A Billion Suns

Interstellar Fleet Battles – Playtesting Gamma Phase – Version 101 – 11/05/2020

Introduction

What This Book Is

A Billion Suns is a tabletop science-fiction miniatures wargame of interstellar combat for 2-4 players. Each player commands a fleet of mighty battleships, sleek destroyers and agile fighters as they join a mad gold rush to claim the new frontier of humanity’s conquest of the stars.

When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat.

Basic Training

> Welcome to basic training, [first_name]. Press key to [S]tart, or S[kip] this simulation.

Here’s a quick tutorial to familiarise you with the basics of A Billion Suns and get you forging a galaxy-spanning mega-corporation in no time. This tutorial will introduce a number of game terms that are explained in detail later in this rulebook. It is intended to give you a broad sweep of the game and how it flows, to make the rules more meaningful when you read them.

Tutorial: Set Up

This tutorial will walk through the start of a Scale 2 game (don’t worry that this means yet) with you as the only player (referred to as a “CEO”). Start by splitting
your play area (whatever size or shape play area you have in front of you) into two
halves, using string, tape or a line of pens. These halves are now your two “tables”.
You have been issued a “Demolition Contract” by the local system AI. Place one
space station (referred to as a “facility”) on each of the tables, anywhere you like. As
this is a scale 2 game, these two space stations represent quite small installations.
Destroying these two facilities is your objective. You can find the statistics for
facilities on page XX.
In this game, the first facility you destroy with be worth 1 credit, and the second
will be worth 2 credits. This means there are only 3 credits in revenue (your victory
points in this game) up for grabs in this example game. (Normally you would have
more players and more contracts in play, increasing the available revenue
significantly).
We are now set up and ready to start the first game round.

**Tutorial: Command Phase**
The first phase of every round is the Command Phase. Grab a Command Helm
(which you can find in the back pages of this rulebook, or on our website). Place
three CMD tokens (you can use gaming gems or scavenged board game tokens)
into the “Jump In” area of the helm, and two more into the “Tactical” area of the
helm.

**Tutorial: Jump Phase**
The second phase in each round is the Jump Phase. In this phase, CEOs take turns
to spend CMD tokens from their helm to place jump points and jump in
battlegroups.
Let’s place our first Jump Point. Discard one of the CMD tokens in your “Jump In”
command slot and place a gaming gem anywhere on either table, ideally about 8”
from the facility.
Now, let’s deploy our first battlegroup. Take a look at the ship classes on page XX.
We know destroying both facilities will earn us 3 credits, so we don’t want to spend
more than that to get the job done, and ideally less if we want to walk away with a
profit.
Looking at what we can afford with less than 3 credits, we could consider the
Recon Wing, but is it not very effective offensively. We could consider the Medium
Utility Ship, as the facilities are stationary objects and therefore can be targeted by
the Medium Utility Ship’s mining laser (see page XX). However, because this game
is scale 2, these little space stations only have a silhouette of 2. This makes them
pretty difficult targets for the mining laser, which would need to roll a 2 or under on a D12 to hit (see “Silhouette”, page XX).

Let’s declare that we are jumping in a battlegroup containing a single Fighter Wing. We spend 2 credits to requisition a Fighter Wing, recording this new debt using the Credits tracker on our helm (see page XX), and discard a CMD token from the “Jump In” command slot to jump it in.

To deploy the Fighter Wing, place a single stand of starfighters anywhere within 6” (our jump range) of our jump point. Make sure the Fighter Wing is pointing towards the facility on this table, so that we can target it with an Engage order in the next phase.

With our final CMD token in Jump In, let’s place another jump point anywhere on the second table. We’ll make use of that next round.

**Tutorial: Tactical Phase**

There is only one battlegroup in play, so guess who’s activating first in the Tactical Phase! When a battlegroup activates, it first has to be given an order. Is this case, our mission is to destroy the facility in our sights, and so we issue the Fighter Wing with an “Engage” order and select the facility as its engage target.

Next, we move the Fighter Wing. A move action allows us to pivot the Fighter Wing by any amount, and then move it in a straight line forward up to its Thrust value of 6”. Make sure you end within 6” of the facility if you can, as the Fighters’ turbo lasers have a range of 0-6” (see “Weapon Systems”, page XX).

**Tutorial: Passive Fire**

Unfortunately, the facility does not stand idly by while you attempt to eliminate it. Because you are within 6” of the facility and the facility has Auxiliary weapon systems with a range of 0-6” (see “Facilities”, page XX), the facility will make a passive attack against you before you get a chance to make your attacks.

Roll 2D6 for the attacks, as this is the attack dice value of a facility in a scale 2 game. Any attack dice that scores 3 or lower will hit as a Fighter Wing has a silhouette of 3. Any dice that score a 1 are critical, and count as two hits.

Fighter Wings have no shields and so any hit will result in a damage token being placed on the battlegroup immediately, because the damage value of the facility’s auxiliary weapon systems is 1. Because the Fighter Wing’s silhouette is 3, when its receives its third damage token is it destroyed and removed from play.
Tutorial: Attack Step

Assuming our fighters survive the incoming wall of defensive fire, we can now make our active attacks. We target the facility with our auxiliary weapon systems. Roll 3D6 to attack, as this is the attack dice value of the Fighters’ Auto Blasters. As the facility has a silhouette of 2, any attack dice that scores a 2 or lower is a hit, and any rolls of a 1 count as two hits. If any of your dice miss, you may re-roll them once thanks to your engage order. If the engage re-rolls miss too, you can discard one or both of the CMD tokens in your “Tactical” area of you helm to re-roll one dice for each token you discard.

Count up the total number of hits. The facility has a Shields value of 1, so roll a number of D6 (the same type of dice that the attack used) equal to the number of hits and discard any dice that roll a 1. Each unsaved hit causes 1 damage token to be placed on the facility. Because the facility’s silhouette is 2 in this game, its is destroyed when it receives two damage tokens.

That’s the end of the first round.

Tutorial: Round Two

Assuming you survived the first facility’s passive fire and destroyed it with your active attacks, you now need to go hunting the second facility.

Check out the rules for Jump Point Hopping (see page XX) to allow you to jump hop your Fighter Wing from one table to the other, and you might want to consider the “Red Alert” order (see page XX) if your fighters suffered any damage in round 1.

Now we have sketched out the rough shape of the game, we will leave the tutorial at this point and dive into the rules proper. Welcome to the rat race, Junior!

What You Will Need To Play

_A Billion Suns_ is a tabletop wargame for 2-4 players. We refer to the players as “CEOs” throughout this rulebook. Each CEO commands a fleet, made up of battlegroups of ships.

In addition, you will need the following:

- One or more flat surfaces to play on
- Miniatures or counters to represent your spaceships
- A handful of D6, D8, D10 and D12 dice
• A single pack of standard playing cards
• A selection of tokens, gaming gems or spare dice
• A measuring tape in inches

**Play Area(s)**

You will need one or more flat surfaces to play *A Billion Suns* across.

*A Billion Suns* is designed to be played across multiple tables at once. It will seem weird at first, but playing with multiple opponents across multiple tables creates a joyously chaotic deep space gaming experience. It is one of the unique elements of *A Billion Suns* and shouldn’t be house-ruled out if you want to experience the game at its best.

When setting up a game across multiple tables, CEOs should agree on any number of flat playable surfaces to count as “tables” for the game. Any objectives required for the contracts may be set up across those tables as the system administrator wishes.

It’s not as difficult to set up multiple tables as it might sound. You could play across the kitchen table, a kitchen counter and a flat-seated chair. You could take a normal wargaming table and use masking tape or string to split it up into halves or quarters. If you normally use a number of smaller boards to make up a larger gaming table: just pull the board sections apart an inch or so.

*A Billion Suns* is designed to be flexible to the size and shape of each play area. There is no “standard” size for any of the tables. The game works perfectly on any size or shape of tables.

**Tokens**

You will need tokens to represent the following:

• CMD tokens
• Damage tokens
• Jump points
• Assorted other tokens for for contracts

*NOTE* Contracts sometimes need a variety of different token types. Don’t stress about having a matching token design for every variety of token. You can just use different coloured gems, dice or tokens salvaged from other games. As long as all the CEOs know which tokens represent what during a particular game, you’ll be fine.
Spaceships

Miniatures

*A Billion Suns* is designed to be played with spaceship miniatures of any scale, from any manufacturer, mounted on any shape or size of base. During play, ship bases are ignored for the purposes of measuring.

If you don’t have any spaceship miniatures to hand, you can find a great variety of paper spaceship counters available online to download and print.

Ships

The CEO-controlled miniatures in *A Billion Suns* are referred to as “ships”.

Whether the actual miniature represents a single larger vessel or contains several smaller craft mounted on a single base, the playing piece is referred to as a “ship”.

Each ship has a Position and a Heading, and ships are always arranged into battlegroups during play.

Position

A ship’s Position is the location of the centrepoint of the model’s base, or the centrepoint of the model if it has no base. No two ships may ever share the same position.

Heading

A ship’s Heading is the direction in which the model is pointing. While spaceships may have any number of weird and exotic designs, it must always be clear during play which direction the ship is facing in, for the purposes of determining its heading. If it isn’t obvious from the shape of the miniature, you might make a little mark on the model’s base to indicate its heading.

Battlegroups

All the ships in a fleet are composed into battlegroups. Each battlegroup may only contain ships of one class. A single battlegroup may contain up to five ships. The ships in a battlegroup activate together.

Battlegroups are defined by the following statistics:
Ship Class

Each battlegroup has a ship class, which defines the rest of the statistics for the battlegroup, and the ships within it.

The standard ship classes provide a broad array of tactical roles. Each is described by a set of statistics arranged into a profile.

Ship Classes

<table>
<thead>
<tr>
<th>Ship Class</th>
<th>Cost</th>
<th>Mass</th>
<th>Thrust</th>
<th>Silhouette</th>
<th>Shields</th>
<th>Primary Weapons</th>
<th>Auxiliary Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recon Wing</td>
<td>1</td>
<td>0</td>
<td>10”</td>
<td>2</td>
<td>0</td>
<td>Light Blasters</td>
<td>-</td>
</tr>
<tr>
<td>Fighter Wing</td>
<td>2</td>
<td>0</td>
<td>6”</td>
<td>3</td>
<td>0</td>
<td>-</td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Bomber Wing</td>
<td>3</td>
<td>0</td>
<td>4”</td>
<td>3</td>
<td>0</td>
<td>Torpedoes</td>
<td>-</td>
</tr>
<tr>
<td>Light Utility Ship</td>
<td>1</td>
<td>1</td>
<td>4”</td>
<td>4</td>
<td>1</td>
<td>Light Blasters</td>
<td>-</td>
</tr>
<tr>
<td>Gunship</td>
<td>3</td>
<td>1</td>
<td>6”</td>
<td>4</td>
<td>1</td>
<td>Blasters</td>
<td>Blasters</td>
</tr>
<tr>
<td>Corvette</td>
<td>5</td>
<td>2</td>
<td>10”</td>
<td>5</td>
<td>2</td>
<td>Turbo Blasters</td>
<td>Blasters</td>
</tr>
<tr>
<td>Medium Utility Ship</td>
<td>2</td>
<td>2</td>
<td>4”</td>
<td>5</td>
<td>3</td>
<td>Mining Laser¹</td>
<td>-</td>
</tr>
<tr>
<td>Monitor</td>
<td>10</td>
<td>2</td>
<td>3”</td>
<td>5</td>
<td>3</td>
<td>Heavy Railguns</td>
<td>-</td>
</tr>
<tr>
<td>Frigate</td>
<td>7</td>
<td>2</td>
<td>4”</td>
<td>6</td>
<td>4</td>
<td>Light Railguns</td>
<td>Turbo Blasters</td>
</tr>
<tr>
<td>Destroyer</td>
<td>12</td>
<td>3</td>
<td>3”</td>
<td>6</td>
<td>3</td>
<td>Cruise Missiles</td>
<td>Turbo Blasters</td>
</tr>
<tr>
<td>Carrier</td>
<td>15</td>
<td>3</td>
<td>3”</td>
<td>7</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Cruiser</td>
<td>30</td>
<td>3</td>
<td>3”</td>
<td>8</td>
<td>6</td>
<td>Macro Beam</td>
<td>Defense Grid</td>
</tr>
<tr>
<td>Battleship</td>
<td>40</td>
<td>3</td>
<td>2”</td>
<td>10</td>
<td>5</td>
<td>Planet Smasher</td>
<td>Defense Grid</td>
</tr>
</tbody>
</table>

Cost

The cost in Credits to requisition each ship of this class into its battlegroup.

