12 Ship Classes
10 Combat Pods ★ 5 Scenarios
4-Section Map ★ 200 Playing Pieces
Playable alone or with the Universe System

DeltaVee

Tactical
Space Combat
System for

PIERARD
19·81

UNIVERSE
The Role-Playing Game of the Future

325P13

Read This First

The rules to *Delta Vee* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General rule or Description which summarizes the rule in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

Rules Questions

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for Delta Vee
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New York, NY 10010

[1.0] Introduction

DeltaVee is a tactical simulation of combat among spaceships in the 24th Century. The game is intended for two players, although more may participate in scenarios devised by the players. Each hex on the *DeltaVee* game maps represents a volume 20,000 kilometers in diameter. The game uses a two-dimensional movement system; the "plane" of the playing area represents the ecliptic of the star system in which each battle occurs. Each Game-Turn represents 15 minutes.

During play, each player moves one or more spaceships about the game-map using a maneuver system that abstractly simulates the laws of Newtonian motion. Each spaceship is composed of a hull with a varying number of attached pods. Each pod represents a system that improves the ship's capabilities in combat, movement, and/or some other aspect of spaceship operations.

Each player controls his spaceships by issuing Maneuver Commands (so that the ship may alter its velocity or direction of movement) and Battle Commands (so that weapons and other systems aboard the ship may be prepared for use). A spaceship's combat abilities include laser fire, particle fire, four types of missiles, and battlecraft (two-man fighter craft launched from larger ships). The attributes of each spaceship are recorded on a Spaceship Log before beginning play. During the game, energy expended, missiles launched, and damage incurred by the ship are recorded on the ship's log.

DeltaVee is the tactical space combat system for SPI's science fiction role-playing game, *Universe*. Although there is little open warfare in the vast human interstellar empire of the 24th Century (contact with another space-faring race has yet to be established), there are many types of illegal ship traffic and disputes among self-governing worlds. These types of small conflicts form the background for the scenarios in *DeltaVee*. Interstellar travel in *Universe* is accomplished by hyperjumping with the aid of a psionic navigator. In *DeltaVee*, hyperjumping is very rare, since all its battles occur within the confines of a star system, where hyperjumping is impossible.

Note: One 20-sided die is necessary for playing *DeltaVee*. When using the die, always treat a result of **0** as **10**.

[2.0] Game Components

GENERAL RULE:

The game components consist of these rules, including charts, tables, and logs; four identical game maps; and 200 playing pieces. One 20-sided die and pencils with erasers are also required in order to play the game.

CASES:

[2.1] **The perforated game mapsheet is separated into four game maps which are placed end-to-end or side-to-side to form the playing area.**

All maps are identical, and each consists of a hexagonal grid to regularize the positions and movement of the playing pieces. Each hexagon ("hex") on each map has its own four-digit identity number. The set-up instructions for each scenario describe how many maps are initially used and how they are placed in relation to each other. Each map used at the start of a scenario is assigned a letter (A through D), to aid in deploying the playing pieces. Once play begins, additional maps may be added to the playing area or maps may be moved to accommodate the movement of the playing pieces (see 6.2).

[2.2] **The charts and tables are used to summarize and resolve certain game functions.**

These charts and tables include the Spaceship Attribute Chart, Pod Attribute Chart, Command Summary, Relative Velocity Chart, Fire Results Table, Hit Table, Missile Attribute Chart, and Missile Interception Table.

[2.3] **Players use the Spaceship Logs to record the status of their spaceships, battlecraft, and missiles during the course of play.**

Each player uses one Spaceship Log for each of his spaceships in play. There are two types of Spaceship Logs. Type 1 is used for small ships, and Type 2 is used for large ships. The log used for a particular spaceship is stated in the scenario instructions. Photocopies of the Spaceship Logs must be made for repeated play.

[2.4] **The playing pieces represent the spaceships, battlecraft, and missiles that may be used by the players.**

The game also includes Velocity markers, Planet markers, Asteroid Field markers, and other game markers.

[2.5] **The spaceships, battlecraft, and missiles are assigned to the players by the scenario instructions.**

These three types of counters are collectively called **units**.

SAMPLE SPACESHIP COUNTER

All spaceship counters are identical, except for an identifying letter. The specific attributes of each spaceship are detailed in the scenario instructions, the Spaceship Attribute Chart, and the Pod Attribute Chart. The status of each spaceship during play is recorded on its Spaceship Log. The arrowhead on each spaceship counter indicates the direction in which the spaceship is moving. Each spaceship counter must have a Velocity marker under it at all times. The back of each spaceship counter is used when the spaceship's force field is active (see 7.4).

SAMPLE BATTLECRAFT COUNTER

A battlecraft is a small, manned fighter spacecraft that can be launched from a spaceship. All battlecraft counters are identical, except for a letter-number that identifies each battlecraft with the spaceship to which it belongs. For example, battlecraft **A1** is the first battlecraft of spaceship **A**. The attributes of each battlecraft are detailed on the Spaceship Attribute Chart. The status of each battlecraft during play is recorded on the appropriate Spaceship Log. Once a battlecraft has been launched, a Velocity marker must be under it at all times. Until detected, a battlecraft is kept face-down. The owning player may always inspect his unrevealed battlecraft; the enemy player may not.

A missile is a self-propelled warhead that may be launched from a spaceship with the requisite capabilities. There are four types of missiles: *unguided*, *guided*, *intelligent*, and *MIMS* (Multi-Intelligent Missile System). All missile counters of a single type are identical except for an identity number (each guided missile has a letter-number that identifies it with the spaceship from which it is launched). The attributes of each missile are detailed on the Missile Attribute Chart and explanations follow. The
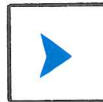
status of a launched missile is recorded on the appropriate Spaceship Log. Once a missile has been launched, a Velocity marker must be kept under it until the missile explodes or is moved off the playing area. The back of each missile counter is kept face-up until the missile is detected by the enemy player.

Front   *Back*

Unguided Missile. Once launched, an unguided missile may receive no Maneuver Commands. Its velocity is automatically increased by one each friendly Command Phase.

Guided Missile. A launched guided missile may be issued Maneuver Commands during each Command Phase in which the ship it was launched from is issued a Command to control that particular guided missile.

Intelligent Missile. An intelligent missile may be issued Maneuver Commands during each friendly Command Phase.

MIMS. A MIMS is identical to an intelligent missile except that it may launch four unguided missiles itself during any one friendly Fire Phase (see 9.9). After doing so, it is considered an intelligent missile.

[2.6] **A Velocity marker is placed under each unit in play to show its current velocity.**

SAMPLE VELOCITY MARKER

Front   *Back*

The values of the Velocity markers range from **0** to **9** and are presented in five denominations. The players place and adjust the Velocity markers under their units to show each unit's current velocity. No more than one Velocity marker is placed under a single unit at a time. A missile or battlecraft that has been *prepared* is not assigned a Velocity marker until launched. Both players may always inspect the Velocity markers under all enemy and friendly units.

[2.7] **The game markers are used on the game maps and the Spaceship Logs to show the status of various units.**

Planet. Placed on the game map in accordance with certain scenarios. Spaceships may sometimes land on a planet or use its gravity well to alter the ship's velocity (see 6.5).

Asteroid Field. Placed on the game map in accordance with certain scenarios. An asteroid field presents a hazard to any units entering the hex (see 6.6).
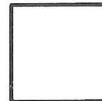
Front   *Back*

Energy Units. Used on the Energy Unit Track of each Spaceship Log to record the expenditure of the ship's Energy Units during play (see 10.3).

Prepare Jump/Jump. Placed atop a spaceship that has been issued a Prepare Jump or Jump Command (see 7.2).

Direction Reminder. Placed adjacent to a unit that has completed a zig-zag move in the hex that the unit would enter next while maintaining its intended direction (see 6.1).

Randomizer Chits. A 20-sided die is required to play *DeltaVee*. If one is not available, these 10 chits can be placed in an opaque, wide-mouthed container (such as a coffee mug). Whenever a roll of the die is called for, blindly draw a chit to obtain a die result. Always return a drawn chit to the container after noting its result, so that all 10 chits are always available to be drawn from.

[3.0] Sequence of Play

DeltaVee is played in *Game-Turns*. Each Game-Turn is divided into six distinct *Phases*, three for each player. The player whose Phase is in progress is called the *Phasing player*. All actions undertaken by the players in a Game-Turn must proceed strictly according to the following sequence outline:

1. FIRST PLAYER MOVEMENT PHASE
The first player (as assigned by the scenario instructions) must move all his spaceships, battlecraft, and missiles currently in play.

Each unit is moved a number of hexes equal to its current velocity in the direction the unit is pointing, in accordance with the restrictions of 6.0. If a unit is moved into a hex occupied by a planet, the Phasing player may alter the unit's velocity and/or direction (see 6.5). If a unit is moved into a hex occupied by asteroids, the Phasing player must check for possible collision (see 6.6). If a missile is moved into a hex occupied by an enemy unit, or if a friendly unit is moved into a hex occupied by an enemy missile, the Interception Routine must be conducted (see 9.6).

2. SECOND PLAYER COMMAND PHASE

a. Detection Segment
The second player flips over every unrevealed enemy unit within three hexes of each of his spaceships. Once an enemy unit is revealed, it remains revealed for the rest of the game.

b. Command Segment
The second player issues Commands to each of his units.

All of his eligible spaceships, battlecraft, intelligent missiles, and MIMS may be issued Maneuver Commands. Each of his *guided* missiles may be issued Maneuver Commands if the appropriate Battle Command is issued to the spaceship controlling the missile. An unguided missile may be issued no Commands; however, the current velocity of each of his unguided missiles must now be increased by one.

3. FIRST PLAYER FIRE PHASE
The first player may conduct laser and particle fire and/or launch missiles from each of his eligible spaceships and battlecraft.

The result of each laser and particle fire is determined immediately, as each is declared. Each launched missile is placed in a hex adjacent to the spaceship from which it is launched. Each friendly battlecraft may be used to conduct one laser fire (only). Each friendly spaceship may be used to conduct a variable number of laser and particle fires and to launch missiles, depending on the capabilities of its pods.

4. SECOND PLAYER MOVEMENT PHASE
The second player conducts the activities listed in Phase 1.

5. FIRST PLAYER COMMAND PHASE
The first player conducts the activities listed in Phase 2.

6. SECOND PLAYER FIRE PHASE
The second player conducts the activities listed in Phase 3.

One Game-Turn is now completed and another is begun. The players continue this sequence until one player has fulfilled his victory conditions.

[4.0] Spaceships

GENERAL RULE:
The 12 spaceship Classes from which the players are assigned ships in *DeltaVee* vary widely in size and quality. Each spaceship is actually a hull with one to 12 attached pods. (**Note:** The two *Terwillicker* ship Classes are considered battlecraft and do not carry pods.) In addition to the information listed for each spaceship Class on the Spaceship Attribute Chart, each ship possesses a sublight engine, a bridge with navigation equipment, and living quarters for a crew necessary to keep the craft running. Four industrial concerns produce the spaceships:

Terwillicker Spaceworks, Inc. manufactures the *Terwillicker-5000*, a high-quality two-person craft; and the *Terwillicker-X* fighter, an innovative adaptation of the 5000 designed for military use.

Blades Research Institute produces military craft under long-term contract. The *Dagger*, *Sword*, and *Spear* Class ships are their most successful models.

Harmonics, Inc. specializes in finely crafted ships for government and high level corporate use. The *Piccolo*, *Flute*, and *Clarinet* represent the top of their line.

The **Corco Group** manufactures a large line of commercial vessels, often sacrificing performance for economy. The *Gamma, Zeta,* and *Mu* Classes are well-suited for transport

in safe regions. The *Iota* is designed to appeal to merchants working in dangerous areas.

CASES:

[4.1] The Velocity Rating represents the maximum change in velocity a spaceship may make at once.

Thus, a *Sword* Class ship may increase or decrease its current velocity up to three levels in a single Command Phase, while a *Spear* Class ship may increase or decrease its current velocity by only one level in a single Command Phase.

[4.2] The Maneuver Rating is the maximum number of Maneuver Commands that may be issued to a spaceship in a single Command Phase.

The actual number of Maneuver Commands that may be issued to a ship equals its Maneuver Rating minus its current velocity.

[4.3] The Energy Capacity and the Energy Burn Rate are used to measure a spaceship's expenditure of energy.

The total number of *Energy Units* a ship begins the game with is represented by its Energy Capacity. Each time a ship is required to expend an *Energy Block* (see 7.5), a number of Energy Units equal to its Energy Burn Rate are expended. A ship that possesses an *energy pod* has 144 extra Energy Units at the start of play (see 5.6).

[4.4] Each spaceship possesses a laser weapon, called a burster.

A Class 1 burster may be used to conduct laserburst *only*. A Class 2 burster may be used to conduct laserbursts or laser barrages.

[4.5] Nine of the spaceship Classes are armored, as a defense against enemy laser and particle fire.

Class 2 armor provides more protection than Class 1 armor (see 8.8). Three ship Classes possess no armor at all.

[4.6] Five of the spaceship Classes possess a force field generator, as a defense against enemy missile explosions.

A Class 2 force field provides more protection than a Class 1 force field (see 9.8). Seven ship Classes possess no force field generator at all.

