

DARKMATTER ARMADA



RULES VERSION 3.1 – UPDATED 08/11/24

Prologue

Simon Callahan sat back in his chair, watching various indicator lights go from red to green. He was getting really nervous now, with the test almost ready to go. First-Fire tests always stretched his nerves to the limit. The three admirals standing behind him did not help things either. *As if I need three more 'advisors' to remind me that things are not going according to plan,* he thought to himself. Ever since his promotion to Director of the Federation Academy of Science, anxiety had become a close friend. What really surprised him was the fact that he was still in charge. One hundred and seven million credits over budget. Forty-three change orders to the project scope. Nine months behind schedule. Still, the project was moving forward. Performance modeling of this new railgun design showed favorable theoretical improvements. But so far, he had little to show in practical results. He tried to push the doubts to the back of his mind as the final light went green.

"Ready to fire, sir" announced the technician. Looking out the window, he could see something written on the side of the prototype. Painted in big white letters on the forward housing, some enterprising engineer had christened this prototype 'Vera'. Simon did manage a smile at that little inside joke. He wondered how many might get the reference.

"Very well, lieutenant...let's see what she can do. Commence firing." Simon stood and took a step over to the window to watch, hoping that this first live-fire test wouldn't be the start of more headaches for him and his team.

A warning buzzer sounded and 'Vera' flashed five times, each shot spreading out across a 45-degree arc of fire. Five seconds to the first target, 9 seconds to the last. For Simon, it seemed to take days.

Finally, a technician broke the silence in the control room. "Sir...we, ah, have a problem. We've lost downrange telemetry on the targets. No signal." Simon looked over to see a young technician frowning at his display. Reach beyond

"Which ones?"

"All of them."

Depressed, Simon nodded and went over to the console. "So much for any chance of success," he muttered under his breath. Without the data from the test targets, they might as well have skipped the test altogether. "Okay, send over a camBot, let's see what happened." The technician toggled a switch, and the view from the remote camera came on the screen. Simon frowned, now aware the admirals had followed him over to see for themselves. The image from the camBot settled in on the face of target #3, and it took Simon a few moments to figure out what he was looking at.

A series of small twinkling lights filled the screen. At first it looked like static, and then he realized...he was looking at the stars *through* a gaping hole in the target unit.

The camBot circled around to the back and confirmed it. There was a jagged hole completely through the target. Thirty-eight inches of duraMax armor, punctured as if it were paper. The round had gone all the way through; there was no telling where it was now. The Type IX never came close to that, even by overclocking the driver coils past safe limits. Simon turned around, the smile on his face matched by the expressions of surprise and approval showing on the General Staff officers. He was feeling much better now. "A successful test makes up for a lot", Simon thought to himself.

In less than a year, 'Vera' would have her first deployment in the fleet. Just in time, too...



DARKMATTER ARMADA

Game Overview

Darkmatter Armada is a game of ship-to-ship combat set in the far future. The exotic properties of dark matter allow for interstellar travel, and as a result it is the most valuable commodity in the universe. As an Admiral of the Fleet, you command squadrons of battleships and destroyers on galactic campaigns to secure this resource for the empire.

Play begins with players selecting ships based on cost and capabilities to form a fleet. These fleets meet in battlefields generated randomly, or in predefined scenarios. Players alternate turns moving and positioning squadrons of ships to bring the maximum amount of firepower down on the enemy fleet. Victory is determined by deploying beacons to capture strategic zones, scoring points for *Destroyed* ships, or in scenario specific conditions.



The DNS Reprisal, a Dreadnought class ship, begins its shakedown cruise.

Calibration of the railgun batteries are underway with help from several specialized escorts.

Special Thanks to the following:

- **Miriam Mar for general feedback, concepts, and playtesting.**
- **Dave Seely for playtesting, skirmish rules, and running convention events.**
- **Stuart Gaston for development of the movement methodology and beacon rules.**
- **Chad Meyer, Alan Monson, and Shawn Scheuerman for playtesting time.**

Feedback and suggestions are welcome. Please email Admiral@DarkmatterArmada.com with your comments and questions. Visit www.DarkmatterArmada.com for more information about the various races and locations in game.



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1.0 GAME BASICS

1.1 Units in the Game

There are two basic units in the game: ships and fighter tokens. Ship models represent individual spacecraft, and fighter tokens represent squadrons of 25 short range fighter spacecraft. Any scale of ships can be used, but the same scale of ship should be consistent across all miniatures. Ships and fighter tokens do not need to share the same scale.

1.2 Dice

Darkmatter Armada uses a variety of polyhedral dice. This includes dice with 4, 6, 8, 10, 12, 14, and 16 sides for attack and defense rolls, and a 20-sided die for determining critical hits and turn initiative. In the rules, the number of sides on a die has a 'd' prefix; for example, d20 would indicate a 20-sided die.

1.2.1 Increase or Reduce Dice Steps

Certain rules may call for increasing or reducing the 'step' of a die. When adding a 'step' to a die, this means to roll a die with the next higher number of sides. For example, increasing the 'step' of a d8 would result in a d10 being rolled. Reducing a 'step' means a die with the next lower number of sides is used. A d6 that is reduced one step would be a d4.

A d4 cannot be reduced, and a d16 cannot be increased.

1.2.2 Exploding Dice

Each time an attack die is rolled, if the result is a 1, roll another die of the same type. Add all the rolls together for the final result.

Boarding Assaults, Fighter Squadron Dogfights, and Critical Hit Rolls do not use exploding dice to determine results.

1.3 Flight Stands

The standard flight stand has two components: a base and a post. The base should be clearly marked to corner to define the forward, aft, starboard (right) and port (left) quadrants. Fighter tokens do not have a facing and may use any design of base or post.

1.4 Taking Measurements

All measurements are given in inches. Substitute feet for inches if you want a *really* large game.

1.4.1 Measurements: Terrain

When taking a measurement involving a piece of terrain, measure from the closest edge of the terrain to the post on the ship flight base, or to the closest edge of the fighter token.

1.4.2 Measurements: Ships and Tokens

When taking a measurement between ships, measure between posts on the bases. If a ship has more than one post, measure to the closest post. If a ship or model does not have a post, use the center of the ship. When taking a measurement to or from a fighter token, measure from the post on the ship base to the edge of the fighter token.

1.5 Scoring

Every ship has a point value based on the total cost of all options included on the ship. *Destroying* a ship scores an amount of points equal to this cost. If a ship makes a Hyperspace escape (retreating from the game), it scores half points for the opposition. However, making an *Emergency Hyperspace Jump* (see page 33) scores full points for the opposing side.

1.6 Victory Conditions

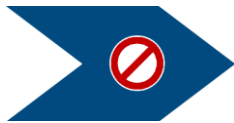
Victory conditions are determined based on the scenario in play. This may include taking control of certain areas on the map, scoring points by making a rendezvous with other units, or by destroying enemy ships.



1.7 Tokens and Markers

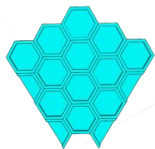
The following tokens and markers are used in the game:

1.7.1 Activation Markers



An Activation Marker is used to show that a squadron has activated in the current round.

1.7.2 Arc Shield Marker



Some ships are equipped with a shield generator, which projects an impenetrable barrier to one quadrant of the ship. An Arc Shield marker is used to show the protected quadrant.

1.7.3 Disorder Marker



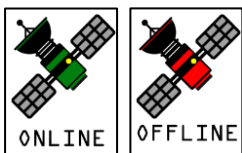
A ship with *Disorder* markers aboard represents the chaos on-board a vessel with crews rushing to shore up structural faults, contain fires, and generally deal with the chaos of battle. Some maneuvers or ship operations result in *Disorder*, as the crew are forced to react to more stressful situations.

1.7.4 Comms Down Marker



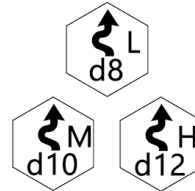
A ship with this marker cannot make *Coordinated Fire* attacks with other ships. It is removed at the end of the ship's activation.

1.7.5 Hyperspace Beacon Marker



Hyperspace Beacons are used as an aid to navigation, surveillance on enemy installations, and to enhance communications networks. The Beacon marker has an online and offline side to show its operational status. See section 4.0 *Hyperspace Beacons* for more information.

1.7.6 Evasive Action Marker



A ship with an *Evasive Action* marker increases its defensive posture, gaining a bonus defense die based on its current speed. The ship skips its next *Combat Segment* unless it also takes a *Disorder* marker.

1.7.7 Signal Interference Marker



A ship with this marker reduces the **DEF** result by the number shown when making defensive intercepts. A ship can only have one of these markers at a time. See also section 8.1.1 - Signal Interference Markers

1.7.8 Fighter Squadron Tokens



Some ships can launch fighter spacecraft to provide extra offensive and defensive options. Each fighter squadron is represented by a token on the board.

1.7.9 Speed Selection Markers



These markers are used to show the current speed setting for a ship. The default ship speed is "M" (Medium) if no marker is shown.



Defense Systems 10		Scilix Dominion Battleship - (255 pts) - Alfa squadron	
Critical Rating 7		Fleet Admiral Hull Size: Class 8	
Ship Movement Values		BB-629	
L:0-6	M:6-12	H:12-18	
Attack Bonus 8		(1) Fore 12	(2) Bridge
HP 26		(3) Port 10	(4) Life Spt.
Crew: 7		(5) Strbrd. 14	(6) Turret 1 8
Shields: 1		(7) DEF	(8) Turret 2 6
Hangar Capacity 0+2		(9) Reactor	(10) Hyprdrv.
		(11) Reactor	(12,13) EQ-1
		(14,15) EQ-2	(16,17) EQ-3
		(18) Mn.Drv.	(19) Aft 12
		(20) Mn.Drv.	

Expert Engineers: Increase the CR of the ship by one.
Expert Navigators: Do not take Disorder from Split-S or GravShot.
Security Detachment: Gain a d6 defense die during Boarding Assaults.

1.8 Ship Statistics

Each ship in the fleet has a printed card showing the statistics associated with it. A sample card is shown above:

1.8.1 Ship Details

Arcturian Fleet Carrier - (160 pts) - Bravo squadron
Squadron Commander

The faction for the ship is listed on the top right of the card. Ship designations are used to indicate the general role a ship plays in a fleet. The designation includes battleships, carriers, destroyers, and the like. Each ship also has a point cost, representing the value of the vessel. This cost includes the base cost, and any upgrades that have been added to the design.

1.8.2 Commanding Officer Rank



The rank of the commanding officer for the ship is shown here. The rank may be of the Fleet Admiral (left), Squadron Commander (center) or Captain (right).

1.8.3 Shields

Shields: 1

If the ship is equipped with a *Shield Generator* module, the number of arcs that can be shielded will be shown here. The arc currently being protected is noted by placing an Arc Shield marker on the ships base.

Shields block all direct fire attacks (either inbound or outbound) in the arc that they are protecting. *Torpedoes*, *Fighter Squadrons*, and *Boarding Assaults* are not blocked by shields due to their ability to manoeuvre around the ship. The shielded arc can be changed during the *Command & Control* segment when a squadron activates. Shields may also be voluntarily lowered; in which case they do not protect any arc.

