

# TRIPPLANETARY

Ship To Ship Space Combat In The Solar System, 2001 AD

Updated Second Edition

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**TRIPPLANETARY** is a game-simulation of interplanetary conflict in the early 21<sup>st</sup> Century. Spaceships of various strengths and capabilities use vector movement to flit across the Solar System in scenarios reproducing the future conflicts of piracy, alien invasion, interplanetary war, and political oppression.

## I GAME COMPONENTS

This **TRIPPLANETARY** game consists of:

1. A set of rules, including game charts and game scenarios.
2. A sheet of die-cut counters representing single spaceships.
3. A game map showing the inner Solar System along the plane of the ecliptic. The hexagonal grid (composed of hexagons, or hexes) assists and regularises movement and positioning of spaceships. The map is covered with protective plastic, to enable use of markers in drawing ship courses. After each game, ship courses can be erased with a cloth.
4. A marker, used to draw ship courses on the map.
5. A die, used to create random numbers for resolving combat.



Figure 1: Typical Counter

**SPACESHIP IDENTIFICATION:** The spaceships represented on each counter may be identified by their distinctive shapes and factors. Figure 1 shows a typical spaceship counter. Table 1 shows the types of ships in the counter mix.

| Ship Silhouette | Ship Type    | Combat Strength | Fuel Capacity | Cargo Hold |
|-----------------|--------------|-----------------|---------------|------------|
|                 | Dreadnought  | 15              | 15            | 50         |
|                 | Transport    | 1D              | 10            | 50         |
|                 | Tanker       | 1D              | 50            | 0          |
|                 | Liner        | 2D              | 10            | 50         |
|                 | Packet       | 1               | 10            | 50         |
|                 | Corvette     | 2               | 20            | 5          |
|                 | Corsair      | 4               | 20            | 10         |
|                 | Frigate      | 8               | 20            | 40         |
|                 | Torch        | 8               | ∞             | 10         |
|                 | Orbital Base | 16              | 0             | ∞          |

Note: Commercial ships are identified by the suffix D to their combat strengths; they may not attack or counterattack. Warships are identified by an un-suffixed combat strength.

Table 1: Ship Types

## 2 SEQUENCE OF PLAY

TRIPLANETARY is basically a two-player game, but it is also easily played using one commander per spaceship or by assigning commanders to designated task forces. Some game scenarios are designed for more than two players.

Each game is played in turns, each representing one day of elapsed time. A turn is itself composed of one player-segment for each participating player. When more than two players compete, the order of player-segments within a turn should be determined by a die roll or by mutual consent. The player performing operations in a player-segment is called the phasing player.

Each player-segment is composed of five phases:

1. **ASTROGATION PHASE:** The phasing player examines the map and ship positions and plots the predicted courses of all of his or her ships, based on their previous courses, using the marker on the map. Working from these predicted courses, the player determines what changes (if any) he or she wishes to make and alters those courses to reflect this choice.
2. **ORDNANCE PHASE:** Spaceships may launch ordnance (mines, torpedoes, or nukes) during this phase.
3. **MOVEMENT PHASE:** Spaceships move along their plotted courses to their new plotted positions. Mines, torpedoes, and nukes launched by the phasing player also move at this time. If ordnance encounters any target, it explodes during this phase.
4. **COMBAT PHASE:** Spaceships may attack any enemy targets, subject to the provisions of the combat rule. Attacked spaceships may counter-attack using guns. If astrogation hazards were encountered during the movement phase, their effects are rolled for during this phase.
5. **RESUPPLY PHASE:** Spaceships may refuel, resupply, load and unload cargo, loot, or rescue, as appropriate.

At the end of this set of five phases, the next player segment begins. At the end of the complete set of player segments, the turn ends and a new turn begins.

## 3 MOVEMENT

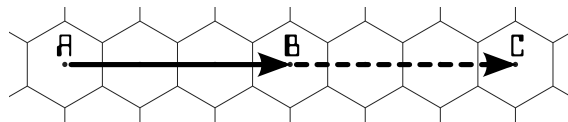
TRIPLANETARY movement rules are essentially simple, but do require some initial attention from the players. The rules simulate, within the limitations of a two-dimensional surface, the actual vector movement of a body in space.

**ASTROGATION:** Each ship, at all times, has an intrinsic velocity represented by a straight line arrow (called a vector). This vector has its tail at the position of the ship at the beginning of a turn, and its arrowhead at the ship's position at turn's end. A vector is always drawn from center of hex to center of hex. The vector's length represents a velocity of that distance per turn. A stationary ship would have no written vector, as the direction and length are each zero.

The basic rule of vector movement is:

*In any movement phase, any ship which is not accelerated by thrust or gravity will move as it did in the previous turn, in the same direction, and travelling an equal distance.*

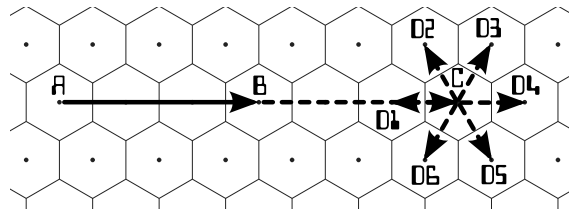
During the astrogation phase, the player determines the ship's direction and distance and plots its predicted course, including any change desired. Ships actually travel this course to the new location during the movement phase. See figure 2.



A ship which moved from A to B in Turn 1 will automatically move from B to C in Turn 2, provided it does not accelerate due to gravity or burning fuel.

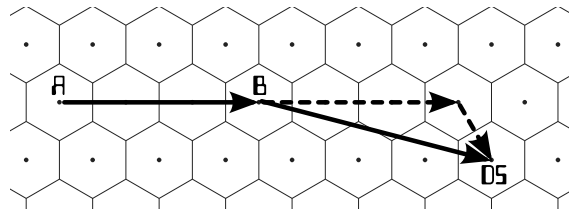
Figure 2: Inertia

Ships may accelerate by burning fuel. During the astrogation phase, the player determines and plots the predicted courses of his ships without regard to acceleration. A ship may burn one fuel point per



A ship which accelerates on Turn 2 may move to any hex marked D (D1, D2, D3, D4, D5, or D6).

Figure 3: Acceleration



If the ship in Figure 3 accelerated to D5, its final course for Turn 2 would be an arrow from B to D5.

Figure 4: Actual Course

turn. Burning one fuel point allows a ship to alter the predicted arrowhead of its vector one hex in any direction. This may result in turning, speeding up, or slowing down. See figure 3.