Mass

A broad description of the size and bulk of the ships in this battlegroup.

Throughout the rules, when you see the icon 🏛️, replace it with the numerical value of the mass of the battlegroup’s ship class, referred to as the battlegroup’s mass.

A battlegroup’s mass is the number listed on the profile of its ship class, not the sum of all the mass of each of the ships in the battlegroup.

Occasionally, a rule will refer to “the combined 🏛️ of ships” in an area, in which case sum the 🏛️ of each ship individually to form a total.

<NOTE> Occasionally, when encountering the 🏛️ icon, it may be unclear which battlegroup’s mass to apply: for example when a ship is causing jump shock or
exploding. As a general rule, use the mass of the battlegroup that is actively doing the thing, rather than the battlegroup having the thing done to them.

**Thrust**

The maximum number of inches a ship in this battlegroup may move in a single move ahead action.

**Silhouette**

Silhouette represents both the physical size of the ships in this battlegroup as well as the brightness of their energy signatures. The larger and “louder” the ship, the easier it is for enemy vessels to track, target and hit, but the more punishment it can withstand.

A battlegroup’s Silhouette value is the highest roll on any attack dice that will be considered a hit, as well as the maximum number of damage tokens the battlegroup can have assigned before a ship must be removed from play.

**Shields**

Almost all larger ship types are equipped with kinetic field generators, used to absorb and disperse the energy of incoming attacks. A battlegroup’s Shields value indicates the strength and sophistication of the defensive shields these ships possess.

A battlegroup’s Shields value determines the highest dice roll that counts as a successful saving throws when defending against attacks.

**Weapon Systems**

The kind of weapons the ships in this battlegroup are carrying and in what quantity. Weapon systems have a Range (Minimum and Maximum), a number and type of Attack Dice, and a damage value. Statistics for the various weapon types may be found on page XX.
Core Concepts

Dice

Like any self-respecting game, you will need a selection of funny-shaped dice to play *A Billion Suns*. You’ll want to have a handful of D6, D8, D10 and D12 nearby to share between the CEOs.

*A Billion Suns* does not use D4. They are gross.

If a D3 is required, roll a D6 and halve the result, rounding up.

As you will see, lower numbers are better when rolling dice in *A Billion Suns*.

Re-rolls

Dice may be re-rolled any number of times. Dice may be re-rolled even if they would already be considered a “success” or a hit. The re-rolled result replaces the previous result and cannot be reverted. A CEO may only re-roll their own dice rolls.

Duds

If a dice rolls its highest possible face value, (six on a D6, eight on a D8, ten on a D10, twelve on a D12), that dice result is a “dud”.

A dice can never be modified to become a dud, only natural rolls can be duds.

A dud always counts as a failure, even if it is equal to or below the number required for success.

Roll-Off

Whenever a roll-off is required, each CEO involved rolls a D12 and the CEO with the lowest result is the winner of the roll-off.

*NOTE* Why do we use D12s during roll-offs? Partly, it’s a cool dice and doesn’t get rolled enough. Mostly, it provides the lowest chance of a tie, meaning the game moves that little bit faster.

If any CEOs are tied, the tied CEOs roll-off again and the winner of that subsequent roll-off wins the overall roll-off.

The dice used to roll-off may not be re-rolled.
Randomly Determined

When asked to randomly determine something, for example a battlegroup or a jump point, select a dice type that is sufficient to cover the options, number the options and roll the dice until you generate one of those options.

The dice used to randomly determine something may not be re-rolled.

Measuring Conventions

All distances are in inches. CEOs may pre-measure distances at any time.

- When measuring to and from a ship, all measurements are made to and from the position of the ship, (centrepoint), never from the edge of the model or its base.
- When measuring to and from a battlegroup, measurements may be made from any ship in the battlegroup.
- When measuring the distance between two battlegroups, measurements may be made to and from any ship in the first battlegroup to any ship in the second battlegroup.
- When measuring to and from an object or token, measure to and from the centrepoint of the object or token.
- When measuring to and from a planetoid or asteroid, measure to and from the closest point on that object or its base, rather than the centrepoint.
- Measurements may never be made from one table to another table.

In & Out Of Play

If a ship or object is not destroyed and is currently on a table, it is in play. Otherwise, it is out of play.

Specific Rules

The text of a specific rule can conflict with the general rules. In case of a conflict, the text relating to the more specific circumstance overrides the more general rule.

Simultaneous Effects

If the effects of multiple rules would occur at the same time, the active CEO decides the order of resolution. If no CEO is currently active, roll-off and the winner of the roll-off decides the order of resolution.
Don't Panic

A Billion Suns is a very varied game. Occasionally, the exact interpretation, sequence or timing of a situation might be unclear.

In A Billion Suns, if a rules interaction is ever unclear, the CEOs should agree on two sensible interpretations, roll-off, and the winner of the roll-off decides which interpretation to apply.

Scale

Before each game of A Billions Suns, the CEOs must agree on the Scale of the game they will play. This must be a whole number between 1 and 10.

The larger the scale of the game, the greater the number of Credits available for CEOs to gain. In general, the larger the scale, the more ships CEOs will likely deploy, the larger the ship classes that will participate, and the longer the game will take.

The scale of the game affects a number of rules within the game, to ensure the game remains balanced regardless of its size. Throughout the rules, when you see the icon ⑤, replace it with the scale value of your game.

Where a multiple of the scale of the game is required, it will be presented in the format 3⑤ (e.g. three times the scale of the game). Where a proportion of the scale of the game is required, it will be presented in the format ⑤/2 (e.g. the game’s scale divided by two and rounded up). When dividing the scale, always round up.

  <NOTE> For your first game, play a scale 3 game.

Credits

In the hyper-competitive war for corporate dominance across the vast depths of interstellar space, resources are utterly critical. Deploying ships costs you the very victory points you are seeking to capture and defend.

  <NOTE>Choosing the “right” number and type of ships to deploy, and at what stage of the game, is the tension is the heart of A Billion Suns. Invest too heavily and you may not be able to earn enough revenue to get a positive return on your investment. Invest too meekly and you may not be able to compete effectively for even the small number of credits you need to cover your outlay.

During the game, each CEO will need a way to track their current positive or negative Credits value.
Each CEO’s Credits tracker starts the game at zero.

On the CEO’s Command Helm, (see “Command Helm”, page XX), you will find a tracker for tracking your current Credits value. It uses two D10s, one to represent the “tens” and one the “units”. Use these dice to track your current Credits, marking when you are in profit or deficit.

When a CEO spends Credits, for example when requisitioning a new battlegroup, they must reduce their Credits tracker by the required amount. See “Requisitioning a Battlegroup”, page XX.

When a CEO gains Credits, for example by earning revenue from an active contract, they must increase their Credits tracker by the required amount. See “Revenue”, page XX.

Deficit

CEOs may take actions that put their Credits tracker into a negative number.

In the first round of a game, a CEO’s tracker will often move into negative values when an upfront investment of Credits is needed to requisition the ships required to complete the contracts. This is known as being in Deficit. When a CEO is in deficit, mark the Credits tracker as in deficit and track Credits as a negative number.

Profit

By focusing on the contracts, a CEO may earn enough revenue to eliminate their deficit and move into profit. When a CEO is in profit, mark the Credits tracker as in profit and track Credits as a positive number.

Playing The Game

This “Playing The Game” section outlines the round structure and provides the basic rules for deployment, movement and shooting. More advanced rules are then presented in the “Additional Rules” to provide additional colour and tactical interest.

The two sections, taken together, form the core rules of A Billion Suns. No rule in either section is optional, except that as with any wargame: your table, your rules.
Getting Set Up

To play a game of A Billion Suns, the CEOs will first need to agree the scale of the game, and then generate three contracts for the game. Once the contracts are generated, one CEO is randomly determined to act as the System Administrator and that CEO sets up the required tables and the objectives needed for the contracts. Then the first round begins. See “Setting Up A Game”, page XX.

Round Structure

Each round in A Billion Suns consists of a Command Phase, Jump Phase, Tactical Phase and End Phase, in that order:

1. Command Phase
2. Jump Phase
3. Tactical Phase, alternating activations:
   a. Issue Orders
   b. Movement Step
   c. Passive Attacks Step
   d. Jump Out Step
   e. Active Attacks Step
   f. Scan Step
4. End Phase

Command Phase

In the Command Phase, CEOs assign CMD tokens to command slots on their Helm card, which will allow them to influence their fleet later in the round. See “Commands” on page XX.

At the end of the Command Phase, the CEOs roll-off to determine who has Initiative for the remainder of the round.

Jump Phase

At the start of the Jump Phase, the CEO with Initiative must select a CEO to act first.
In the Jump Phase, CEOs spend CMD tokens to requisition and deploy jump points and battlegroups. CEOs do not need to select a fleet in advance, they select and deploy ships as the strategic situation emerges. See “Jumping”, on page XX.

In the Jump Phase, beginning with the CEO selected to act first and proceeding clockwise, CEOs take turns to either spend a CMD token from their “Jump In” command slot or pass.

The Jump Phase ends when no CEO has CMD tokens remaining in their “Jump In” command.

Jump

When it is their turn, a CEO may spend a single CMD token from their “Jump In” command slot to deploy either a single jump point or a single battlegroup.

<NOTE> If you are not yet using the Command rules from the Additional Rules section, just count CEO as having 8 + 3 CMD Tokens in their “Jump In” command slot.

Pass

When a CEO has an opportunity to deploy a jump point or battlegroup, they may spend a CMD token from their Jump In command slot to pass, rather than deploy something. Play then passes to the next CEO.

If a CEO has no remaining CMD tokens in their “Jump In” command, they must pass.

Tactical Phase

At the start of the Tactical Phase, the CEO with Initiative must select a CEO to act first.

In the Tactical Phase, beginning with the CEO selected to act first and proceeding clockwise, CEOs take turns to activate a battlegroup, until each in play battlegroup has been activated exactly once.

When activated, a battlegroup must first be given an order, which will convey some tactical benefit, and will then move, suffer passive attacks, and make active attacks. A battlegroup might also scan an object or ship, or might jump out if their CEO orders them to. See “Activations”, on page XX.
End Phase

After all in play battlegroups have activated once, there is an End Phase. In the End Phase, CEOs may receive revenue from contracts, other effects may resolve, and then a new round begins.

Game End

At the end of any round, if two contracts or more are exhausted then the game ends. A contract is exhausted when no more points can be scored from it. (See “Contracts”, page XX).

There is no round limit.

Victory

At the end of the game, the CEO with the highest Credits score is the winner. Ideally, they also ended the game in profit... Check the following table to find out how you performed:

<table>
<thead>
<tr>
<th>Highest Credits</th>
<th>Positive Credits</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>Yes</td>
<td><strong>Resounding success.</strong> You are up for a promotion.</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
<td><strong>Questionable victory.</strong> You have been placed on performance review by the board.</td>
</tr>
<tr>
<td>No</td>
<td>Yes</td>
<td><strong>Acceptable loss.</strong> You are given the benefit of the doubt and retain your position.</td>
</tr>
<tr>
<td>No</td>
<td>No</td>
<td><strong>Unacceptable performance.</strong> An unmitigated failure. You have been fired.</td>
</tr>
</tbody>
</table>

Jumping

In the Jump Phase, CEOs take turns requisitioning and deploying jump points and battlegroups.
Jump Range

Jump Range is 6” - 7½”. This means it is equal to six inches, minus the mass of the battlegroup jumping in or out, or the mass of the jump point being placed.

Jump Points

A Jump Point should be represented on the tabletop by a token approximately 1” in diameter. All measurements to and from jump points are from its centrepoint.

Jump points are Stationary Objects with Mass 3, Silhouette 5 and a Shields 2.

Operational Limit: A CEO may not have more jump points in play than the number of tables plus one:

<table>
<thead>
<tr>
<th>Number of Tables</th>
<th>Maximum Number of Jump Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

Deploying Jump Points

When deploying their first jump point of the game on a given table, a CEO may deploy that jump point anywhere on that table.

When deploying their second and subsequent jump points of the game on a given table, a CEO must place the new jump point within its jump range (e.g. 3”) of a friendly ship or a friendly jump point on that table.

<NOTE> This means that if a CEO has all their jump points and ships wiped off a given table, they will be unable to return to it, so be careful to defend your final jump point.