1.8.4 Ship ID

CV-303

Each ship has a unique ID to differentiate it from other ships on the battlefield. The ID must match with the ID marked on the ship's base.

1.8.5 Critical Hit Resistance (CR)

Critical Rating 7

The critical hit resistance values describe how well the internal systems are protected when an attack deals damage to the hull. If the number of hits from a single attack is equal to or greater than the **CR**, the attack has caused a critical hit. Roll 1d20 and compare the result to the ship blueprint to determine which system is destroyed.



1.8.6 Crew Points (CP)



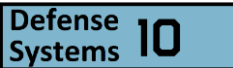
The Crew Point (CP) rating of a ship is used to determine

the defensive strength of a ship during *Boarding Assaults* (see 8.4.9 Boarding Assaults, page 32).

Each time crew loss is recorded in the shaded boxes, the ship must make a *Condition Check* (see page 33) to determine if the remaining crew can continue to effectively man the ship. A ship that has a CP value of zero is operating at minimum staff levels, and cannot launch or recover fighters, or perform boarding assaults.

During the *End Phase*, the number of *Disorder* markers is compared to the current CP level. If the number of *Disorder* is equal or greater to the current CP level, the ship must make an immediate *Emergency Hyperspace Jump* (page 33).

1.8.7 Defense Systems (DEF)



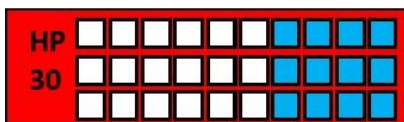
A ship's Defense Systems (DEF) value represents the close-range laser grids, automated turrets, and other short-range defenses, as well as a measure of evasive maneuvers, electronic jamming, etc. When attacked by another ship, roll a die with the number of sides shown (in this case, a d10). The DEF value of a ship cannot be reduced below 0.

1.8.8 Hangar Capacity (HC)



This statistic is only listed for Carriers, and for ships with the *Hangar Bay* equipment module. The Hangar Capacity (HC) of a ship lists the maximum number of fighter squadron tokens that are included with the ship. See *Fighter Squadrons* on page 31 for more information.

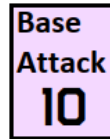
1.8.9 Hull Points (HP)



Hull Points (HP) are a measure of how much

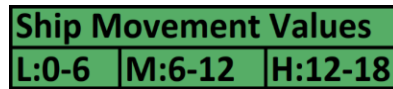
damage a ship can suffer before being *Destroyed*. Some boxes are shown shaded in a different color, which indicate when a ship is *Compromised*. Each time a ship takes damage in the shaded section it must make a successful *Condition Check* to avoid an *Emergency Hyperspace Jump*.

1.8.10 Base Attack Die



The accuracy of a ships targeting system, experience of the crew, and overall quality of fire control is represented by the Base Attack Die. This die is rolled in addition to the weapon die when making an attack.

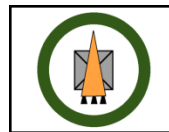
1.8.11 Movement (MV)



Ships have three movement speeds as shown

in the movement block. The *Low*, *Medium*, and *High* speeds for the ship are shown here. See 8.2 *Movement Segment*, on page 22. A *Speed Selection Marker* (see 1.7.9) is placed near the ship to show its current speed setting.

1.8.12 Turning Arc



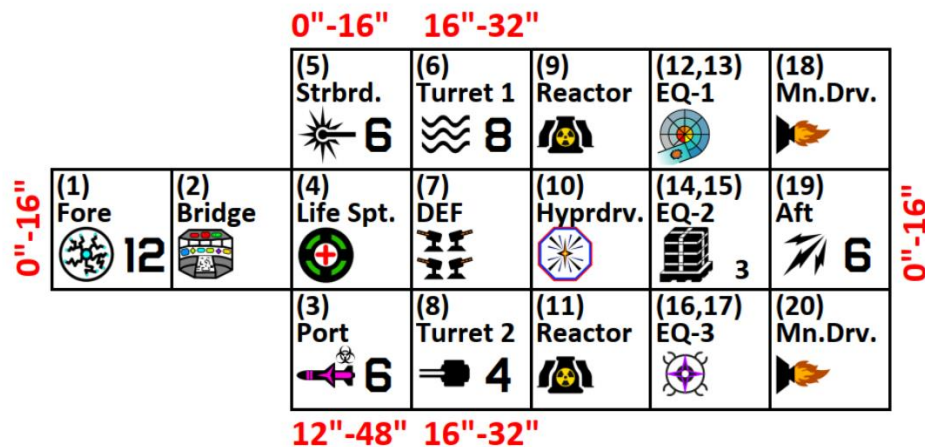
The ship movement arc shows the possible turning radius for the ship. See 8.2 *Movement Segment*, on page 22.

1.8.13 Ship Customization Rules (SCRs)

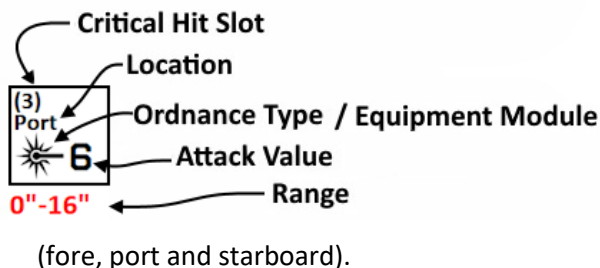
In addition to its base statistics, many ships have special rules that provide unique abilities. These are listed under 'Ship Customization Rules' ('SCRs') in the ship's statistics. A ship can have up three SCRs, depending on the size of the hull. A full list of available SCRs is available in section 11.4 *Ship Customization* on page 42.



1.8.14 Ship Design Blueprint



The ship design blueprint shows all of the ship systems, weapons, and equipment modules installed on the ship. Each space on the blueprint has a number (shown in parentheses) showing the location affected when a critical hit is determined. Weapons on the ship also show the attack range (in red, next to the weapon slot), and the type of attack dice assigned to that weapon.



Each space on the blueprint shows the weapon or equipment installed on the ship, or a red X if there is nothing installed at that location. The largest ship classes have up to six weapon mounts available, one for each quadrant of the ship (fore, aft, port, and starboard) and two turret mounts that can fire in all directions. With limited power and hull structure available, the smallest hulls have only three mounts

Refer to the ship class blueprint layouts (section 11.3) for the specific locations available to each ship class.

1.8.15 Ordnance / Equipment Module

A complete list of ordnance types and equipment modules are listed in the design appendix. Some modules (Bridge, Life Support, Hyperdrive, Defense, Reactor, and Main Drive) are required on all ships, and their position in the blueprint does not change.

The number and position of the weapon mounts varies by ship class; refer to the design appendix for more details.

1.8.16 Attack Dice Value

If a weapon is installed at this location, the number of sides for the die is shown here. For example, a "6" indicates that a 6-sided die ('d6') is rolled in an attack.

1.8.17 Location

This is the blueprint location on the ship. For weapons, this is also the firing arc that the attached ordnance will fire into.

1.8.18 Range

The minimum and maximum distance that any weapon can fire is shown next to the blueprint.



2.0 FLEETS AND SQUADRONS

2.1 Fleet

A *Fleet* is a collection of one or more *Squadrons*. There may be any number of squadrons in a fleet, subject to the total point cost of the scenario being played.

2.2 Squadron

A *Squadron* is the basic commanded unit in the game. Each squadron can have a maximum of five ships, with a total cost of 300 points or less. The base cost (shown in the statistics profile for each ship) and any upgrades are included in this total point value of the squadron.

2.3 Commanding Officers

2.3.1 Fleet Admiral



The *Fleet Admiral* represents the commanding officer for the entire fleet. The *Fleet Admiral* is assigned to one ship (the Admiral's Flagship) in the fleet.

While the *Fleet Admiral* is present on the board, squadrons coordinate their efforts more effectively; during the Initiative phase, each player with a *Fleet Admiral* in the game rolls 2d20, using the highest result for their initiative roll.

If the *Fleet Admiral* exits the game or if the Flagship is *Destroyed*, each *Squadron Commander* immediately gains two *Disorder* markers. Additionally, if a player does not have a *Fleet Admiral* on the board, only roll 1d20 for determining initiative.

2.3.2 Squadron Commander



A *Squadron Commander* is assigned to the lead ship in each squadron. Each squadron has one ship designated as the *Squadron Commander*, even if it is the only ship in the squadron. The Admirals Flagship also counts as the *Squadron Commander* for its own squadron. The ship designated as the *Squadron*

Commander has additional computer systems installed, which allows ships in the squadron to coordinate attacks on a target by combining weapon fire from multiple ships into a single attack. It also has an improved DEF system, gaining a two-step bonus against enemy attacks.

If the *Squadron Commander* exits the game or is *Destroyed*, each remaining ship in the squadron immediately gains a *Disorder* marker, and ships may no longer combine fire when attacking.

2.3.3 Captain



All other ships in the squadron have a *Captain* as the commanding officer. This is the default rank if there is no *Fleet Admiral* or *Squadron Commander* on a ship.

2.3.4 Civilian Ships



Some scenarios include other non-military spacecraft. While each of these ships has a *Captain* on board, they do not hold military rank, and thus cannot command other military ships. The rank insignia shown applies to all civilian spacecraft. All civilian ships activate at the same time as if they were in a squadron together.

2.4 Command and Control

The maximum distance at which ships in a squadron can coordinate their efforts is defined as the *Command Radius*. The *Command Radius* only applies to squadrons; there is no maximum separation distance between squadrons and the *Fleet Admiral*.

The default *Command Radius* is 6", unless otherwise noted.

- A ship is in command if it is within the *Command Distance* of its *Squadron Commander*.
- A ship that is out of command cannot combine fire with other ships in its squadron.



3.0 CELESTIAL TERRAIN & OTHER NAVIGATIONAL HAZARDS

For all races, the discovery of the telescope had a profound effect on how time and space were perceived. Seeing the stars in the heavens is one thing, but it was the telescope that revealed the true *vastness* of space. Science fiction writers were first to dream of interstellar travel, and their stories inspired generations of scientists and engineers to make their dreams a reality. Despite their best efforts, faster-than-light travel was deemed to be an impossible feat, forever relegated to the realm of science fiction.

For a few visionaries, however, that dream of faster-than-light travel never quite goes away. Observations made on a galactic scale indicated the influence of some unseen mass or force affecting the fabric of space-time itself. There should be more mass out there, but it could not be measured. Or seen, or otherwise detected by normal means. For that reason, it became known as *Dark Matter*. While most civilizations never solve the riddle of dark matter, a few do, and it changes them forever.

An understanding of *Dark Matter* is key to unlocking the mystery of interstellar travel. By projecting a combined beam of X-rays and neutrinos through a matrix of dark matter, a rift in space can be opened. This rift leads into a hyperspace dimension, whereby a ship may travel *extreme* distances in a *very short* time. The dark matter acts as a kind of fuel while in hyperspace, and a typical ship may travel up to 75 light-years in a single day's journey.

As detection methods became more advanced, it was determined that the concentration of dark matter is not uniform across the galaxy. It is plentiful in some areas, and almost non-existent in others. It is not well understood why the distribution varies, only that it tends to concentrate around planets, stars, and nebulae. Whether one attracts the other, no one knows. These areas of higher concentration attract the space-faring empires, creating locations of strategic importance.