[4.7] The Civ Level of a spaceship Class ranges from 6 to 8.

A ship's Civ (Civilization) Level may affect the performance of certain pods attached to it. Civ Levels represent the sophistication of the materials and equipment that make up the ship. As a comparison, current technology (1980's) is just under Civ Level 5.

[4.8] The Targeting Program represents the ability of the spaceship's tracking systems to target enemy ships for laser and particle fire.

The effectiveness of the Targeting Program is expressed as a modifier applied to the *relative velocity* of the target ship and the firing ship (see 8.5).

[4.9] The Spaceship Attribute Chart describes the specific characteristics of each spaceship Class.

See charts and tables.

[5.0] Pods

GENERAL RULE:

A pod is a compartment serving a specific function that is attached to or enclosed in a spaceship. Each spaceship is assigned a variety of pods, in accordance with the scenario being played. The number of pods a ship possesses and the nature of those pods make each ship in *DeltaVee* distinct. All the major attributes of each pod are listed on the Pod Attribute Chart. Additional properties of certain pods are listed in 5.6.

CASES:

[5.1] Hunter, light weapon, heavy weapon, and arsenal pods may fire laser and particle weapons and launch missiles.

All four of these pods may fire laser and particle bursts and barrages (see 8.0). The number of missiles of the four types (unguided, guided, intelligent, and MIMS) each pod carries is listed on the Pod Attribute Chart. Certain missiles require a Battle Command in order to be launched (see 9.1). No other pods may be used to either fire weapons or launch missiles.

[5.2] The number of Battle Commands a player may issue to a ship in a single Command Phase is equal to the sum of the Battle Commands provided by each eligible pod.

The light weapon, heavy weapon, and arsenal pods each contribute one Battle Command to the ship's total. The battle communications pod contributes two Battle Commands to the ship's total. No other pods contribute Battle Commands.

[5.3] The Civ Level of a pod may affect the functions it performs.

The Civ Level of a pod is reduced by one if it is greater than the Civ Level of the spaceship to which it is attached. Also refer to 4.7.

[5.4] The Targeting Program affects laser and particle fire conducted from the pod.

See 4.8 and 8.5. The Targeting Program modifier for the battle communications pod is applied to fire from anywhere on the ship. Targeting Program modifiers in other pods apply to fire from that pod only.

[5.5] The hunter, light weapon, and heavy weapon pods may be used to fire or launch one of its weapons or missiles during the friendly Fire Phase.

The arsenal pod may be used to fire or launch two of its weapons or missiles during the friendly Fire Phase. The battle communications pod allows one additional fire or launch (see 5.6).

[5.6] The following pods possess special attributes not listed on the Pod Attribute Chart:

Battle Communications. Allows *one* extra fire from any *one* pod or burster on the spaceship during the friendly Fire Phase. The player may conduct Active Search more effectively from the pod (see 7.4). The pod's Targeting Program allows a modifier of -6 for any laser or particle fire conducted from anywhere on the ship.

Tractor Beam. Allows the player to issue Maneuver Commands to another friendly or enemy spaceship or battlecraft during his Command Phase, as if he controlled the unit. The player must issue a Battle Command to use the tractor beam. If he does so, a Civ Level 7 tractor beam may be used to issue *one* Maneuver Command to any one unit *within four hexes* of the ship with the tractor beam. A Civ Level 8 tractor beam may be used to issue *two* Maneuver Commands to any one ship *within six hexes* of the ship with the tractor beam. A tractor beam may not be used to issue Maneuver Commands to an enemy or friendly *missile*. Each Maneuver Command issued by using a tractor beam requires the expenditure of a number of Energy Units equal to *twice* the Energy Burn Rate of the target unit.

Battlecraft. Contains one *Terwillicker-5000* or one *Terwillicker-X* (as specified by the scenario) that may be launched from the spaceship. To launch a battlecraft, Battle Commands must be issued in two friendly Command Phases (see 7.4). Once a battlecraft has been launched from its pod, it is treated as any other spaceship. However, a separate Battle Log is not used; the requisite information for each battlecraft is listed on the "mother" ship's Battle Log. A battlecraft may be returned to the ship from which it was launched (only) during any Command Phase in which the two units occupy the *same* hex, have *identical velocities*, and are pointing in the *same direction*. If these requirements are met, the battlecraft may be docked in its pod by issuing a Rendezvous Command. Each battlecraft begins play with 15 Energy Units. When in its pod, a battlecraft may replace expended Energy Units by drawing from the supply of Energy Units aboard the ship; no Command is required to do so (see 10.4).

Standard Jump, Augmented Jump, and Hunter. In certain scenarios, one or both players may remove a ship with a jump pod entirely from play (which is better than being destroyed). Otherwise, a jump pod has no effect on play. See 7.2 for details. A hunter pod contains a standard jump engine.

Energy. Contains 144 additional Energy Units. A ship with an energy pod expends all the Energy Units in the pod before expending Energy Units in its hull.

[5.7] The following pods have no effect on play except that damaging or destroying any of them on an enemy spaceship may aid a player in fulfilling his Victory Conditions.

Luxury cabin, standard cabin, crew, advanced medical, bio-research, standard cargo, buffered cargo, living cargo, lander, survey, robot and equipment, explorer, escape/EVA. Each of these pods may have an Armor Rating ranging from 0 to 2, as specified by the scenario.

[5.8] The Pod Attribute Chart summarizes the properties of all the pods that may be used during the game.

See charts and tables.

[6.0] Movement and Direction

GENERAL RULE:

During a player's Movement Phase, he must move each and every one of his ships, battlecraft, and missiles currently in play. The number of hexes each unit must be moved is determined by its Velocity marker. The direction each unit must be moved is determined by the direction in which the unit is pointing. The player has no choice in the movement of his units during the Movement Phase (Exception: See 6.5).

PROCEDURE:

The player moves his units one at a time, in any order he desires. He moves each unit a number of hexes equal to its *current velocity*. Each unit is moved in a straight line, in the direction in which it is pointing. When the move is completed, the unit should point in the same direction in its destination hex.

CASES:

[6.1] A unit may point in one of 12 directions.
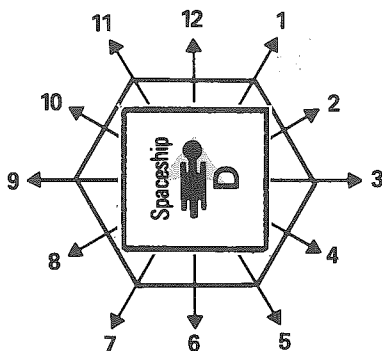
This is shown by orienting the unit marker's arrow toward a hex side or a hex corner. These directions may be equated to the numbers on a clock face.
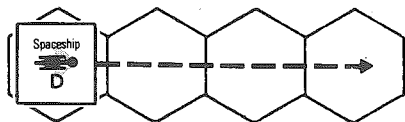
A unit that is pointing toward a hexside is moved along the hexrow extending from that hexside.
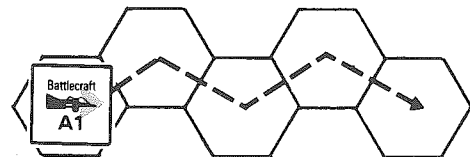
A unit that is pointing toward a hex corner is moved along a line extending from that corner. However, the unit is moved in a zig-zag pattern; first to the left, then to the right, then to the left, etc.

If a unit that is pointing towards a hex corner is moved an odd number of hexes, a Direction Reminder marker should be placed in the hex immediately ahead of the unit's final position in the move (i.e.., in the hex the unit would occupy if the length of its move were one hex more). This reminds the players which zig-zag hexrow the unit should be moved through in its next move, so that "slippage" of the unit's direction to either

side will not occur. A Direction Reminder marker has no effect on play (except to remind the player of the unit's proper direction) and is removed when the player changes direction.

The players must make sure that the orientation of each unit is always clearly evident. When more than one unit occupies a single hex, special care must be taken to show the orientation of each unit. The direction a unit points may be changed only during the Command Phase (Exception: See 6.5).

[6.2] When a ship or battlecraft is directed to move off the maps currently in use, an unused map should be placed to abut the map edge from which the unit will exit.

This may be done whenever necessary, as long as the relative positions of all units and markers in the game remains the same. When placing a new map, make sure that the hexgrid pattern is properly aligned with the other maps. A missile that is directed to move off the map is removed from play; a map is not specially positioned for it.

[6.3] A unit with a zero Velocity marker is not moved.

A unit without a Velocity marker that is stacked with a ship (such as an unlaunched missile or battlecraft) is moved with the ship and has no effect on the ship's movement.

[6.4] A unit may be moved into and through hexes occupied by enemy or friendly units.

The Interception Routine (see 9.6) is conducted when a missile is moved into a hex occupied by an enemy unit at any point during its move, or if any unit is moved into a hex occupied by an enemy missile at any point during its move. There is no limit to the number of units that may occupy a single hex at any given time.

[6.5] The instant a spaceship or battlecraft is moved into a planet hex, the Phasing player may issue the unit Maneuver Commands.

The number of Maneuver Commands the unit may receive is determined as in 7.1. Such a unit may immediately receive the following Maneuver Commands only: Accelerate, Decelerate, and Direction Change, within the restrictions of 7.2. However, the unit's current velocity may not be reduced below 1 in this manner (but may be during the Command Phase). A unit expends no energy for Maneuver Commands received as a result of entering a planet hex.

If a unit's current velocity is altered upon entering a planet hex, the number of hexes the unit has already traversed in its move is subtracted from the unit's new velocity to determine the number of hexes the unit must now be moved (in its new direction, if also altered). If this number is 0 or less, the unit is moved no further (it remains in the planet hex).

A unit with a current velocity of 1 that occupies a planet hex is considered to be orbiting that planet, and need not be moved during the Movement Phase.

If the current velocity of a streamlined spaceship or battlecraft in a planet hex is

reduced to 0 during the Command Phase, the unit is considered to land on the planet during the immediately following friendly Movement Phase. When this occurs, the unit's Velocity marker is removed and the unit remains in the planet hex for the remainder of the game. The unit may not be used for any game functions but is not considered destroyed. A unit that is not streamlined may not land on a planet.

A missile is automatically destroyed upon entering a planet hex.

[6.6] When a unit is moved into a hex occupied by asteroids, the owning player must check for collision.

When an asteroid hex is entered, the unit's movement is interrupted while the player rolls a die. If the die result is less than or equal to the current velocity of the unit, it is hit by an asteroid. The player must then use the Hit Table as if the unit had just been hit by enemy fire (see 8.7). However, if a *critical hit* result is obtained from the table, it is considered a *no effect* result.

[6.7] No Energy Units or Energy Blocks are expended during the Movement Phase.

Energy is expended during the Command Phase and the Fire Phase.

[6.8] Under certain conditions, a ship may conduct a hyperjump during the Movement Phase.

When a ship does so, it is immediately removed from play. See 7.2 for details.

[7.0] Commands

GENERAL RULE:

Each player issues Commands to his units during his Command Phase. A player may issue *Maneuver Commands* to all his spaceships, battlecraft, and missiles (except unguided missiles) in play. A player may issue *Battle Commands* to all his spaceships (only) that possess the requisite pods. The number of Maneuver Commands that may be issued to a unit in a single Command Phase equals the unit's Maneuver Rating minus its current velocity. The number of Battle Commands that may be issued to a spaceship in a single Command Phase equals the sum of the Battle Commands provided by the ship's eligible pods.

PROCEDURE:

The Phasing player issues Commands to each of his units individually, in any order he desires. For each unit, he calculates the number of Maneuver Commands it may receive and then issues those Commands to the unit by performing the appropriate function listed in 7.2. If the unit is a spaceship, he calculates the number of Battle Commands it may receive and issues those commands to the ship by performing the appropriate functions listed in 7.4. He then records the requisite expenditure of Energy Blocks (if the unit is a spaceship) or Energy Units (if a battlecraft or a missile).

CASES:

[7.1] The number of Maneuver Commands issued to a unit in a single Command Phase may never exceed the unit's Maneuver Rating.

The number of Maneuver Commands a unit may receive is further reduced by its current velocity. Thus, if a unit with a Maneuver Rating of 7 had a current velocity of 4, it could only receive three Maneuver Commands. **Exception:** If a unit's current velocity equals or exceeds its Maneuver Rating, the unit may be issued *one* Decelerate or Accelerate Command *only*.

No Maneuver Command may be issued to a spaceship that possesses a Prepare Jump or Jump marker, or that has an operating force field. No Maneuver Commands may be issued to a *guided* missile unless the appropriate Battle Command is issued to the spaceship controlling the missile (see 7.4). An *unguided* missile has no Maneuver Rating and may not be issued Maneuver Commands. However, during each Command Phase, the current velocity of each of the Phasing player's unguided missiles must be increased by one.

A player is not required to issue a ship its maximum number of Maneuver Commands. However, Maneuver Commands may not be transferred from one unit to another or accumulated from Game-Turn to Game-Turn. These restrictions apply to Battle Commands as well.

[7.2] An eligible unit may be issued following Maneuver Commands:

Accelerate / Decelerate. The Velocity marker of the unit is changed for a marker one greater or less in value. Thus, if a unit with a current velocity of 3 is issued an Accelerate Command, its Velocity marker is exchanged for a 4 Velocity marker. If the unit were issued a Decelerate Command instead, it would receive a 2 Velocity marker. Assuming a unit has the requisite Maneuver Commands, it may be issued any number of Accelerate or Decelerate Commands in a single Command Phase, up to a number *equal to* its Velocity Rating.

