

# ARCLIGHT ONE PAGE RULE SHEET

## TURN SEQUENCE *(italics = not in basic game)*

### 1) Movement Phase

- a) *Pre – move (drift, Declared Turn, etc.)*
- b) Initiative
- c) Ship movement
- d) *Torpedo movement*

### 2) Torpedo Result Phase

### 3) Cannon Fire Phase

### 4) Upkeep

- a) *Torpedo Countermeasures*
- b) *Engineering*
- c) Mark Structure Loss
- d) Reduce Stun

### 5) Warhead Launch Phase

## MOVEMENT PHASE

### INITIATIVE

Both players roll the Command Skill Die of their best commander currently in play. In case of a tie, roll using the highest Helm skill. If that is also a tie, reroll the Helm dice. The player with the lowest result must move a starcraft first. The movement of starcraft then alternates between vessels on each side of the battle. If a side only has a single ship, Helm can be used instead of Command.

### Ship Movement

It costs a ship 1 movement point to enter the hex in front of it. To turn one hex side costs 1 + the ship's Maneuver Number. A ship may pass through occupied hexes but it may not turn or stop in one.

If a ship wishes to turn more than one hex side, it must make a Helm skill roll with a difficulty of the number of sides turned + the ship's Maneuver Number. If the roll is equal to or greater than the target number, then the turn costs 1 + Maneuver Number. If the maneuver roll fails, it costs 1 + Maneuver Number + plus the amount failed by and movement continues as normal. If the vehicle does not have enough movement points to pay the movement point requirement, the ship does not turn. On

failure with a roll of 1, his opponent chooses the vehicle's facing, which can be towards any hexside.

### CANNON FIRE PHASE

Each pilot and gunner may fire one of their assigned cannon weapon system(s) every Cannon Fire Phase. A single weapon can only fire once per turn.

### FIRING ORDER

The order that starcraft fire on each is determined by the Weaponry skill going from highest to lowest. First all Gunners fire in skill order, then all Pilots.

### RANGE INCREMENTS

Each cannon has a Short, Medium, and Long Range increment. Attacks at Short Range have a +1 to hit, and attacks at Long Range suffer a -1 penalty to hit.

### LINE OF SIGHT

Note that intervening objects do not block fire from an attacker to a target.

### HITTING THE TARGET

The total attack dice roll for a cannon weapon system incorporates the Base Attack Dice listed for the weapon type and the Skill Die Bonus (SDB) listed on the Skill Level Table. Other modifiers may apply as well.

If the total roll plus any modifiers is equal to or greater than the target ship's Defensive Screen, then the weapon has hit the ship and may damage it.

### DAMAGE

Each weapon has a degree code to indicate how much damage it does. Low means use the lowest die roll, High means use the highest die roll, and All means add all the dice together. In the case of ties, add the tied amounts together. Med H and Med L mean take the middle die roll. If there is no middle die roll, then take either the High (Med H) die or the Low die (Med L).

Once the base amount of damage from an attack is determined, subtract the target's current

ASV or ESV (whichever is appropriate).

### DAMAGE MODIFIERS

Damage modifiers may follow the result code (Low+1, High/2, All x2); they affect the damage done by the dice.

In addition, for each point the to-hit is roll is over the value of the target's Defensive Screens, the hit scores an additional point of damage (e.g., if the attack roll is 17 against a DS value of 15, the attack does an additional two points of damage).

### DAMAGE INDEX

Each race has its own Damage Index; all ships of that race use the same Damage Index. Cross-reference the net damage with the ship's current structure to find the effects of the hit.

### DAMAGE INDEX CODES

- T Reduce the vessel's current Thrust by one.
- E Reduce the vessel's ESV by one.
- A Reduce the vessel's ASV by one.
- M Increase the vessel's Maneuver Number by one.
- W\* Eliminate a weapon system.
- C Eliminate a crew of the defender's choice.
- ~\*System Short Choose one effect that lasts for one turn:
  - \* -5 to Thrust
  - \* -2 to DS
  - \*Weapon inactive
  - \*Countermeasure inactive
  - \*Nixie inactive
- D Reduce the ship's Def Screens by one.
- S Crew stunned for one turn. All activities are at -2
- G Special equipment hit. Remove special equipment, Countermeasures, or Nixies
- X Critical Hit. Roll 2D12 and consult the Critical Hit chart
- > Structure Hit

\*If the damage rolled is odd then the attacker chooses which system is hit.