When a CEO deploys a jump point, they may place a new one (up to their operational limit) or remove and redeploy a friendly jump point that is already in play. A single jump point may not be redeployed in this way more than once in a round.

A single table may have any number of jump points deployed on it.
Requisitioning a Battlegroup

In order to deploy a battlegroup, you must first requisition it.

To requisition a battlegroup, you must decrease your Credits by the combined cost of all the ships in the battlegroup. See “Credits”, page XX.

For example, a battlegroup containing a single Gunship will cost 3 credits to requisition, whereas a battlegroup containing three Gunships will cost 9 credits to requisition and deploy.

<NOTE> You essentially have unlimited reinforcements in A Billion Suns. As long as you are prepared to pay for them again, you are free to requisition and deploy previously destroyed miniatures as new battlegroups later in the game.

Deploying a Battlegroup

Once requisitioned, a battlegroup must then be deployed.

To deploy a battlegroup, select a friendly jump point. Place the deploying battlegroup into play, such that every ship in the deploying battlegroup is within its jump range of the selected jump point and within 3” of another ship in the deploying battlegroup.
In this example, position A is not a valid deployment, as it is too far away from the jump point. Positions B and C are valid placements when jumping in from that jump point.

**Activations**

In the Tactical Phase, CEOs take turns activating battlegroups. When a battlegroup is selected to activate, its controller takes the following steps, in this order:

1. Issue Orders
2. Movement Step
3. Passive Attacks Step
4. Jump Out Step
5. Active Attacks Step
6. Scan Step

All ships in a battlegroup must activate when their battlegroup is chosen to activate.

**Active & Passive**

During a battlegroup’s activation, it is said to be the active battlegroup. Any battlegroups that are not active are said to be passive.

During a battlegroup’s activation, its controller is said to be the active CEO. Any CEO that is not active is said to be passive.

**Issue Orders**

At the start of its activation, the active battlegroup must be issued exactly one of the following orders:

- Vector
- Engage
- Red Alert
- Jump Out

The active battlegroup counts as having been issued the selected order until the end of its activation. Each order conveys a different tactical benefit, as described below.
Vector

In the movement step, each ship in a battlegroup issued with a Vector order may make an additional move action, immediately after its first move action.

<NOTE> This means a battlegroup issued with a Vector order may pivot, move ahead, pivot again and then move ahead again.

Engage

In the attack step, a battlegroup issued with an Engage order may re-roll its attack dice when attacking its Engage Target.

When issuing an engage order to a battlegroup, the controlling CEO must nominate a single object or enemy battlegroup within the primary arc of fire of any ship in the active battlegroup, regardless of range, to be the active battlegroup’s Engage Target. At the end of the active battlegroup’s activation, the battlegroup is no longer considered to have an Engage Target.

Red Alert

The Red Alert order allows the active battlegroup to discard damage tokens, as the crew fights to get malfunctioning systems under control, and the officers bark urgent orders to restore discipline.

At the end of the movement step, a battlegroup issued with the Red Alert order may roll a D3 to discard that many damage tokens from itself.

<NOTE> Because the active CEO may resolve simultaneous effects in an order of their choosing (see “Simultaneous Effects”, page XX), the active CEO may choose to roll for Red Alert before or after receiving damage from dangerous space or for being out of coherency.

Jump Out

The Jump Out order allows a battlegroup to flee the battle.

In the Jump Out Step, if all the ships in the active battlegroup are within jump range of a friendly jump point, and the battlegroup was issued with a Jump Out order, the active battlegroup may jump out.

When a battlegroup jumps out: remove all ships in that battlegroup from play. Then discard all tokens from that battlegroup. These ships do not count as destroyed.
<NOTE> If a battlegroup has jumped out and you want to jump it back in on a later round, you must treat it as a new battlegroup, with no damage, and you must pay the Credits a second time to requisition it anew.

**Movement Step**

During the Movement Step, each ship in the active battlegroup may take a single move action.

**Movement**

**Move Action**

When a ship takes a move action, it may first pivot by any amount, and may then move straight ahead up to its Thrust value:

1. Pivot any amount
2. Move ahead up to Thrust value

When moving a battlegroup, move each ship in the battlegroup individually.

**Pivoting**

To pivot a ship: rotate the ship about its centrepoint by any amount, without changing the position of the ship.

**High-G Maneuver:** If a ship pivots more than 90 degrees in a single pivot, it cannot attack with its primary weapon systems during this activation. (See Attack Step, page XX).

**Move Ahead**

Every ship has a Thrust value in inches.

To move a ship ahead: measure a straight line from the ship’s position (the centrepoint of the ship) to any point within its Thrust value that is directly along the line of the ship’s heading. Then pick up the ship, and place it at the new position, without changing its heading.
<DIAGRAM> In this first example, this gunship is making a single move action. It first pivots, (in this case pivoting under 90 degrees), and then moves ahead its Thrust of 6".
In this second example, the same gunship has been given a vector order. For its first move action it makes a pivot under 90 degrees, and then moves ahead its Thrust of 6”. It then immediately makes a second move action, again pivoting under 90° and then moving 2” forwards.

This ship will be able to attack with its primary weapon systems this activation, as neither of its pivots were individually over 90 degrees. Ships are always permitted to move less than their full Thrust value, and in this case, because the total distance moved this movement step (8”) it greater than half the ship’s Thrust value (3”), this ship does not collect an “Easy Target” token (see “Easy Target”, page XX).

**Battlegroup Coherency**

After all ships in a battlegroup have been moved, if each of the ships within that battlegroup is within 3” of another ship in that battlegroup, that battlegroup is said to be in coherency.

If a battlegroup is out of coherency at the end of its movement step, the battlegroup immediately receives one damage token for each ship in the battlegroup.

**Table Edges**

If a ship moves into contact with any table edge, it immediately stops moving.

**Overlapping Bases**

When moving, ships must ignore other ships. Ships may end their movement in a position that results in the bases of two models overlapping, as long as the miniatures are stable in their final placement. No two ships may ever share the same position.

**Passive Attacks Step**

During the Passive Attacks Step, every passive battlegroup or object that has the active battlegroup in range and arc of fire of their auxiliary weapons may attack the active battlegroup once with their auxiliary weapons. See “Combat”, page XX.

The passive CEOs make passive attacks in turns in a clockwise direction, beginning with the passive CEO to the left of the active CEO.

The passive battlegroup or object may only select the active battlegroup as its target.
A battlegroup or object may make any number of passive attacks in a single round but may not attack the same battlegroup more than once in a single activation.

<DIAGRAM> In this example, Battlegroup A has just finished moving. Battlegroup B is passive. B1 has A1 and A2 within auxiliary arc of fire and range, and B2 has A1, A2 and A3 in arc of fire, although A1 is out of range. Battlegroup B may select battlegroup A as a passive fire target, and may roll all its attack dice from both ships as each of A1 and A2 has at least one of battlegroup B in both auxiliary arc and range.

Jump Out Step

In the Jump Out Step, if the active battlegroup has been issued with the Jump Out order, and all the ships in the battlegroup are within jump range of a friendly jump point, it may jump out.

When a battlegroup jumps out: remove all ships in that battlegroup from play. Then discard all tokens from that battlegroup. These ships do not count as destroyed.

Active Attacks Step

In the Active Attack Step, the active battlegroup may attack once with each of its weapon systems. See “Combat”, page XX.
**Scan Step**

In the Scan Step, the active battlegroup may scan a single object or ship that is within scan range of at least one ship in the active battlegroup.

**Scanning**

Scan has no built-in effect, but may be required to fulfil a contract or some other special rule.

Scan range is 3".

Scanning requires no arc of fire, it can target any object or ship within range in any direction.

When scanning an object or ship, the active CEO must declare a single purpose for that scan. A single scan action cannot achieve multiple objectives.

**Combat**

**Weapon Systems**

A ship may have multiple weapon systems. Weapon systems are always assigned as either primary or auxiliary weapon systems. Each weapon system has a minimum and maximum range, an amount and type of attack dice, and an amount of damage successful hits cause.

<table>
<thead>
<tr>
<th>Weapon System</th>
<th>Range</th>
<th>Attack Dice</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Blasters</td>
<td>0&quot; - 3&quot;</td>
<td>D6</td>
<td>1</td>
</tr>
<tr>
<td>Blasters</td>
<td>0&quot; - 6&quot;</td>
<td>2D6</td>
<td>1</td>
</tr>
<tr>
<td>Auto Blasters</td>
<td>0&quot; - 6&quot;</td>
<td>3D6</td>
<td>1</td>
</tr>
<tr>
<td>Turbo Blasters</td>
<td>0&quot; - 6&quot;</td>
<td>4D6</td>
<td>1</td>
</tr>
<tr>
<td>Laser Cannon</td>
<td>0&quot; - 9&quot;</td>
<td>2D8</td>
<td>2</td>
</tr>
<tr>
<td>Light Railguns</td>
<td>9&quot; - 18&quot;</td>
<td>2D8</td>
<td>2</td>
</tr>
<tr>
<td>Defense Grid</td>
<td>0&quot; - 9&quot;</td>
<td>4D8</td>
<td>2</td>
</tr>
<tr>
<td>Torpedoes</td>
<td>6&quot; - 12&quot;</td>
<td>D10</td>
<td>3</td>
</tr>
<tr>
<td>Cruise Missiles</td>
<td>18&quot; - 36&quot;</td>
<td>3D10</td>
<td>3</td>
</tr>
<tr>
<td>Heavy Railguns</td>
<td>9&quot; - 18&quot;</td>
<td>2D12</td>
<td>5</td>
</tr>
<tr>
<td>Mining Laser²</td>
<td>0&quot; - 2&quot;</td>
<td>2D12</td>
<td>5</td>
</tr>
<tr>
<td>Macro Beam</td>
<td>12&quot; - 24&quot;</td>
<td>2D12</td>
<td>5</td>
</tr>
<tr>
<td>Planet Smasher</td>
<td>12&quot; - 24&quot;</td>
<td>4D12</td>
<td>5</td>
</tr>
</tbody>
</table>
<NOTE> You will notice that D6 attack dice always cause 1 damage, D8s cause 2 damage, D10s cause 3 damage and D12s cause 5 damage. If you remember this, it will make calculating damage easier during play.

Range

Weapon systems have both a minimum and maximum range. To be considered in range of the attacking battlegroup, the target must be no closer than the minimum range of the weapon system, and no further away than the maximum range of the weapon system.

Attack Dice

A weapon system’s Attack Dice value indicates the number and type of dice rolled when making an attack with this weapon.

E.g. 4D8 means roll four eight-sided dice when attacking, checking each dice individually to see if it scores a hit on the target.

Damage

A weapon system’s Damage value is the amount of damage tokens each unsaved hit will cause to be placed on the target.
Arc of Fire

All Primary weapon systems have a 45-degree arc of fire to the front of the ship.
All Auxiliary weapon systems have a 180-degree arc of fire to the front of the ship.

Note: You can download a measuring tool from the official A Billion Suns website to measure the front 45-degree arc of fire for primary weapons. Align the central dashed line with the heading of the ship and the measuring tool will describe the 45-degree arc for you.

Attacking

When a battlegroup or object makes an attack, it must first declare all targets, and then must resolve all attacks against each target battlegroup, one target at a time.

1. Declare targets
2. Resolve all attacks against each target battlegroup, one target at a time

Targeting

When attacking, the attacking battlegroup must declare all targets before rolling any attack dice. It may declare one primary target and any number of auxiliary targets.
For a battlegroup or object to be selected as a target, all the following must be true:

1. The object or battlegroup must have a silhouette;
2. The object or battlegroup must not be friendly;
3. The object or at least one ship from the battlegroup must be within both range and arc of fire of at least one ship in the attacking battlegroup.

<NOTE> Battlegroups may only declare objects or other battlegroups as targets, not specific ships within a battlegroup.

Thanks to the advanced telemetry of the far future, ships in _A Billion Suns_ always have line of sight to each other. See also “Measuring conventions”, page XX.

<DIAGRAM> Example: Battlegroup A is a single Corvette with Turbo Blasters as its primary weapon system. Battlegroup B contains three Light Utility Ships, B1, B2 and B3. Ship A has B1 in both primary arc of fire and range, and so can select the enemy battlegroup as a primary target, even though B2 is out of range of the Corvette’s 6” maximum range, and ship B3 is only in ship A’s auxiliary arc of fire.