Direction Change. The direction that the unit is pointing is altered by one position (from a hexside to an adjacent hex corner, or from a hex corner to an adjacent hexside). Assuming a unit has the requisite Maneuver Commands, it may be issued any number of Direction Change Commands in a single Command Phase.

Weave. This Command may be issued to spaceships and battlecraft only (not to missiles). The unit is immediately moved to any adjacent hex. The unit's velocity and direction are not changed (unless additional Maneuver Commands are issued). Only one Weave Command may be issued to a given unit in a single Command Phase. A unit may not weave into an asteroid hex or planet hex.

Prepare Jump / Abort Jump / Jump. In certain scenarios, a spaceship with a standard jump pod may prepare for a hyperjump away from the playing area. A Prepare Jump marker is placed atop the ship. In the following friendly Command Phase, the player must issue a Jump Command to the ship (the Prepare Jump marker is flipped over) or issue an Abort Jump Command to the ship (the Prepare Jump marker is removed). If a Jump Command is issued to the ship, it must be removed from play in the following friendly Movement Phase. A ship with an augmented jump pod need not be issued a Prepare Jump Command; it requires only a Jump Command (place a Jump marker atop the ship). A Jump Command may not be issued to a ship that has an active force field (a Prepare Jump Command may be issued to such a ship).

[7.3] The number of Battle Commands issued to a spaceship may not exceed the allotment provided by its eligible pods.

A light weapon, heavy weapon, or arsenal pod each allow a ship to receive one Battle Command. A battle communications pod allows a ship to receive two Battle Commands. Thus, a spaceship with two heavy weapon pods and a battle communications pod could receive four Battle Commands in a single Command Phase. The number of Battle Commands a spaceship may receive has no effect on the number of Maneuver Commands it may receive, and vice versa.

[7.4] An eligible spaceship may be issued the following Battle Commands:

Prepare Missile. If a spaceship has a light weapon, heavy weapon, or arsenal pod, the Phasing player may prepare a missile for launch by placing the appropriate missile counter (without a Velocity marker) *facedown* atop the ship. Consult the Pod Attribute Chart to find which pods may launch missiles and which of those missiles require a Prepare Missile Command. A prepared missile may be launched in any subsequent friendly Fire Phase (see 9.4). Assuming a spaceship has the requisite Battle Commands, it may be issued any number of Prepare Missile Commands in a single Command Phase. However, the maximum number of prepared missiles that a ship may carry at one time is limited to the number of missile-carrying pods the ship possesses. Thus, a ship with two heavy weapon pods may carry no more than two prepared missiles at a time. Until a prepared missile is launched, it is moved with its ship and has no effect on play.

Control Guided Missile. The player may issue Maneuver Commands to a guided missile previously launched from the spaceship. By issuing the spaceship one such Battle Command, the player may immediately issue any number of Maneuver Commands (within the restrictions of 7.1) to one of the ship's guided missiles currently in play.

Active Search. The player may flip over every enemy unit that is currently unrevealed within *six* hexes of the spaceship to which he is issuing this Command. This range is counted by including the enemy unit's hex but not the searching spaceship's hex. Once a unit is flipped over, it remains revealed for the rest of the game. If the spaceship to which an Active Search Command is issued possesses a battle communications pod, every inverted enemy unit within 10 hexes is flipped over. **Note:** Active Search should not be confused with *detection*, which occurs automatically at the beginning of the Command Phase and does not require a command.

Prepare Battlecraft. If a spaceship has a battlecraft pod containing a battlecraft, the player may prepare the battlecraft for launch by placing the appropriate battlecraft counter (without a Velocity marker) facedown atop the spaceship. The battlecraft remains stacked with the spaceship (and is moved with the ship) until the player issues a Launch Battlecraft Command to the ship in any subsequent friendly Command Phase.

Launch Battlecraft. The player may launch a prepared battlecraft (that is, a battlecraft placed atop a spaceship in a previous friendly Command Phase) by placing the battlecraft in any hex adjacent to the spaceship. The battlecraft must be assigned a Velocity marker equal to, one less than, or one greater than the current velocity of the spaceship. **Exception:** A battlecraft must be launched with a minimum velocity of 1. The battlecraft must be pointing in the same direction that the ship is pointing when launched, or one of the two adjacent directions on either side (thus, a battlecraft may be pointing in one of five directions when launched). Launching a battlecraft does not require the expenditure of energy from the involved spaceship or battlecraft.

Rendezvous. If a friendly spaceship or battlecraft occupies the same hex as an enemy or friendly spaceship or battlecraft, the two may be docked together. However, the two units must have identical velocities and must point in the same direction. This Command is used when a player wishes to dock a battlecraft in the ship from which it was launched (see 5.6) or when a player wishes to dock with an enemy ship to fulfill a requirement listed in a scenario. Two spaceships that are docked together use *one* Velocity marker only. During the Command Phase, the Phasing player may issue Maneuver Commands to both ships as if they were one. If the expenditure of an Energy Block is required, a number of *Energy Units* equal to the Energy Burn Rate of both spaceships combined is expended. In this way one ship may "tow" another.

Tractor Beam. If a spaceship has a tractor beam pod, the player may activate its tractor beam. The player then issues Maneuver Commands to one other spaceship or battlecraft, as explained in 5.6. A single tractor beam pod may only be issued one Command per Command Phase and does not remain active from Game-Turn to Game-Turn.

Activate / Deactivate Force Field. If a spaceship possess a force field (Class 1 or 2), it may be activated by flipping the spaceship over to its forcefield side. When activated, the force field provides protection against enemy missiles, but not against enemy laser or particle fire. Furthermore, the only commands that may be issued to a ship with an active force field are Prepare Jump, Abort Jump, Prepare Missile, Active Search, and Prepare Battlecraft. A missile may not be launched (but laser and particle fire may be conducted) from a spaceship with an active force field. An active force field may be deactivated by flipping the ship counter back to its normal side. A player may *attempt* to activate the force field of a ship that has been intercepted by a missile at the moment of interception (see 9.8).

DELTAVEE SPACESHIP LOG Nr. 1

Spaceship Name _____
Velocity Rating _____
Maneuver Rating _____
Burster Class _____
Target Program _____
ID _____

COMPARTMENTS
STATUS / ARMOR

Bridge
Engine
Force Field
PODS 1
2
3
4
5
6

UNGUIDED MISSILES POD/ #
GUIDED MISSILES POD/ #
ENERGY UNITS

INTELLIGENT MISSILES

MIMS

ENERGY BLOCKS

ENERGY UNIT TRACK

0	1	2	3	4
	5	6	7	8

BATTLECRAFT
ARMOR / STATUS
Bridge
Engine

Energy Units

Players may photo-copy this logsheet for personal use.

DELTAVEE SPACESHIP LOG Nr. 1

Spaceship Name _FLUTE_
Velocity Rating _3_
Maneuver Rating _6_
Burster Class _1_
Target Program _4_
ID _A_

COMPARTMENTS
STATUS / ARMOR

Bridge 2
Engine 2
Force Field 2
PODS 1 ENER 2
2 B.C. 2
3 H.W. 2
4 S.J. 2
5
6

UNGUIDED MISSILES POD/ #
GUIDED MISSILES POD/ #
ENERGY UNITS

INTELLIGENT MISSILES

MIMS

ENERGY BLOCKS

ENERGY UNIT TRACK

�	1	2	3	4
	5	6	7	8

BATTLECRAFT
ARMOR / STATUS
Bridge 1
Engine 1

Energy Units

Players may photo-copy this logsheet for personal use.

[4.9] SPACESHIP ATTRIBUTE CHART

CLASS	NUMBER OF PODS	VELOCITY RATING	MANEUVER RATING	ENERGY CAPACITY	ENERGY BURN RATE	STREAMLINED	BURSTER CLASS	ARMOR CLASS	FORCE FIELD CLASS	CIV LEVEL	TARGET PROGRAM
BATTLECRAFT											
Terwillicker 5000	0	2	7	15	1	Yes	1	1	0	7	−2
Terwillicker-X	0	3	9	15	1	Yes	2	2	0	8	−4
SPACESHIPS											
Dagger	2	2	6	48	4	Yes	2	2	1	8	−4
Sword	5	3	8	78	6	No	2	2	2	8	−4
Spear	8	1	4	144	12	No	2	2	2	8	−4
Piccolo	1	3	8	30	3	Yes	1	1	0	7	−2
Flute	4	3	6	66	6	Yes	1	2	1	8	−4
Clarinet	7	2	7	104	8	No	1	1	0	8	−4
Corco Gamma	3	1	4	54	6	Yes	1	0	0	7	−2
Corco Zeta	6	1	3	80	8	No	1	0	0	6	0
Corco Iota	9	1	5	120	12	No	1	1	1	7	−4
Corco Mu	12	1	4	176	16	No	1	0	0	7	−2

See 4.0 for detailed explanation of use.

[8.3] RELATIVE VELOCITY CHART

CURRENT VELOCITY OF TARGET UNIT	Current Velocity of Firing Unit								
	0,1	2	3	4	5	6	7	8	9
0,1	1*	2	3	4	5	6	7	8	9
2	2	3	4	4	5	6	7	8	9
3	3	4	4	5	6	7	8	9	9
4	4	4	5	6	6	7	8	9	10
5	5	5	6	6	7	8	9	9	10
6	6	6	7	7	8	8	9	10	11
7	7	7	8	8	9	9	10	11	11
8	8	8	9	9	10	10	11	11	12
9	9	9	9	10	10	11	11	12	13

*If the velocity of both units is **0**, the relative velocity is **0**.

If the compared directions of the target unit and the firing unit do not fulfill the conditions of statements 1 or 2 in 8.3, use this chart to determine the relative velocity of the units. The current velocity of each unit is cross-referenced to yield their relative velocity.

[5.8] POD ATTRIBUTE CHART

POD TYPE	LASER/PARTICLE WEAPONS	UNGUIDED MISSILE	GUIDED MISSILE	INTELLIGENT MISSILE	MIMS	BATTLE COMMANDS	CIV LEVEL	TARGET PROGRAM	JUMP	SEE 5.6	NUMBER OF FIRES	ARMOR
Hunter	Yes	2	0	1	0	0	8	−4	Yes	X	1	2
Light Weapon	Yes	5*	3*	0	0	1	6	−2	No	–	1	1
Heavy Weapon	Yes	6	5*	3*	1*	1	7	−4	No	–	1	2
Arsenal	Yes	8	7	5*	2*	1	8	−4	No	–	2	2
Battle Comm	No	0	0	0	0	2	8	−6	No	X	1	2
Tractor Beam	No	0	0	0	0	0	7,8	–	No	X	0	0-2
Battlecraft	No	0	0	0	0	0	–	–	No	X	0	0-2
Standard Jump	No	0	0	0	0	0	7	–	Yes	X	0	0-2
Augmented Jump	No	0	0	0	0	0	8	–	Yes	X	0	0-2
Energy	No	0	0	0	0	0	–	–	No	X	0	0-2
All Others	No	0	0	0	0	0	–	–	No	–	0	0-2

See 5.0 for detailed explanation of use. *Launch of missiles requires Prepare Missile Command in previous Command Phase.

[8.7] HIT TABLE

DIE	Part of Target Hit
1	Critical Hit. If the unit is a revealed missile, it is destroyed. If the unit is unrevealed (of any type), treat as "no hit."
2	Bridge, Engine. If the unit is a missile (revealed or unrevealed), it is destroyed.
3	Force Field, Pod 8
4	Pod 1, Pod 9
5	Pod 2, Pod 10
6	Pod 3, Pod 11
7	Pod 4, Pod 12
8	Pod 5, Pod 13
9	Pod 6, Pod 14
10	Pod 7, Pod 15

See 8.7 for detailed explanation of use.

[8.6] FIRE RESULTS TABLE

ENERGY UNIT COST	Type of Fire	Target Value							
		0	1	2,3	4,5	6,7	8,9	10,11	12-14
0	Laser Burst	7	6	5	4	3	2	1	–
2	Laser Barrage	9	8	7	6	5	4	3	1
1	Particle Burst	A	9	7	4	1	–	–	–
3	Particle Barrage	A	A	9	7	4	1	–	–

A: Hit is automatic; no die roll is conducted. Proceed to the Hit Table. (–): Hit is impossible; no die roll is conducted. If the Target Value is greater than 14, a hit with any type of fire is impossible. See 8.6 for explanation of use.

[9.5] MISSILE CHART

MISSILE TYPE	CIV LEVEL	VELOCITY RATING	MANEUVER RATING	ENERGY UNITS
Guided A-06	6	1	5	7
	7	2	5	9
	8	2	6	10
Unguided 12	6	2	5	6
	7	2	6	7
	8	2	7	9
MIMS 31	7	2	6	6
	8	2	7	7

See 9.5 for detailed explanation of use.

[9.7] MISSILE INTERCEPTION TABLE

MISSILE CIV LEVEL	Relative Velocity					
	0	1,2	3,4	5-7	8-10	11 OR MORE
6	8	6	4	2	1	1
7	9	7	5	3	2	1
8	A	8	6	4	3	2

A: Interception is automatic; the die is not rolled. See 9.6 for detailed explanation of use.