# SPARTAN Worlds

**PULSAR**

69 Points

Pilot Skills  
 Helm 6  
 Cmd 3  
 Eng 0  
 Wpn 6

GUNNER  
 A 8

No Special Equip

THRUST 14

MANEUVER 3

DS 11

ESV 4

NIXIE D4

CM D2

STRUCTURE

**P** KINETIC PULSE CAN.

4-9-10 SR < 12  
 2D8 + 1D6  
 MedH

**A** KINETIC GATLING CAN.

4-8-12 SR < 12  
 2D8 + 1D8  
 High

# SOL PROTECTORATE

**JAVELIN**

59 Points

Pilot Skills  
 Helm 6  
 Cmd 3  
 Eng 0  
 Wpn 9

GUNNER  
 A 6  
 B 9

No Special Equip

THRUST 10

MANEUVER 3

DS 12

ESV 2

NIXIE NONE

CM D2

STRUCTURE

**P** PLASMA PELLET ARRAY

4-7-10 SR < 10  
 2D6 + 1D10  
 Low

**A** PULSON BLASTER

4-9-12 SR < 12  
 2D10 + 1D6  
 MedH

**B** PLASMA PELLET CAN.

5-10-14 SR < 10  
 2D6 + 1D10  
 High

Dam	Struct 0	Struct 1	Crit
1	XTT	~T	X
2	XDE	T~	<b>Ship destroyed.</b>
3	XTAS	TT	<b>Weapon malfunction.</b> Take 3D8 MedL
4	XWA	EA	<b>Hull cracks.</b> Lose all ASV
5	XMDT	D	<b>Weapon malfunction.</b> Take 3D8 MedL
6	XWAAE	M	<b>Thruster locked.</b> May only turn right.
7	XMGTTA	MEA	<b>ESV screens malfunction.</b> No ESV until after next turn.
8	XDDC	XTTEA	<b>Communications knocked out.</b> Ship must move first next turn.
9	XTTTTDDA	XDD	<b>All weapons shutdown</b> until end of next turn.
10	XTTEAADM	X>W	<b>Thruster locked.</b> Must move full speed in a straight line next turn.
11	XDDSTTT	X>S~T	<b>Weapon damaged.</b> Choose a functioning weapon. Lower it's damage rating by one class.
12	XCWD	X>WDD	<b>Fuel leak.</b> Ship cannot move in 5 turns.
13	XWMDTT	X>TTTTGD	<b>HUD Damaged</b> all to-hit's modified by -2
14	XTTCDD	X>GGEEEA	<b>EW damaged.</b> All Jam and Countermeasure attempts modified by -2.
15	XCWMDTTEA	X>EAAASM	<b>Comms interference.</b> If this ship has the highest Cmd skill, modify initiative by -2
16	Cascade	X>CW~	<b>IFF fails.</b> All torpedoes within 5 hexes of ship immediately start tracking the ship.
17	Boom Next Turn	X>DDDEA	<b>Turret locked.</b> One weapon with multiple arcs may only fire into a single arc for rest of game
18	Boom Next Turn	X>~WEEAA	<b>Creaking hull.</b> Take 3D4 Low damage each turn. Reduced by ASV
19	Boom Next Turn	X>GMMSD	<b>Thruster locked.</b> May only turn left.
20	Boom	X>CTTTTSM	<b>Thruster locked.</b> Must move full speed in a straight line next turn.
21	Boom	X>C~TTTD	<b>Engine malfunction.</b> Only have Thrust 5 until end of next turn.
22	Boom	Cascade	<b>Screen malfunction.</b> Ship has no ESV
23	Boom	Boom	<b>Life Support.</b> One crew member dies in 2 turns
24+	Boom	Boom	<b>Chain reaction destroys ship.</b>