A vector is always a straight line. Its beginning is at the center of the hex occupied by the ship at the beginning of the turn, and its head is at the ship's final location at turn's end. This vector shows the speed and direction of a ship and is used as the basis for course prediction and computation on the next turn. See figure 4.

Burning fuel points reduces the quantity of fuel on board. When a ship has burned all of its fuel points, it is out of fuel and further acceleration (except by gravity) is prohibited until the ship is refuelled. Fuel remaining for a ship may be determined by inspection of course plots or by maintaining a separate record at the edge of the map.

**STANDARD ASTROGATION CONVENTIONS:** In order to standardise course plotting (to make it readable by all players) certain astrogation conventions are suggested. See figure 5.

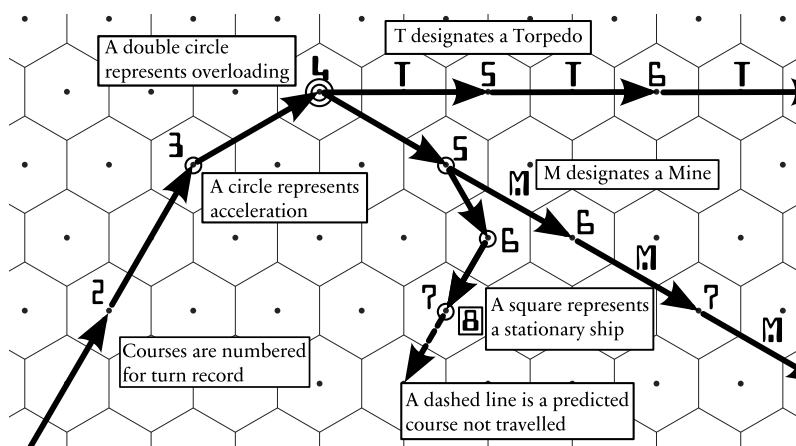


Figure 5: Standard Astrogation Conventions

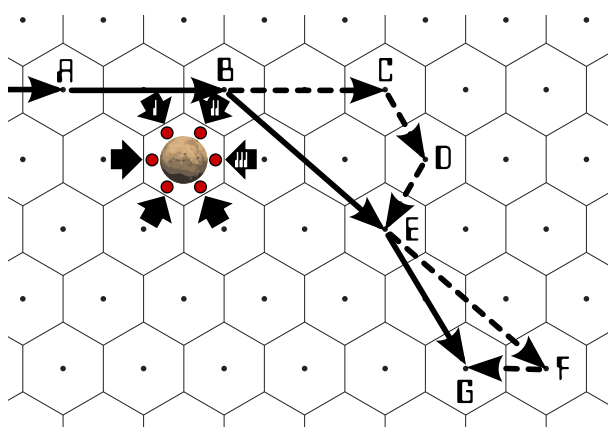
- Vectors, or course arrows, are drawn as straight lines, beginning in the center of a hexagon and ending in the center of a hex. An arrowhead is drawn at the head of the line to indicate direction of travel. Actual courses are solid lines; predicted courses drawn for computation purposes are dashed.

- When fuel is expended for acceleration, this fact is indicated by a small circle drawn at the base of the arrow. When double acceleration under the overload maneuver rule is performed, a double circle is drawn.
- Each arrow is numbered consecutively from day one as a time and turn record. When a ship becomes stationary in space, indicate the fact by drawing a square in the hex, placing the number of the turn in the square.
- When mines, nukes, or torpedoes are launched, their vector arrows are drawn on the map. Mark torpedoes with T, mines with M, and nukes with N.

**GRAVITY:** The planets, satellites, and the sun all exert the force of gravity on objects passing close to them. This gravity is represented by arrows on the map in hexes adjacent to astral bodies.

Each gravity hex has the effect of a single thrust or acceleration in the direction of the arrow, on each and every object passing through that hex. Gravity takes effect on the turn after an object passes through the gravity hex. Gravity is cumulative and mandatory. See figure 6.

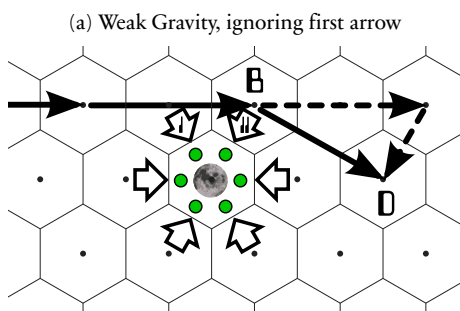
A ship which passes between a gravity hex and the planetary outline is affected by the gravity hex. The effects of gravity hexes extend to the center of the adjacent planetary hex.



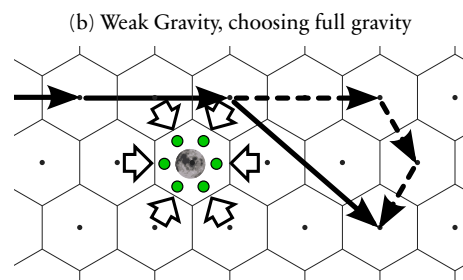
A ship passing through gravity hexes I and II on Turn 2 would be affected in Turn 3. While the unaffected course would go to C, gravity I displaces it to D, and gravity II further displaces it to E. The rocket's course is an arrow from B to E. The course for Turn 3 passes through gravity hex III; as a result, the predicted course for Turn 4 is displaced from its predicted point F to G. All of this example assumes that the ship does not voluntarily accelerate at any time.

Figure 6: Gravity

Some satellites (Luna and Io) have weak gravity, represented by hollow arrows. A ship passing through one such hex has the option of ignoring the effect. That is to say, a ship passing through one weak gravity hex may ignore it or use it as the player may desire. When two weak gravity hexes are entered consecutively, the second hex has the effect of a full gravity hex, regardless of how the first such hex is treated. See figure 7.



A ship entering weak gravity hexes I and II on Turn 2 will be displaced one hex in the direction of gravity arrow II. The course for Turn 3 then becomes an arrow from B to D.



A ship entering weak gravity hexes I and II on Turn 2 and choosing to be influenced by both weak gravity hexes will be displaced one hex in the direction of each gravity arrow (as in figure 6).

Figure 7: Weak Gravity

**ORBIT:** Ships may enter a tight continuous orbit around any astral body with gravity hexes. Any ship which moves (without burning fuel) at a rate of one hex per turn from one gravity hex to another immediately adjacent gravity hex of the same body is in orbit. A proper understanding of the gravity and movement rules will show that any ship which moves from one gravity hex to an adjacent gravity hex at a speed of one hex per turn will continue to orbit the planet involved until fuel is burned to produce a course change.