A patrol group makes a rendezvous with an allied battleship near the Onidda System



3.1 Line of Sight (LOS) Effects

If LOS is traced through terrain that blocks LOS, no attacks can be made against that target.

3.2 Defensive Die

If LOS is impeded, add the listed bonus die to all defense rolls.

3.3 Terrain Effects

When a ship enters or activates inside a terrain, the listed effect occurs.

3.4 Suggested Terrain Sizes

Listed below are the types and suggested sizes of Terrain used in *Darkmatter Armada*.

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"

3.5 Terrain Types

The following area terrain types are available:

3.5.1 Asteroid Field

LOS	Impedes LOS for direct fire. Clear LOS for torpedo fire.
Defense Die	Varies from d4 to d10.
Terrain Effects	A ship that enters or activates inside this terrain suffers damage according to the density of the asteroid field. Roll an attack using the die type shown on the terrain. This damage is not reduced by the ships DEF systems. <i>Fighter Squadrons</i> ignore the terrain effects of an Asteroid Field.

3.5.2 Emission Nebula

LOS	Impedes LOS for direct fire. Clear LOS for torpedo fire.
Defense Die	Varies from d8 to d14.
Terrain Effects	Ships lose 1d4 CP . <i>Fighter Squadrons</i> are Destroyed.

3.5.3 Distortion Field

LOS	Impedes LOS for direct & torpedo fire.
Defense Die	Ships roll each defense die twice, and use the higher result.
Terrain Effects	Ships move at half speed for the turn. <i>Fighter Squadrons</i> are Destroyed.

3.5.4 Particle Cloud

LOS	Blocks LOS for direct fire. Impedes LOS for torpedoes.
Defense Die	Varies from d8 to d12
Terrain Effects	Ships gain a <i>Disorder</i> marker. No effect on <i>Fighter Squadrons</i> .

3.5.5 Minefield

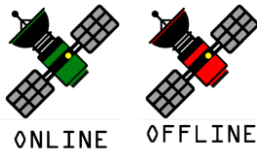
LOS	Does not block LOS for direct or torpedo attacks.
Defense Die	None.
Terrain Effects	Attack strength varies from d8 to d16. When inside a minefield, a ship is 'attacked' using the strength die. DEF is rolled twice, taking the lower result. <i>Fighter Squadrons</i> ignore minefield terrain effects. For each turn that a <i>Fighter Squadron</i> ends in a Minefield, reduce the attack die by one step (1d12 -> 1d10 -> 1d8 -> 1d6 -> 1d4 -> Remove Minefield)

3.5.6 Planet

LOS	Blocks LOS for direct fire. Clear LOS for torpedo fire.
Terrain Effects	A ship that collides with this terrain takes 1d10 HP damage and gains two <i>Disorder</i> markers. This damage is not reduced by DEF systems. <i>Fighter Squadrons</i> cannot pass through this terrain but may launch and land on Planet terrain if allowed under scenario rules.



4.0 HYPERSPACE BEACONS



Some scenarios emphasize control of the battlefield instead of destruction of the enemy. Area control is determined by placing hyperspace beacons on the battlefield. These beacons are used to enhance communications, establish surveillance networks, or act as navigational waypoints. Deployment of these beacons are key to securing strategic locations in a scenario for scoring and victory determination purposes.

4.1 Attacking Beacons

Due to their small size, beacons can only be destroyed by a *Fighter Squadron* that is in base contact. A *Fighter Squadron* must score at least 6 hits in a single attack to destroy a beacon.

4.2 Power State

A beacon token has an online and offline side. While offline, the beacon does not count for scoring or victory conditions and cannot be used for any game effect. A beacon is also protected from cyberwarfare attack when in the offline state. The power state of a beacon can be changed during the *Adjust Game Markers* segment of the *End Phase* of the round.

4.3 Deploy Beacon

As a special action, and after completing its movement, a ship with the *Beacon Deployment* module may deploy a beacon by placing it within 3" of the ship. The beacon is deployed with the offline side showing. A ship can deploy a single beacon during its activation.

4.4 Jamming a Beacon

If a friendly online beacon is in base contact with an enemy online beacon, the two beacons jam each other's signals. Both beacons are then flipped to their offline sides. Neither beacon can be used for any purpose until the other is destroyed. If either beacon is destroyed, the remaining beacon immediately returns to an online state.

An online beacon is unaffected by being in contact with an offline beacon.

4.5 Cyberwarfare Attack on Beacons

A ship that is within 12" of an enemy beacon, and that is equipped with the *Electronic Countermeasures* equipment module can make a cyberwarfare attack on an enemy online beacons' operating system by performing the *Hack Beacon* special action (see section 8.3.2 on page 25).

To make a hacking attempt, roll 1d6, adding 1 to the result for each *Electronic Countermeasures* module on the ship. The hack is successful if the final result is a 6 or higher.

4.6 Short Range Jump Navigation

An online beacon can be used to assist friendly ships that are using their hyperspace drives to move about the game board. During the movement segment of its activation, a ship may engage its hyperspace drive to make a *Short-Range Jump* from its current position to any other friendly online beacon. This counts as a *Special Action* (see *Engage Hyperspace Drive* on page 25) for the ship.

4.7 Area Control

Some scenario victory conditions require that strategic points on the game board be controlled by a player. Control is determined by the number of online beacons within a strategic area as defined in the scenario description.



5.0 GAME SET UP



Hegemony ships in attack formation prior to the battle of 29 Prailos

This chapter will cover how to get your fleet of spaceships on to the gaming table, so that you and your opponent can leap into the action.

5.1 Game Size vs. Table Size

The first thing that you will need to decide with your opponent is how big you want your game to be. To do so, all players will need to agree on a **Maximum Fleet Value**. This will be the maximum number of points you are allowed to spend when putting your Fleet together for the game.

Game Table Size	Average number of terrain features
3x5	1 Small, 2 Medium
4x4	1 Small, 1 Medium, 1 Large
4x6	2 Small, 2 Medium, 1 Large
5x8	2 Small, 3 Medium, 2 Large

5.2 Setting up a Game

Set up a game using the following steps:

1. Determine Scenario
2. Assemble Fleets
3. Terrain Placement
4. Deploy Minefields
5. Squadron Deployment
6. Scout Deployment

5.2.1 Determine Scenario

You can agree with your opponent which Scenario to play, or randomly determine the scenario using the Scenario Tables.

5.2.2 Assembling a Fleet

A fleet may have any number of squadrons assigned to it, as long as the total cost of all squadrons does not exceed the maximum fleet value.

A squadron has a maximum size of 5 ships, with a total cost of no more than 300 points.

5.2.3 Terrain Placement

The majority of battles take place ‘in system’, where orbital platforms, asteroid fields, and particle clouds create hazards to navigation. Players may either select the terrain features they wish to use or use the random distribution tables below.

Random Terrain Table	
2d6	Terrain Type
2	Minefield
3-4	Asteroid Field
5-6	Emission Nebula
7	Asteroid Field
8-9	Particle Cloud
10-11	Planet



12	Minefield
----	-----------

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"

To determine order for placement, each player rolls **1d20**. The player with the highest result goes first, and then players alternate placing terrain features while maintaining at least 8" clear space between other terrain features or deployment zones. A selection of terrain types is presented in the *Terrain Rules*.

5.2.4 Deploy Minefields

After the terrain has been placed, all ships with the *Minelayer* equipment module deploy to the battlefield to create minefield terrain. Following the same order used for terrain placement, Players alternate deploying one ship at a time to any location on the battlefield, as if they had conducted a *Short-Range Jump*; use Table 1 to adjust final ship placement.

Table 1 – Minelayer Drift Location

1d20	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target

Place a minefield terrain marker at the final deployment location of the *Minelayer* ship. The *Minelayer* ship may then make a free standard move. In contrast with other terrain, minefields may overlap other terrain features, including other minefields.

5.2.5 Squadron Deployment

With the Battlefield set up, the Players now deploy their forces. Squadrons are deployed directly to the battlefield or held in reserve for entry later in the game. All ships in a squadron deploy together; there is no partial deployment of squadrons.

To determine priority, all players roll **1d20**, with the winner choosing whether to deploy their first Squadron before or after their opponent. Players alternate deploying one squadron at a time, either to the game board, or to hyperspace reserve.

5.2.5.1 Fighter Squadron Deployment

When a *Carrier* deploys to the battlefield, it may do so with all *Fighter Squadrons* launched and in base contact with the Carrier. These may move as normal on the Carrier's next activation.

5.2.5.2 Shields

A ship with a *Shield Generator* equipment module may deploy with the shields active by placing the *Arc Shield* markers on the ships base.

5.2.5.3 Hyperspace Reserve

A squadron may be held in hyperspace reserve off the game board, waiting to enter the battlefield on a future turn. While in hyperspace, the squadron does not count for activations, victory conditions, or points. A player may elect to deploy a squadron in reserve unless otherwise stated in the Scenario Conditions, subject to the following conditions:

1. No more than 30% of the maximum fleet value may be held in reserve.
2. Only full squadrons can be held in reserve.
3. The Admirals Flagship cannot be held in reserve.

5.2.5.4 Battlefield Deployment

To deploy a squadron on the battlefield, place ships with their Flight Stand entirely within the Deployment Zone. If the Flight Stand cannot be placed within a Deployment Zone (due to the base being too big, for example) place the Ship with the stand touching a Friendly Board Edge instead.



5.2.5.5 Hidden Deployment

Ships with the *Ambush* SCR may be deployed to the game board using markers to hide the actual position of the squadron. To deploy as hidden, all ships in the squadron must have the *Ambush* SCR. The player takes three deployment markers, each consisting of a 4" diameter overlay, with the name of the squadron written on one marker. The rest of the overlays are used as decoys and are left blank. When the squadron is selected for deployment, set the squadron aside, and place the overlay markers anywhere on the board, subject to these restrictions:

1. The overlay marker cannot be in base contact of any enemy model.
2. The overlay marker cannot be inside an enemy deployment zone (if one is present).

When an enemy ship completes its movement in base contact (or within) with an overlay marker, reveal the marker. If the marker is a decoy, remove the marker from the board. Otherwise, the squadron is no longer hidden, and each ship must be deployed either inside the marker, or in base contact with it. The player that owns the overlay marker can choose any facing for the revealed ships. The revealed squadron will activate on the current turn and activates normally for the rest of the game. The other overlay markers that were part of that squadron's hidden setup are then removed from the game board.

As a squadron activation, a player may voluntarily reveal an overlay marker (and deploy ships as appropriate) during the *Squadron Activation Phase* of a turn.

5.2.6 Scout Deployment

After all other squadrons have been placed, any squadron where all ships have the *Scout* SCR may deploy to the game board.



6.0 THE ORDER OF PLAY

A game of *Darkmatter Armada* is broken down into several 'Rounds' which are further broken down into several distinct Phases.

In each Round, carry out each of these phases in order:

1. Initiative Phase
2. Reserve Phase
3. Squadron Activation Phase
4. End Phase

6.1 Initiative Phase

To determine the side with initiative, each Player rolls **2d20** and selects the highest result. The Player with the highest die result chooses their place in the Order of Initiative for the current turn. In case of a tie, consult the next highest die as a tiebreaker. If a player does not have another die to compare, the result is the same as a '1' result. If still tied, roll again.