**Primary Target**

When attacking with a primary weapon system, the attacking battlegroup must select a single valid target to be its Primary Target.

If the attacking battlegroup has been issued an engage order, then it must select its engage target as its primary target, if able.
<NOTE> If the battlegroup’s engage target is not a valid target for its primary weapons, the battlegroup may not choose another primary target and its primary weapon attacks are wasted.

All of the attacking battlegroup’s primary attack dice must be used to attack its primary target.

<NOTE> If some of the primary weapon systems of the ships in the attacking battlegroup are out of range or arc of fire of the battlegroup’s primary target, those ships’ primary attacks are wasted.

**Auxiliary Targets**

When attacking with an auxiliary weapon system, the attacking battlegroup may select any number of valid targets to be its Auxiliary Targets.

The controller of the attacking battlegroup may divide their auxiliary attack dice between any number of auxiliary targets, but must declare which dice will attack which target before rolling any attacks. The individual attack dice from a single ship’s auxiliary weapon systems may be divided among multiple targets as the controller of the attacking battlegroup sees fit.

<NOTE> Although ships tend to have primary and auxiliary weapon systems that do not have overlapping minimum and maximum ranges, a battlegroup may select a single target as both its primary and auxiliary target, as long as it at least one ship in the attacking battlegroup can target at least one ship in the target battlegroup with each weapon system. This may occur if the attacking battlegroup is placed cleverly to maximise weapon coverage.

**Resolving Attacks**

After selecting all targets, the attacking CEO resolves all attacks. The CEO must resolve all the attack dice that target a given object or battlegroup as a single attack before moving on to attacks that target another object or battlegroup.

In order to resolve an attack, follow this sequence:

1. Roll attack dice
2. Roll saving throws
3. Apply damage

**Gather Attack Dice**

The attacking CEO gathers all the attack dice from weapon systems that are targeting this object or battlegroup and which are within range and arc of fire of the target object or battlegroup.
<NOTE> When attacking, you need to check the range and arcs of all the individual ships in the battlegroup to confirm which ships can contribute attack dice to the attack. If the target is either out of range or out of arc of any ship in the attacking battlegroup, that ship does not contribute attack dice to the attack.

Roll To Hit
The attacking CEO then rolls the gathered attack dice. Any attack dice that rolls equal to or under the target’s “Silhouette” value is a hit.

<NOTE> A CEO may choose to roll fewer than all available attack dice, perhaps to reduce the chance of a damaging critical weapon malfunction or soften up an objective without destroying it.

Engaged
When a battlegroup is resolving an attack against its engage target, it may re-roll any attack dice that miss once.

Discard Misses
After making any re-rolls, the attacking CEO discards any attack dice that did not hit.

Discard Duds
After making re-rolls and discarding misses, the attacking CEO discards any attack dice that rolled a dud (which is a dice that rolled the maximum value possible on that dice type), even if that dice would have otherwise have scored a hit.

Critical Hits
Any attack dice that scores a 1 is a Critical Hit and adds a bonus hit from the same weapon system. This affects the number of saving throws that must be made, so add another dice of the same tpe to the pool of hits.

<NOTE> Through the use of “Power To Weapon Systems”, criticals can additionally occur on higher dice rolls. E.g. If one CMD token is spent on an attack, dice rolls of both “1” and “2” now cause critical hits.

Saving Throws
Total up the number of hits.
If the target has a Shields value of 1 or greater, the controller of the target then makes a number of saving throws equal to the number of hits. Each saving throw must use the same type of dice as the weapon system that caused the hit.

<NOTE> The easiest thing to do is just pick up the attack dice and re-roll them as saving throws, ensuring you add additional dice to represent any bonus hits generated by criticals. (See “Critical Hits”, page XX).

Any saving throw that rolls equal to or under the target’s Shields value saves one hit. These hits have been deflected by the battlegroup’s shields.

Any saving throws that rolled duds do not cancel hits.

Calculate Damage

Each unsaved hit causes an amount of damage to the target battlegroup equal to the damage value of the weapon type. See page XX.

Sum the damage values of all the unsaved hits. This is the total damage of the attack.

Apply Damage

The target battlegroup now gains a number of damage tokens equal to the total damage of the attack.

Damage

Damage is tracked using Damage Tokens, which can be placed near the damaged battlegroup. You can use any small tokens as damage token, or use dice instead of tokens.

Check for Destroyed Ships

After a battlegroup gains one or more damage tokens, check the number of damage tokens on that battlegroup.

If a battlegroup has damage tokens equal to or greater than its Silhouette value: its controller selects one ship in the battlegroup to be destroyed and then discards a number of damage tokens from that battlegroup equal to its Silhouette.

After destroying a ship, if the battlegroup still has more damage tokens than its silhouette value, destroy another ship, discard a number of damage tokens equal to the battlegroup’s silhouette, and repeat.
Designer’s Note

As the controller of the damaged battlegroup can select any ship to be destroyed, this can result in a ship being destroyed that wasn’t actually within range or arc of fire of the attacking battlegroup. This is fine. All games are an abstraction, and you’ll have to find a cinematic explanation for it. The alternative would result in wasted damage, which is both less fun and slows the game down.

Very occasionally, for example when a battlegroup is greatly out of coherence, this can cause some odd situations. During playtesting, we just yelled “quantum entanglement” and moved on!

Simple Attack Example

A single Corvette attacks a single Frigate (silhouette 6, shields 4) with its primary weapon systems (4D6, damage 1). The controller of the corvette rolls 4D6 to attack: rolling 2, 2, 5 and 6. The 2s and the 5 are hits. Although the 6 is a hit, a 6 is a dud on a D6, and so it counts as a miss. The controllers of the Frigate picks up the three dice that hit and re-rolls them as saving throws, rolling 1, 4, 5. The 1 and 4 are saved by the shields, and discarded. The 5 is not saved, and so causes damage. The damage value of the corvettes primary weapons systems is 1, and so the Frigate gains a single damage token.

Additional Rules

These additional rules add extra detail and fun to the game, as well as providing CEOs with more advanced tactical options. Once you are comfortable with the basic flow of the game, add these additional rules.

Command Helm

Each CEO is in command of a fleet of interstellar warships, auxiliaries and utility ships. The CEO sits in their command centre aboard a vessel in the conflict, or perhaps in a corporate facility hundreds of light years away. This command centre is represented by a Helm card.

The helm card has the following:

- Corporation Name
- Command Slots
- Credits Tracker

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Each CEO will need a single Helm card. You may photocopy a helm card from the back of this book, or download one from this game’s website and print.

**CMD Tokens**

Each command token represents an amount of influence that the CEO can exert on their fleet this round.

At the start of the Command Phase, each CMD Token must be assigned to one of the three command slots on the CEO’s Helm card: “Seize Initiative”, “Jump In” or “Tactical”. A CEO must physically place a CMD token in the matching area on the CEO’s Helm to show that it is assigned to that command slot.

At the appropriate time, as indicated in the description of the command effect, CMD tokens may be spent from the CEO’s Helm card to activate command effects. Once a CMD token has been spent, it must be discarded.

CMD tokens assigned to the “Tactical” command slots may be spent on any Tactical command effect. CMD tokens assigned to the “Seize Initiative” and “Jump In” command slots may only be spent on those command effects.

In the End Phase, discard all CMD tokens from Command Helms.

**Additional Command Phase Rules**

If CEOs are playing with Command Helms and CMD tokens the Command Phase has a more detailed structure. The full Command Phase sequence is:

1. Assign 5+3 CMD tokens to helm
2. Reveal helms
3. Roll-off to determine initiative

**Assign CMD Tokens**

Each CEO begins each round with 5 + 3 unassigned CMD tokens. In the End Phase, discard all unspent CMD tokens from Command Helms.

In the Command Phase, each CMD Token must be assigned to a single command slot on the CEO’s Helm card. This may be done in secret, to avoid one CEO waiting to see where another has assigned CMD Tokens before assigning their own.

**Reveal Helms**

Once all CEOs have assigned all their CMD tokens, all CEOs reveal their helm cards simultaneously.
Determine Initiative

To determine initiative, the CEOs roll-off. The CEO with lowest dice roll gains the Initiative for the remainder of the round. If any CEOs are tied for Initiative, those CEOs roll-off.

CEOs with CMD tokens in their Seize Initiative command slot are permitted to roll a different type of dice during the roll-off for initiative, as described in “Seize Initiative”, below.

At the start of the Jump Phase and Tactical Phase, the CEO with the Initiative selects the which CEO will act first.

Commands

The CEOs influence, leadership, discipline and forcefulness is represented by Commands, and the CMD Tokens needed to utilise them. These might represent direct orders given during a conflict, the training or selection of a ship’s crew, or any number of other forms of influence, coercion and inspiration.

Seize Initiative

Before rolling for initiative during the Command Phase, CEOs may spend one or more CMD tokens from Seize Initiative to change the type of dice they roll during the roll-off to determine initiative. The more command tokens a CEO spends, the smaller the type of dice they are permitted to roll during the roll-off, as follows:

<table>
<thead>
<tr>
<th>CMD Tokens spent</th>
<th>Determine Initiative Roll-Off Dice Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D10</td>
</tr>
<tr>
<td>2</td>
<td>D8</td>
</tr>
<tr>
<td>3</td>
<td>D6</td>
</tr>
<tr>
<td>4+</td>
<td>D3</td>
</tr>
</tbody>
</table>

Jump In

During the Jump Step, spend a CMD token from “Jump In” to deploy a jump point, deploy a single battlegroup, or pass.

Tactical

CMD tokens assigned to Tactical may be spent on any Tactical command effect.
Combined Orders (Tactical)

At the start of any activation, spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within $\text{M}+3”$ of any ship in the active battlegroup.

The combined $\text{M}$ of all the ships in all the selected battlegroups must be no more than the combined $\text{M}$ of the ships in the activate battlegroup.

For example: If a battlegroup of two Cruisers (total of mass 6) is activated and given the Combined Orders command, the controlling CEO may select up to three friendly battlegroups wholly within 6” of either Cruiser and whose ships, together, total no more than mass 6.

The selected battlegroups are activated at the same time as the active battlegroup and each activation step must be completed with all the battlegroups before moving onto the next activation step. The selected battlegroups also count as active during this activation. The selected battlegroups may not be activated a second time this round.

For example, if a Cruiser combined orders a Bomber Wing, both battlegroups must be issued orders, then both must move, then both will suffer passive attacks and so on. In each step, the controlling CEO may choose which battlegroup acts first.

This command may not be used more than once in a single activation.
<DIAGRAM> In this example, Battlegroup A is a battleship of mass 3. It’s controller wishes to issue it with a Combined Orders order.

Battlegroup B is a single Fighter Wing, of mass 0, that is within the range of combined orders and so may be selected to activate simultaneously with battleship A.

C is a battlegroup of two Fighter Wings (both mass 0), but one of them is outside the range of combined orders and so may not be selected.

D is a battlegroup of two Frigates (both mass 2). In total, their combined mass is 4, which is greater than the mass of battlegroup A (a single ship of mass 3), and so may not be selected.

**Power To Engines (Tactical)**

At the start of a friendly battlegroup’s movement step, spend a CMD token from Tactical to double this battlegroup’s Thrust value for the rest of its activation.

This command may not be used more than once in a single activation.

**Power To Inertial Dampeners (Tactical)**

At the start of a friendly battlegroup’s movement step, spend a CMD token from Tactical to permit this battlegroup to shoot its primary weapon systems, even if it performed a High-G Maneuver this activation (see page XX).

This command may not be used more than once in a single activation.

**Power To Weapon Systems (Tactical)**

Before rolling to attack with a friendly battlegroup, spend up to ⬛️ CMD tokens from Tactical to subtract one from the result of every attack dice of one weapon system in the attack pool, to a minimum of one, for each CMD token spent, for this attack only.

This command may be used outside of a battlegroup’s activation.

<NOTE> If you choose to split a battlegroups auxiliary attack dice against different targets, and wish to gain the benefits of “Power To Weapon Systems” against each target, you will need to spend a CMD token for each target separately, as attacks against different targets are resolved separately, and the “Power To Weapon Systems” command applies only to a single attack.

**Power To Shields (Tactical)**

If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled, spend up to ⬛️ CMD tokens from Tactical to add +1 to the battlegroup’s Shields value for each CMD token spent, for this attack only.
This command may be used outside of a battlegroup’s activation.