**LANDING AND TAKEOFF:** Ships blast off from world surfaces using boosters; they may not take off by themselves. Boosters are available only at friendly bases (see section 6 “Bases”). Boosters provide an acceleration of one hex from the world or satellite to an adjacent hex. Use of boosters requires no fuel points. The planetary surface gravity immediately cancels takeoff velocity, resulting in the ship being stationary in the gravity hex immediately above the base. If no fuel is expended on the next turn, the ship would fall back to the planet and crash.

By expending fuel, the ship may enter clockwise or counterclockwise orbit (or otherwise maneuver as desired). When in orbit, the ship may then leave orbit to return to the planetary surface or venture into outer space by burning fuel to change course.

Normally, a ship whose course has intersected a planet has crashed and is eliminated. A ship may only land by expending one fuel point while in orbit. The ship then moves to any hex side on the planet. It may take off in the next turn, provided that that hex side contained a base. It must take off through the hex side it entered.

Ships may land at Ceres and Clandestine by simply stopping in the hex. They may take off by accelerating out of the hex.

**OVERLOAD MANEUVERS:** Warships may perform one overload maneuver between minor maintenance stopovers. Overload allows expenditure of two fuel points in one turn; the result is two accelerations of one hex.

Commercial ships may never attempt the overload maneuver.

**CRASHES:** Any ship whose course vector intersects the outline of a printed astral body has crashed. The ship is eliminated.

**RAMMING:** Nothing prevents any number of ships from occupying or passing through the same hex. However, opposing ships in the same hex may elect to ram. The ship’s course must pass through the center of the hex occupied by the target ship. A ship may ram (or attempt to ram) only one ship per turn. The ramming ship rolls a die and consults the ramming column of the damage table. The results apply to both ships. Ramming is always optional with the phasing player.

Mines, torpedoes, and nukes explode when successfully rammed; they are not themselves capable of ramming.

Ramming is voluntary; nothing requires a ship to ram. The election to ram is made in the owning player’s movement phase.

## 4 COMBAT

Combat is the attempt to disable or destroy an enemy ship. This purpose may be achieved by gunfire, mines, torpedoes, nukes, or even by ramming. Mines, torpedoes, and nukes are launched during the ordnance phase of the turn. Ramming occurs during the movement phase. Guns are fired during the combat phase.

**GUNS:** The combat strength of a ship represents both the guns and ammunition carried in the attack and the structural ability of the ship to withstand damage in the defence. In gunfire combat, the attacker expresses the combat strengths of the ships engaged in the fighting as a ratio of attacker to defender, and this ratio is then reduced (if necessary) to one of the odds levels given on the combat damage table. If rounding is necessary, it is always done in favour of the defender. A die is rolled to resolve combat. In preparation, the attacker determines the die roll modifications due to range and relative velocity. The die is rolled, and the die roll modifications are applied to the number.

If more than one ship occupies a hex, the attacker may attack one, some, any, or all or them in one attack. Any combination of ships attacked together defends with the sum of their combat strengths.

Multiple attacking ships, in the same or different hexes, attack with the sum of their combat strengths, but use the greatest possible values for range and relative velocity.

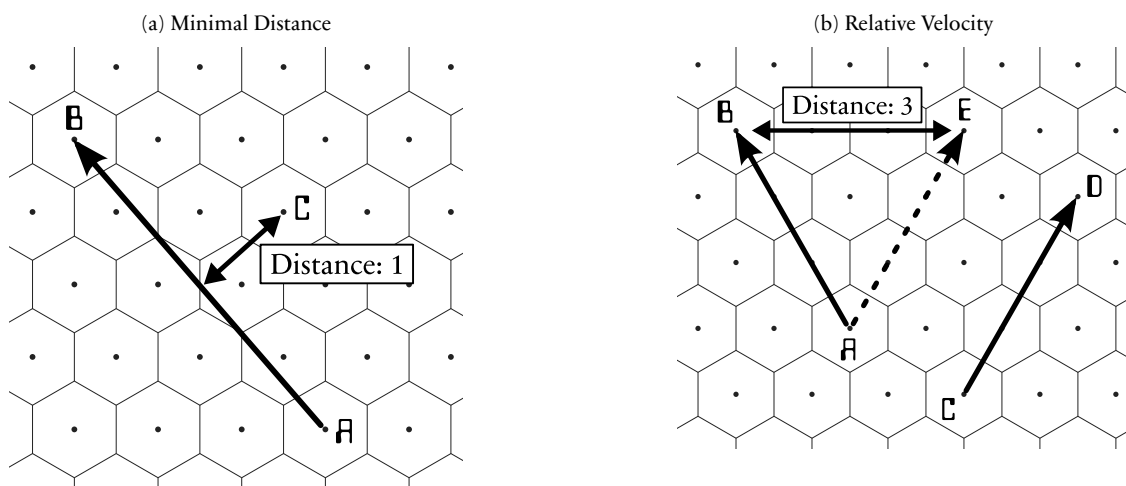


Figure 8: Combat Modifiers

No ship may be attacked more than once per combat phase. No ship may attack more than once per combat phase. Attacks may be made through other ships. Only ships of the phasing player may initiate attacks. Ships of the non-phasing player, if attacked, may counterattack (see below).

If the course CD were plotted from A, the relative velocity difference becomes apparent as the distance E to A, or two hexes.

- **RANGE:** Range (the distance between the two ships) is used as a die modifier in combat. Subtract one from the die roll for each hex of range separating the attacker and the defender. This range is always measured from the attacker's closest approach to the defender's final position. In multiple ship attacks, use the greatest range applicable. For example, if the range is 4 and the die roll is a 6, the result is 2 ( $6 - 4 = 2$ ). Note that a range modification of -6 will mean that an attack cannot succeed. See figure 8a.
- **RELATIVE VELOCITY:** The relative velocity difference between the attacker and the defender is a die modifier used in combat. Relative velocity is determined by plotting both ships' course vectors from a common point and counting the distance (hexes) separating the two course end points. See figure 8b. Subtract one from the combat die roll for each hex of relative velocity difference greater than two. For example, in figure 8b, the relative velocity difference is three; there is no die modifier for relative velocity difference in this combat situation. In multiple ship attacks, use the greatest possible velocity difference.