6.1.1 Missing Fleet Admiral

When a player does not have a Fleet Admiral on the board, roll one fewer d20 in the initiative roll.

6.1.2 Initiative Bonuses

In some cases, a player may be eligible to roll additional dice, or modify the end results after dice have been rolled. Each of these dice is used for determining initiative, tiebreakers, etc.

6.2 Reserves Phase

During the Reserve phase, each player may bring in squadrons that have been held in hyperspace reserve.

A player may pass this phase if they do not wish to bring ships out of reserve. See section 7.0 *Reserve Phase* on page 19 for more information.

6.3 Squadron Activation Phase

The player who is first in the Order of Initiative selects a squadron to activate. Once this squadron has performed all its actions, the next player selects a squadron to activate. Players continue alternating activations until each Squadron has activated.

6.3.1 Disorder

A squadron with any number of *Disorder* markers may not activate before another friendly squadron that has fewer *Disorder* markers. See *Squadron Activation* Phase on page 20 for the complete rules.

6.4 End Phase

Once all squadrons present on the battlefield have activated, the play then moves on to the *End Phase*, detailed on page 34. Once the *End Phase* is complete (and assuming the game has not ended) the current round ends, and the next round begins.



An Oberian spy station quietly listens to interspace communications, gathering information from a nearby system.

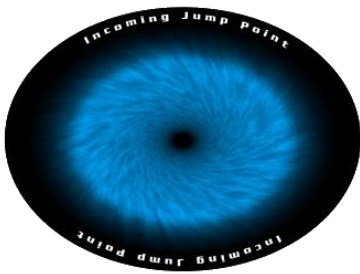


7.0 RESERVE PHASE

During the Reserve phase, each player may bring in squadrons that have been held in *Hyperspace Reserve*. To deploy from reserve, a ship uses its *Hyperdrive* to create an energy portal between hyperspace and normal space. Energy portals are represented on the game board as a 3" diameter disk.

A player may skip this phase if they do not wish to bring ships out of reserve. Once a player has passed, he may not place any more portals this round.

7.1 Open Hyperspace Portal



During the Reserves phase, and starting with the player that has initiative, players alternate selecting a squadron in reserve, and then

placing an energy portal on the board to show where that squadron will enter the game board. The edge of a portal cannot be placed within 6" of any planet or active beacon.

7.2 Entering from Hyperspace

A squadron that has been selected to open a portal must enter the game during the *Squadron Activation* phase. Each ship in the squadron enters the battlefield by using the *Engage Hyperspace Drive* special action. Each ship is placed with its base in contact with the energy portal marker. This may be on top of the marker or touching the edge of the marker. Once the ship has entered, it can move as normal.

7.3 Combat Penalties from Hyperspace

Due to sensor interference from the energy portal, ships that make attacks on the turn they enter from hyperspace have all dice reduced by two steps.



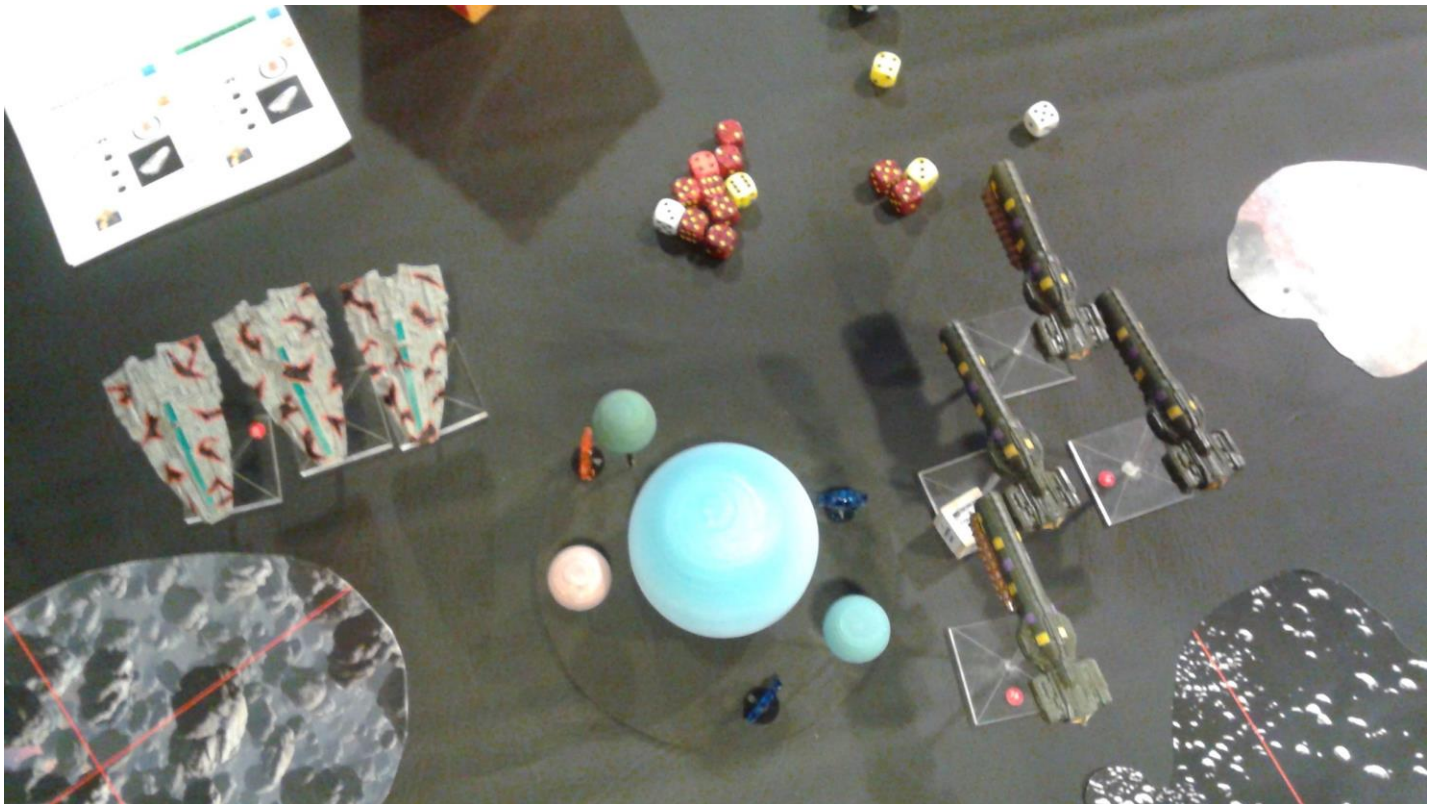
8.0 SQUADRON ACTIVATION PHASE

Each squadron activation has the following segments:

1. Command & Control Segment
2. Movement Segment
3. Special Actions Segment
4. Combat Segment

Following the Order of Initiative, players alternate activating squadrons.

If one Player has more Squadrons to activate than another, once the other Player has activated all their Squadrons, the remaining squadrons can activate in any order.



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8.1 Command & Control Segment

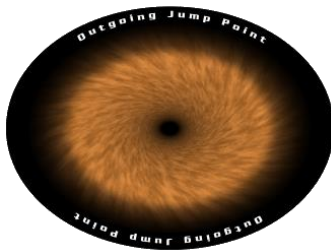
Various actions related to ship operations are handled during this step. They are performed in the following order:

8.1.1 Signal Interference Markers



Remove all *Signal Interference* markers showing the **-1 DEF** side from all ships in the squadron. Then, reduce all remaining *Signal Interference* markers one step.

8.1.2 Open Hyperspace Portal (Optional)



Any ship with a functioning hyperdrive may open a hyperspace portal.

If a ship is on the board (i.e., in normal space), place an outgoing *Hyperspace*

Portal marker within 3" of the ship, and not closer than 6" to any terrain feature.

A *Hyperspace Portal* works in only one direction, either from hyperspace to normal space, or from normal space to hyperspace. A ship can maintain only one *Hyperspace Portal* at a time, although any number of friendly ships may use the *Hyperspace Portal* while it is open.

The portal will close when the ship that opened it has passed through. During the End Phase, all unused portals automatically close.

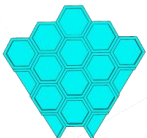
8.1.3 Remove Disorder

Each ship in the squadron may remove one *Disorder* marker, in addition to any other removals due to SCR's or other conditions.

8.1.4 Adjust Ship Speed

At this step, each ship can change its current speed setting. A ship that changes from *Low* to *High* speed also takes a *Disorder* marker.

8.1.5 Adjust Shields (Optional)



If a ship is equipped with a *Shield Generator* equipment module, it can raise shields to protect one of the four arcs (forward, aft, port, or starboard).

Mark the protected arc by placing an *Arc Shield* marker on the ship base. A ship lowers shields by removing the *Arc Shield* marker from the ship base.



Cruisers from the Neem Cascade make a jump in-system, catching a Torgovian battleship group by surprise.







8.2 Movement Segment

During the *Movement Segment* each ship in the Active Squadron is moved according to its current speed setting (Low, Medium, or High).

8.2.1 Turning a Ship

There are four different arcs that define how tightly a ship may turn, as defined by the green band shown below:

	A 90° arc that matches the forward arc marked on the base.
	A 180° arc that includes the forward half of the ship.
	A 270° arc that includes the port, forward, and starboard arcs marked on the base.
	A 360° arc that includes all quadrants of the base.

8.2.2 Ship Speed

A ship's ability to move across the board is defined by its **MV** (Move) and turning arc statistics. The **MV** values for the ship are shown above the turning arc diagram:

Ship Movement Values		
L:0-6	M:6-12	H:12-18

There are three speed settings available when moving a ship:

- **Low Speed.** The ship has a minimum movement of 0" and a maximum movement value equal to half the MV value.
- **Medium Speed.** The ship has a minimum movement between the half the MV value, and the MV values.
- **High Speed.** The ship has a minimum movement equal to MV value, and the MV value plus half the MV value.

For example, using the MV values shown above, the speed settings would provide the following movement values:

- Low Speed: Movement between 0"-6"
- Normal Speed: Movement between 6"-12"
- High Speed: Movement between 12"-18"

A ship can change to a different speed setting at the start of the *Command & Control Segment*. The ship will gain a *Disorder* marker if it changes from low to high (or high to low) speed.

Each ship in a squadron can have separate speed settings. If a ship does not have a speed setting shown, it is assumed to match the speed of the squadron commander. If no ship in the squadron has a speed setting, all ships are assumed to be at Medium Speed.

8.2.3 Minimum Movement

All ships have a minimum movement value based on their current speed setting. A ship must move at least as far as their current minimum speed, subject to limitations in 8.2.3.

Frigates and Corvettes are exempt from minimum move penalties when they are acting as escorts to other capital ships.

8.2.4 Exceeding Maximum Movement

A ship may not exceed the maximum movement shown in its current speed setting.

8.2.5 Ship Movement Limitations

A ship cannot end its movement with its Flight Stand on top of another ship's Flight Stand or fighter token, or with any part of the physical ship model touching another physical model. If a ship cannot move to a clear space beyond a conflicting ship or token, it must end its movement prior to making contact.



