actions before the Hero action portion of the phase. Enemies can go on overwatch and must complete their actions before the next Enemy action portion of the Phase.

Sick Bay

You can use a Sick Bay Battlestation like a Medkit on anybody in the Sick Bay module with a +3 bonus to use it.

You can also use it to raise the (nearly) dead. A character with wounds 6 or more greater than their hit points is dying. A skill check equal to the amount by which their wounds exceeds their hit points will reduce the target's wounds to equal to their hit points. They can be subsequently healed as normal.

The Sick Bay does not acquire “used” markers.

Docking

A ship that has matched speed and facing of the target ship (or base) may attempt a simple helm maneuver to dock. (Piloting skill vs double ship size + double ship speed).

Line up any 2 external doors on opposite sides. (you can dock your port side to the target's starboard or the other way around).

If either ship performs any maneuver the dock is broken.

Hyperdrive

Make a **Science skill check** at a difficulty of 8 to add one program marker or 11 to add 2 program markers to the hyperdrive. When you have as many program markers as your ship's size (3 for the Redundant II), you can attempt to warp out.

This action cannot be taken within 12 hexes of a planet.

Warp Out

Make a **Science skill check** at a difficulty of 8 to leave the system.

This action can only be attempted if you have programmed the hyperdrive (see above) and it cannot be taken within 12 hexes of a planet.

Enemy Eyes Only

The Xeloxian ships move at Speed 3 and do not generate power, lose speed or take other actions until they are within 12 hexes of the heroes' ship.

Briefing

The Universal Republic forces from the Silicoid Navy have surrounded our base. We've gathered enough evidence to sway the galactic court of public opinion against them if only we can escape to bring our findings to light.

Your mission is to run the gauntlet and escape.

Objective

Warp out.

Overwhelming Success

All hands survive.

Setup

Use the asteroid side of 4 hex maps placed in a big square.

Place a planet in the center hex.

Place the crew at the battlestations of their choice.

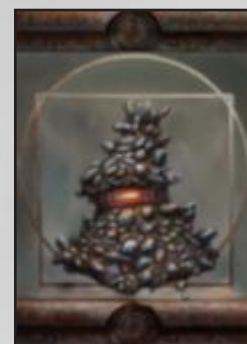
Place a marker for enemy ships in each of the 6 hexes radiating from the planet at a distance of 12 hexes away from the planet facing toward it at speed 1.

Place the ship marker for the Redundant in orbit around the planet in the hex of the heroes' choosing.

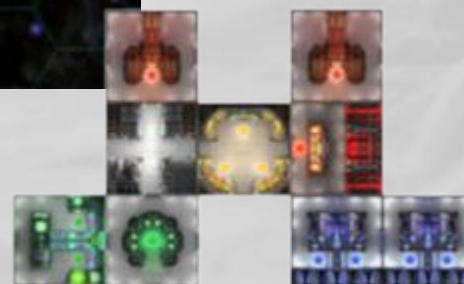
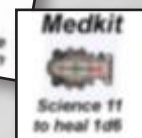
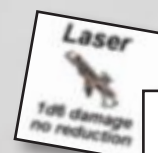
The Silicoids are equipped with lasers and MedKits but since Silicoids have only one hand they'll need it free so they can operate battlestations. Lasers deal 1 die of damage +1 point and ignore damage reduction and armor.



4 Hex Maps



Silicoid



Silicoid Ship

Enemy's Eyes Only

Only the Silicoid ship that the heroes are flying toward will be completely active for this mission. The other ships will launch one missile each at the start of each Round. Don't bother setting them up, tracking power levels or making skill checks to launch their single missile once per Round. These semi-participating ships will move one hex closer to the heroes ship each phase at speed 1 ignoring pretty much all of the rules for speed and facing.

Their missiles, however, are quite real.

Enemy Stats (Silicoids)

ABILITY	VALUE
Hit Points	12
Target	7
Move	1
Primary Skill	4
All other Skills	1

New Rules

Collisions

Space is big. You won't hit another ship in your hex unless one of you is on overwatch to ram the other during movement.

Collisions with a ship are dealt with as follows.

The ramming ship must be on overwatch to ram and make a simple Helm maneuver (Piloting vs double ship size + double ship speed). Count the amount by which their skill check exceeded the difficulty.

If the ship getting rammed has somebody on overwatch to dodge, they must make a simple Helm maneuver check (Piloting vs double ship size + double ship speed) and succeed by at least as much as the rammer succeeded to avoid the ram.

Each ship deals damage to the other as if it is a guns hit with power equal to the ship size and one hit with guns power equal to the ship speed. Ignore Shields for these hits.

Asteroids and planets are big. If you enter the hex of an asteroid or planet at a speed greater than one you must have somebody on overwatch to dodge it or you will skip off the atmosphere or bounce off the asteroid and suffer a hit as though rammed by a ship of your own size and speed.

After a collision, each ship involved loses one speed and gets a random facing.

Missiles in Asteroid and Planetary Hexes

A missile that enters a planet hex must make a check on 2 dice at no bonus against a difficulty of 7 or be destroyed.

Missiles ignore asteroids.