[7.7] ENERGY EXPENDITURE SUMMARY

Action or Situation: *Energy Expenditure*

Issuing more than 1 Acceleration, Deceleration, or Direction Change Maneuver Command per Phase: 1 *Energy Block if spaceship;* 1 *Energy Unit if battlecraft.*

Missile Maneuver: 1 *Energy Unit per Maneuver Command.*

Weave Command: 1 *Energy Block if spaceship;* 1 *Energy Unit if battlecraft.*

Activate Spaceship force field: 1 *Energy Block.*

Use Tractor Beam: *Enrgy Units equal to twice the Energy Burn Rate or target unit per each Maneuver Command.*

Replenish Battlecraft energy levels: *Number of Energy Units needed or desired, up to maximum of 15.*

Maneuver Docked Spaceships: *Energy Units equal to sum of both ships' Energy Burn Rate.*

Particle Burst: 1 *Energy Unit.*

Laser Barrage: 2 *Energy Units.*

Particle Barrage: 3 *Energy Units.*

If Engine is Damaged: 1 *Energy Block per each and every Maneuver Command.*

If Energy Pod is Damaged: −10 *Energy Units each Command Phase.*

If Energy Pod is Destroyed: *Total Energy Units expended immediately increased to 144.*

Note: The *Delta Vee* counters are reproduced here to aid players in replacing lost or damaged counters

Delta Vee: The Universe Tactical Space Combat System Counter Section Nr. 1 (200 pieces): Front

DELTAVEE SPACESHIP LOG Nr. 2

Spaceship Name _____ ID _____

COMPARTMENTS

Velocity Rating _____ Maneuver Rating _____ Burster Class _____ Force Field Class _____ Target Program _____ Nr. of Battle Commands _____ Nr. of Fires _____

ARMOR   STATUS

Bridge

Engine

Force Field

Pod 1
Pod 2
Pod 3
Pod 4
Pod 5
Pod 6
Pod 7
Pod 8
Pod 9
Pod 10
Pod 11
Pod 12

UNGUIDED MISSILES
Pod / #

GUIDED MISSILES
Pod / #
ENERGY UNITS

INTELLIGENT MISSILES
Pod / #
ENERGY UNITS

MIMS

ENERGY BLOCKS

ENERGY UNIT TRACK

0	1	2	3	4
5	6	7	8	10
11	12	13	14	15	16

0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16

BATTLECRAFT #1
ARMOR   STATUS
Bridge
Engine
ENERGY UNITS

BATTLECRAFT #2
ARMOR   STATUS
Bridge
Engine
ENERGY UNITS

[7.5] A unit must expend Energy Units or Blocks when issued certain Commands, depending on the type of unit.

The expenditure of Energy Units and Blocks is recorded on the appropriate Spaceship Log (see 10.3).

• A **spaceship** must expend one Energy *Block* and a **battlecraft** must expend one Energy *Unit* when it is issued *more than one* **Accelerate, Decelerate** and/or **Direction Change** Command in a single Command Phase. Regardless of how many of these Commands (beyond one) a ship or battlecraft receives in a Command Phase, only one Energy Block or Unit is expended. A spaceship or battlecraft that receives only one of the above Commands in a single Command Phase expends no energy (although it may expend energy as a result of other Commands it receives).

• A **spaceship** must expend one Energy *Block* and a **battlecraft** must expend one Energy *Unit* when issued a **Weave** Command. This expenditure is in addition to any that may be required for other Maneuver Commands.

• A **missile** must expend one Energy *Unit* each time it is issued a Maneuver Command. Thus, if a missile is issued two Accelerate and one Direction Change Commands, three Energy Units are expended.

• A **spaceship** must expend one Energy Block when issued an **Activate Force Field** Command.

• A **spaceship** that uses its **tractor beam** must expend a number of Energy Units equal to *twice* the Energy Burn Rate of the ship or battlecraft to which it is issuing a Maneuver Command. This expenditure must be made for *each* Maneuver Command issued to the target unit. A unit that is issued a Maneuver Command through a tractor beam does not expend energy for that Command.

• During the Fire Phase, a spaceship or battlecraft must expend Energy Units when conducting a laser barrage, a particle burst, or a particle barrage (see 8.2).

[7.6] A unit that has expended all its available energy may be issued no Command that requires the expenditure of energy.

[7.7] The Command Summary lists the names of every Command that a player may possibly issue to a unit.

See charts and tables.

[8.0] Laser and Particle Fire

GENERAL RULE:
During a player's Fire Phase, he may conduct laser and/or particle fire against revealed and unrevealed enemy units with all his eligible spacecraft and battlecraft. There are four types of fire: a laser burst, a laser barrage, a particle burst, and a particle barrage. Successful fire may result in a pod or other part of an enemy unit being damaged or destroyed. Fire may be conducted in any direction.

PROCEDURE:
The Phasing player declares and resolves each fire one at a time. All fires conducted from one spaceship or battlecraft must be resolved before conducting fires from another spaceship or battlecraft. For each fire conducted, the Phasing player undertakes the following steps, in order.

1. Declare what type of fire is being conducted, from where the fire is coming, and which enemy spaceship, battlecraft or missile is the target of the fire. If necessary, note the expenditure of Energy Units on the appropriate Spaceship Log.

2. Determine the *range* in hexes from the firing unit to the target unit. Range is counted by including the target unit's hex and all hexes lying between the firing unit and the target unit, but not the firing unit's hex.

3. Determine the *relative velocity* of the two units, using the Relative Velocity Chart if necessary. Subtract the *Targeting Program modifier* of the firing unit from the relative velocity and then add the modified relative velocity to the range to determine the *Target Value.*

4. Refer to the Fire Results Table, cross-referencing the proper Target Value column with the row matching the type of fire declared to find the *Hit Chance.* Roll the die; if the die result is less than or equal to the Hit Chance, the target may have been hit. Proceed to Step 5. If the die result is greater than the Hit Chance, the fire has missed the target and this procedure is concluded.

5. Roll the die again and refer to the Hit Table to determine which part (if any) of the enemy unit has been hit. The non-Phasing player must immediately apply the effects of the hit to the target unit.

CASES:

[8.1] The number and types of fires a spaceship or battlecraft may conduct in a single Fire Phase depends on the Class of its burster and the attributes of its pods.

• A **Class 1 burster** on a spaceship or battlecraft allows one laser **burst** each Fire Phase.

• A **Class 2 burster** on a spaceship or battlecraft allows one laser **burst** or one laser **barrage** each Fire Phase.

• A **hunter, light weapon** and **heavy weapon pod** each allow *one fire of any type* (or one missile launch, see 9.2) each Fire Phase.

• An **arsenal pod** allows *two fires of any type* (or one fire and one missile launch, or two missile launches) each Fire Phase.

• A **battle communications pod** allows *one additional fire of any type* (or one additional missile launch) from any of the above eligible items each Fire Phase.

All these items are cumulative. Thus, a spaceship with two light weapon pods may be used to conduct three fires each Fire Phase (one from its burster and one from each weapon pod). If the ship also possesses a battle communications pod, it could conduct one additional fire from its burster or either weapon pod (for a total of four fires per Fire Phase).

The number of fires a spaceship may conduct in a Fire Phase should not be confused with the number of Battle Commands the ship may receive in a Command Phase. Fires may not be conducted in the Command Phase, and Commands may not be issued in the Fire Phase.

[8.2] A unit that conducts any type of fire except a laser burst must expend one or more Energy Units.

A particle burst costs **1** Energy Unit, a laser barrage costs **2** Energy Units, and a particle barrage costs **3** Energy Units. The expenditure of Energy Units is recorded on the appropriate Spaceship Log (see 10.3).

[8.3] The relative velocity of the firing unit and the target unit is determined by comparing the direction and current velocity of each unit.
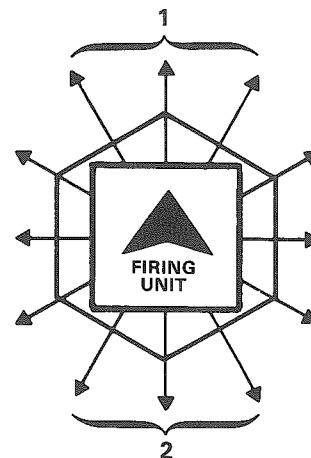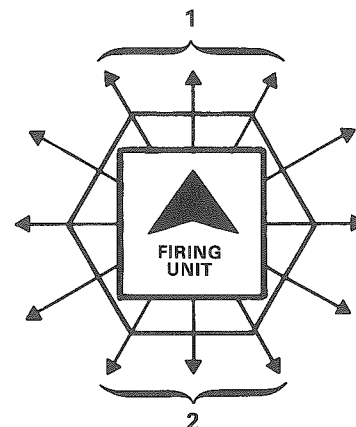
Imagine the two units are in the same hex and compare their directions on one of the following diagrams. Use the first if the firing unit points toward a hexside and the second if the firing unit points toward a hex corner. The direction of the target unit is matched to one of the 12 arrows radiating from the hexes.

Depending on the unit's relative directions, one of the following statements will apply:

1. If the target unit is pointing in the *same* direction as the firing unit, or an *adjacent* direction, their relative velocity equals the *difference* between their current velocities.

2. If the target unit is pointing in the *opposite* direction as the firing unit, or a direction *adjacent to the opposite direction,* their relative

velocity equals the *sum* of their current velocities.

3. If the target unit is pointing in any of the six directions not covered in the above two statements, refer to the Relative Velocity Chart and cross-reference the current velocity of each unit on the chart to find their relative velocity.

Example: The firing unit has a velocity of **4** and the target unit has a velocity of **3**. If their directions apply to statement 1, their relative velocity is **1**. If their directions apply to statement 2, their relative velocity is **7**. If their directions apply to statement 3, the Relative Velocity Chart is used to determine that their relative velocity is **5**.

[8.4] The relative velocity and the range between the firing unit and the target unit may be reduced if the positions of the two units fulfill either of the following conditions.

1. A straight line may be drawn between the two units and their indicated directions.
[See Diagram A]

If this applies, the relative velocity is determined as described in 8.3 and is then *halved*, rounding fractions up. The range between the two units is *not* affected.

2. The two units are pointing in the *same* direction and their current velocities are *identical*.
[See Diagram B]

If this applies, the relative velocity is *automatically zero* and the *range* between the two units is *halved*, rounding fractions up. If

conditions 1 and 2 apply in a single situation, condition 2 takes precedence.

[8.5] Each spaceship and battlecraft possesses a Targeting Program which modifies the determined relative velocity.

The modifier is listed on the Spaceship Attribute Chart. If a fire is being conducted from a hunter, light weapon, heavy weapon, or arsenal pod, the Phasing player may use the Target Program modifier of either the pod *or* the spaceship. If a spaceship possesses a battle communications pod, a Targeting Program modifier of **−6** is applied to *all* fire conducted from the ship.

If, after applying the Targeting Program modifier, the relative velocity is less than zero, it is treated as zero. The Targeting Program modifier is *never* used to reduce the *range* between the firing unit and the target unit. After calculating the modified relative velocity, it is added to the range to determine the Target Value used with the Fire Results Table.

[8.6] The Fire Results Table is used to determine if a fire has hit its target.

The Target Value [Range + (Relative Velocity − Targeting Program)] is cross-referenced with the declared type of fire to determine the Hit Chance. The Phasing player then rolls the die; if the die result is equal to or less than the Hit Chance, he proceeds to the Hit Table.

[8.7] The Hit Table is used to determine which pod or other part of the target unit has been hit.

The Phasing player rolls the die and locates the die result on the table. With the exception of die result **1**, each result lists two parts of the target unit. If the target unit possesses *neither* of the listed parts, the hit is a glancing blow that has no effect. If the target unit possesses *only one* of the listed parts, that part has been hit. If the target unit possesses *both* of the listed parts, the *Phasing* player *chooses* which of the two parts has been hit. He can inspect the opposing player's applicable Spaceship Log before choosing.

If a **1** is rolled when using the Hit Table, a *critical hit* has occurred; the *Phasing* player chooses one part of the target unit listed on the Hit Table to receive the hit. He can inspect the opposing player's applicable Spaceship Log before choosing. **Exception:** If the target unit is *unrevealed*, a critical hit is treated as *no hit*.

If the target unit is a *revealed missile*, it is destroyed on the result of **1** or **2**. If the missile is *unrevealed*, it is destroyed on a result of **2** only. No other result on the Hit Table affects a missile.

[8.8] When a unit receives a hit, the owning player must record it on the appropriate Spaceship Log. The effects of a hit depend on the Armor Rating of the part hit.

● A part with a **0** Armor Rating is *destroyed* when first hit. An X is placed in the Status Box for that part on the Spaceship Log. Any further hits on that part have no additional effect.

● A part with a **1** Armor Rating is damaged when first hit. A D is placed in the Status Box for that part on the Spaceship Log. The part is destroyed when it receives a second hit.

● A part with a **2** Armor Rating is made vulnerable when first hit. A V is placed in the Status Box for that part on the Spaceship Log. The part is damaged when it receives a second hit and destroyed when it receives a third hit.

● A missile is always destroyed when first hit. Draw a line through all the boxes for that missile on the Spaceship Log and remove the missile from play.