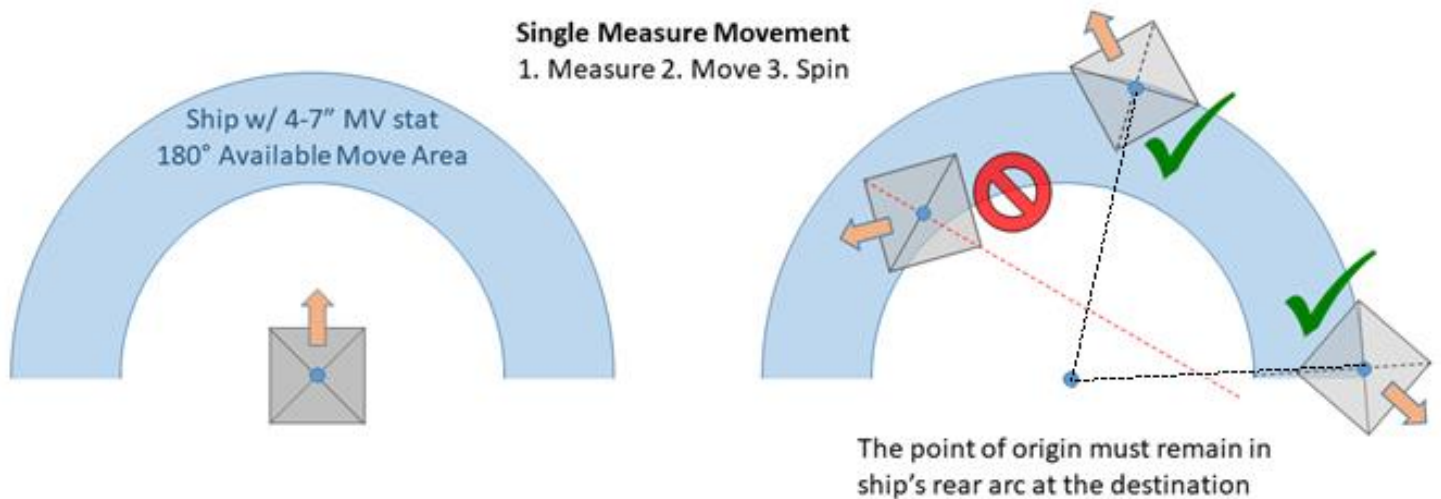
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8.2.6 Moving a Ship

Movement in *Darkmatter Armada* uses the following procedure:

1. Measure the distance to move in a straight line from the ship's origin (current position) to its destination (new position) inside its allowed movement arc. Always measure from post to post.
2. Place a marker at the origin position and move the ship to the destination position.
3. With the ship at the destination point, rotate the ship to a facing such that the movement origin remains inside its aft arc.

If the movement path from start to finish crosses any part of a terrain feature, check for terrain effects as detailed in the terrain section on page 12.



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8.2.7 Fighter Token Movement with Ships

A fighter token that is in base contact with a friendly ship is moved along with that ship for free. This does not count as movement or activation for the fighter token.

8.2.8 Moving Off the Table

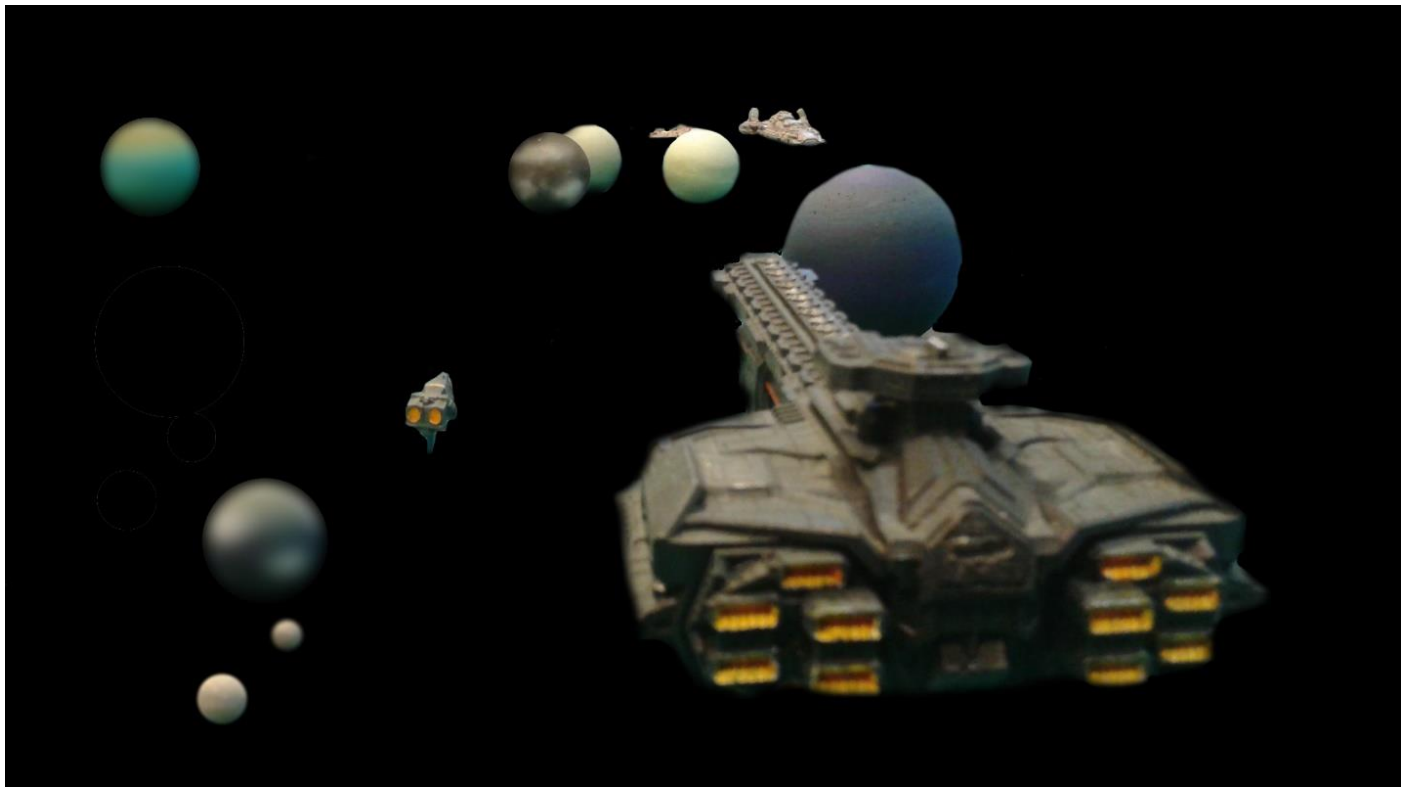
Unless a Victory Condition or Scenario Objective says otherwise, if any part of a Flight Stand leaves the game board, the ship or token counts as being

Destroyed and is removed from the game with full points awarded as normal.

8.2.9 Moving Through Terrain

Apart from planets, ships can move through terrain. Doing so presents certain hazards, and the ship may be adversely affected, depending on the type of terrain.

Shields and Cloaking systems have no effect on preventing damage from terrain effects.



Aided by the DNS Perception, the DNS Avenger of Ixalan begins its targeting calculation on the enemy fleet.



8.3 Special Actions

After completing its movement, a ship may take one of the following special actions during its activation. A ship may only perform one *Special Action* per turn.

8.3.1 Deploy Beacon

A ship with a *Beacon Deployment* module may deploy a single beacon by placing it in base contact with the ship. The beacon is deployed with the offline side showing, and automatically goes online at the end of the current round. A ship can only perform this action if it has the *Beacon Deployment* equipment module installed.

8.3.2 Hack Beacon

A ship that is within 6" of a beacon may attempt to hack into the beacons computer system. To make the attempt, roll 1d6, adding +1 for each *Electronic Countermeasures* module on board. If the result is 6 or higher, the hack was successful; replace the enemy beacon with a friendly offline beacon.

8.3.3 Engage/Disengage Cloaking Field

Ships with a *Cloaking Field* equipment module can elect to engage or disengage their cloak by adding or removing a *Cloaked* marker.

On the turn when a *Cloaking Device* is deactivated, the residual energy grants a d4 bonus defense die if the de-cloaked ship is attacked. If the ship attacks on the same turn it de-cloaks, the defender gains a d6 bonus defense die.

8.3.4 Engage Hyperspace Drive

To enter hyperspace, a ship must end its movement in base contact with an open hyperspace portal marker, then remove the ship from the game board.

8.3.5 Short-Range Jump

A *Short-Range Jump* is a special kind of hyperspace jump that allows a ship to move to within 3" of any friendly active beacon. The ship may choose any facing when it makes the jump. During the next *Combat Segment*, residual electronic interference causes direct fire attacks made by this ship to have a d8 penalty (the defender gains a d8 bonus defense die). This penalty is cumulative with other defensive modifiers.

8.3.6 Evasive Action



A ship may increase its defensive posture by placing an *Evasive Action* token on the ship base, with the speed matching the current speed setting. The ship gains a bonus defensive die against all attacks while it has this marker. The ship skips its next *Combat Segment* unless it also takes a *Disorder* marker.

8.3.7 Launch Fighters

A Carrier with available *Fighter Squadron* tokens on board may launch up to three fighter tokens by placing them in base contact with the parent carrier. Up to three additional fighter tokens can be launched if the carrier takes a *Disorder* marker.

8.3.8 Tractor Beam

A ship with a *Tractor Beam* equipment module may move a smaller object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the *Tractor Beam*.

8.3.9 Split-S Maneuver

A ship can execute a *Split-S* maneuver to change its facing 180° in a single move. This *Special Action* replaces the ships normal *Movement Segment*. The ship must be in **Low Speed** to use this maneuver

The ship moves forward 6" and then rotates 180° from its current facing. The ship then takes a number of *Disorder* markers based on its size:

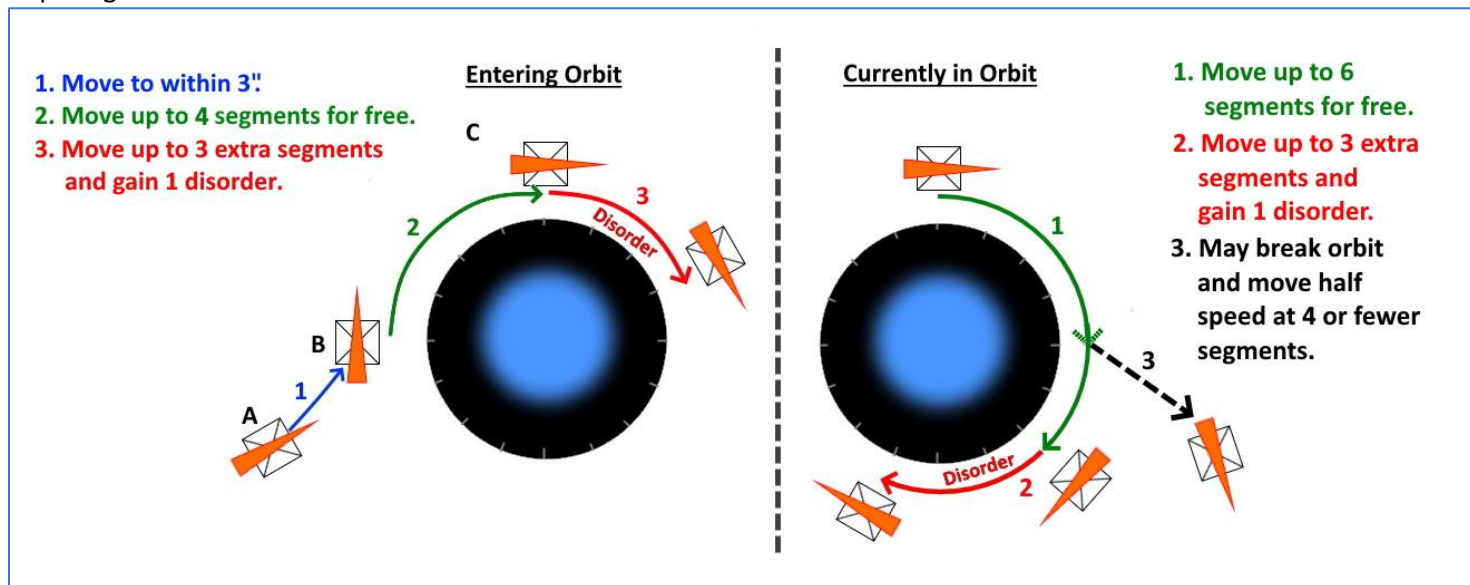
- Corvettes, Frigates, and Destroyers: 1 *Disorder*
- Light Carriers, Cruisers and Heavy Cruisers: 2 *Disorder*
- Dreadnoughts, Battleships, Fleet Carriers, and Battlecruisers: 3 *Disorder*