Missiles must move along the shortest path possible toward their target but may select the safer of 2 equidistant paths.

Plot Twists

Shuffle up the Plot Twist cards. From this mission forward, the Enemy gets Plot twist cards to help them thwart the heroes.

The Enemy draws a number of Plot Twist cards equal to the highest Rank among the Heroes. Each of these cards can be played as indicated on the card or discarded for 2 Enemy Luck.

[Sample Plot Twist Cards Here]

Briefing

We've got the data but we'll need a bigger vessel to get through the defenses the U.R.E.F. has put up around Capitola. Fortunately we know of a band of Zoallan pirates who've hijacked the perfect vehicle for you. All you have to do is take it from them.

Objective

Capture the **Valiant** and Warp out.

Overwhelming Success

Warp out within 3 rounds

Setup

Use the clear side of 2 map boards.

Place a planet on one edge in hex xxx

Place the Valiant 6 hexes from the planet facing away from it.

Place the heroes ship 12 hexes from the Valiant facing toward it.

Place the crew at the battlestations of their choice.

The enemy ship Valiant is of Human Registry.

Enemy's Eyes Only

There are 3+MD Zoallan pirates aboard instead of the usual complement. This Zoallan crew has 1 Athletics and 3 in their primary skill but only 0 in all other skills. Their Zoallan carapace stops 2 points from all damage they would sustain.

Enemy Stats (Zoallan)

ABILITY	VALUE
Hit Points	5
Target	9
Hands	3
Movement	7
Athletics	1



2 Hex Maps



Briefing

The U.R.E.F. Is trying to prevent us from delivering the data we gathered in the last mission by blockading Capitola. We must land there to present our findings in person.

Objective

Land on the planet.

Overwhelming Success

All hands survive.

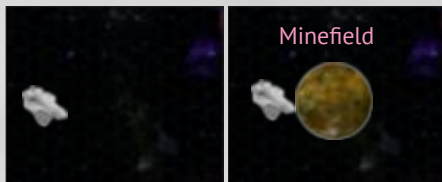
Setup

Use the clear side of 1 hex map for the minefield. Each space counts as a mine space rather than clear. When a mine is cleared, mark the hex with a used marker to show that it is now clear.

Place a planet in the center hex xxx. with used markers surrounding it to indicate those hexes are clear.

Place a marker for enemy ship in orbit at speed 1 in hex xxx.

Place another clear hex map adjacent. The heroes ship warps in (appears) on this map 18 hexes from the



planet.

If the heroes managed to capture the Valiant, they've got 4 more available crew slots. These extra spaces can be filled by bots if you haven't managed to recruit more players to join your crew.

Place the crew and their bots at the battlestations of their choice.

The enemy ship is of Canosian Registry so they count shields as one higher than they actually are as long as they have at least one power in Shields.

It is crewed by Rank 3 Canosians with a primary skill of 4 and 2 in all other skills.

They are equipped with Nerve Disruptors, JetPacks and MedKits. Nerve Disruptors deal 2 dice -4 points

New Rules

Ship Size

Ships can be bigger. A ship with more modules is harder to maneuver but has more capabilities. A ship's size is figured by dividing its number of modules by 3 (round up).

Cargo Bay

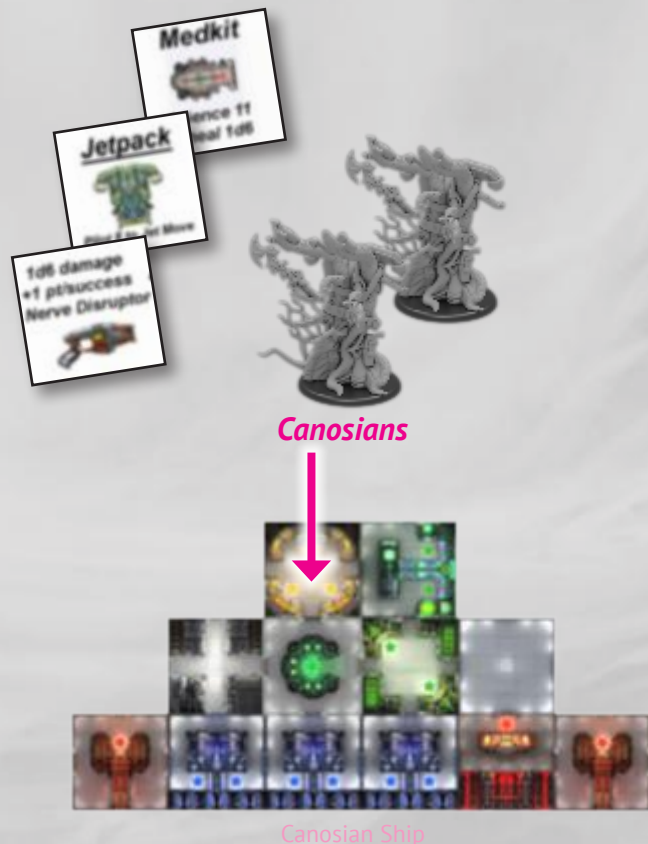
The Cargo Bay module can be used to hold equipment in various missions. I wonder what the enemy has in their Cargo Bay?