Executive Override (Tactical)

At any time during the Tactical Phase, CEOs may spend a CMD token from Tactical to re-roll a single dice of any type.

Additional Jump Phase Rules

Jump Shock

The arrival of larger ships from μ-space can cause damage to nearby lighter vessels, as complex gravitation harmonics warp and rupture delicate sub-systems.

After a ship is placed during jumping in or a jump hop, all battlegroups of a lower mass within ⌈5⌉ of the arriving ship suffer ⌈D6⌉ attacks, with damage 1.

If a battlegroup of multiple ships is jumping in, it is possible for a given battlegroup to suffer Jump Shock from multiple arriving ships. In this case, add the hits from each jump shock together and roll saves as one attack.

<NOTE> Ships can suffer Jump Shock from both friendly and enemy battlegroups.

<DIAGRAM> For example, Battlegroup A, containing two Cruisers (mass 3) jumps in next to a battlegroup of Gunships (mass 1). As A1 arrives, it catches B1 in its jump shock, causing a 3D6 attack to battlegroup B. As A1 arrives, it can catch both B1 B2 in its jump shock, although still only causes a single additional 3D6 attack to battlegroup B. In total,
Battlegroup B will suffer 6D6 attacks with damage 1. Battlegroup A’s controller must now roll to hit.

Additional Tactical Phase Rules

Go Rogue
At any time during the Tactical Phase, but never more than once during a single activation, a CEO may place a single damage token on a battlegroup they control to activate a single Tactical Command effect, as if they had a single bonus CMD token in their Tactical command slot.

This effect can be used during other battlegroups’ activations and multiple times in a single round, just never multiple times within the same activation.

Additional Movement Rules

Jump Point Hopping
Once per activation, at the start or end of the active battlegroup’s movement step, if all the ships in the battle group are within jump range of a jump point, the battlegroup may immediately jump hop from that jump point.

When a battlegroup jump hops: select another friendly jump point on any table, remove the ships in the battle group from play, and then re-deploy the battlegroup anywhere within jump range of the selected jump point.

<NOTE> The re-deployed battlegroup and ships retain any tokens and do not need to be requisitioned again in order to complete this jump hop.

The deployment at the far end of this jump hop causes jump shock as if the battlegroup had jumped in.

Easy Target
On a round in which the battlegroup did not jump in, if any ship in the active battlegroup moved less than half its Thrust during its movement step, and did not jump hop, then the battlegroup receives an “Easy Target” token at the end of its movement step. E.g. if any ship in a battlegroup with a Thrust value of 3” moves less than 1.5”, the battlegroup will receive an “Easy Target” token.

While a battlegroup has one or more “Easy Target” tokens, all enemy battle groups may re-roll missed attack dice once against it. This is in addition to any re-rolls gained from being engaged with the battlegroup.
At the start of a battlegroup’s next activation, discard any “Easy Target” tokens from it.

Additional Attack Rules

Explosions
When a ship is destroyed, the rippling shock waves of cascading antimatter implosions, white-hot gas flumes and high-speed debris cause damage to ships nearby.

Before removing a destroyed ship from play: the controller of the destroyed ship rolls a D6. If the roll is equal to or under the ship’s ⚡: the ship explodes.

When a ship explodes, all battlegroups within ⚡ suffer ⚡D6 attacks, with damage 1, and then the destroyed ship is removed from play.

Critical Weapon Malfunction
The fighting ships of the far future are complex machines. Damage suffered during combat can cause all manner of unexpected technical issues as the crew struggle to fight fires and repair vital systems. As the captain pushes her crew and her ship harder, the ship is increasing likely to suffer critical weapon malfunctions and damaging system overloads.

When a battlegroup that has more than ⚡ damage tokens rolls any attack dice, each dud (after re-rolls) causes an immediate Critical Weapon Malfunction for that weapon system.

When a battlegroup suffers a Critical Weapon Malfunction, it immediately receives a number of damage tokens equal to the damage value of the weapon system for which the dud was rolled. No saving throws are permitted against this damage.

If these damage tokens would cause ships in the attacking battlegroup to be destroyed, continue to resolve this attack before destroying the ships.

Mother’s Wing
Large ships can offer protection to their smaller fleet-mates in the form of heavily shielding, point defense coverage, and pure physical bulk. Ships benefitting from such protection are referred to as being under “mother’s wing”.

Every ship has a Mother’s Wing zone of radius ⚡ which can protect friendly battlegroups of a lighter mass.
If every ship in a friendly battlegroup is within the mother’s wing zone of a friendly battlegroup of a heavier mass, the lighter battlegroup may use the Shields value of the heavier battlegroup in place of its own.

When an independent ship or a facility is attacked by a CEO, another CEO may use the mother’s wing effect from a nearby battlegroup under its control, as if that independent ship or facility was friendly.

<DIAGRAM> For example, B is a battlegroup of one Recon Wing which is completely within 3" of a friendly Carrier A (with mass 3). An enemy Frigate attacks the Recon Wing and scores two hits. The Recon Wing may now use the Battleship’s Shields value in place of its own. C is a battlegroup of two Utility Ships, one of which is outside of the battleship’s Mother’s Wing zone, and so C cannot benefit from the battleship’s ship value.

Advanced Attack Example

Emily has spread out her battlegroup of three Frigates such that F1 and F2 have an enemy Cruiser in primary range, but not auxiliary range, and F3 has the Cruiser in aux, but not primary. They have an engage order targeting the Cruiser.

Both F2 and F3 have an enemy Bomber Wing in auxiliary range. Emily, declares that F1 and F2 will fire their primary weapons at the Cruiser, F2 will fire its auxiliary weapons at the Bombers, and F3 will fire its auxiliary weapons at the Cruiser. F1 has nothing in auxiliary range, and so those attacks are wasted. F3 has nothing in primary range, so those attacks are also wasted.

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As the Bomber Wing currently benefits from Mother’s Wing from the Cruiser, Emily chooses to resolve all her attacks against the Cruiser first. She picks up 4D8 and 4D6, which is the combined attack dice from all the declared attacks. Before she rolls them, she declares that she is spending one CMD token from “Power to Weapon Systems” to increase the strength of her D8 attacks.

Emily rolls the dice, subtracting one from each D8 result. The D6 score: 1 (critical hit), 2 (hit), 4 (hit), 6 (dud). The D8 score: 2 (which becomes a 1, and therefore critical hit), 3 (which becomes a 2, hit), 4 (which becomes a 3, hit), 8 (dud, miss). As the Cruiser is her engage target, she re-rolls the two duds and they both come up hits.

Emily discards any dice that missed (none in this case), and then adds two additional D6 and one additional D8 to the pile to represent the critical hits. She hands all eleven of the dice to her opponent to roll as saves.

Ben, the Cruiser’s controller considers spending one CMD token from “Power to Shields” to increase the Cruiser’s Shields value from 5 to 6, but that doesn’t help defend against the D6 attacks any better, as rolls of a 6 are dud, so he decides against it.

Ben picks up the eleven attack dice that are hits and rolls them as saves. He rolls seven saves: 1, 1, 1, 3, 4, 4, 5; and four failures: 6 (on a D6), 6 (on a D8), 7, 8. The unsaved hits total 7 damage, and so Ben puts 7 damage tokens on the Cruiser. It’s not quite enough to destroy it, but it is now at risk of a Critical Weapon Malfunction when it next attacks.

Having resolved all the attack dice against her first target, Emily now rolls her attack dice against the Bomber Wing. She rolls 4D6, needing 3’s or less. She rolls: 1 (critical), 4 (miss), 5 (miss), 6 (miss). The Bomber Wing isn’t this battlegroup’s engage target, so Emily doesn’t get any free re-rolls. She considers spending a CMD token from her Tactical command slot to re-roll one of the misses, but given that the Bombers are going to be using the Cruiser’s Shields value thanks to Mother’s Wing, it doesn’t seem likely an effective use of a CMD token.

Ben rolls 2D6 as saves (because of the critical hit) and scores a 3 and a 4: both saved thanks to Mother’s Wing.

**Utility Ships**

From ramshackle cargo haulers to cavernous mining vessels, tugs, transports, container ships, supply ships, utility ships are essential cogs in the human machine, and can often be seen dashing back and forth across combat zones on important and perilous errands.

There are two classes of utility ship: Light Utility Ships and Medium Utility Ships.
Operational Limits
A CEO may never have more than 8 utility ships of any kind in play at a time.

Mining Laser
The Mining Laser is a cumbersome piece of industry equipment that must be carefully calibrated prior to ignition. The Medium Utility Ship’s Mining Laser weapon may only target stationary objects.

Carriers
Carriers act as mobile jump points for small craft.

Scrambling Squadrons
Each Carrier ship may scramble a single battlegroup entirely composed of either mass zero ships or light utility ships, once per round, at the start of its activation.

To scramble a battlegroup, requisitioned it as normal, and then deploy the scrambled battlegroup within jump range of the carrier ship.

The scrambled battlegroup may count as having a Combined Order with the battlegroup containing the carrier it scrambled from, on the round which it scrambled, without needing to spend a CMD token.

Re-embarking Squadrons
Re-embark: Battlegroups entirely composed of either mass zero ships or light utility ships may treat any friendly Carrier as a jump point for the purposes of jumping out, except that this re-embarking does not count as “jumping out” for the purposes of contracts.

Cargo Holds: A re-embarking battlegroup may transfer any number of contract-related tokens to the Carrier after re-embarking.

Space
Interstellar space is profoundly empty. However, humanity has a knack of filling our environs with junk of all sorts wherever we spread. And, of course, one can’t mine the profoundly empty void of space for precious metals, so games of A Billion Suns inevitably take place in the most cluttered areas of space.
Dangerous Space

In *A Billion Suns*, any area of “battlefield terrain” is referred to as Dangerous Space. Dangerous space might be clouds of debris, the carcasses of destroyed spaceships, radioactive or super-magnetic dust clouds, the atmospheres of planets, the gravity wells of dwarf stars, and so on.

Moving Through Dangerous Space

If any point on the line of a ship’s movement passes through an area of dangerous space, it’s controller must make an MD6 (damage 1) attack against that ship’s battlegroup at the end of its movement step. If multiple ships in the same battlegroup pass through dangerous space in the same movement step, add the resulting attack dice together and resolve as a single attack.

If a ship remains stationary during its movement phase but ends its movement phase within an area of dangerous space, it still suffers the attack as above.

Unstable Jump Points

In the end phase, any jump point that is within an area of dangerous space is destroyed and removed from play.

Objects

Aside from ships arranged into battlegroups, *A Billion Suns* games also feature a range of other natural and man-made interstellar junk, including asteroids, planetoids, satellites, facilities and various other things represented by counters or miniatures. These are collectively referred to as “objects”.

As you will see later, contracts can require elements to be present in the system to act as objectives.

If an object has a silhouette then it is a valid target for engage orders and attacks.

Stationary objects have no Thrust value and never move.

Objects, including planetoids, do not block ships from moving through or across them.

When objects are attacked, they will receive a number of saving throws based on their Shield value, but may never be given a “Power To Shields” command.
Asteroids

During system setup, deploy asteroids in play anywhere on the board that is not touching another object. An asteroid should be represented on the tabletop by a miniature or counter roughly 1” to 3” in diameter. If multiple contracts make reference to asteroids, deploy one set of asteroids and use that same set for all related contracts.

During play, an asteroid is a stationary object with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Asteroid</td>
<td>2</td>
<td>-</td>
<td>9</td>
<td>0</td>
</tr>
</tbody>
</table>

The entire area covered by an Asteroid’s counter or base counts as dangerous space. When measuring to and from asteroids, measure to and from the closest point on that object or its base, rather than the centrepoint.

ComSats

Communication satellites are a critical part of the fabric of human civilisation.

During system setup, place ComSats anywhere in play that is not touching another object. A ComSat should be represented on the tabletop by a miniature or counter roughly 1” to 3” in diameter. If multiple contracts make reference to ComSats, deploy one set of ComSats and use that same set for all related contracts.

During play, a ComSat is a stationary object without a silhouette.

Facilities

From the opalescent health retreats of Jago Spas to the run-down space ports of the Fringe, to the cross-crossing scaffolding of the floating ship construction docks of Proxima B, space is littered with man-made installations. Facilities represent static military, commercial or strategic assets, such space stations, mining facilities, industrial plants, military bases, science research facilities, or similar.

During system setup, place facilities anywhere on the board not touching another object. A facility should be represented on the tabletop by a miniature or counter roughly 1” to 3” in diameter. If multiple contracts make reference to facilities, deploy one set of facilities and use that same set for all related contracts.