L	Move 6", Rotate 180°	Ship Class
		Corvette, Frigate Destroyer
		Cruisers Light Carrier
		Dreadnought, Battleship, Fleet Carrier, Battlecruiser



8.3.10 Orbiting Planets

A ship may enter orbit around a planet to conserve movement or to gain a boost of speed without using the ships engines.



8.3.10.1 Entering Orbit

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet to enter orbit, and it must be moving at Low Speed.
2. Once the ship is perpendicular to the planet, and is within 3" of the planet's edge, it may enter orbit. It can then move up to four orbital segments around the planet (from point B to point C). This does not cost any of the ship's base movement. A ship must move at least one segment to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.

8.3.10.2 Activating while in Orbit

If the ship is already in orbit when it activates (i.e., it is perpendicular and within 3" of the planet's base) it must move between one and six segments around the planet. This orbital movement does not count as using the ships base movement for that turn, although it must remain at *Low Speed* while in orbit.

If desired, the ship may move up to three extra segments around the planet. This extra movement results in the ship taking a *Disorder* marker.

A ship may shut down its *Main Drive* while in orbit. It will continue to move around the planet as normal, but it cannot leave orbit while the *Main Drive* is either offline or *Destroyed*.

8.3.10.3 Breaking Orbit

To break orbit around a planet, a ship simply moves as normal away from the planet. Breaking Orbit does not count as a *Special Action*, although using any orbital movement (up to 4 segments worth) before leaving orbit would count as the *Special Action* for that turn.

A ship cannot break orbit on the same turn that it enters orbit.



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8.3.11 Orbital Bombardment

Some scenario objectives require ships in orbit to fire at a planet's surface. To perform an orbital bombardment, a ship must begin and end its activation in orbit of a planet. During the combat segment, the ship can fire weapons from the arc facing the planet, and any number of turrets on the ship.

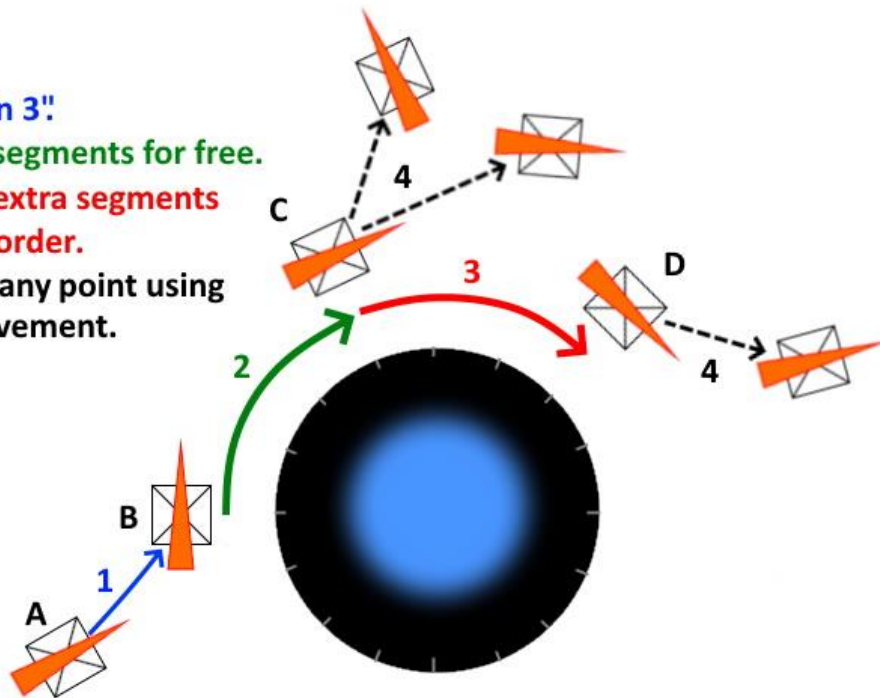
8.3.12 Gravitational Slingshot

This special action can be taken at any time during the *Movement Segment*, if a ship is parallel to the planet, and within 3" of its base. Performing a *Gravitational Slingshot* ("GravShot") allows a ship to swing around a planet, using the gravity well to increase its effective speed.

An example of a Gravitational Slingshot for a ship with a base movement of 9":

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet. The ship moves 2" from A to B.
2. Once the ship is perpendicular to the planet, and within 3" of the edge of the planet's base, it is in orbit. It can then move up to three orbital segments around the planet from point B to point C. This does not cost any of the ship's base movement. It must move at least one segment to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.
4. The ship may break orbit at any point during its move around the planet, using its remaining movement (in this case, up to 7"). Several possible end positions are shown in the diagram. Note that the ship could break orbit at any point along path #2 if it had moved at least one segment in orbit.

1. Move to within 3"
2. Move up to 3 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.
4. Break orbit at any point using remaining movement.



8.4 Combat Segment

In the Combat Segment, ships can make separate attacks against multiple targets, or they can coordinate firing patterns to maximize firepower on larger targets. Combat in *Darkmatter Armada* takes place using three separate modes:

- Weapons Fire from Ships
- Fighter Squadrons
- Boarding Assaults

These combat modes may be performed in any order that the controlling player desires; it is not necessary to declare every target and every weapon to be used. However, all attacks of the same mode must be completed together, i.e., all *Weapons* fire together, then *Fighter Squadrons*, etc.

8.4.1 Determining Range

The range between two ships is determined by measuring a straight line from a post of the firing ship to a post of the target ship. If multiple ships are combining fire in the attack, the shortest distance from any attacking ship to the defending ship is used to determine the attack range.

8.4.2 Line of Sight (LOS) and Cover

LOS is determined by projecting a straight line from the post of a firing ship to the post of a target ship.

If multiple ships are attacking, determine the LOS from each individual ship. If the LOS crosses a terrain feature that impedes LOS, the defending ship will gain a bonus terrain defense die, based on the terrain.

If this line crosses terrain that blocks LOS, then a direct attack from that ship is not possible. Indirect attacks are not affected by terrain types that block LOS, unless they are being combined with other Direct Fire attacks.

8.4.3 Defensive Screen vs. Direct Fire

To provide additional defensive protection to other ships, the crews of Frigates and Corvettes are trained to screen the larger, more valuable capital ships from direct-fire attacks. By placing themselves in between an attacking ship and its target, these smaller ships can partially intercept incoming fire. A ship must have the *Defensive Screen SCR* to provide this benefit.

If any HP damage remains after all intercepts, at least one HP damage (and up to half) must be assigned to each ship that provided a defensive screen.

Only one ship with a *Defensive Screen SCR* can be used per attack.

8.4.4 Vulnerable Aft Sector

Interference from a ship's engines causes the aft section of a ship to be more vulnerable to attack. Any ship making a *Direct Fire* attack that traces their LOS into the target ship's Aft Arc adds an extra 1d6 die to the attack. Indirect weapons cannot deliberately target the *Vulnerable Sector* of a ship, regardless of the relative positions of the attacker and defender.

8.4.5 Coordinated Firing Mode

When making an attack, a squadron of ships coordinates attack patterns and shares firing solutions to create a time-on-target attack. This allows ships to maximize their impact on the enemy.

The effectiveness of an attack is improved when multiple ships combine fire on a single target. The *Squadron Commander* makes the attack, adding a squadron bonus die to the attack, in addition to the weapon dice from all the ships in the squadron. After rolling all dice, select the highest result from the weapons dice and add the squadron bonus die result to determine the total number of hits on the target.

If *Coordinated Fire* mode is used, only ships within the *Command Radius* (i.e., 6") may participate in the attack. Ships that participate in *Coordinated Fire* cannot make other direct fire attacks during this round.

Indirect fire weapons cannot be used with this firing mode.

8.4.6 Independent Firing Mode

Each ship in a squadron may make attacks on its own without coordinating with other ships. When using this attack mode, a ship will roll only its weapon die against the enemy ship.

A ship may fire on separate targets that are in any (or all) firing arcs when using this mode. The attacking player determines the order in which attacks are made.



8.4.7 Attack Procedure (Direct or Indirect)

Attack Procedure

1. Select Target
 - a. It is not necessary to select all targets prior to making an attack.
2. Check Line of Sight (LOS) by drawing a straight line from the post of each firing ship to the post of the target ship:
 - a. If a ship's LOS crosses blocking terrain, no attacks can be made from that ship.
 - b. If any ship's LOS crosses a terrain feature that impedes LOS, the defending ship gains a bonus defense die based on the terrain. Only one bonus die is gained in a single attack.
3. Determine the Firing Arc. The post of the target ship must be within a single Arc of Fire. If a target's post is on the line between two firing arcs, the attacking Player chooses which arc the ship is in. A ship cannot fire at the same target from different arcs that do not overlap.
4. Measure Range
 - a. Measure the distance between the posts of the two ships to determine the range.
 - b. If multiple ships in a squadron are combining fire on a target, use the shortest distance between the attacking and defending ships when determining if the target is within range of all weapons being used.
5. Roll Attack Dice:
 - a. The pool of attack dice includes:
 - The attack die for each firing weapon.
 - The squadron bonus die if using coordinated mode.
 - Any other bonus attack dice.
 - b. If coordinated firing mode was used, keep the highest weapon die results, and discard the remaining results.
 - c. Add the results from all remaining bonus dice to find the total number of hits.
6. Roll Defense Dice:
 - a. The pool of defense dice includes:
 - The Defense (**DEF**) rating die
 - The die from any *Fighter Squadrons* assigned to **CAP** on the defending ship (optional)
 - One die from an adjacent ship with the *Defensive Screen SCR*
 - Any bonus defense dice from terrain.
 - b. The results from each die are added together to determine the number of intercepts.
7. Subtract defensive intercepts from attacking hits. If any hits remain, subtract these from the HP value of the defending ship.
8. If any HP damage was scored, apply one *Ordnance Effect* from any one weapon type that was used in the attack (attacker's choice).
9. For direct fire attacks, if the number or hits inflicted on the ship is equal or greater than the defending ships' Critical Rating (**CR**), roll 1d20 for the critical hit location shown on the ship blueprint.