(continued on next page)

of damage but if any damage gets through the target drops all items in their hands. Yard sale!

Enemy Stats (Canosians)

ABILITY	VALUE
Hit Points	12
Tagret	8
Hands	Inifinite



Atmosphere

A ship entering a planetary hex at speed greater than one must have somebody on overwatch to successfully dodge it or it will suffer a ram as though struck by a ship of its own size and speed. Dodging requires a **Piloting skill check** against a difficulty of double the ship's size plus double its speed.

A ship on a planet hex must be at speed zero to perform any atmospheric maneuvers. You cannot accelerate while in the atmosphere. The difficulty of any atmospheric maneuver is triple the ship size.

It requires separate maneuvers to enter the atmosphere and land.

Enter Atmosphere

Piloting vs. 3x ship size

Success puts you in the atmosphere over the planet. From here you need to either Land or Leave Atmosphere.

Land

Piloting vs. 3x ship size

Landing is always successful! Hooray! However, if the skill check to land isn't successful, the ship suffers the failure margin as dice of damage. For example, you are trying to land a size 3 ship and need a 9 total but your total is only 6 so your ship suffers 3 dice of hull damage. Bumpity, Bumpity, Bumpity. From here you must launch

Launch

Piloting vs. 3x ship size

Success takes you from landed to "in Atmosphere" from which you could take the action to "Land" or "Leave Atmosphere".

Leave Atmosphere

Piloting vs 3x ship size

Success takes you from in atmosphere to in space. At this point you may choose a facing and put your ship counter on the planetary hex. You are still in the hex with the planet but you may now maneuver.

You won't need to Launch or leave Atmosphere in this mission but this is a convenient place to tell you about it.

Enemy's Eyes Only

Not only has the UREF mined the space around Capitola, they've also got a secret weapon aboard their ship. The Cargo Bay holds one item. It is a mind control device.

Mind Control Device

As long as the enemy Cargo Bay is functioning, it sends out a pulse of mind control at the end of each phase. Each hero (bots are immune) must make a passive Athletics check against 7+MD or be overcome by an urge to ram the ship into a mine. Anybody who fails this check gets a bonus move and action (Yay!) that they must take from the following list. You must choose the topmost action that is available to you. Your movement must be to a Helm Battlestation or if you cannot get there, to any Battlestation.

1. Turn the ship toward a mine if the Helm is not broken and there is Helm power.
2. Accelerate the ship if it is already headed toward a mine.
3. Fix the Helm if it is broken.
4. Put power into the Helm if there is no Helm Power.
5. Double Move toward a Helm Battlestation if they can't get to one in one move.

Helm Maneuvers

Until now, we've said the difficulty of a maneuver is 6+ double the speed but actually, the difficulty is double the Ship size + double the speed. The ship size until now has been 3 so it hasn't made a difference. However increasing ship size will change that and ships of a given registry have benefits which affect size.

Mines

A ship entering a hex with a mine must have a character on overwatch to dodge the mine or they will be hit by it.

These mines all behave exactly like warhead missiles. If they miss the silhouette of the ship on hit allocation, they remain in space.

Mines can be shot with a difficulty of 12 plus the distance. Any hit destroys a mine.

Ship Registry

The shape of each ship reflects the craftsmanship of the planet where it was built. Each registry confers its own special benefit.

REGISTRY	BENEFIT
Canosian	If there is any power at all in Shields, they are considered one higher for the purpose of enemies targeting your ship and one lower for purposes of your ship Teleporting out
Human	Ship gets a bonus of +1 for all maneuvers
Trundlian	If there is any power at all in Guns, they are considered one higher
Vomeg	Ship gains +1 on any attempt to target
Zoallan	Built in upgraded Missile Enhancement Module
Xeloxian	Ship reduces OOC by 2 at the end of each phase instead of 1
Silicoid	Built in upgraded hull stabilizer
Tentac	Your external modules ignore facing restrictions and have 360 degree firing arc

What's next?

If you want to play this campaign again, the Enemy can mix it up a little by changing the species the heroes are up against. You can play again with all the rules in the book instead of just as they are being doled out.

This mini-campaign is designed to get you familiar with Battlestations. The complete game takes it to another level with character advancement and more in depth tactical options with new weapons, actions, and equipment.

There are missions with monsters, multiple ships, starbases, zombies, and much more. You can also create your own missions.

If there is anything that feels odd in this version it is a quick and dirty rule that is smoothed out in the complete rules that take precedence over these rules. Don't be intimidated by the size of the full rulebook. You'll only use a tiny fraction of the rules in a given session. The rules for fires are only relevant when you have a fire. The special abilities for dozens of species don't matter when those species aren't in play.

Where did my game go?

For those of you who are already Battlestations Fans, don't fret. We simplified here to draw new players in but the complete game still exists in the advanced rulebook with over 100 special abilities, 50 species and dozens of adventures. There is an entire galaxy out there for you to explore, plunder or defend.



Welcome to the 23rd Century...

*Where you and your crewmates take roles aboard a starship to
conduct missions filled with danger and adventure!*