The bridge, engine and forcefield (if any) of a spaceship are located in the main hull and are considered to have the Armor Rating of the spaceship.

[8.9] When a pod or other part of a spaceship or battlecraft is damaged or destroyed, the capabilities of that part are immediately impaired.

The following list summarizes all the effects of damage and destruction.

Bridge. *Damaged:* The Maneuver Rating of the unit is reduced by two and the unit may no longer receive Weave Commands. *Destroyed:* The Maneuver Rating of the unit is reduced to **1** and the unit may no longer receive Weave Commands.

Engine. *Damaged:* Each and every Maneuver Command issued to the unit requires the expenditure of one Energy Block. *Destroyed:* The unit may receive no Maneuver Commands at all.
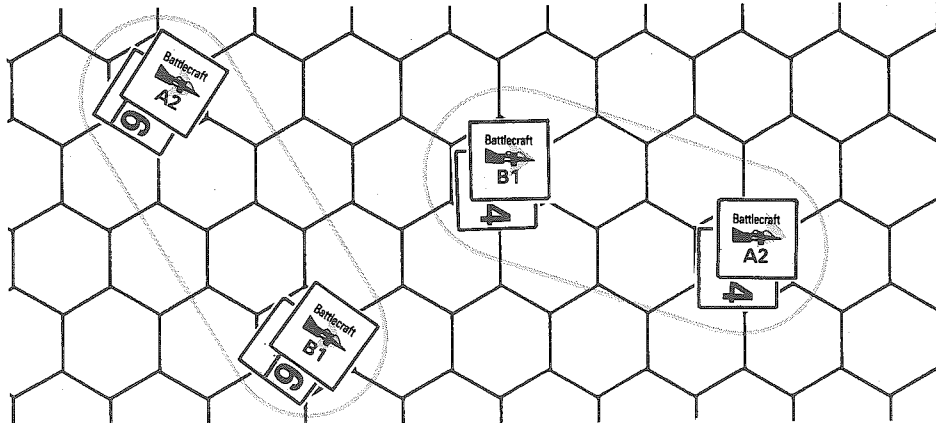
DIAGRAM A
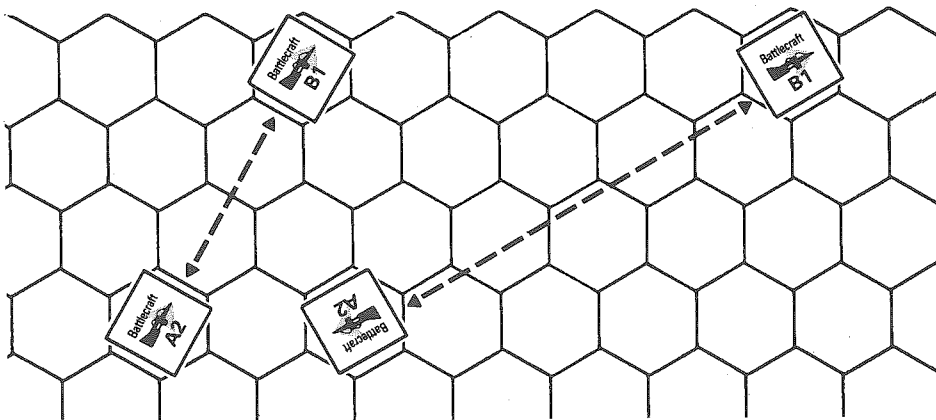
DIAGRAM B

Class 1 Force Field. *Damaged or Destroyed:* The force field may not be used at all.

Class 2 Force Field. *Damaged:* The force field is considered to have the protective ability of a Class 1 force field and may not be activated at the moment of missile interception (see 9.8). *Destroyed:* The force field may not be used at all.

Hunter Pod. *Damaged:* All missiles in the pod are lost, including any currently prepared for launch (cross them off the appropriate Spaceship Log); laser and particle barrages may not be conducted from the pod (laser and particle bursts may be conducted); the pod may not be used to hyperjump. *Destroyed:* The pod is totally eliminated.

Light Weapon or Heavy Weapon Pod. *Damaged:* All missiles in the pod are lost, including any currently prepared for launch; any guided missiles previously launched from the pod may not be issued Maneuver Commands; laser and particle barrages may not be conducted from the pod (laser and particle bursts may be conducted). *Destroyed:* The pod is totally eliminated.

Arsenal Pod. *Damaged:* Same as damage to a light weapon or heavy weapon pod; in addition, the pod only allows one fire per Fire Phase (instead of two). *Destroyed:* The pod is totally eliminated.

Battle Communications Pod. *Damaged:* The pod allows only one additional Battle Command per Command Phase (instead of two); the pod's Targeting Program modifier is eliminated (the modifier of the spaceship or firing pod being used instead); the pod does not allow an additional fire; the pod does not increase the range of an Active Search. *Destroyed:* The pod is totally eliminated.

Tractor Pod. *Damaged or Destroyed:* The tractor beam may not be used at all.

Battlecraft Pod. *Damaged or Destroyed:* A battlecraft may not be launched from or dock with the pod. A battlecraft inside the pod when damaged or destroyed may not be used at all.

Standard or Augmented Pod Jump. *Damaged or Destroyed:* The pod may not be used to hyperjump.

Energy Pod. *Damaged:* Ten Energy Units must be expended each friendly Command Phase (in addition to any other expenditures of energy) until a total of 144 Energy Units have been expended (including previously expended energy). *Destroyed:* The total expenditure of energy for the spaceship must be immediately brought up to 144 Energy Units; the pod is considered empty.

Damage and destruction of any other pod has no effect on play (but may affect a victory in a scenario). The capabilities of a pod or other part are not affected when made *vulnerable*.

[9.0] Missile Launch and Interception

GENERAL RULE:
During a player's Fire Phase, he may launch missiles from any of his spaceships that possess missile-carrying pods. Certain missiles must be prepared before launch, depending on the type of missile and the pod from which it is being launched. Once launched, each missile is moved in accordance with 6.0, and is issued Commands in accordance with 7.0 and the restrictions of the following cases. The Interception Routine is undertaken each time any missile is in a hex occupied by an enemy unit. If interception occurs, the missile explodes, destroying itself and the enemy unit (unless the enemy unit is a spaceship with an active force field).

CASES:

[9.1] The number of missiles of each type a pod possesses at the beginning of play is listed on the Pod Attribute Chart.
The chart also states whether or not the missile must be prepared before it may be launched, by issuing a Prepare Missile Command to the spaceship in a previous Command Phase (see 7.4). In order to launch a missile, it must be atop the launching spaceship at the beginning of the friendly Fire Phase, or must be a type of missile that need not be prepared.

[9.2] The launch of a missile counts as one fire towards the total number of fires that may be conducted from a spaceship in a single Fire Phase.
Thus, if a spaceship with two light weapon pods launches two missiles in a Fire Phase, it may conduct only one additional fire (from its burster). Also see 8.1. The launch of a missile does not require the expenditure of energy by the missile or by the launching spaceship.

[9.3] When the Phasing player wishes to launch a missile, he chooses a missile counter and marks his Spaceship Log.
He chooses the counter that matches the chosen missile type and, if a guided missile, whose identity letter matches that of the spaceship from which it is being launched. He then writes the number of the pod from which it is being launched and the identity number of the missile in the first unused **Pod/#** box for that missile type on the appropriate Spaceship Log. For example, if guided missile A-03 were launched from a heavy weapon pod (assigned pod #2), the Phasing player would write **2/3** in the first unused Pod/# box of the guided missile section of Spaceship A's Log.

[9.4] A missile is launched by assigning it a Velocity marker and placing it face-down in a hex adjacent to the launching spaceship.
A missile must be assigned a Velocity marker *equal to, one greater than,* or *one less than* the current velocity of the spaceship from which it is launched. **Exception:** The initial velocity of a missile must be at least **1**.

The hex in which a missile may be placed and the direction in which the missile may point are restricted. The following diagrams show all possible missile placements. Diagram C is used if the launching ship points toward a hexside. Diagram D is used if it points toward a hex corner. A missile may be placed in any hex shown and, within a hex, may point in any direction indicated by an arrow radiating from the hex.

DIAGRAM C
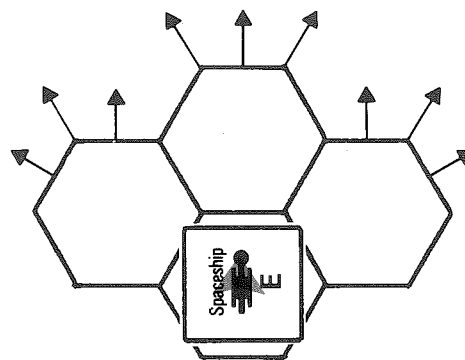
DIAGRAM D
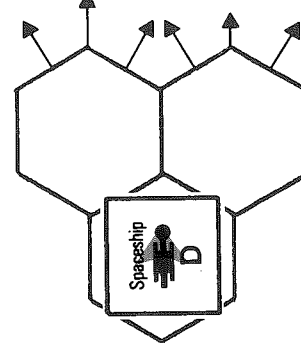
A launched missile may not be initially placed in the hex occupied by the launching spaceship. More than one missile may be launched into the same hex. Such missiles may be assigned identical or different directions and velocities.

[9.5] The Velocity Rating, Maneuver Rating, and Energy Unit Allowance of each type of missile are listed on the Missile Chart.
The Civ Level of each missile is equal to the Civ Level of the pod from which it is launched. Unguided missiles may not receive Maneuver Commands and are thus not listed on the chart. Other types of missiles may be issued Maneuver Commands in accordance with 2.5 and 7.1. Note that a missile must expend one Energy Unit for each and every Maneuver Command that it receives (see 7.5). A missile must be removed from play at the conclusion of the friendly Movement Phase following the Command Phase in which it expended its last Energy Unit.

[9.6] The Interception Routine is performed whenever a friendly missile enters a hex occupied by an enemy unit, or when any enemy unit enters a hex occupied by a friendly missile, regardless of the Phase in progress.
The player owning the missile undertakes the following steps:

1. Determine the relative velocity of the two units as described in 8.3. The conditions of 8.4 may also apply, but the conditions of 8.5 do not. Since the range during interception will always be zero, it has no effect.

2. Cross-reference the determined relative velocity with the Civ Level of the intercepting missile on the Missile Interception Table to determine the Interception Chance.

3. Roll the die. If the die result is equal to or less than the Interception Chance, interception has occurred; the missile explodes, destroying itself and the enemy unit (**Exception:** See 9.8). If the die result is greater than the Interception Chance, interception does not occur; the missile and the enemy unit are not affected, and interception is not attempted between the two units again as long as they occupy the same hex.

The Interception Routine must be conducted whenever possible. **Exception:** A player may decline to conduct the Interception Routine if his involved missile has a Civ Level of 8 (but may not decline if being intercepted by an enemy missile). The Interception Routine is not conducted between friendly units; interception between friendly units is impossible.

If an enemy and a friendly missile occupy the same hex, the Phasing player, and then the non-Phasing player, conduct the Interception Routine.

If a friendly missile is in a hex occupied by more than one enemy unit, the Interception Routine is conducted with the enemy unit with the lowest relative velocity only. If more than one such unit presents the same relative velocity, the player owning the missile may choose the unit to intercept.

[9.7] The Missile Interception Table is used during the Interception Routine to determine if a missile intercepts an enemy unit.

See charts and tables.

[9.8] A spaceship with an active force field is not destroyed when intercepted by an enemy missile.

Instead, the player owning the missile rolls the die and refers to the Hit Table, in accordance with 8.7. If the spaceship has a Class 1 active force field, the Hit Table is used *three* times when interception occurs. If the spaceship has a Class 2 active force field, the Hit Table is used *once* when interception takes place.

A player owning a spaceship that possesses an inactive force field may attempt to activate the force field at the moment of interception. When the enemy player has determined that interception occurs, the player owning the spaceship rolls the die. If the die result is *more than one less* than the Civ Level of the spaceship, the force field is activated; flip the spaceship counter over. On any other die result, the spaceship is destroyed. No Command is required to activate a force field in this manner. However, an Energy Block must be expended (see 7.5) and a Battle Command is required to deactivate the force field (see 7.4).

[9.9] Four unguided missiles may be launched from a MIMS that is currently in play during any one friendly Fire Phase.

The player owning the MIMS declares this action and places four unguided missile counters in hexes adjacent to the MIMS, in accordance with 9.4 (as if the MIMS were a spaceship). He may use any of his unused missile counters of the appropriate type for this purpose. The launch of these missiles is not recorded on the Spaceship Log, but a single MIMS may only conduct this special

launch once. No Command is required for a MIMS to launch its missiles, and the MIMS remains in play after doing so, as an intelligent missile.

[10.0] How to Use the Spaceship Logs

GENERAL RULE:

Before beginning play, each player fills out a Spaceship Log for each spaceship assigned to him by the scenario instructions. During the game, energy expenditure by each ship and the current status of the ship's equipment is updated on the Log. The status of the ship's missiles and battlecraft is also kept track of on the Log.

CASES:

[10.1] The Compartment section of the Spaceship Log is used to assign pods specific locations on the spaceship and to record hits incurred by the pods, the bridge, the engine, and the force field.