During play, a facility is a stationary object with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facility</td>
<td>6/3</td>
<td>-</td>
<td>6</td>
<td>6/2</td>
</tr>
</tbody>
</table>
## Independent Ships

Independent ships are sometimes required by contracts. They begin the game under no CEO’s control.

When an independant ship that is under no CEO’s control attacks or is attacked, another CEO should roll any dice for it, but cannot spend CMD tokens from their command helm for any command effect.

While an independant ship is under a CEO’s control, it is treated in all respects as part of that CEOs fleet.

Independent Ships will usually have an additional type, such as Civilian, Criminal, Lifeboat or other. The contract will indicate what statistics to use. A basic Civilian ship has the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Civilian Ship</td>
<td>8/3</td>
<td>B”</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

## Planetoids

During system setup, place a single planetoid anywhere on the board that is not touching another object or a board edge. A planetoid should be represented on the tabletop by a circular object measuring between 4” and 12” in diameter. If multiple contracts make reference to a planetoid, deploy one planetoid for each contract, and note which planetoid is associated with which contact.

During play, a planetoid is a stationary object without a silhouette. Planetoids do not block ships from moving through or across them. The area covered by a planetoid counts as dangerous space.

When measuring to and from a planetoid, measure to and from the closest point on that object or its base, rather than the centrepoint.

Gravity Well: Jump Points may not be placed less than 10” from a Planetoid. Battlegroups may not jump into a position that is less than 10” from a Planetoid. Battlegroups may not jump hop or jump out if a ship in that battlegroup is less than 10” from a planetoid.
Tokens During Play

Battlegroups can gain tokens from various sources. Unless otherwise noted, battlegroups may carry any number of tokens. Unless otherwise noted, all tokens are discarded when the battlegroup is destroyed.

When measuring to and from a token, measure from the centrepoint of the token, meaning their size is not important.

If a token has a silhouette then it is a valid target for engage orders and attacks.

<NOTE> Should you require a stack of multiple tokens for any reason, and their position isn’t important, such as when tracking damage or during the Supply Contract, you can consider using a dice to track the number of tokens.

Contracts

The galaxy is a vast and varied place, with an endless number of opportunities to exploit and new systems to claim. In the constant struggle for resources and territory, planetary systems regularly play host to tense military engagements and fire-fights among the industrial and commercial activities.

During a game of A Billion Suns, CEOs must battle to complete the active contracts faster and better than their rivals to earn the revenue needed to walk away from the engagement in profit. Each contract provides one or more objectives for the game, and a way of earning credits.

When setting up a game of A Billion Suns, you will need a pack of standard playing cards, (perhaps with an attractive science-fiction design), to generate the contracts and score them during play.

Contract Sets

This rulebook contains one contract set – the Core Systems Contract set – which represents the common types of activities and conflicts that CEO will find themselves involved in. More contract sets can be downloaded for free from the official A Billion Suns website, opening up opportunities to explore the fringes of the galaxy, or engage in all-out war.
Contract Suits
Each contract has an associated suit. The suit of the contract determines the construction of its contract deck, used for scoring during play.

Contract Decks
Each contract will have an associated Contract Deck, which is a small deck of playing cards that is used to score the contract during the game.

Each contract deck is constructed in a specific way, depending on the suit of the contract.

In the contract decks Aces count as 1.

Each contract deck also has an associated discard pile.

Building a Contract Deck
Before the start of the game, the CEOs must set up one contract deck for each active contract.

To build the contract decks, first separate a deck of playing cards into suits and then take the lowest 5 cards from the contract’s suit. Set aside any higher cards: they won’t be used.

The construction of each contract deck depends on its suit:

- **Spades**: The ♠️ contract deck is assembled from the lowest 5 cards in this suit, arranged in ascending order. This contract deck is set up face up (with the lowest card on the top of the deck and first to be scored).
- **Hearts**: The ♥️ contract deck is assembled from the lowest 5 cards in this suit, arranged in descending order. This contract deck is set up face up (with the highest card on the top of the deck and first to be scored).
- **Clubs**: The ♣️ contract deck is assembled by shuffling together the lowest 5 cards in this suit. This contract deck is set up face down.
- **Diamonds**: The ♠️ contract deck is assembled by shuffling together the lowest 5 cards in this suit. This contract deck is set up face down.

Drawing a card
When a contract requires that a CEO “draw a card”, that CEO must take the top-most card from the appropriate contract deck and keep it secret from the other CEOs.
Discarding a card

When a contract requires that a CEO “discard a card”, that card should be placed face up into the discard pile for that contract deck.

Revealing a card

When a contract requires that a CEO “reveal a card”, that CEO may do either of the following:

- Reveal the top card of the correct contract deck; or,
- Reveal a card from their hand of the correct suit (if the contract provides a way to draw cards).

If there are no cards left in the contract deck, the CEO may additionally choose to:

- Nominate another CEO who has one of more cards in their hand to reveal one of their cards of the correct suit (chosen by the nominated CEO).

After being revealed, the revealed card must be discarded.

<NOTE> Many contracts do not require the revealing of a card.

Revenue

Each contract provides a mechanism for CEOs to gain Credits. The Credits gained from contracts is known as Revenue.

Depending on the suit of the contract, the revenue may be known before it is gained, or it may be randomly determined at the point at which it is awarded.

The revenue gained from any given contract card is calculated by multiplying the face value of the scored card by the number of CEOs in the game. For example, if there are two CEOs playing the game, the 2 of diamonds is worth 4 credits.

Maximum Available Revenue

Given that the scale of the game affects the number of cards in a contract deck, which in turn affects the total of the face values of the cards in that deck, and the revenue is dependant on the number of players, the maximum available revenue in a given game, in terms of credits, is a bit tricky to calculate. Here’s a handy table:

<table>
<thead>
<tr>
<th></th>
<th>Sum of the cards in each contract deck</th>
<th>Maximum revenue available from the three contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Two Players</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>18</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>36</td>
</tr>
<tr>
<td>4</td>
<td>10</td>
<td>60</td>
</tr>
</tbody>
</table>
<NOTE> This table will allow you to figure out how many Credits are up for grabs. This will help you gauge what your rough budget is for this game and avoid overspending on ships that you can’t make you money back on. Bear in mind that a game rarely awards all the available revenue, given that exhausting two contracts triggers the game to end.

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>15</td>
<td>90</td>
<td>135</td>
<td>180</td>
</tr>
<tr>
<td>6</td>
<td>21</td>
<td>126</td>
<td>189</td>
<td>252</td>
</tr>
<tr>
<td>7</td>
<td>28</td>
<td>168</td>
<td>252</td>
<td>336</td>
</tr>
<tr>
<td>8</td>
<td>36</td>
<td>216</td>
<td>324</td>
<td>432</td>
</tr>
<tr>
<td>9</td>
<td>45</td>
<td>270</td>
<td>405</td>
<td>540</td>
</tr>
<tr>
<td>10</td>
<td>55</td>
<td>330</td>
<td>495</td>
<td>660</td>
</tr>
</tbody>
</table>

Exhausting a Contract

At the end of any round, if two contracts or more are exhausted then the game ends. A contract is exhausted when no more points can be scored from it.

A contract may be exhausted because all the points have been scored from it already, or because it is no longer possible for any CEO to score any more points from this contract for any reason.

Setting Up A Game

To set up a game of A Billion Suns, run through the following steps:

1. **Scale:** Agree scale (5) of battle
2. **Generate Contracts**
   a. Choose a Contract Set
   b. Create a Contract Generator deck
   c. Draw cards to generate 3 contracts
   d. Set up the Contract Decks
3. **Set up the system**
   a. Roll-off to determine the System Administrator
   b. Determine the number of tables
   c. Set up tables and objectives
4. **Start Round One**
Agree Scale

Before beginning setup, the CEOs must agree on a scale (5) of battle to play. This must be a whole number between 1 and 10.

Generate Contracts

To set up a game of A Billion Suns, first select a contract set. This rulebook contains one contract set – the Core Systems Contracts – and more contract sets can be downloaded from the official A Billion Suns website.

<NOTE> Be sure to check our website to download more Contract Sets as well as quick reference cards for the contracts.

To randomly generate the contracts that will be active during this game, you will need to build a Contract Generator deck. This is done by shuffling together the twelve picture cards (Jack, Queen, King) from a single pack of playing cards.

Reveal cards from the top of the contract generator deck until you have revealed three cards of different suits. Discard any revealed card that matches the suit of a card that has already been revealed.

These three cards determine the contracts that are active during this game. Refer to the contract generation table for the contract set to see which contracts have been generated. See “Core Systems Contract Generator”, page XX.

Set up Contract Decks

After determining the active contracts, the players must construct a contract deck for each contract that has been generated for the game. See “Building the Contract Decks”, page XX.

System Administrator

During setup, one CEO will take responsibility for setting up the tables and the objectives for the game. Roll-off to determine which CEO is the System Administrator for this game.

Space Junk: If any CEOs tie one or more times during the roll-off to determine the System Administrator, deploy D6 areas of dangerous space roughly 3” across in addition to the required objectives during the “Set up Objectives” step.
Determine the number of tables

A game of A Billion Suns is often played across multiple tables. The contracts that have been generated determine how many tables should be set up.

Check the setup section of each contract. For each contract that states “add one table” the System Administrator should set up, nominate, section off or otherwise establish an additional table for the game to be played across. In this way, the game will be played across between one and four tables.

Setting up an additional table can be a simple as using tape or string to cut your table into sections, or nominating a nearby side-table, counter-top or other flat surface.

Set up Objectives

Check the setup section of each active contract to see if it requires any objectives to be set up prior to play.

The system administrator then places all of the required objectives (asteroids, planetoids, facilities, etc.) into play as they see fit across the tables. The System Administrator must ensure that each table has at least one objective on it.

<NOTE> As each CEO’s jump points are not known until the first Jump Phase, there isn’t any way to set the objectives up for one CEO’s advantage. The System Administrator should focus on setting the objectives up in a way that creates a challenging and interesting game for everyone. Sometimes that could mean spreading them out widely and regularly, sometimes that could mean clumping objectives from a couple of contracts together to create a focal point.

Setup Example

John and Glenn are setting up to play a game of A Billion Suns. First they agree to play a scale 5 game.

They agree that they will play from the “Core Systems” contract set, and John gathers the picture cards from the deck of playing cards they have to hand. Shuffling them, he reveals the Jack of Hearts, meaning their first contract for this game is an Evacuation Contract. He then draws the Jack of Spades, so their second contract is an Infowar Contract. He then draws the King of Hearts, but they already have an active hearts contract so John discards it and draws again. He draws the Queen of Diamonds, and so their final contract for this game is a Mining Contract.
With the active contracts established, John and Glenn roll-off to see who will be the System Administrator. Glenn wins the roll-off.

Checking the contracts, Glenn sees that the Infowar and Mining contracts both add one additional table, for a total of three tables. Glenn and John have a 6 x 4 gaming board they normally play on, made of three 2 x 4 sections, so Glenn pulls them an inch or so apart to create the three tables needed for this game.

Checking the contracts again, Glenn sets up 5 ComSats, 5 Asteroids and 1 Planetoid, making sure that each table has at least one objective on it.

While Glenn is setting up the objectives, John sets up the contract decks. He gathers the Ace, two, three, four and five of Hearts, and arranges them into a face up pile from highest to lowest, so that the five is on top. He then gathers the Ace, two, three, four and five of Spades, and arranges them into a face up pile from lowest to highest, so the Ace is on top. Finally, he shuffles together then Ace, two, three, four and five of Diamonds and pops that face down as the third contract deck.

The game is now set up, and round one begins.

Core Systems Contracts

The hundred or so systems in closest proximity to Old Mother Mars, known as the Core System, are a hive of industrial and commercial activity. Although many of the worlds have been populated for 500 years of more, there are still vast mineral caches to be exploited, and endless opportunities for disruption by enterprising and aggressive new entrepreneurs.

