Appendix 2: Reference Sheets

Speed Tracking Table
Slow Rockets Activate First

Speed	
6	Imperial Class III, Imperial Class 4
8	Galacteer Class III, Galacteer Class IV, Valkeeri Class IV, Zenithian Class III, Zenithian Class IV
10	Imperial Class III, Valkeeri Class III
12	Galacteer Class II, Valkeeri Class II
14	Imperial Class I, Valkeeri Class I, Zenithian Class I, Zenithian Class II
16	Galacteer Class I

Fast Rockets Activate Last

Damage Table
Number of Hits

Defence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
1	7/9	5/7	3/5	A/3	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2
2	8/10	7/9	6/8	5/7	4/6	3/5	A/3	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2
3	9/10	8/9	7/9	6/8	6/7	5/7	4/6	4/5	3/5	2/4	A/3	A/2	A/2	A/2	A/2	A/2
4	9/10	8/10	8/9	7/9	7/8	6/8	6/7	5/7	5/6	4/6	4/5	3/5	2/4	A/3	A/2	A/2

First number is Stun, second number is Destroy. Note: A = Automatic

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WAR ROCKET
Rules Summary

TURN SEQUENCE SUMMARY

1. Order Phase – Determine the sequence with the slowest rockets first in order, and roll-off for ties if needed.

2. Delayed Action Phase – Rockets marked with Delay Tokens may move and fire immediately. If more than one player uses a Delay Token, the player who rolls the highest initiative moves his delayed rocket last. Rockets that are active during this phase take no other action the rest of the turn.

3. Movement Phase – Move all ships with the slowest speed first as determined in the Order Phase.

4. Attack Phase – Each player places Hit Tokens next to the target being fired upon.

5. Damage Phase – Attackers roll a ten-sided die on the Damage Table to determine the effects.

6, Recovery Phase – Remove all Stun Tokens that were placed in the previous turn.

7. Special Action/Delay Token Phase – Rockets perform special actions and take a Delayed Action Token.

Damage Table

Number of Hits

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
Defence	**1**	7/9	5/7	3/5	A/3	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2
	2	8/10	7/9	6/8	5/7	4/6	3/5	A/3	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2	A/2
	3	9/10	8/9	7/9	6/8	6/7	5/7	4/6	4/5	3/5	2/4	A/3	A/2	A/2	A/2	A/2	A/2
	4	9/10	8/10	8/9	7/9	7/8	6/8	6/7	5/7	5/6	4/6	4/5	3/5	2/4	A/3	A/2	A/2

MOVEMENT SUMMARY

- All movement types use each speed point for 1 inch of movement.
- All movement types use two speed points for each rotation.

Flying Movement (Galacteers)
- Rotation followed by at least 2 inches of movement before next rotation
- You may start each movement phase with a rotation.

Thruster Movement (Imperials)
- Rotation followed by at least 4 inches of movement before next rotation
- You may start each movement phase with a rotation.

Saucer Movement (Zenithian)
- Change direction during distance movement as often as desired.
- May rotate as far as your speed points allow after distance movement.

Pulse Movement (Valkeeri)
- May make one rotaion move per turn. May rotate once at the beginning, or end, or partway through forward movement.
- May rotate as far as your speed points allow

SPACE OBJECTS

Planetoids: block line of sight & line of movement.

Asteroid Field:
- A rocket is affected by the field as soon as the base contacts the edge.
- A rocket must stop its movement once the base is halfway into the field.
- While inside, speed points are reduced to half.
- Remove one Hit Token from rockets inside the field.
- Stun chance of 10% per Class level for current turn. Roll during Order Phase.

Nebula:
- Rockets within a nebula cannot be seen or attacked by enemies outside.
- While inside, all speed points are reduced to half.
- All weapons have a maximum range of 2 inches.

Planets and Moons: block line of sight & line of movement; can be landed upon

Worm Hole: blocks line of sight
- A rocket makes base contact and is randomly transported to another worm hole.
- Rocket positioned in contact with the ending vortex facing any direction

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