**COUNTERATTACK:** Ships which have been attacked may counterattack their attackers. Ships which are attacked may fire using guns against one, some, or all of their attackers during the combat phase, before any damage is actually implemented. Any ships sharing the victim's course may participate in the counterattack. Odds are recomputed, rounded in favour of the new defender, and new values for range and relative velocity are determined. If several ships are counterattacked, the largest possible velocity difference and range modifiers are used.

Commercial ships have a suffix D in their combat strengths and may not attack or counter attack.

**ORDNANCE LAUNCH:** Ships which carry mines, torpedoes, or nukes may launch them during the ordnance launch phase. Such items may be launched one per turn (one mine or one torpedo or one nuke). Ordnance may not be launched while the ship is undergoing minor maintenance, refuelling (including transferring fuel to another ship while in space), or taking off from or landing on a planet. Mines, torpedoes, and nukes are detonated when they enter a hex containing a ship, astral body, mine, torpedo, or nuke. All are affected by gravity.

- **MINES:** Mines are explosive charges with no motive power of their own. When a mine is launched, it assumes the vector of its launching ship; that ship must execute an immediate course change to insure that it does not remain in the same hex as the mine. Mines remain active for five turns, after which they become dispersed and have no effect. Mines move in the movement phase of the player who launched them.

A mine detonates when a ship's course passes through any portion of the hex occupied by the arrowhead of the mine's course vector, or when the mine's course passes through any portion of a

hex occupied by a ship. At the instant of contact with a mine (during the movement phase), the affected ship rolls one die and consults the mine column of the damage table. If more than one ship is in the hex affected by the mine, each rolls for a mine result separately.

Guns and planetary defences have no effect on mines; other mines, torpedoes, and nukes do.

A mine masses ten tons, a carrying ship must have sufficient capacity to accommodate it. Any ship with sufficient capacity to carry a mine may also launch it.

- **TORPEDOES:** Torpedoes are mobile explosive charges with rudimentary guidance systems. A torpedo is launched from the hex its ship occupies and it possesses the ship's vector. On the turn in which a torpedo is launched (and only on that turn), it may accelerate one or two hexes in any direction; it then maintains that vector for five turns, after which it self-destructs.

A torpedo explodes when it enters the same hex as any ship.

At the instant of contact with a torpedo (during the movement phase), the affected ship rolls one die and consults the torpedo column of the damage table. In the event that there is more than one ship in the affected hex, damage is rolled for each separately until one ship (only) is disabled or destroyed, or all ships have been rolled for without damage resulting.

Guns and planetary defences have no effect on torpedoes; mines, other torpedoes, and nukes do.

A torpedo masses twenty tons; a carrying ship must have sufficient capacity to accommodate it. Only warships may launch torpedoes.

- **NUKES:** Nukes are nuclear weapons intended to devastate planetary surfaces. When launched they assume the vector of the launching ship, which must then immediately change course to avoid being destroyed. Nukes remain active for five turns, and then self-destruct.

A nuke explodes when it enters any hex containing ships, bases, or asteroids (but not torpedoes, mines, or nukes), and destroys everything in the hex automatically (an asteroid hex becomes clear space as a result). If a nuke encounters a planet, it devastates one entire hex side; if it is not clear which hex side has been affected, the suffering player makes the choice. Any ships on the planet which landed through that hex side are destroyed.

Torpedoes and mines treat nukes as ships. Guns and planetary defences attack nukes at odds of 2:1 in all cases (with modifications for range and relative velocity). A disabled nuke cannot function.

A nuke masses twenty tons. Any ship may carry and launch a nuke if it has sufficient cargo capacity, but non-warships are restricted to carrying only one nuke at a time.

**DAMAGE RESULTS:** The damage tables have three types of results on them, After any use of the tables, the indicated result is implemented.

- **-:** No Effect. The attack has failed to inflict any noticeable damage on the target and it is unaffected.
- **DN:** Disabled n Turns (where n is a number from 1 to 5). The attack has succeeded in damaging the target to such an extent that it cannot maneuver, launch ordnance, or attack for n turns. It may only drift on its current course. It recovers at the end of the phase corresponding to the one in which it was disabled. For example, if the result reads D4, then the target ship is disabled for four turns.

*Exception:* Dreadnoughts may still fire their guns (only) even though disabled.

- **E:** Eliminated. The target ship is destroyed.

Damage is cumulative; if a ship is already disabled, any new results are added onto the end of its current period of disablement. If a ship ever reaches a condition in which it will still be disabled six or more turns in the future, it is destroyed. For example, if a ship which will be disabled for 3 more turns receives a D3 result, it is destroyed.

## 5 ASTROGATION HAZARDS

The majority of hexes on the map sheet represent clear space and, as such, present no complications to astrogation. Some hexes, however, do present a clear danger and require additional consideration.

**ASTRAL BODIES:** There are three types of astral bodies on the map sheet with significant gravity: Sol, the planets, and various satellites (including Ceres and Clandestine). In each case, these astral bodies have a definite size, and do not cover the entire hex they occupy. The course of a ship entering an astral body hex must intersect the astral body itself for contact to occur. Ships which do contact an astral body have crashed and are eliminated (the only exception to this is landing). Portions of astral body hexes not covered by the astral body disk are considered to be part of the adjacent gravity hexes.

Sol is a star; ships which land on Sol are destroyed.

Ships may land on any planet or satellite, provided the world has a base and the ship lands at that base. Scenarios and map markings determine the presence of bases.

**ASTEROIDS:** Asteroids present a severe hazard to spacecraft at high speeds. Ships entering any asteroid hex at a speed greater than one hex per turn may be affected. A die is rolled for each asteroid hex entered and the asteroid column of the damage table is consulted. A ship passing along a hex side between two asteroid hexes is considered to have entered one asteroid hex.

## 6 BASES

Bases are situated on various planets, satellites, and in the asteroids. These bases serve as a source of planetary defence fire, fuelling and refuelling, minor maintenance, and take-off boosters.

Bases are marked on the map with a base symbol, similar to the symbol on the orbital base counter. All bases marked on the map are assumed to be in use and functioning unless the specific scenario indicates differently, the scenario will also indicate the ownership of the specific bases.

**PLANETARY BASES:** Bases on planets (and on satellites) are called planetary bases, and serve as a source of detector fields and planetary defence fire, as well as providing fuel and maintenance. Once landed at a planetary base, a ship is immune from gunfire, mines, torpedoes, and ramming, but not from nukes. Ships landed at planetary bases may not fire guns or launch ordnance.