The affected critical hit location is immediately marked as destroyed.



Ships of the Imperium maintain close formation while on patrol near an allied listening post.



8.4.8 Fighter Squadrons



game board.

Fighter Squadrons represent multi-role spacecraft that provide additional long-range strike and defensive options for a fleet. *Fighter Squadrons* are represented by individual tokens on the

8.4.8.1 Launch Fighter Squadron

At the start of the game, all *Fighter Squadrons* may start deployed in base contact with their parent *Carrier*. During a *Carriers* activation, they may be launched as a *Special Action*, see section 8.3.7 for details.

8.4.8.2 Move Fighter Squadron

A *Fighter Squadron* activates at the same time its parent carrier activates. A *Fighter Squadron* token may move up to 20" in any direction, with no minimum move, and no restrictions on turning.

8.4.8.3 Return to Carrier (RTC)

Fighter Squadrons instantly move any distance (even over 20") to make the return flight to their carrier. A *Fighter Squadron* may voluntarily **RTC** when it activates. Upon returning to the carrier, remove the token from the game board.

8.4.8.4 Combat Area Patrol (CAP)

When a token is in base contact with a friendly ship, the *Fighter Squadron* will also move and activate with that ship. In this way, the *Fighter Squadron* can provide cover to ships as they move around the battlefield. The **CAP** provided can be used to defend against other fighters, torpedoes, and boarding assaults. When a *Fighter Squadron* provides a bonus defense die for **CAP**, it must **RTC** after the action.

8.4.8.5 Destroyed Carriers

When a *Carrier* is *Destroyed*, all *Fighter Squadrons* which are aboard are also lost. *Fighter Squadrons* that are currently deployed remain in play until they must *Return to Carrier*, then the token is permanently removed from the game.

8.4.8.6 Attack Die and Range

A single *Fighter Squadron* token has a base attack using a d4 die. The *Fighter Squadron* must be in base contact with its target to make an attack.

8.4.8.7 Stacking Squadrons

Any number of *Fighter Squadron* tokens may combine in a stack to act together. When in a stack, only a single attack die is used, but it is increased by one step for each additional token after the first.

8.4.8.8 Fighter Squadron Attack Missions

Two attack missions are performed by *Fighter Squadron* tokens:

- **Pinpoint attacks against enemy ships.**

To make an attack, the fighter token (or stack of tokens) moves to base contact with the enemy ship.

1. If the enemy ship has **CAP** *Fighter Squadrons* protecting the target ship, the defending player may assign any number of those to gain a bonus **CAP** defense die.
2. Roll dice for the **DEF** and **CAP** (if available). For every three intercepts rolled, one attacking *Fighter Squadron* is destroyed.
3. If the attacking *Fighter Squadron* stack remains, the attacking player rolls a die with steps equal to the number of fighter tokens. If the result is equal or greater than the **CR** of the defending ship, the attacker rolls 2d20 and chooses one location to inflict a critical hit on the defending ship.
4. After the attack is complete, all surviving attacking and defending *Fighter Squadrons* involved in the attack **RTC** after the battle.

- **Attacking another *Fighter Squadron*.**

When a *Fighter Squadron* stack moves into base contact with another *Fighter Squadron* stack a dogfight ensues:

1. Each stack rolls its respective attack die.
2. For every three hits, destroy one opposing *Fighter Squadron* token.
3. The stack that took the most damage (or both if a tie) must **RTC** after the dogfight. The victor can choose to remain, or **RTC**.



DARKMATTER ARMADA

8.4.9 Boarding Assaults



To launch a *Boarding Assault*, a ship must have the *Space Marines* equipment module, and be within 6" of an enemy ship. Ships in a Squadron conduct separate *Boarding Assault* actions against enemy ships; only one ship at a time is involved in a *Boarding Assault*.

Boarding Assaults use the following procedure:

8.4.9.1 Declare Targets

A *Boarding Assault* can be made against any enemy ship within 6". If the ship is equipped with the *Long-Range Assault Craft* equipment module, the assault range is extended to 12".

8.4.9.2 Boarding Assault Dice Pools

The attacker gains the following:

- A d6 die for each *Space Marine* module on board. If the ship has the *Special Forces* SCR, use a d10 instead.
- A d4 die if the ship has the *Veteran Troops* SCR.
- A die with steps equal to the number of supporting *Fighter Squadron* tokens from the attacking ship.

The defender gains the following:

- A d4 die if there are any compromised (blue) **CP** boxes marked. Otherwise, gain a d6 die.
- A d6 die if the ship has the *Security Detachment* SCR.
- A die matching the current ship **DEF** rating.
- If *Fighter Squadron* tokens are available on the defending ship, the defender may add another die with steps equal to any number of *Fighter Squadron* tokens from the ship.

8.4.9.3 Compare Results

The outcome of a *Boarding Assault* is determined as follows:

1. Both sides roll their respective boarding assault dice, adding the results of their dice together.
2. If the attacking side has a result greater than the defending die roll, the boarding assault has been successful. The defender takes 2 **CP** damage and a critical hit. The attacker also marks one *Space Marine* equipment module as destroyed, as if it had taken a critical hit.

3. If the defending side has a result equal or greater than the attacking die roll, the boarding assault fails. The attacking ship marks all *Space Marine* equipment modules as destroyed, as if they had taken a critical hit. The defending ship also takes 1 **CP** damage.

All *Fighter Squadrons* involved in the battle **RTC** after resolving the *Boarding Assault*.

8.4.9.4 Boarding Example

A cruiser equipped with two *Space Marine* modules makes an assault against a ship with a **CP** of 3 and a **DEF** of 6. The defending ship also has not taken any **CP** damage and has two *Fighter Squadron* tokens escorting the ship.

The attacker gains two d6 dice for the *Space Marines*.

The defending player gains a d6 for the **CP** of the ship, a d6 for the **DEF** of the ship, and a d6 from the fighters.

The attacker rolls a 5 and 6, for 11 hits. The total from the defender's dice is 13. The attacker has a lower result than the defender, and the boarding assault is unsuccessful. The attacking ship marks all *Space Marine* equipment modules as destroyed, and the defending ship takes 1 **CP** damage.

8.4.9.5 Modifiers to Boarding Assaults

The following *Ship Customization Rules* apply to *Boarding Assaults*:

- 11.4.14 Security Detachment
- 11.4.15 Special Forces
- 11.4.19 Veteran Troops



DARKMATTER ARMADA

8.4.10 Damage Effects

As a ship takes damage, various effects come into play:

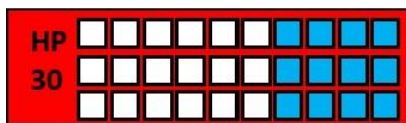
8.4.10.1 Disorder

Disorder represents the confusion of battle, panic among the crew, fires on the ship, and other bad things that happen when ships take heavy damage. A ship with *Disorder* suffers the following effects:

- Squadrons must be activated in order of least *Disorder* activating first to those with the most *Disorder* going last.
- During the *End Phase*, if the number of *Disorder* markers is equal or greater than the current **CP** rating, the ship must make an immediate *Emergency Hyperspace Jump*.

A ship removes one *Disorder* marker during the *Command & Control Segment* of its activation. Some SCR's also allow *Disorder* markers to be removed.

8.4.10.2 Condition Check



The effects of shock damage, loss of power to repair systems, fires

spreading out of control, and so forth can make it risky for a ship to remain on the battlefield. Each time an attack causes **HP or CP** loss in a shaded box (as shown on the stat card), the ship must also make a *Condition Check* to determine whether it will stay and fight or withdraw from the battle. Only one *Condition Check* per attack is required.

To make a *Condition Check*, roll **2d6** and subtract the number of *Disorder* markers present on the ship from the result. The rank of the ships' commanding officer determines if the *Condition Check* is successful:

- 6 or higher for Captain rank
- 5 or higher for Squadron Commander rank
- 4 or higher for Fleet Admiral rank

A ship that fails the *Condition Check* must make an immediate *Emergency Hyperspace Jump*.

8.4.10.3 Emergency Hyperspace Jump

A ship that is required to make an *Emergency Hyperspace Jump* is immediately removed from the

game. This action is the same as if the ship had taken the *Engage Hyperspace Drive* special action except that the ship scores full points to the opposing player. If a ship is unable to use its hyperspace drive (either due to damage, terrain effect, or it has no hyperspace drive) it instead gains two *Disorder* markers.

8.4.10.4 Zero Hull Points (0 HP)

A ship that is reduced to zero **HP** counts as *Destroyed* and the model is removed from the table.

8.4.10.5 Zero Critical Rating (0 CR)

A ship that has its Critical Rating (**CR**) reduced to 0 has lost its structural integrity and is *Destroyed*.

8.4.10.6 Zero Crew Points (0 CP)

A ship with **CP** value equal to zero is running on minimal crew. The ship cannot launch or recover *Fighter Squadrons* and cannot initiate *Boarding Assaults*. The ship immediately makes an immediate *Emergency Hyperspace Jump* if it gains a *Disorder* marker, or it if takes any additional **CP** damage. If it cannot make the jump, instead of taking *Disorder* markers it is *Destroyed*.

8.4.10.7 Critical Hits

A critical hit is scored when the number of hits in a single attack are greater or equal to the **CR** of the ship. Some weapon systems have ordnance effects that may generate critical hits.

When a critical hit is scored, roll **1d20** and consult the ship blueprint for the affected location. A weapon location that suffers a critical hit cannot fire. Other locations that suffer critical hits do not function, as provided in their respective descriptions.

If a critical hit location does not have equipment or weapons installed (or if the location has been destroyed by an earlier critical hit), then the next lower numbered location receives the critical hit damage.

In the case of location #1 being rolled, and it has already been destroyed, then the critical hit is instead counted as a miss, and no further action is taken.



DARKMATTER ARMADA

8.4.11 Combat Examples

8.4.11.1 Example 1

A squadron of three destroyers are attacking an enemy cruiser located to port. Each destroyer has an EMP cannon (d6 attack dice, range of 0"-16") mounted in the port weapon mount. The *Squadron Commander* has a d8 squadron bonus die.

The target is an enemy cruiser with a **DEF** value of 4, and a **CR** value of 5. It is part of a squadron that includes one other cruiser and a destroyer.

1. The attacking player names the cruiser as the target.
2. LOS from one attacking destroyer passes through an asteroid field that grants a d6 defensive die. Another destroyer has LOS through a gas cloud which provides a d8 defensive die, and another has clear LOS. The Defender will gain both dice (d6 and d8) for its defensive roll, in addition to its **DEF** rating. The cruiser is in the port arc of all destroyers, so each destroyer will fire its EMP weapon.
3. Range to target is 13", which is inside the range for this weapon system.
4. The attacker rolls 1d8 (the squadron bonus die) and 3d6 (three ships with a d6 for each weapon) and gets the following result on the dice: 5(bonus) and 2, 3, 6 (weapons). The highest result from the EMP weapons is used, resulting in 11 potential hits on the cruiser.
5. The defender rolls 1d4, 1d6, and 1d8 (the **DEF** value of 4 on the target ship, plus the d6 and d8 from terrain cover) and gets the following: 2, 2, 4. This gives 8 intercepts.
6. The cruiser will take 3 **HP** damage (11 hits – 8 intercepts). The EMP weapon *Ordnance Effect* adds a *Signal Interference (-2 DEF)* marker to the defending ship.
7. The number of HP damage (3) is less than the **CR** of the ship, so there is no critical hit.
8. The destroyers have no more valid targets, so their activation ends.