Core Systems Contract Generator

When generating contracts for a “Core Systems” game, refer to the following table:

<table>
<thead>
<tr>
<th>Card</th>
<th>Contract</th>
</tr>
</thead>
<tbody>
<tr>
<td>♣J</td>
<td>Infowar Contract</td>
</tr>
<tr>
<td>♣Q</td>
<td>Patrol Contract</td>
</tr>
<tr>
<td>♣K</td>
<td>Demolition Contract</td>
</tr>
<tr>
<td>□J</td>
<td>Evacuation Contract</td>
</tr>
<tr>
<td>□Q</td>
<td>Supply Contract</td>
</tr>
<tr>
<td>□K</td>
<td>Quarantine Contract</td>
</tr>
<tr>
<td>□J</td>
<td>Industrial Espionage Contract</td>
</tr>
<tr>
<td>Card</td>
<td>Contract Type</td>
</tr>
<tr>
<td>------</td>
<td>-------------------------</td>
</tr>
<tr>
<td>Q♣</td>
<td>Rhaxis Harvesting Contract</td>
</tr>
<tr>
<td>K♦</td>
<td>Counter-Intelligence Contract</td>
</tr>
<tr>
<td>J♦</td>
<td>Shipping Contract</td>
</tr>
<tr>
<td>Q♦</td>
<td>Mining Contract</td>
</tr>
<tr>
<td>K♦</td>
<td>Whaling Contract</td>
</tr>
</tbody>
</table>
Infowar Contract (J♦)

*Perception is reality. War is information.*

**Setup:** Create a ♦ Contract Deck. Add one table. Set up 5 ComSats.

**System Override:** Each ComSat may be hacked. To hack a ComSat, a battlegroup must scan the ComSat. If a CEO hacks a ComSat, that ComSat ceases to be hacked by any other CEO.

**Revenue:** From **Round Two** onwards, in the end phase, the CEO with the most ComSats hacked (roll-off if tied) scores one of their hacked ComSats, and then that ComSat ceases to be hacked. Then, if any CEO still has any ComSats hacked, the CEO with the most ComSats now hacked (roll-off again if tied) scores one of their hacked ComSats, and then that ComSat ceases to be hacked. Repeat until there are no hacked ComSats.

When a hacked ComSat is scored, the scoring CEO gains the revenue from the top card of the ♦ Contract Deck, then discards that card.

Patrol Contract (Q♠)

*Our shipping operations in this system have reported above-average incidents of inventory errata. Dispatch auditors to investigate and contain.*

**Setup:** Create a ♠ Contract Deck. Set aside 5 Suspicious Ships. Set up two “public” jump points, which must be set up on the same table.

Suspicious ships are independent ships with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suspicious Ship</td>
<td>♠3</td>
<td>8&quot;</td>
<td>♠3</td>
<td>0</td>
</tr>
</tbody>
</table>

Public jump points are only considered friendly jump points by independent ships. Public jump point cannot be damaged in any way.

**Flotilla:** At the start of the Tactical Phase, if the total number of Suspicious Ships and Criminal Ships in play is fewer than 5, CEOs take turns (starting with the CEO with Initiative) to place Suspicious Ships until there are 5 in play. Each must be placed within jump range of a randomly selected public jump point.

**Cargo Audit:** When a battlegroup scans a suspicious ship: its controller rolls a number of D3 equal to the number of ships in the scanning battlegroup within scan range. Roll one bonus dice for each Recon Wing in the scanning battlegroup within scan range.
If the CEO rolls one or more results equal to or under the current Round number: the Suspicious ship immediately becomes a Criminal ship. Criminal ships are independent ships with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Criminal Ship</td>
<td>@/3</td>
<td>12”</td>
<td>@</td>
<td>@/2</td>
</tr>
<tr>
<td>Aux</td>
<td>Range</td>
<td>Dice</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blasters</td>
<td>0” - 6”</td>
<td>2D6</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

Shipping Lanes: At the end of the Tactical Phase, CEOs take turns (starting with the CEO with Initiative) to activate a single suspicious or criminal ship, until all have activated. When activated, the suspicious or criminal ship must end its activation as close as possible to the public jump point that it did not arrive from.

If a suspicious or criminal ship ends its movement within jump range of any jump point, it jumps out at the end of its activation.

**Bad Publicity:** If a CEO destroys a Suspicious ship, that CEO immediately loses 5 credits.

**Revenue:** When a battlegroup destroys a criminal ship, the controller of that battlegroup gains the revenue from the top card of the ♠ Contract Deck, and then that card is discarded.

**Demolition Contract (K♠)**

*These aging facilities are sanctioned for demolition. Disregard any counter-instructions from the facilities themselves, their AIs are known to be compromised.*

**Setup:** Create a ♠ Contract Deck. Add one table. Set up 5 Facilities. Each facility begins the game with an “AI Core” token. All facilities count as Mass 3, regardless of the scale of the game.

**Expunge:** Any battlegroup may scan the facility to delete the AI Core: remove the “AI Core” token from the facility.

**Upload.self:** At the end of **Round Two**, remove all “AI Core” tokens from play.

**Critical Systems Failure:** At the end of **Round Three**, all remaining facilities explode.

**Revenue:** When a facility is destroyed, the CEO that destroyed it gains the revenue from the top card of the ♠ Contract Deck, and then that card is discarded.

If the facility had an “AI Core” token on it when it was destroyed, the CEO gains only half the revenue (rounding up) instead, and the facility explodes.
Evacuation Contract (J♥)

This scientific installation has issued a priority Mayday. Liferafts are scheduled to launch within the hour. Section 207 is applicable. Perfect opportunity to scoop up some top talent.

Setup: Create a ♥ Contract Deck. Set up 1 ♥ Planetoid. Set aside ⑥ Lifeboats. These lifeboats are independent ships with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lifeboat</td>
<td>1</td>
<td>4”</td>
<td>⑥</td>
<td>0</td>
</tr>
</tbody>
</table>

Lifeboats: At the end of Round 1, beginning with the CEO with Initiative, CEOs take turns placing the set aside lifeboats into contact with the outer edge of the ♥ Planetoid.

At the end of Round Two, any lifeboat that is not under a CEO’s control moves 4” directly away from the centrepoint of the ♥ Planetoid.

At the end of Round Three, all lifeboats are removed from play.

Recruitment: If a ship scans a lifeboat, and there are no enemy ships within 3” of the civilian ship, the controller of the scanning battlegroup may take control of the lifeboat. The civilian ship is activated as if it were a ship under this CEO’s control from this point onwards.

Bad Publicity: If a CEO destroys a lifeboat, that CEO immediately loses 5 credits.

Revenue: If a lifeboat under a CEO’s control is successfully jumped out, its controller gains the revenue from the top card of the ♥ Contract Deck, and then that card is discarded.

Supply Contract (Q♥)

This nascent colony world is on the brink of starvation. This means they are prepared to pay significantly over the odds for their essentials.


Docking: When a utility ship battlegroup without a “Docked” token scans the ♥ planetoid, the controller of the scanning battlegroup places a “Docked” token on that battlegroup. A battlegroup with a docked token may not move. A battlegroup with a docked token may discard that token at the start of its activation.

Supply: When a utility ship battlegroup with a “Docked” token scans the ♥ planetoid, each ship in the scanning battlegroup that is within scan range of the planetoid may place ♦ friendly “supply” tokens onto the scanned planetoid.
Closed Markets: At the end of Round Three, discard any cards remaining in the ♥ Contract Deck.

Revenue: In the End Phase, the CEO with the greatest number of friendly supply tokens on the ♥ planetoid (roll-off if tied) may choose which CEO has the first opportunity to score this contract. CEOs then take turns in a clockwise direction to score this contact.

To score this contract a CEO must discard a number of friendly “supply” tokens from the planetoid equal to the face value of the top card of the ♥ Contract Deck to gain the revenue from that card. Then that card is discarded.

This process is repeated until all CEOs have fewer friendly supply tokens on the ♥ planetoid than the value of the top ♥ card. A CEO may score this contract more than once in a single round but must allow each other CEO the opportunity to score it before getting another opportunity to score it.

Quarantine Contract (K♥)

Its source is not yet clear, but this outbreak is rapidly turning into an epidemic and it must be contained. Plus, it never hurts to get the company branding on the GNN news streams, doing something heroic.

Setup: Create a ♥ Contract Deck. Add one table. Set up ★ Facilities, which all begin the game infected.

Virulent Strain: At the end of Round Three, discard all remaining cards from the ♥ Contract Deck.

Emergency Medical Team: When a Utility ship battlegroup scans an infected facility, place a “Medical Team” token on that facility.

Contagion: When a battlegroup scans an infected facility, the scanning battlegroup immediately suffers a 2D6 (damage 1) passive attack.

<NOTE> Because the passive attack from the “Contagion” effect happens at the same time as any medical team placement or collection, the active CEO may choose in which order to resolve the effects. See “Simultaneous Effects”, page XX.

Revenue: When a Utility ship battlegroup scans an infected facility with a friendly “Medical Team” token on, the controller of the scanning battlegroup may discard that friendly “Medical Team” token from the infected facility to gain the revenue from the top card of the ♥ Contract Deck, and that top card is discarded. That facility is no longer infected.
Industrial Espionage Contract (J♠)

Our intelligence has a highly restricted sample of the near-extinct Midirian Blow-crab, from which MediCap’s EverYears anti-ageing drug is synthesised, in transit in this system. Secure it by any means necessary.

Setup: Create a ♠ Contract Deck. Add one table. Place 5 Container Ships anywhere in play.

Container ships are independent Civilian ships with the statistics given in the quick reference table on page XX.

Escort: A Container ship is controlled by a CEO if that CEO has the greatest number of ships within scan range of the container ship.

Bad Publicity: If a CEO destroys a Container ship, that CEO immediately loses 5 credits.

Specimen: At the start of the game, the Ace of ♠ is the “Specimen”. If the ace has been scored and removed from the game, the lowest remaining ♠ card then becomes the “Specimen”.

Automated Security Protocol: At the end of Round Two, discard any cards remaining in the ♠ Contract Deck, then place the “Specimen” on top of the ♠ Contract Deck.

Revenue: In the end phase, each CEO draws a number of cards from the ♠ Contract Deck equal to the round number, if they control one or more Container ships. CEOs draw their cards in a clockwise order, starting with a CEO chosen by the CEO controlling the most Container ships (roll-off if tied). CEOs each reveal all their own cards at once.

If a CEO does not reveals the “Specimen”, all revealed cards are discarded.

<NOTE> Drawn cards are not shuffled back in, so the chance of finding the ace increases with each draw.

If the CEO reveals the “Specimen”, it is discarded and then the CEO gains the revenue from all the ♠ cards in this contract’s discard pile drawn, then remove all the scored ♠ cards from the game.
Rhesis Harvesting Contract (Q♠)

In the centre of a Harrington-Felzeman Rhesis is a highly excited core of exotic matter with negative mass. It forces a bubble of agitated space-time to form around it. The antimatter pearl at the heart of the rhesis is the key to the μ-fold toroid generator, which powers civilisation and μ-jump engines alike.

Setup: Create a ♠ Contract Deck. Set up a Rhesis Pearl anywhere in the play area.
The Rhesis Pearl should be represented on the tabletop by a small token or gaming gem. The Rhesis Pearl is a stationary object with no silhouette.

Rhesis Storm: The area within 6” of the Rhesis Pearl is the Harrington-Feldman Rhesis, also known as the “Rhesis Storm”, and counts as dangerous space.

![Fig 1. Harrington-Feldman Rhesis](image)

Magnetic Containment: When a Utility Ship battlegroup scans the Rhesis Pearl, each ship in the scanning battlegroup that is within scan range of the Rhesis Pearl may place ♠ friendly “Mag Lock” tokens onto the Rhesis Pearl.

At the end of the round, discard all “Mag Lock” tokens from the Rhesis Pearl.

Catalyst: At the start of the game, the Ace of ♠ is the “Catalyst”. If the ace has been scored and removed from the game, the lowest remaining ♠ card then becomes the “Catalyst”.

Unstable: At the end of Round Two, discard any cards remaining in the ♠ Contract Deck, then place the “Catalyst” on top of the ♠ Contract Deck.

Revenue: In the end phase, starting with a CEO chosen by the CEO with the most friendly “Mag Lock” tokens on the Rhesis Pearl (roll-off if tied), CEOs that have one or more “Mag Lock” tokens on the Rhesis Pearl take turns in a clockwise order to reveal a single card from the ♠ Contract Deck until 5 or 3 cards have been revealed.
If the revealed card is the “Catalyst”, it is discarded and then the CEO gains the revenue from all the ♣ cards in this contract’s discard pile drawn, then remove all the scored ♣ cards from the game.

If the revealed card is not the “Catalyst”, the revealed card is discarded.