To prepare the Compartment section for play, complete the following steps:

1. If the spaceship does *not* have a force field, put an **X** in the Force Field Status box.

2. Consult the Spaceship Attribute Chart to find how many pods the spaceship possesses. Then cross out all boxes for pods beyond the number available to the ship.

3. Consult the scenario instructions to find which types of pods the ship possesses. Write the names of these pods in the available numbered Pod Type boxes. The pods may be assigned to the boxes in any order the player desires, as long as the boxes crossed out in accordance with Step 2 are not used.

4. Note the Armor Rating for the bridge, engine, and force field (that of the spaceship) and for each pod in the appropriate boxes.

During play, the Status box for the bridge, engine, force field, and each pod is used to record hits incurred, by marking a **V**, **D**, or **X** in each box (see 8.8).

[10.2] Each Missile section of the Spaceship Log is used to note how many missiles are available on the spaceship and to record the expenditure of energy by each missile after launch.

To prepare each Missile section for play, count the total number of missiles of that type available (the total of the amounts listed on the Pod Attribute Chart for the ship's missile-carrying pods). If this total is less than the total number of missiles shown in the section, cross out lines in the section (from the bottom up) until the totals match. Unless the Unguided Missile section is being filled out, consult the Missile Chart to find how many Energy Units each missile possesses (see 9.5). If this number is less than the number of Energy Unit boxes for each missile, cross out boxes for each missile (starting from the right) until the numbers match.

When a missile is prepared for launch or is launched (if preparation is not necessary), the owning player notes the number of the pod and the identity number of the missile counter in the first available Pod/# box in the

appropriate Missile section. A pod that has launched a number of missiles equal to the amount of missiles shown for the pod on the Pod Attribute Chart may launch no more missiles of that type.

Each time a missile receives a Maneuver Command, the owning player must put an **X** through one of the missile's Energy Unit boxes. When all the boxes for a missile are marked, the missile is removed from play (see 9.5). Unguided missiles do not expend Energy Units, and thus have no Energy Unit boxes.

[10.3] The Energy Unit Track and Energy Block section of the Spaceship Log is used to note how much energy the Spaceship possesses at the start of play and to record the expenditure of energy during play.

An *Energy Unit* is a measure of energy common to all units in the game. An *Energy Block* is a variable measure of energy used by spaceships only. The size of an Energy Block for a particular spaceship equals the Energy Burn Rate of the spaceship (see the Spaceship Attribute Chart) and is expressed in terms of Energy Units. Thus, an Energy Block for a *Flute* spaceship equals six Energy Units.

To calculate the number of Energy Blocks possessed by a spaceship at the start of play, divide the Energy Capacity of the ship by its Energy Burn Rate. If the ship possesses an energy pod, add 144 to the Energy Capacity before dividing. This number is noted on the Energy Block section of the log by crossing out boxes in excess of the number (from the bottom up).

Before beginning play, cross out all the boxes on the Energy Unit Track in excess of the spaceship's Energy Burn Rate, and place an Energy Unit marker in the **0** space of the track.

Each time a spaceship expends an Energy Block during play (see 7.5) an Energy Block is marked. When all the available boxes are marked, the spaceship has no more energy (see 7.6).

Each time a spaceship expends one or more Energy Units (for conducting fire or operating a tractor beam) the Energy Unit marker is moved the appropriate number of spaces along the Energy Unit Track. Each time the marker is moved into the space matching the Energy Burn Rate of the spaceship, the marker is returned to the **0** space, and the expenditure of one Energy *Block* is marked. Movement of the marker is then continued (if necessary).

[10.4] The Battlecraft section of the Spaceship Log is used to record the status of a launched battlecraft.

The status of the battlecraft's bridge and engine (in terms of hits received) is recorded in the Bridge and Engine boxes. The expenditure of Energy Units by the battlecraft is recorded by marking the Energy Unit Boxes (see 7.5). When all the Energy Unit Boxes for a battlecraft are marked, it has no more energy. A *docked* battlecraft may receive Energy Units from its spaceship; erase marks from any number of the battlecraft's Energy Units Boxes and record the expenditure of an equal number of Energy Units by the ship. A battlecraft may never possess more than 15 Energy Units.

One *Flute* (counter B) with one heavy weapon pod, one battlecraft pod (with a *Terwillicker-X*), one energy pod and one buffered cargo pod; in hex B1611, pointing in any direction with a velocity of 0. All pods are armor Class 2. Use Spaceship Log Nr. 1.

Planet: In hex A0409

Asteroid Fields: In hexes C0902, C0904, C0907, C0909, C0912 and C0915. An asteroid field is considered to exist in all six hexes adjacent to each Asteroid Field marker, as well as in the hex occupied by each marker.

Victory Conditions: Player 1 wins the moment the Corco *Mu* is put into orbit around Esata, or if both *Flutes* are destroyed. If the Corco *Mu* is destroyed, the game is immediately declared a draw. Player 2 wins if either *Flute* is able to dock with the Corco *Mu* (see 7.4).

SCENARIO 5: Attack on Convoy Red

A vital convoy of arms and ammunition hurriedly organized by the Imperial fleet and establishment merchants heads for the planet Zaraznov, after hyperjumping from a nearby system. A successful revolutionary uprising on the planet has gained control of small well-equipped fleet. A task force from the insurgents is patrolling Zaraznov space, awaiting the expected convoy.

Map Deployment:

A	B	C

Player 1 Deployment:

One *Spear* (spaceship counter A) with two arsenal pods, one battle communications pod, one battlecraft pod (with a *Terwillicker-X*), one tractor pod (Civ Level 8), one standard jump pod, one energy pod, and one crew pod. All pods are armor Class 2. Use Spaceship Log Nr. 2.

Three Corco *Zetas* (counters B, C and D) each with one light weapon pod, one energy pod, one standard jump pod, and three standard cargo pods. All pods are armor Class 1. Use three copies of Spaceship Log Nr. 1.

One *Dagger* (counter E) with a hunter pod and an energy pod. Both pods are armor Class 2. Use Spaceship Log Nr. 2.

All five ships must be placed within one hex of A0407. All must be placed in different hexes. Player 1 may choose any one direction and any one velocity (from 0 to 4) for the ships, but all must point in the same relative direction and have the same velocity. Each spaceship has already expended 10 Energy Blocks. Spaceship D has no guided missiles remaining.

Player 2 Deployment:

One *Clarinet* (counter A) with two heavy pods, one battle communications pod, two battlecraft pods (each with a *Terwillicker-X* battlecraft), one energy pod and one crew pod; in hex B0717. All pods are armor Class 2. Use Spaceship Log Nr. 2.

One *Flute* (counter B) with one heavy weapon pod, one battlecraft pod (with a Terwillicker-X), one energy pod and one equipment pod; in hex B0617. All pods are Armor Class 2. Use Spaceship Log Nr. 1.

One *Flute* (counter C) with one light weapon pod, one tractor pod (Civ Level 8), one energy pod and one crew pod; in hex B0816. All pods are armor Class 2. Use Spaceship Log Nr. 1.

Player 2 may choose any one direction and any one velocity (from 0 to 6) for the ships, but all must point in the same relative direction and have the same velocity.

Planet: In hex C1110.

Victory Conditions:

Player 1 receives one Victory Point for each of his spaceships placed in orbit around the planet. He receives an additional VP for each undestroyed cargo pod aboard such a ship. Once a spaceship is placed in orbit, it is removed from play. When player 1 has accumulated eight VP's, he wins the game.

Player 2 receives one VP for each enemy ship destroyed and each cargo pod destroyed (thus, the destruction of a Corco *Zeta* is worth four VP's). Player 2 loses two VP's for each of his *Flutes* that is destroyed. When player 2 has accumulated eight VP's, he wins the game. If his *Clarinet* is destroyed, Player 2 loses the game (regardless of how many VP's he has earned).

Abbreviated Sequence of Play

1. First Player Movement Phase
2. Second Player Command Phase
   a. Detection Segment
   b. Command Segment
3. First Player Fire Phase
4. Second Player Movement Phase
5. First Player Command Phase
   a. Detection Segment
   b. Command Segment
6. Second Player Fire Phase

PLAYER ONE

PLAYER TWO

RANDOMIZER CHITS

| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |

NEUTRAL MARKERS

Spaceship E Spaceship D Spaceship C Spaceship B Spaceship A

Spaceship B Spaceship A

Spaceship D Spaceship C

| 5 | 5 | 5 | 5 | 5 |
| 7 | 5 | 5 | 5 | 5 |

| 9 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| | | | 9 | 9 | 9 | 9 | 9 | | |

| 1 | 1 | 1 |
| 1 | 1 | 1 |

| Jump |
| Jump |

| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 | 1 |
| 5 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 3 |