**ASTEROID BASES:** The two bases in the asteroid belt (Ceres and Clandestine) are asteroid bases. They serve the ordinary functions of a base but do not have planetary defences. They are capable of launching one torpedo per turn.

**ORBITAL BASES:** Orbital bases are similar to bases but are semi-mobile. Each weighs 50 tons and only transports may carry them. A base may only be placed in a gravity hex of a planet or satellite or on a world surface hex side which does not already have a base present. For placement in a gravity hex, the transport carrying the base must be in orbit to unload the orbital base.

Orbital bases function as do normal bases, providing fuel and ordnance. When placed on a world surface, they can provide planetary defence fires. When in orbit, they may fire one torpedo per turn, provided resupply operations are not in progress.

Once placed a base cannot be picked up again or moved.

**RESUPPLY:** Bases can resupply ships in the resupply phase. All bases (planetary, asteroid, and orbital) carry an unlimited supply of fuel, mines, and torpedoes, and can provide them to ships which have matched courses with them. For asteroid bases, matching courses requires that the ship stop in the base hex. For orbital bases, the ship must match courses with the base by being in orbit in the same hex and direction with it. For planetary bases, the ship must either land on the world in the same hex side as the base, or pass through the gravity hex directly above the base's hex side while in orbit.

Whenever a ship is refuelled from a base, it also automatically undergoes minor maintenance. Minor maintenance allows the ship to perform the overload maneuver (once). In addition, all ordnance is automatically reloaded; the ship may select any assortment of mines and torpedoes which fits in the hold capacity of the ship. No ship may fire its guns or launch ordnance during a player-segment in which it resupplies. An orbital base resupplying any ship may not fire its guns or launch ordnance during that player-segment.

**PLANETARY DEFENCES:** Planetary bases have planetary defences and may fire at enemy ships in the gravity hex directly above the base's hex side. In a player's combat phase, each base may fire at all enemy ships in the gravity hex directly above it; the attack is performed on the gunfire table using 2:1 odds, regardless of the target's combat strength. There is no modification for range or relative velocity. All other normal gunfire combat rules apply.

**DETECTORS:** All bases have detectors as marked on the map. Detectors are covered in the special rules section.



## 7 SPECIAL RULES

The following special rules further enhance the game.

- **TORCH SHIPS:** The torch ships provided in the counter mix are a special model which employs an experimental fusion drive not yet suitable for mass production. They have unlimited maneuver fuel available but may not transfer fuel to other ships.
- **LOOTING AND RESCUE:** The only possible way for anything to be transferred between ships is for both to have the same course and position. When courses are matched, any variety of items may be transferred. When an attacker matches courses with a ship in order to steal goods or fuel, this is called looting. When a friendly ship matches courses to save personnel from a disabled ship, or to provide additional fuel, this is called rescue. Only disabled (or surrendered) ships may be looted.

A disabled may be captured when it is looted by an attacker. Such a ship must be first returned to a friendly base before it may be used to carry cargo or take part in combat.

- **SURRENDER:** There are some situations where it may be advantageous for both players to avoid the potentially crippling losses of combat. A ship may demand that an enemy ship surrender. If it does surrender, the attacking ship may then match courses with and loot it without first being required to disable it.

Surrender is a binding bargain. Both parties agree not to attack the other specific ship, and the surrendered ship must be left with enough fuel to fly to a friendly base. Surrendered ships may not be captured.

The standards of the Terran Space Patrol (red, white, and blue counters) require that its ships never surrender (“Merde”).

- **DETECTORS:** All ships and bases have detectors which enable them to determine the position of other ships. Detectors on ships have a range of three hexes; detectors on bases have a range of five hexes. Once a ship has been detected by the enemy, it remains detected (regardless of range) until it arrives at a friendly base. The detection areas of bases are printed on the map.
- **HEROISM:** In longer scenarios, certain ships may prove themselves heroic in their actions. In combat, any ship which attacks at less than 1:1 and achieves a result of D2 or greater becomes heroic. Heroic ships always add +1 to the die roll for gun combat when attacking. A ship may not become heroic more than once.
- **EXITING THE MAP:** Any ship whose final course places it off the map is considered eliminated. The initial projected course may leave the map, but the final head of the course arrow must be on the map at the end of the turn.
- **SPECIAL ASTEROIDS:** The coloured special asteroids around Clandestine are especially dense and cannot be entered unless the way is known. Only ships belonging to a side that owns the base at Clandestine may enter those special asteroids. Unauthorised ships entering those asteroids are destroyed. Mines and torpedoes entering those asteroids detonate without effect on ships within the special asteroids. Nukes detonating in the special asteroids convert the hex to clear space.
- **CARGO:** Every ship has a cargo capacity (in tons) listed on the counter. A ship may carry a mass of cargo whose total is less than or equal to its cargo capacity. In most cases this will consist of various types of ordnance. For a list of other possible cargoes and their masses (see section 8 “Prices”). Note that non-warships may carry only one nuke at a time, and that only a transport may carry an orbital base. One item of cargo may not be split among two or more ships for transport.

## 8 PRICES

The various ships, ordnance, and materials in the game cost money and in some cases, the scenarios call for equipment to be bought or sold. Two methods of pricing are available.

**COMBAT STRENGTH POINT SYSTEM:** Ships are acquired on the basis of combat strength points. Commercial ships with D-suffix strengths cost half as much as printed (a liner costs 1 point, a transport or tanker costs 1/2 point). This system is rudimentary, and deals only with the costs of ships.

**MEGACREDIT SYSTEM:** Ships, equipment, ordnance, and other items are purchased for MegaCredits (abbreviated MCr), or millions of credits. Table 2 indicates the prices for all items in the game in terms of MegaCredits.

**NUKES:** Nukes are explained in the rules, but become available only in those specific scenarios which call for them.

**SCANNERS:** Scanners are special radar equipment which allows astrogation through the special asteroids around Clandestine. Ships belonging to a player who owns the base at Clandestine automatically have scanners; they may not be purchased separately unless the scenario so indicates.

**PM (PSEUDO-MAGNETIC) GRAPPLES:** PM grapples allow the handling and transport of CT shards without disastrous results. They are available in the Prospecting scenario.

**AUTOMATED MINES:** Mines which automatically mine ore (at the rate of one ton per turn) on an asteroid on which they have been placed. Mined ore is stockpiled until picked up. They require no maintenance and continue to operate without attendance.

**ROBOT GUARDS:** Robot guards protect automated mines from claim jumpers and prevent anyone other than the owner from removing stockpiled ore.