**Counter-Intelligence Contract (K♣)**

*These individuals are carrying extremely sensitive and valuable data. They must not be allowed to slip the net.*

**Setup:** Create a ♣ Contract Deck. Set up 5 Facilities.

**Spy:** In the end phase, check each facility. The CEO with the greatest combined ♦ of non-utility ships (count each ship separately, roll-off if tied) within 3” of that facility secretly draws the top card of the ♣ Contract Deck into their hand and then places a “Captured Spy” token on any friendly battlegroup within 3” of the facility.

**Slip The Net:** At the end of **Round Two**, discard any cards remaining in the ♣ Contract Deck.

**Trail Gone Cold:** At the end of **Round Three**, discard all unscored ♣ cards, regardless of their location.

**Revenue:** When a battlegroup carrying a “Captured Spy” token jumps out, its controller may reveal a ♣ card to gain the revenue from the revealed card.

**Shipping Contract (J♣)**

*Even with advanced nano-replication technology, there remains an unceasing appetite for beautiful natural objects. Whether solid Alatric oak desks, quizzanck feather coats, or hand-made boots of impervious buffulark leather, the demand for traditionally manufactured status-symbols remains constant among the wealthy.*

**Set up:** Create a ♣ Contract Deck. Set up 1 ♣ Planetoid.

**Cargo:** When a utility ship battlegroup scans the ♣ Planetoid, the controller of the scanning battlegroup draws the top card of the ♣ Contract Deck, and then may place a number of “Cargo” tokens on the battlegroup equal to the combined ♦ of the ships in the battlegroup.

<NOTE> A battlegroup with “Cargo” tokens does not have to discard tokens when ships in the battlegroup are destroyed. In order to keep things tense, the final ship in the battlegroup can still carry all the tokens that the whole battlegroup collected.

*Battlegroups can carry any number of cargo tokens.*
Revenue: When a Utility Ship scans a friendly jump point or jumps out, its controller may reveal a ♠ card.

If the revealed card’s face value is equal to or less than the number of “Cargo” tokens on the scanning battlegroup then the controlling CEO may gain the revenue from the revealed card. The controller must then discard a number of “Cargo” tokens from the scanning battlegroup equal to the face value of the revealed card.

If the revealed card’s face value is greater than the number of “Cargo” tokens on the scanning battlegroup, then return the revealed card to wherever it was revealed from.

**Mining Contract (Q♠)**

*This ore-rich belt is a valuable source of hydrated aluminium, magnesium silicates, and gold.*

**Setup:** Create a ♠ Contract Deck. Add one table. Set up § Asteroids.

**Appraisal:** When a CEO scans a given asteroid for the first time in a game, the controller of the scanning battlegroup draws the top card of the ♠ Contract Deck.

**Blasting Charges:** If an asteroid is destroyed, before removing the asteroid, the CEO that destroyed it reveals a ♠ card and places a number of “Ore” tokens equal to the face value of the revealed card into play in contact with the asteroid, then removes the asteroid.

**Precious Metals:** When a Utility Ship battlegroup scans an Ore token, they may collect up to 2♠ Ore tokens within scan range of the Utility Ship. Place collected Ore tokens on the ship. Ships may not collect more tokens than they can carry.

Utility Ships may carry up to 2♠ Ore tokens.

**Revenue:** When a Utility Ship battlegroup scans a friendly jump point or jumps out, its controller may discard all the Ore tokens on ships in that battlegroup to gain revenue as if they had revealed the Ace of ♠ for each Ore token discarded in this manner.
Whaling Contract (K♦)

The Escaldian Mega-Squid is a near-priceless delicacy, but fishing for it is a deadly business.

Setup: Create a ♦ Contract Deck. Add one table. Place 5 Space Kraken anywhere in play.

Space Kraken are independent ships with the following statistics:

<table>
<thead>
<tr>
<th>Object</th>
<th>Mass</th>
<th>Move</th>
<th>Silhouette</th>
<th>Shields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space Kraken</td>
<td>8/3</td>
<td>9&quot;</td>
<td>8</td>
<td>6/2</td>
</tr>
<tr>
<td>Primary Range</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mouth Parts</td>
<td>0&quot; - 3&quot;</td>
<td>(8/2)D10</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Aux Range</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tentacles</td>
<td>0&quot; - 3&quot;</td>
<td>8D6</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Instinctual: At the end of the Tactical Phase, each Space Kraken activates and does the following:

1. The Space Kraken must select the ship with the highest cost within 12", or the closest ship, if none is within 12". If there is a tie, determine randomly.
2. It must then move directly towards that ship, ending as close as possible to it.
3. It then suffers any Passive Attacks
4. It must then attack that ship’s battlegroup

Appraise Quarry: When a Space Kraken is scanned the controller of the scanning battlegroup draws the top card of the ♦ Contract Deck.

Whaling: If a Space Kraken is destroyed, before removing the Space Kraken, the CEO first places a “Kraken Heart” token within 2” of the Space Kraken, then removes the Space Kraken.

When a Utility Ship battlegroup scans a kraken heart token, its controller may collect up to ♦ kraken heart tokens within scan range of the battlegroup. Place collected tokens onto ships in the battlegroup. Ships may not collect more tokens than they can carry.

Utility Ships may carry up to ♦ Kraken Heart tokens.

Revenue: When a Utility Ship battlegroup scans a friendly jump point or jumps out, its controller may reveal one ♦ card for each Kraken Heart token carried by the battlegroup to gain the revenue from the revealed card.

Then the CEO discards all the Kraken Heart tokens on ships in that battlegroup.
Designing Your Own Corporation

A Billion Suns does not aim to provide a set of “factions” to cover the vast variety of human enterprises competing for ownership of the galaxy. Instead, you are invited to invent your own corporation and select from a “tech tree” of competitive advantages to create a unique fleet.

If you are playing a campaign, you can also improve your corporation over the course of multiple games.

Competitive Advantages

Campaigns
<table>
<thead>
<tr>
<th>Ship Class</th>
<th>Cost</th>
<th>Mass</th>
<th>Thrust</th>
<th>Object</th>
<th>Shields</th>
<th>Dice</th>
<th>Range</th>
<th>Auxiliary Weapon Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recon Wing</td>
<td>1</td>
<td>0</td>
<td>10'</td>
<td>Asteroid</td>
<td>0</td>
<td></td>
<td></td>
<td>Light Blasters</td>
</tr>
<tr>
<td>Fighter Wing</td>
<td>2</td>
<td>0</td>
<td>6'</td>
<td>Civilian Ship</td>
<td>0</td>
<td></td>
<td></td>
<td>Light Blasters</td>
</tr>
<tr>
<td>Bomber Wing</td>
<td>3</td>
<td>3</td>
<td>4'</td>
<td>Criminal Ship</td>
<td>0</td>
<td></td>
<td></td>
<td>Light Blasters</td>
</tr>
<tr>
<td>Light Utility Ship</td>
<td>1</td>
<td>1</td>
<td>6'</td>
<td>Facility</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Gunship</td>
<td>3</td>
<td>1</td>
<td>6'</td>
<td>Lifeboat</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Corvette</td>
<td>5</td>
<td>0</td>
<td>6'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Monitor</td>
<td>10</td>
<td>0</td>
<td>3'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Frigate</td>
<td>7</td>
<td>2</td>
<td>4'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Destroyer</td>
<td>12</td>
<td>0</td>
<td>3'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Cruiser</td>
<td>15</td>
<td>3</td>
<td>3'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
<tr>
<td>Battleship</td>
<td>40</td>
<td>0</td>
<td>2'</td>
<td>Jump Point</td>
<td>0</td>
<td></td>
<td></td>
<td>Auto Blasters</td>
</tr>
</tbody>
</table>

The Mining Laser may only target stationary objects.
**ORDERS**

**1. COMMAND PHASE**
1. Assign 3+3 CMD tokens to helm
2. Reveal helms
3. Roll-off to determine Initiative

**2. JUMP PHASE**
CEO with initiative selects first CEO to jump. Take turns clockwise.

- **Operational Limits:** May not have more than 3 utility ships in play.
- **Max Battlegroup Size:** 5 ships / wings.
- **Jump Range:** 6” - 10”
- **Jump Shock:** Range 10”, @D6 (damage 1) attacks.
- **Planetoids:** May not jump in or place jump points within 10”.

**3. TACTICAL PHASE**
CEO with initiative selects first CEO to activate. Take turns clockwise to activate a battlegroup until all battlegroups have activated once.

1. **Issue Orders Step:** Choose one order for the battlegroup.
2. **Movement Step:** Pivot any amount, then move up to Thrust.
3. **Passive Attacks Step:** Enemies attack with Auxiliary weapons
4. **Jump Out Step:** May jump out if all within jump range of jump point.
5. **Active Attacks Step:** Attack with any weapons.
6. **Scan Step:** Scan a single object or ship within scan range (3”)

**ATTACKING**
Declare targets, then resolve all attacks against each target before next:
1. Attacker gathers and rolls attack dice, re-rolling if engaged
2. Discard attack dice that didn’t roll equal or under target’s silhouette
3. Discard attack dice that rolled duds, apply critical malfunctions
4. Add 1 bonus hit (an extra dice to save) for each critical hit
5. Target rolls saving throws
6. Each saving throw equal to or under Shields value cancels a hit
7. Calculate total damage from unsaved hits
8. Assign damage tokens to target battlegroup
9. Check for explosions (if equal to or under @, the ship explodes)
10. Remove destroyed ships

**Abillion Suns**

**ROUND STRUCTURE**
1. Command Phase 3. Activation Phase
2. Jump Phase 4. End Phase

**ET CETERA**

- **Roll Off:** D12, lowest wins
- **Rounding:** Always round up
- **CMD Tokens:** 3+3 each round
- **Jump Range:** 6” - 10”
- **Jump Shock:** Range 10”, @D6
- **Jump Hop:** Start or end of movement step
- **Easy Target:** Moved under ½ thrust
- **Dangerous Space:** @D6 attacks at end of movement step.

- **Go Rogue:** Suffer 1 damage to activate a Tactical command effect.
- **Scan Range:** 3”
- **Mother’s Wing:** @
- **Explosion Check:** Equal or under @
- **Explosion:** Range 10”, @D6
- **Systems Critical:** If > @ damage tokens, duds damage attacker.
**Tactical**

CMD tokens assigned to Tactical may be spent on any Tactical command effect.

**Combined Orders:** At the start of any activation, spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within +3° of any ship in the active battlegroup to activate them at the same time as the active battlegroup. The combined ° of the ships in all the selected battlegroups must be no more than the combined ° of the ships in the active battlegroup.

**Power To Engines:** Once, at the start of a friendly battlegroup’s movement step, spend a CMD token from Tactical to double this battlegroup’s Thrust value for the rest of its activation.

**Power To Weapon Systems:** Before rolling to attack with a friendly battlegroup, spend up to m CMD tokens from Tactical to subtract one from the result of every attack dice of one type in the attack pool, to a minimum of one, for each CMD token spent, for this attack only. This means that higher dice results can cause critical hits.

**Power To Shields:** If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled, spend up to m CMD tokens from Tactical to add +1 to the battlegroup’s Shields value for each CMD token spent, for this attack only.

**Executive Override:** At any time during the Activation Phase, spend a CMD token from Tactical to re-roll a single die of any type.

---

**Seize Initiative**

Before rolling for initiative during the Command Phase, CEOs may spend one of more CMD tokens from Seize Initiative to change the type of dice they roll during the roll-off to determine initiative:

<table>
<thead>
<tr>
<th>CMD Tokens in Seize Initiative</th>
<th>Roll-Off Dice Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D10</td>
</tr>
<tr>
<td>2</td>
<td>D8</td>
</tr>
<tr>
<td>3</td>
<td>D6</td>
</tr>
<tr>
<td>4+</td>
<td>D3</td>
</tr>
</tbody>
</table>

---

**Jump In**

During the Jump Step, spend a CMD token from Jump In to deploy a jump point, deploy a single battlegroup, or pass.

<table>
<thead>
<tr>
<th>CMD Tokens in Seize Initiative</th>
<th>Roll-Off Dice Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D10</td>
</tr>
<tr>
<td>2</td>
<td>D8</td>
</tr>
<tr>
<td>3</td>
<td>D6</td>
</tr>
<tr>
<td>4+</td>
<td>D3</td>
</tr>
</tbody>
</table>

---

**Executive Override:** At any time during the Activation Phase, spend a CMD token from Tactical to re-roll a single die of any type.