DeltaVee

12 1
11 2
10 3
9 4
8 5
7 6

UNIVERSE

Tactical
Space Combat
System

VARIANTS
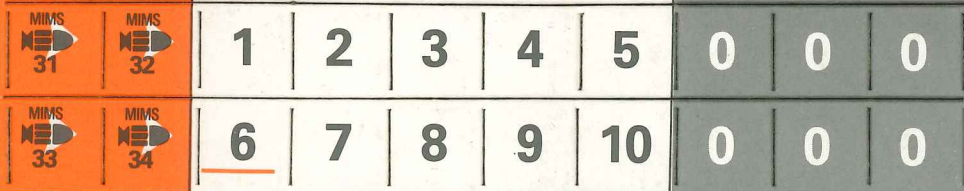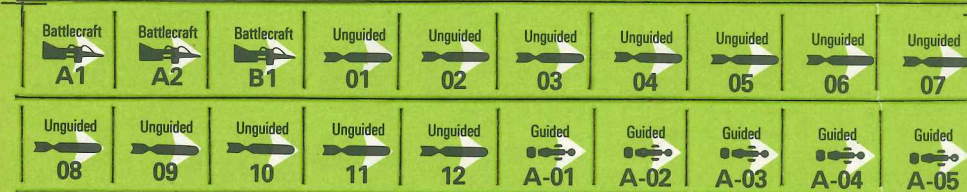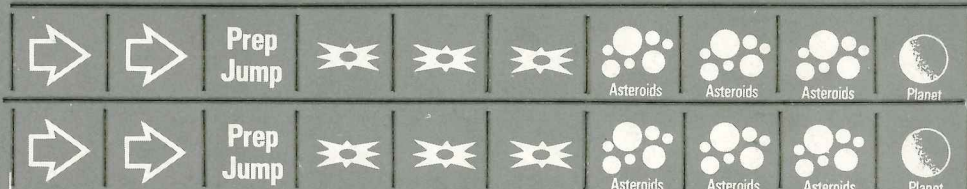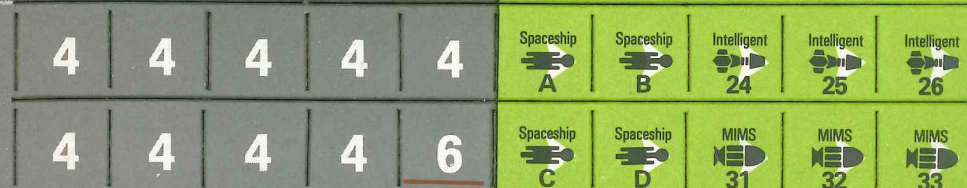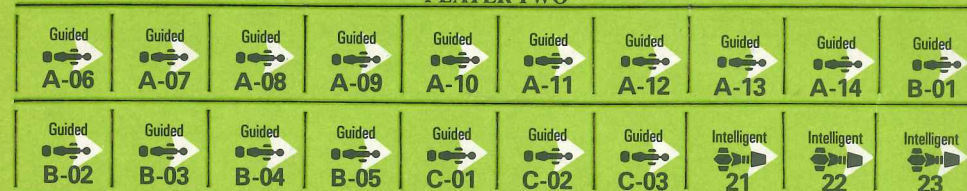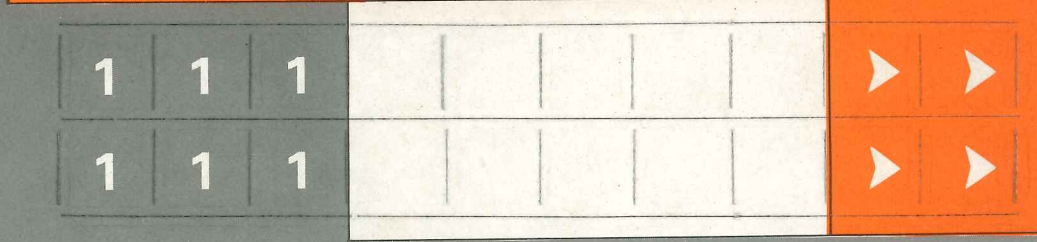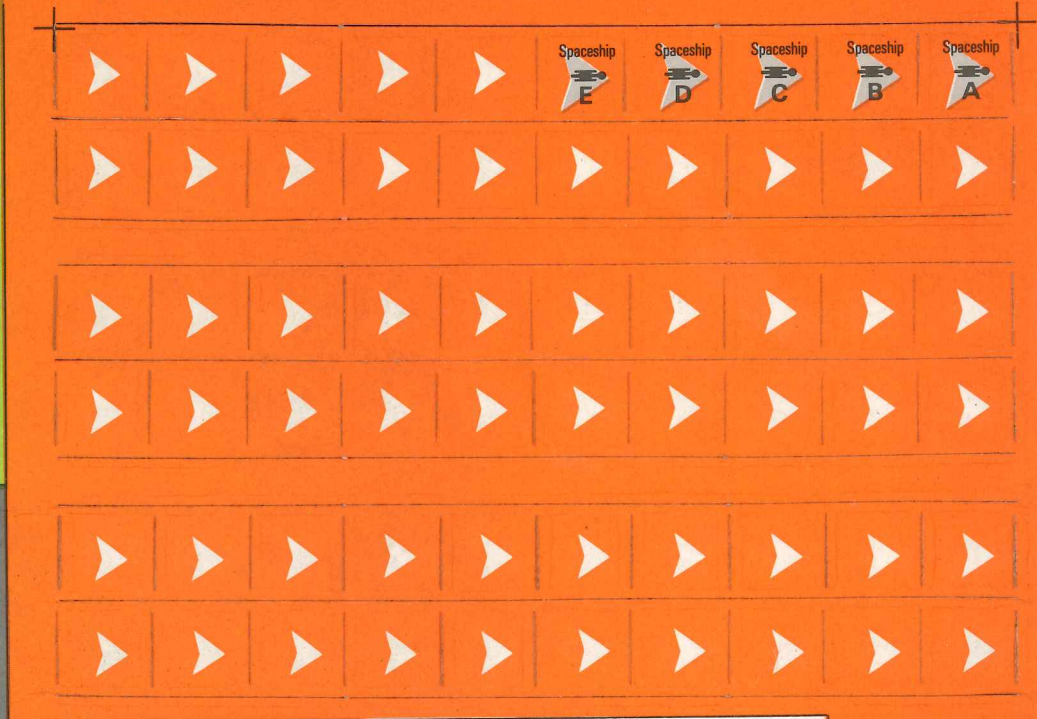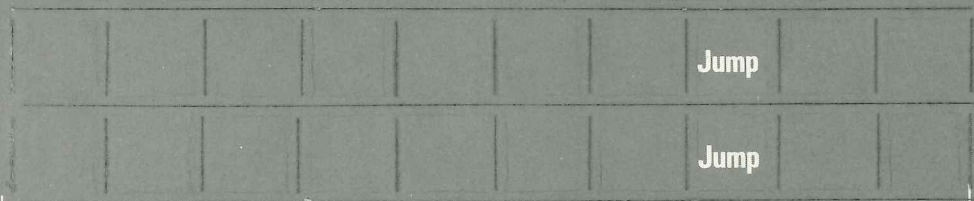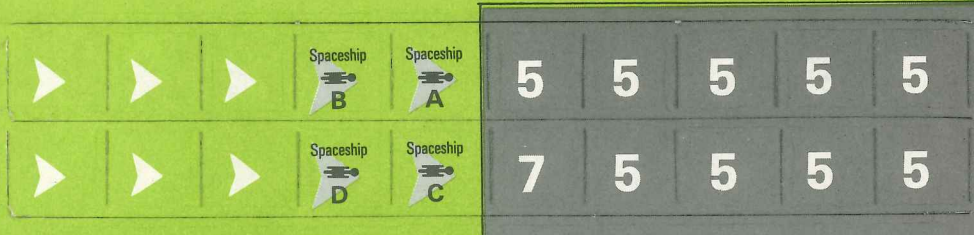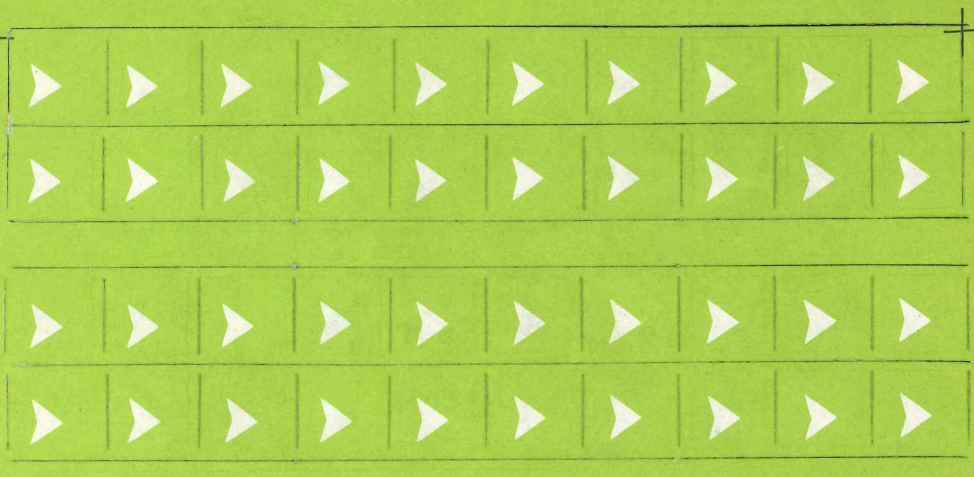
DeltaVee Enhanced

by Justin Leites

Tactical space combat games which use a relatively realistic game system tend to be exceedingly deadly. Even when one side has a large advantage, there will still be heavy casualties in any battle. For this reason, character-players in SPI's science fiction role-playing game, *Universe*, will largely prefer to avoid combat as much as possible. The tactical combat rules as embodied in *DeltaVee* and the way the scenarios have been set up favor maneuver over actual combat. Most of the scenarios in *DeltaVee* are escape maneuvers, for logical reasons within a role-playing universe.

In an offensive combat, laser and particle beam weapons are intended to damage individual pods while a missile may be able to destroy an entire ship. There is no such thing as a defensive posture in space combat; both sides are going for victory at any expense.

When one considers that in a role-playing game the whole idea is to keep a character alive and growing through adventures, a head-to-head confrontation will probably see some, if not all, the characters killed. While on a planetary expedition a character may be able to escape through his use of skills or quick wit, in a space combat these abilities will be of limited advantage. Furthermore, the costs involved in building and owning a ship, particularly a merchant ship, may make any combat prohibitively expensive. Though the costs of building a ship is not as expensive in *Universe* as in *Traveller*, it will take a long period of adventuring to replace any lost ship.

Thus, the scenarios for *DeltaVee* were designed to keep the characters and their ships in existence for further adventures. In addition to escape, another popular maneuver is threaten-and-board, in which a more heavily armed ship can threaten a weaker ship. Once more, the character interaction takes place in an environment (inside a ship) where the characters' skills and wits can best be utilized. It is not unusual in a game to have a merchant ship yield a rich cargo simply under the threat of combat, an exceptionally cost-efficient method of gaining wealth.

The *DeltaVee* scenarios played down combat in favor of escape. The most important lesson to be gleaned was that a player should never exceed the maneuver rating of a ship with the velocity rating. A ship that can no longer weave is an easy target for missiles. A player who maneuvers a ship properly should be able to escape with only minor damage about fifty percent of the time.

For players who are more interested in testing *DeltaVee* as a tactical *combat* system, the following scenarios offer a chance to explore the tactics of such an approach. These scenarios will give players a better, albeit bloodier, feeling of ship-to-ship combat.

SCENARIO 6: Battle for B'Mali

B'Mali, a small, mineral rich planet on the periphery of the Federation, has decided to break off its ties with the central government. Normally, the Federation would let the peripheral planets have a certain amount of autonomy, but B'Mali has large quantities of rare fissionables the Federation requires. Thus, a punitive action is begun to bring B'Mali back in line.

Map Deployment:

A	B	C

Note: B'Mali is positioned in hex 0707 on Map A.
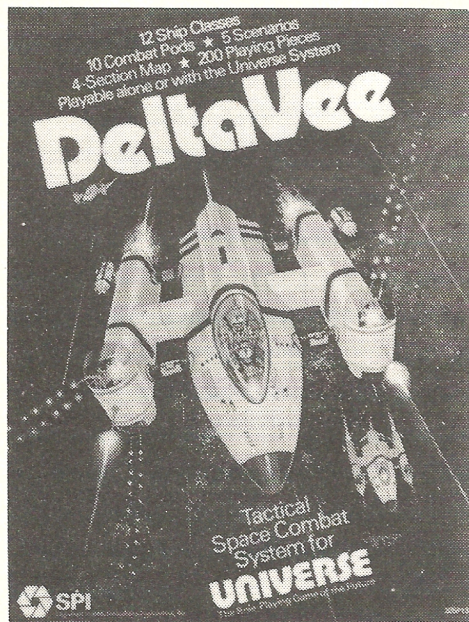
Player 1 (B'Mali) Deployment:

The B'Mali player has 100,000 Trans with which to purchase his fleet (the colonists traded plutonium to a rather shady — i.e., piratical — trade conglomeration in exchange for the ships). Expenditures for the ships and pods are listed in the accompanying Craft and Pod Cost Chart (left over Trans are lost; no partial expenditures may be made). Ships are set up on hex 0707 of Map A using any facing and a velocity of 1.

Player 2 (Federation) Deployment:

One *Spear* (spaceship counter A) with two arsenal pods, one battle communications pod, one tractor pod, one crew pod, and one energy pod. Two *Swords* (counters B and

C), each with two heavy weapons pods, one battle communications pod, one battlecraft pod, (with a *Terwillicker-X*) and an energy pod. All ships begin in hex 0101 of map C facing any direction and with a velocity of 7.

Victory Conditions:

The B'Mali player must destroy two of the Federation ships or he loses. Also, in order to win he must keep all Federation ships from landing on the planet. The Federation player wins if he lands any ship on the planet.

SCENARIO 7: Battle of Tau-Kati

Not long after the Federation took control of Tau-Kati, the Federation scouts encountered an alien patrol ship. Though communications were attempted, the aliens proved hostile, firing on the scouts who barely were able to escape safely into hyperspace. Now the aliens are sending a fleet into human space. For the first time, two cultures will meet in combat to determine the fate of two expanding hegemonies.

Map Deployment:

A	B	C

Player 1 (Alien) Deployment:

The Alien player gets 14 ships equivalent to the *Terwillicker-X*. These ships never expend Energy Units (though they are considered to carry the normal number of units as indicated on the Spaceship Attribute Chart, 4.9) unless they receive damage to their engines. The ships then suffer all penalties for such damage to their engines. All ships are deployed within two hexes of 0707 on Map A facing in any direction and with a velocity from 1 to 6. (**Note:** Players may wish to experiment with other alien vessels as oulined in the accompanying module.)

Player 2 (Federation) Deployment:

Three *Swords* (spaceship counters A, B and C) each with one arsenal pod, one heavy weapons pod, one battle communications pod, one energy pod, and one tractor beam pod. All ships start within 1 hex of 0707 on Map C with any facing and an initial velocity from 2 to 5.

Victory Conditions:

The first player to destroy more than 50% of the other player's ships automatically becomes the winner.

SCENARIO 8: The Bomb

The terrorist organization, *Basqua Revista,* has secretly manufactured a hydrogen bomb in the prison colony on Ganymede and has commandeered one transfer and one guard ship to transport the bomb to earth. They threaten to destroy the Federation headquarters unless their demands are met. Inside sources on Ganymede were able to alert the Federation in time, and now a hastily assembled fleet is being sent out to intercept the terrorists and save earth.

Map Deployment:

A	B	C	D	E
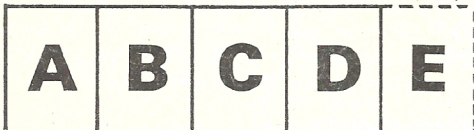
Note: Earth is in hex 0707 on Map E.

Player 1 (Terrorist) Deployment:

One Corco *Gamma* (spaceship counter A) with three battlecraft pods (with a *Terwillicker-X* battlecraft) and one *Piccolo* (counter B) with one buffered cargo pod. The ships are deployed facing in any direction in hex 0808 on Map A with a velocity of 3.

Player 2 (Federation) Deployment:

Two *Daggers* (spaceship counters A and B) with a heavy weapon pod and a crew pod each. On each turn after the Terrorists have fired their first shot (either particle, laser, or missile, but *not* a shot from the battlecraft), the Federation player rolls a 10-sided die twice. On each roll of 1, another *Dagger* (counters may have to be created) appears on hex 0707 of map E (earth) with any facing and a velocity of 0; each new *Dagger* contains an arsenal pod and an energy pod. (**Note:** Players will have to move Map A to the position of Map E when all ships have left Map A.)

Victory Conditions:

The Federation player must destroy the cargo pod on the *Piccolo* before the ship enters into earth's orbit. The Terrorist player wins if the *Piccolo* enters earth's hex with the cargo pod intact (he does not have to land the ship in order to win).

SCENARIO 9: Firepower

Posedy, a large military contractor, has built a ship they claim can beat any other ship ever made. The Federation authorities, dubious at best over the claim, offer Posedy the chance to prove this boast by putting down the continually rebellious citizens of Hai-Katu 4.