**ORE:** Ore is produced by manual mining (at the rate of one-tenth ton per turn) or by automated mines, as indicated in the Prospecting scenario. The sale price varies.

**CT (CONTRA-TERRENE) SHARD:** CT shards are individual pieces of anti-matter scattered about the asteroid belt. They are mined in the Prospecting scenario using PM grapples.

| Ship Type    | Combat Strength | Fuel Cap. | Cargo Cap. | Cost (MCr) | Equipment Type | Weight | Cost (MCr) |
|--------------|-----------------|-----------|------------|------------|----------------|--------|------------|
| Transport    | 1D              | 10        | 50         | 10         | Fuel           | -      | 1          |
| Tanker       | 1D              | 50        | 0          | 10         | Mine           | 10     | 10         |
| Liner        | 2D              | 10        | 50         | 50         | Torpedo        | 20     | 20         |
| Corvette     | 2               | 20        | 5          | 40         | Nuke           | 20     | 300        |
| Corsair      | 4               | 20        | 10         | 80         | Scanners       | -      | 30         |
| Frigate      | 8               | 20        | 40         | 150        | PM Grapplers   | 40     | 40         |
| Dreadnought  | 15              | 15        | 50         | 600        | Automated Mine | 10     | 5          |
| Torch        | 8               | ∞         | 10         | 400        | Robot Guards   | 10     | 50         |
| Orbital Base | 16              | 0         | ∞          | 1000       | Ore            | 1      | varies     |
|              |                 |           |            |            | CT Shard       | 10     | varies     |

Table 2: Prices

## 9 SCENARIOS

These game scenarios provide the science-fiction context for the unfolding play of **TRIPLANETARY**. Each indicates the details of a complete game on a specific subject.

|                     |   |                          |
|---------------------|---|--------------------------|
| GRAND TOUR, 2037 AD | – | A multi-player scenario. |
|---------------------|---|--------------------------|

Gesichtskreis Sternschiffbau, A.G. offers a grand prize of royalties and remuneration to the winner of its decennial Grand Tour competition. This event is the high point of each decade for scores of space-racing devotees, as well as the top ship designers and pilots of the Solar System.

**SHIPS:** Each racer receives one corvette, at Terra.

**SPECIAL RULES:** Fuel is available only at bases on Terra, Venus, Mars, and Callisto. Fuel is available to anyone for free. Combat is allowed.

**VICTORY:** Each ship must pass through at least one gravity hex of each astral body with full gravity and return to land on Terra. The first ship to do so wins. If several travel the same circuit in the same time, the minimum fuel consumption wins.

**VARIANT:** After several games of this scenario, players will become familiar with optimum routes. Instead, announce a required route just prior to the race.

*Examples:* astral bodies must be arrived at in alphabetical order; astral bodies must be visited in order of their size; astral bodies must be visited in order of their distance from the sun.

|        |   |                              |
|--------|---|------------------------------|
| ESCAPE | – | A short two-player scenario. |
|--------|---|------------------------------|

The Pilgrims, a small but righteous minority oppressed by the First Citizen and his infamous Thought Police, have secretly prepared a transport and two decoys for an escape to the stars! The transport is equipped with Long Sleep capsules and it is only necessary that the ship leave the Solar System with enough fuel remaining to allow maneuver and deceleration at journey's end. But first, they must elude the Enforcers...

**SHIPS:** The Pilgrims receive three transports (blue) on Terra. The Enforcers receive one corvette in orbit around Terra and a corsair in orbit around Venus (black counters).

**SPECIAL RULES:** The Pilgrims secretly designate one transport to contain the fugitives; the other two are decoys operated by aspiring martyrs. Beginning on day 1, the Pilgrims may launch their ships from Terra in any manner they wish. Ships still on Terra may not be attacked. Decoy ships are revealed only if the Enforcer matches course and inspects the ship in question. Otherwise, ship identities are revealed only at the end of the game.

Mines and torpedoes are not available to either player. The Pilgrims may ram. Only Terra, Venus, and Io have bases.

All bases on the map belong to the Enforcers. Planetary defences are not operating. There is no time limit to this scenario.

**VICTORY:** Several levels of victory are possible based on the game results.

The Pilgrims win a decisive victory if the fugitive ship exits the board beyond Jupiter with sufficient fuel remaining to make a dead stop, plus one fuel point. The Pilgrim transport may be disabled.

The Pilgrims win a marginal victory if they exit as indicated for a decisive victory but have less fuel than required.

The Pilgrims win a moral victory if they are destroyed or captured but destroy at least one Enforcer ship in the process.

The Enforcers win a decisive victory if they capture the Pilgrims (loot their transport) and return safely to a base,

The Enforcers win a marginal victory if they destroy the transport carrying the Pilgrims.

A liner carrying industrial magnates to an interplanetary mining conference at the colony on Ganymede is outbound from Venus. Other pressing considerations prevent the Navy from escorting this ship, but one dreadnought (the Tycho Brahe, number 101) is on station in the Belt to respond to possible distress calls. Recently, pirates have been menacing the rich trans-Belt shipping lanes with raids from their unapproachable base at Clandestine. If the pirates can capture and ransom the passengers on the liner, they will be able to double the size of their fleet.

**SHIPS:** The pirates receive two corsairs and one corvette (black), plus nine dummy counters (red, white, and blue corvettes and corsairs). The Navy receives one dreadnought (white), three dummies (red, white, and blue frigates), and a liner (blue).

**SPECIAL RULES:** The liner is placed on Venus. The dreadnought and the three dummies are placed in any asteroid hexes, inverted to conceal their identities. The pirate then places his three ships and nine dummies in any unoccupied asteroid hexes. All ships begin at zero velocity.

Because ship sailings are published, the pirate knows the location of the liner. Each pirate ship, on its first acceleration, must remove three dummies. The dreadnought, on its first acceleration, must remove its three dummies. The dreadnought, however, may not move until a pirate is detected by a ship or a base.

The pirate base is Clandestine, and pirates treat the special (blue) asteroids surrounding it as clear space. Mines, fuel, and minor maintenance are available at that base for the pirates. Each pirate corsair begins the game with one mine on board.

The Navy has bases on Mars, Terra, and Callisto. The dreadnought begins with one mine and one torpedo on board.

**VICTORY:** The pirate wins by matching courses with the liner, transferring the passengers, and taking them to Clandestine. He wins decisively if the dreadnought is also destroyed.

The Navy wins if the liner makes it to Ganymede. The win is decisive if a pirate ship is also destroyed. If the passengers of the liner, while on the liner or after transfer to another ship, are destroyed, both players lose.

**VARIANT:** The liner may begin at Terra instead of Venus.

Even the survival of the race can be subordinated to petty politics, which is perhaps as it should be. Consider this: If survival is for the strong, do the weak have any right to live?

This scenario is intended for three players: The American-dominated WestBloc, the Communist EastBloc, and the Alien invaders.

**SHIPS:** Both the EastBloc and the WestBloc players select fleets using the combat strength point system and an allowance of 50 points each. EastBloc should use red and black counters; WestBloc should use red, white, and blue counters. The Alien invader receives a fleet of four corsairs (use white and black counters).

**SPECIAL RULES:** EastBloc and WestBloc must roll dice to determine where their colonies are and decide which parts of Terra they rule. The EastBloc selects three adjacent Terran hex sides; the WestBloc receives the other three. The WestBloc then selects one Luna hex side as a moon colony; the EastBloc then selects any other Luna hex side as its moon colony. Finally, each side rolls one die to determine where their farther colony is located: The colony has only one base somewhere on the indicated location. If both sides roll the same number, both roll again.

After all EastBloc and WestBloc ships have been placed on friendly bases, the Alien invader enters the map with its four corsairs; they may enter at any point along the map edge closest to Jupiter at a speed of one hex per turn.

The Alien ships are suicide ships carrying Nova bombs. A ship carrying Nova bombs automatically activates them when in orbit around Sol. One ship doing so is sufficient to destroy the sun. Nova bombs do not use any cargo capacity.

| Die Roll | Farther Colony |
|----------|----------------|
| ☐        | Venus          |
| ☐•       | Mars           |
| ☐••      | Ceres          |
| ☐•••     | Callisto       |
| ☐••••    | Clandestine    |
| ☐•••••   | Mercury        |

Table 3: Farther Colony

Resupply is available at friendly bases. EastBloc and WestBloc bloc bases may be friendly to another player if the owning player so decides. Alien ships begin with a full load of mines.

**VICTORY:** The EastBloc or the WestBloc wins by destroying the last Alien ship. For this purpose, a ship is defined as destroyed when it receives damage which inexorably will result in destruction (i.e., a ship disabled and unable to avoid leaving the board).

The Alien invader wins by successfully activating one of its Nova bombs while in orbit around the sun. When one player wins, both others lose.

**VARIANTS:** Alter the size of the Alien fleet up or down depending on the relative success of previous play.

|             |   |                              |
|-------------|---|------------------------------|
| RETRIBUTION | – | A short two-player scenario. |
|-------------|---|------------------------------|

The answer (as learnt and forgotten by every generation since Adam) is not to run from the tyrant but to depose him. The whispered story of the brave pilgrims' ordeal gave heart to the oppressed of the solar system...

**SHIPS:** The Enforcers receive two corsairs, each in orbit around a different planet selected by the player, and one frigate on a base at Luna (use black with white counters for sinister effect). The Sons of Liberty receive a total of ten corvettes (red, white, and blue counters) one at a time. The next corvette does not appear until the previous has accomplished its mission or been destroyed. Each corvette may appear at any base except Luna, Ceres, or Terra.

**SPECIAL RULES:** Corvettes for the Sons of Liberty may fly one of two missions: A flight to Clandestine to help in the building of the Freedom fleet or a suicidal attack on Terra.

Each corvette which manages to crash into Terra (and is not disabled at the time of the crash) sufficiently scares the First Citizen that he reassigns one ship to the Terran Security Patrol. Ships on Terran Security Patrol may not venture beyond detector range of Terra or Luna until after the Freedom Fleet has been formed. If three corvettes successfully crash into Terra, the three Enforcer ships must be withdrawn into Terran Security Patrol.

After all ten corvettes have appeared (or, at the Sons of Liberty player's option, at any time prior), all corvettes which have travelled to and stopped at Clandestine may be converted into the Freedom Fleet. Total the combat strength of all corvettes at Clandestine, and double the number. Using the combat strength point system, the Sons of Liberty now select a fleet using that number of points. Torch Ships may be selected.

Because the Sons of Liberty own the base at Clandestine, they treat the special asteroids as ordinary asteroids. Torpedoes and mines are available only to the Enforcers, but also only from Terran bases.

The Enforcers have all bases on the map with the exception of Clandestine, but only the bases at Terra and Luna have planetary defences.

**VICTORY:** The Sons of Liberty win by destroying the Enforcer fleet, and, as a result, freeing Terra. If the Enforcers hide, keeping their ships grounded for twelve or more turns, then the Sons of Liberty win is automatic.

The Enforcers win by staying alive. They receive promotions and extra leave in Paris if they put down the rebellion by destroying the rebels. If the rebels are indecisive and ground their fleet for at least twelve turns, the rebellion has failed and the Enforcers win.

## THE FLEET MUTINY

–

A short two-player scenario.

There are two versions to this historical incident, the official account, stating briefly that a small scattered band of dissidents, misled by a fanatic maniac, attempted and failed an insurrection in which certain fleet elements were to hold Terran cities for ransom against the establishment of an autocratic socialist government.

The other account, simply stated, is that misrule of the present administration must end, and that the fleet itself will insure that future governments more rightly respect the citizens rights and the ruler's responsibility.

The two players involved represent the Empire and the Rebels.

**SHIPS:** The Empire chooses a fleet of 12 ships and 2 orbital bases (using red, white, and blue counters). These may be placed anywhere on the map, but no ship may be closer than three hexes to any other. Vessels in gravity hexes may be assumed to be in orbit, and the direction of their orbits indicated.

**SPECIAL RULES:** All bases are initially under the control of the Empire. Planetary defences are not in operation. Bases may be captured.

The Rebel player designates five ships and/or orbital bases, and rolls a die for each one. On a roll of 1, the ship does not rebel.

Planetary hex sides may be suppressed (for the remainder of the game) by gunfire from a ship orbiting overhead. A ship suppressing a hex side may not fire at other targets that turn. Such suppression is automatic if a ship fires.

**VICTORY:** The Empire wins decisively if all Rebel ships and bases are eliminated and fewer than three Terran hex sides have been suppressed. The win is marginal if exactly three Terran hex sides have been suppressed.

The Rebel wins decisively if he suppresses at least four Terran hex sides. If he does not win decisively, he loses.

**VARIANT:** Increase or decrease the size of the fleet initially. Place the fleet elements on the map, but inverted so that the identities of the ships are concealed from the Rebel player.