CRAFT AND PODS COST CHART

SHIP TYPE	COST (IN TRANS)
Terwillicker-5000	3,100
Terwillicker-X	6,900
Dagger	12,200
Sword	22,100
Spear	27,900
Piccolo	5,400
Flute	20,700
Clarinet	14,100
Corco Gamma	6,700
Corco Zeta	6,400
Corco Iota	17,500
Corco Mu	14,500
Corco Omega	1,000
PODS	
Arsenal	5,000
Battlecraft (pod only)	500
Communications	3,000
Energy	250
Heavy Weapon	3,000
Hunter	2,000
Light Weapon	1,700
Jump	1,500
Tractor Beam	2,500
Crew	100

HIT TABLE

FIRST DIE	SECOND DIE:	1-2	3-4	5-6	7-8	9-10
1		Critical	–	–	–	–
2		Bridge	Engine	Bridge	Engine	–
3		Forcefield	Pod 8	Pod 16	Pod 24	Pod 32
4		Pod 1	Pod 9	Pod 17	Pod 25	Pod 33
5		Pod 2	Pod 10	Pod 18	Pod 26	Pod 34
6		Pod 3	Pod 11	Pod 19	Pod 27	Pod 35
7		Pod 4	Pod 12	Pod 20	Pod 28	Pod 36
8		Pod 5	Pod 13	Pod 21	Pod 29	Pod 37
9		Pod 6	Pod 14	Pod 22	Pod 30	Pod 38
10		Pod 7	Pod 15	Pod 23	Pod 31	Pod 39

Part of Target Hit

When a ship is hit, roll a 10-sided die to determine which row of the Hit Table to use. Roll the die again and cross-reference the second die result with the first number rolled to find where the ship was hit. If a ship does not have sufficient pods to match the number rolled, roll the second die again until one of the pods on the ship is hit. – = No effect.

Note: Players may wish to substitute this Hit Table in place of the table that appears in *DeltaVee.*

HEAVY CRUISER AND TRANSPORT

The two ships covered in this section were the ultimate products of the Federation's weaponry. The Military Transport could carry one entire fleet, and the Heavy Cruiser *was* an entire fleet's worth of weaponry. As the Federation's territory expanded and potential hot spots developed, nine Cruisers were finally commissioned. For over three hundred years these Cruisers, accompanied by the Transports with their complement of *Swords* to act as scouts, preserved peace throughout the Federation space.

No scenarios have been included for these ships, since they proved to be all but invincible in combat (when used properly). Players are encouraged to create their own scenarios if they wish to test the limits of these space dreadnoughts. Players should use the Hit Table at lower left when using these ships in battle in addition to the Heavy Cruiser Hit Table and Missile Hit Chart in this section.

Each Heavy Cruiser has four independent forcefields, which should be numbered on the Spaceship Log. Whenever a forcefield is hit as indicated on the

ALIEN ENCOUNTERS

The scenarios included in *DeltaVee* (and in this article) take place in human occupied space. No alien races have yet been discovered, though such an encounter is inevitable as exploration ships continue to chart unknown stellar systems. Players who wish to experiment with possible alien spaceships in combat may create scenarios using the ships described in this module.

Ram Jet

The alien culture which designed this ship has not yet achieved hyperjump ability for interstellar travel. Existing within a closely packed stellar cluster, they have instead developed travel by ram jet, which takes much more time for transit from one system to the next. The ram jet uses a vast electronic grid to trap the hydrogen atoms that exist in the interstellar medium. The hydrogen is either stored for later interplanetary travel or burned directly by fusion in the massive ram jets.

This alien vessel does not use pods. To interpret how damage applies from the Hit Table, use the following modifications: 1) if a result is rolled for a *bridge, engine* or *forcefield* hit, it is considered a **hull** hit and treated like a bridge hit on normal ships; 2) if a result is rolled for a hit on *Pods 1–5*, it is considered a **grid** hit and is treated like an engine hit on a normal ship; 3) if any other Pod number is rolled, it is considered a **miss** and there is no damage involved (the human player

Hit Table, roll a 10-sided die to determine which forcefield is affected on the Heavy Cruiser Forcefield Table. If one or more forcefields is destroyed on a Heavy Cruiser and a missile subsequently hits the ship, refer to the Missile Hit Chart to determine which pods are destroyed. In addition, the player must spread three additional hits over the Heavy Cruiser as per 9.8, using the accompanying Hit Table.

MISSILE HIT CHART

#1 Destroys Engines, Bridge, and Pods 1–10.
#2 Destroys Pods 11–20.
#3 Destroys Pods 21–30.
#4 Destroys Pods 31–40.

If a missile hits a Heavy Cruiser, each area not protected by an intact forcefield is destroyed. **Example:** If Forcefield #2 is destroyed, a missile hit would destroy Pods 11–20, though the other forcefields would not suffer immediate destruction. However, the player must also roll for three additional hits on the Hit Table, as per 9.8 of the *DeltaVee* rules.

HEAVY CRUISER FORCEFIELD HIT TABLE

DIE	FORCEFIELD HIT
1	1
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	Roll twice (circuitry hit)

When a forcefield is hit on the Hit Table, roll a 10-sided die. The number indicates which of the four forcefields was affected. If a 10 is rolled, then massive circuitry damage has occurred; roll the die twice more to determine the two forcefields affected. If another 10 is rolled during this process, two more forcefields are affected. It is possible for a multitude of forcefields to be affected by this process.

CRUISER/TRANSPORT ATTRIBUTE CHART

ATTRIBUTES	HEAVY CRUISER	MILITARY TRANSPORT
Cost	Classified	Classified
Number of Pods	39	39
Velocity Rating	1	1
Maneuver Rating	3	2
Energy Capacity	288	264
Energy Burn Rate	24	24
Streamlined	No	No
Burster Class	2	1
Armor Class	2	1
Forcefield Class	2	1
Civ Level	8	7
Target Program	−6	−4
Number of Forcefields	4	1
Storage Pod Ability*	Yes	Yes

*A Storage Pod takes up four pods worth of space on a ship. It can store any other military ship (except another Heavy Cruiser or Transport Vehicle), which may be launched following the same procedure as launching battlecraft. □ □

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does not roll the die a second time as indicated in the instruction for the Hit Table).

Other specifications for the alien ram jet are given in the accompanying chart. (**Note:** The ram jet has one forcefield.)

Solarship

Another slow interstellar form of travel, this alien ship uses a large, thin, reflective sail to gather the light from a star to propel it through space. It too is used primarily by alien cultures in tightly packed stellar clusters. Since travel is so slow, taking hundreds of years per transit, these cultures rely heavily on robots to handle the craft during their long trips. Only one such ship has ever entered human occupied space; the guiding robots immediately opened fire on the scout ship, forcing the crew to return fire. The ship was destroyed and its point of origin never properly established.

In combat the solarship has damage applied to it using the modifications as specified for the ram jet. Other specifications are listed in the accompanying chart.

Modular Ship

These alien vessels are really a number of individual pods which are loosely connected and which can act independently. In battle the pods break apart and act like individual ships, or they can keep bunched together as the alien commander wishes. Due to the mind link technique developed by this species, the individual pods are able to attack as one; however, they are disadvantaged in that if one pod leader is hurt, the others also share his distress and ship's damage.

Each ship is made up of a variable number of pods. To interpret how damage applies from the Hit Table, use the following modifications: 1) if a result is rolled for a *bridge, engine,* or *forcefield* hit, it is considered a *miss*; and there is no effect; 2) if a result is rolled for a hit on *any of the Pods* of the ship, then *all* the Pods will suffer the same damage (thus, if the ship were composed of 4 Pods, then each Pod would take the same damage if the human player rolls a 1, 2, 3 or 4); if any other Pod number above the number actually composing the ship is rolled, it is considered a *miss* and no damage is taken (the human player does not roll the die a second time).

Each pod has the same specifications as indicated in the accompanying chart.

Pulsor

The alien culture which developed this ship has never established communications with humans. Though several of these ships have been sighted, none has ever been caught or studied thoroughly. These ships have been called the "ghosties" and "Flying Dutchmen" by humans; the few readings gathered by pilots seem to indicate that these ships are pure energy. Standing Federation Orders state that no ship will fire on these pulsors, though an occassional hot shot pilot has been known to let loose a few laser blasts at the strange vessels...all to no effect.

The pulsor is known to have a velocity rating and maneuver rating of **10**, and the one observation of its fire power (destroying an asteroid in the ship's path) indicates that it has a burster class of at least **2**. No other specifications have been determined (the ship is too atypical for the standard *DeltaVee* system).

ALIEN SPACESHIP ATTRIBUTE CHART

| ATTRIBUTES	RAM JET	SOLARSHIP	MODULAR SHIP[1]
Number of Pods	See 2	See 2	See 3
Velocity Rating	2	4	4
Maneuver Rating	3	4	7
Energy Capacity	See 4	See 4	288
Energy Burn Rate	See 4	See 4	12
Streamlined	yes	yes	yes
Burster Class	1	2	2
Armor Class	1	2	2
Forcefield Class	1	1	2
Civ Level	8	7	8
Target Program	−4	−6	−6

Notes:

1. Each Pod of the Modular Ship has these specifications.

2. These ships do not have pods.

3. The Modular Ship has a variable number of pods, depending on the size of ship encountered.

4. These ships are always considered to have sufficient fuel to function throughout the length of any battle. ■ ■

DELTA VEE ENHANCED [continued from page 26]

Map Deployment:

A	B	C
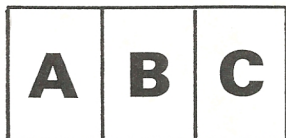
Player 1 (Posedy) Deployment:

One Corco *Mu* (spaceship counter A) with ten arsenal pods, one battle communications pod and one energy pod. The ship is set up facing any direction in hex 0707 on Map A with a velocity of 5. (**Note:** All pods and the hull have an armor level of 2. Also, the ship has a forcefield of 2.) One *Dagger* (counter B) with one energy pod and one crew pod. This ship enters in hex 0707 on Map A under the following condition: If at any time the energy pod on the *Mu* is damaged or has used up all its energy, the *Dagger* may be brought on to refuel the ship. The *Dagger* may transfer its energy pod to the *Mu* if it is in the same hex with the other ship for one friendly Movement Phase. The *Mu* must jettison one of its pods to be able to accept the new energy pod (a destroyed pod fulfills this condition).

Player 2 (Hai-Katu) Deployment:

Three Corco *Gamma* (spaceship counters A, B and C) each with a light weapon pod and two buffered cargo pods. Two Corco *Zetas* (counters D and E) each with a hunter pod, a light weapons pod, a crew pod, two buffered cargo pods and an energy pod. One Corco *Iota* (this counter must be created) with two hunter pods, a tractor beam pod, three buffered cargo pods, a crew pod, an energy pod and a jump pod. One Corco *Mu* (this counter must be created) with two light weapons pods, two hunter pods, a battlecraft pod (with a *Terwillicker-5000* battlecraft), a tractor beam pod, four buffered cargo pods, and two crew pods. These ships are deployed anywhere on Map C facing any direction, and with a velocity from 1 to 4.

Victory Conditions:

For each ship the Posedy player destroys, he receives one Victory Point. If the *Dagger* re-supply ship is brought into play, the Posedy player loses one Victory Point. If his ship has more than six pods *damaged*, he loses 2 Victory Points. If more than three pods are *destroyed*, he loses 2 Victory Points more. If the *Mu* is destroyed, the Posedy player automatically loses. The Posedy player wins if he has 2 Victory Points by the end of the game. (**Note:** The game continues until one side is completely destroyed; it is thus possible for the Posedy player to have at least two Victory Points, but still lose the game if his ship is destroyed.)

SCENARIO 10: The Chess Players

Marjan and Gandapor are multi-billionaires who have built far-flung financial empires. Usually acting outside Federation laws, the two men have been known to do anything to make an extra Tran or two. Frequent raids on each other's shipping has lately caused such strain that each man is determined to eliminate the quasi-military fleets of his rival. The two assembled fleets meet near Beta Hydra to determine which empire will come out on top.

Each player has 175,000 Trans with which to build a fleet using the accompanying Craft and Pod Cost Chart. Each player should keep his fleet secret until the combat begins; at the end of the game players should examine each other's expenditures to make sure the opponent is more honest than the billionaire he is representing. If a player cheats, he automatically loses.

Map Deployment:

A	B	C	D
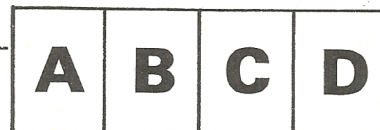
Player 1 Deployment:

Before ships are set up, the player secretly writes down one hex number on any map. When play is ready to begin, the player sets up his fleet within one hex of the hex chosen, facing in any direction and with a velocity of 1 to 4.
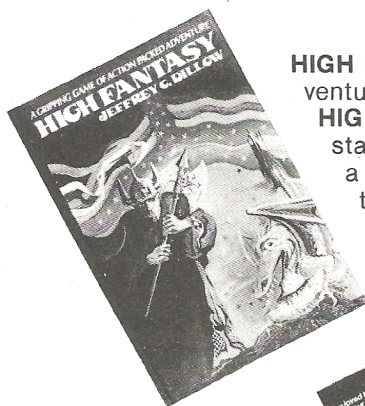
Player 2 Deployment:

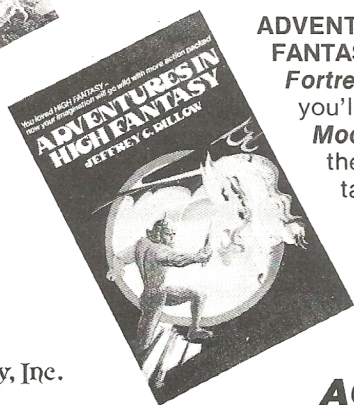The second player sets up his fleet following the same directions as those for the first player.

Victory Conditions:

The first player to destroy his opponent's fleet entirely is the winner. ■ ■