## INTERPLANETARY WAR

–

A long two-player scenario.

The Terran colonies have laboured long under the seeming yoke of oppression and now are rising to declare themselves equals to mother Terra. The exhausted home world, after giving the best metals from her breast, the prime of humanity from her womb, sees this as an impertinence of the worst sort. The cross-purposes of these factions can only be resolved by WAR!

**SHIPS:** The Terran player selects a fleet of ships using the MegaCredit system and an allowance of MCr 1600 (using the red, white, and blue counters). Terran ships may be placed on (or in orbit around) Terra, Luna, and Venus, or stationary in space within detector range of those worlds.

The Rebel player selects a similar fleet using the MegaCredit system and an allowance of MCr 1000 (using the red and black counters). Rebel ships may be placed on (or in orbit around) Callisto (the Rebel home world), Io, Ganymede, and Mars, or stationary in space within detector range of those worlds.

In addition to ships, mines, torpedoes, and nukes may be purchased by the players and stockpiled on ships or on bases.

These stockpiles must be noted. Fuel is available free at bases; it need not be purchased.

Each player holds worlds which can produce replacement spacecraft and ordnance. Each base generates MCr 0.1 per turn; this sum may be accumulated and spent as soon as enough is available to use.

The Rebel player can use and spend his MegaCredits freely; they are considered transmitted to Callisto without problem. The Terran player must physically transport his MegaCredits to Terra before they may be used. Further, they may only be transported in commercial ships; each MegaCredit is considered to require one ton of cargo space in the ship.

Planets may not be captured, but bases may be destroyed by detonating nukes on their hex sides. If all bases on a planet are destroyed, all MegaCredits on the planet are also destroyed. If any bases remain, the MegaCredits remain intact.

**VICTORY:** The Terran player wins decisively if the Rebel fleet is destroyed. That victory is reduced to marginal if any Terran hex side has been devastated.

The Rebel player wins if three or more Terran hex sides and one Luna hex side have been devastated.





## PROSPECTING

–

## A long multi-player scenario.

Civilisation has always depended upon the free enterprise spirit to provide it with the trappings of wealth. Now, on the farthest reaches of the Solar System, the asteroid belt is the new frontier: the source of untold riches and untold dangers. The rarities of Terra are commonplace in the belt: copper, uranium, platinum, pirates; all flourish in the lawless gravel of the belt.

**SHIPS:** Each player begins the scenario with MCr 25. With that, ships and equipment (including fuel) must be purchased.

**SPECIAL RULES:** Any ship may prospect for ore by passing through an asteroid hex at a speed of one. Two dice are rolled: on the first roll, a  indicates that ore is present (mark the hex  if ore is present;  if it is not); on the second roll, a  indicates the ship has encountered a CT (Contra-Terrene) shard. Shards are remnants of the planet Vulcan, the world which shattered long ago to form the asteroid belt. If the ship is equipped with PM grapples, the shard may be picked up and sold; otherwise, it explodes, the ship is disabled for four turns, and the shard disappears. Each hex may only be prospected once. Ore may be sold at Ceres or at Luna. When a shipload of ore is offered for sale, roll one die. If at Ceres, subtract 2 from the roll (but the result may never be less than 1); if at Luna, do not modify the roll. The result is the price (in MCr) per ton of ore offered.

CT shards sell for MCr 100 at Ceres or MCr 300 at Luna.

**VICTORY:** Decide on a game length (perhaps 120 days to begin) before the game. The person with the most money wins.

## DESIGN CREDITS

**TRIPLANETARY** was first published in 1973; the third game from the then new Game Designers' Workshop. Out of print since 1976, the second edition was essentially the same, but had updated rules and more scenarios. This edition is the same as the second edition, but with updated graphics.

Game Design  
Second Edition Development  
Updated Second Typesetting  
Art Direction  
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# TRIPLANETARY

| (a) Combat Odds |             |     |     |     |     | (b) Attacking Items |                |      |     |           |
|-----------------|-------------|-----|-----|-----|-----|---------------------|----------------|------|-----|-----------|
| Die             | Combat Odds |     |     |     |     | Die                 | Attacking Item |      |     |           |
| Roll            | 1:2         | 1:1 | 2:1 | 3:1 | 4:1 | Roll                | Torpedo        | Mine | Ram | Asteroids |
|                 | -           | -   | -   | -   | D2  |                     | -              | -    | -   | -         |
|                 | -           | -   | -   | D2  | D3  |                     | D5             | -    | -   | -         |
|                 | -           | -   | D2  | D3  | D4  |                     | E              | -    | -   | -         |
|                 | -           | D2  | D3  | D4  | D5  |                     | E              | D1   | -   | -         |
|                 | D2          | D3  | D4  | D5  | E   |                     | E              | D2   | D2  | D1        |
|                 | D3          | D4  | D5  | E   | E   |                     | E              | D3   | D2  | D2        |

Table 4: Combat

The results on the table are implemented as follows:

**D<sub>N</sub>** (where **N** is 1 to 5): The target ship is disabled for **N** number of turns. It may not maneuver or fire (except dreadnoughts; see rules). The number **N** is added to any current turns of disablement on the target ship.

**D<sub>N</sub>** (where **N** is 5 or greater): The target ship is destroyed. The only way that a ship can receive a number greater than 5 is from two or more separate attacks.

**E** : The target is eliminated, regardless of whether it has any turns of disablement applied to it.

Attacks at odds greater than 4:1 are treated as 4:1. Attacks at less than 1:2 have no effect. Modified die rolls (for range, relative velocity, etc.) of less than 1 have no effect; modified die rolls of greater than 6 are treated as 6.

| Ship Silhouette | Ship Type    | Combat Strength | Fuel Capacity | Cargo Hold |
|-----------------|--------------|-----------------|---------------|------------|
|                 | Dreadnought  | 15              | 15            | 50         |
|                 | Transport    | 1D              | 10            | 50         |
|                 | Tanker       | 1D              | 50            | 0          |
|                 | Liner        | 2D              | 10            | 50         |
|                 | Packet       | 1               | 10            | 50         |
|                 | Corvette     | 2               | 20            | 5          |
|                 | Corsair      | 4               | 20            | 10         |
|                 | Frigate      | 8               | 20            | 40         |
|                 | Torch        | 8               | ∞             | 10         |
|                 | Orbital Base | 16              | 0             | ∞          |

Note: Commercial ships are identified by the suffix D to their combat strengths; they may not attack or counterattack. Warships are identified by an un-suffixed combat strength.

Table 5: Ship Types