8.4.11.2 Example 2

An squadron of two cruisers and one battleship is attacking an enemy battlecruiser squadron, which includes a battlecruiser and frigate (which has the *Defensive Screen SCR*). Both cruisers are armed with torpedoes with High Explosive warheads (d6 attack die, range of 12"-48"), and the battleship has torpedoes with Nuclear warheads (d10 attack die, range of 12"-48").

1. The battlecruiser is chosen as the target.
2. Although LOS from all attacking ships passes through an asteroid field, torpedoes are not affected by this terrain type. The defending ship does not gain any bonus terrain dice.
3. Range to target is 18", which is inside the range for torpedoes.
4. Torpedo attacks do not combine fire, so each ship will fire, and the defender will roll separately against each attack.
5. First salvo:
 - a. Attack (d6): 2
 - b. Defense (d8+d6): 3+2 =5
 - c. 2 hits – 5 intercepts: No effect.
6. Second salvo:
 - a. Attack (d6): 6
 - b. Defense (d8+d6): 2+2 = 4
 - c. 6 hits – 2 intercepts = 2 HP damage
7. Third salvo:
 - a. 1d10 from the battleship: 9
 - b. Defense (d8+d6): 3+2 = 5
 - c. 8 hits – 5 intercepts = 4 HP damage
8. Total damage is 2 HP to the frigate, and 4 HP to the battlecruiser.
9. Two *Ordnance Effects* are applied: -1 **CR** (High Explosive) and a *Disorder* on the battlecruiser (Nuclear).
10. For each salvo, compare the number of hits scored against the current **CR** value of the ship. This results in one critical hit inflicted on the ship. The attacker rolls 2d20 to determine the locations.



9.0 END PHASE

Perform End Phase actions in the following order:

1. Check for End of Game
2. Adjust Game Markers
3. Next Round

9.1 Check for End of Game

If one side has satisfied the scenario Victory Conditions, the game ends. In addition to points scored during the game, the following end game scoring applies:

- Ships that have lost at least half their initial HP score half points for the opposing player.
- Ships that have not entered from reserves score full points for the opposing player.

Players then compare their scores to determine the winner.

9.2 Adjust Game Markers

Several game markers have End Round effects:

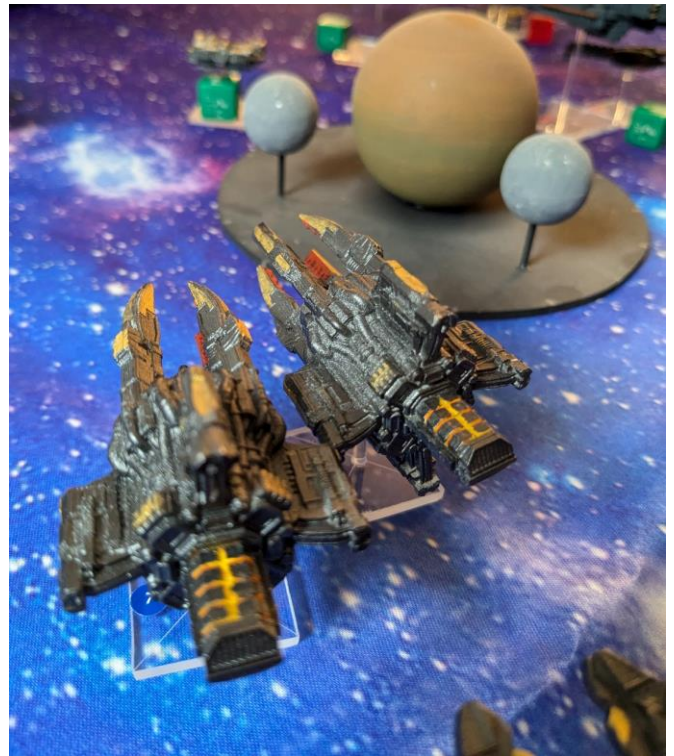
- Ships with the *Elite Bridge Crew* SCR remove one *Disorder* marker.
- Resolve any *End Phase* effects stated in the scenario or terrain rules.
- Players may switch Beacons on, which may cause other beacons to become jammed, if they in base contact with each other. A player may also power down any of their beacons.
- All *Hyperspace Portals* close; remove the portal markers from the game board.
- Remove all Activation Tokens from all ships on the board.

9.3 Check Level of Disorder

If the number of *Disorder* tokens on a ship is equal or greater than the current **CP** level, the ship immediately makes an *Emergency Hyperspace Jump*.

9.4 Next Round

If no player meets the scenario victory conditions, begin a new round with the *Initiative* phase.



Boarding Assault Summary

A squadron with *Space Marines* may assault when within 6" of an enemy ship.

The Attacker takes the following dice:

- A d6 for each *Space Marine* module, or a d10 if the ship has the *Special Forces* SCR.
- A d4 for the *Veteran Troops* SCR.
- A die with one step per supporting *Fighter Squadron* token.

The Defender takes the following dice:

- A d4 if any compromised CP are marked. Otherwise gain a d6.
- A d6 for a *Security Detachment* SCR.
- A die with one step per supporting *Fighter Squadron* token.
- A die for the ship DEF value.

Each player rolls and sums their respective dice; the player with the higher result wins the boarding assault. Ties go to the defender.

- If the attacker won, the defender takes **2 CP** damage and one critical hit, and mark one attacking *Space Marines* module as destroyed.
- If the defender won, mark all attacking *Space Marine* modules as destroyed, and defender loses **1 CP**.

Fighter Squadrons

(RTC = Return to Carrier)

Fighter movement is 20"; Activate with the parent carrier, or as CAP.

Stacks of tokens may be formed or disbanded at any time.

Dice Steps: d4 ↔ d6 ↔ d8 ↔ d10 ↔ d12 ↔ d14 ↔ d16

Fighter Stack: 1 2 3 4 5 6 7

Attacking Ships

1. The defender rolls a DEF die and a bonus from CAP, if desired.
2. For every three intercepts, destroy one attacking token.
3. Roll attack die for remaining fighter stack. If result is equal or greater than defending ship CR, roll 2d20 and choose one location to inflict a critical hit.
4. All attacking and defending Fighters then RTC.

Dogfight vs. Enemy Fighters

1. Each stack rolls its respective attack die.
2. For every three hits, *destroy* one Fighter token.
3. The stack with the most losses (or both, if tied) must RTC. The victor may optionally RTC after the dogfight.

Combat Area Patrol (CAP)

When in base contact with a ship, *Fighter Squadrons* move and activate with that ship. If the ship is boarded or attacked (by ships or other fighters), a stack can provide a bonus defense die if desired. *Fighter Squadrons* RTC after providing this defense die.

Rules for Emergency Jumps:

- When HP or CP damage in a blue square is taken, roll 2d6 and subtract number of *Disorder* markers on the ship. The ship jumps if the result is:
 - 5 or less for *Captains*
 - 4 or less for *Squadron Commanders*
 - 3 or less for *Fleet Admirals*
- A ship with 0 CP immediately jumps if it takes any CP loss or gains a *Disorder* Marker.
- At end of round, a ship jumps if the number of *Disorder* is equal or greater than current CP level.

Turn Sequence:

1. Determine Initiative (roll 2d20)
2. Reserve Phase
3. Squadron Activation Phase (optional actions in BLUE)
 - a. Open Hyperspace Portal
 - b. Remove 1 *Disorder*
 - c. Adjust penalty markers.
 - d. Standard Movement
 - e. Special Action (Limit 1)
 - f. Combat
4. End Turn
 - a. Beacons power up
 - b. Other SCR effects

Special Actions:

- Short-Range Jump movement
- Cloak (engage/disengage)
- Deploy Beacon
- Hack Beacon (Within 6"; Roll 1d6; Successful on a 6)
- Launch 1-3 *Fighters* (+3 w/*Disorder*)
- Engage Hyperspace Drive
- Evasive Action (gain a defense die; skip *Combat* or take *Disorder*)
- Orbit 1-6 segments. (+3 w/*Disorder*)
- GravShot (4 seg; +3 w/*Disorder*)
- Split-S (180° turn and gain *Disorder*)

Hyperspace Matrix Drift & Hyperspace Overload

Result	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target. No movement from a <i>Hyperdrive Overload</i> .

Add 10" for *Hyperdrive Overload*.



Frequently overlooked rules:

1.2.2 Exploding Dice: When a '1' result is rolled, roll another die with the same number of steps and add all results together.

7.3 Combat Penalties: On the turn that a ship enters from Hyperspace, all dice are reduced two steps.

8.4.3 Defensive Screen: Defensive screens are only effective against direct-fire attacks, not torpedoes. If any damage gets through, at least one HP is assigned to the ship with the *Defensive Screen SCR*.

8.3.3 Engage/Disengage Cloaking Field: On the turn when a *Cloaking Device* is deactivated, the de-cloaked ship gains a d4 bonus defense die. If the ship attacks on the same turn it de-cloaks, the defender gains a d6 defense die.

8.4.4 Vulnerable Aft Sector: Gain a d6 bonus attack die if all weapons in an attack target the aft arc of a ship.

11.6 Torpedoes (Indirect Fire): Torpedoes do not gain the squadron bonus attack when fired with other ships in a squadron.

11.6.1 Combined Torpedo Volley: Increase the attack die of a torpedo one step for each other torpedo volley in the attack.

Attack Summary

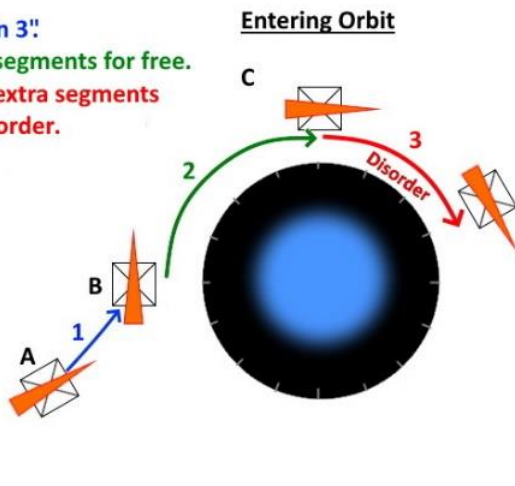
1. Select target.
2. Check LOS and Firing Arcs.
3. Measure range. Use nearest between defending and attacking ships.
4. Roll attack dice:
 - a. Squadron bonus, if using coordinated direct fire (not torpedoes).
 - b. Weapon dice from all ships. Keep only the highest result among these dice.
 - c. Other bonus dice, if any.
5. Roll defense dice:
 - a. **DEF** from target ship.
 - b. One die for Defensive Screen vs. direct-fire, if available.
 - c. CAP from available Fighters (optional).
 - d. Cover from each attacker firing thru terrain.
 - e. Other bonus dice, if any.
6. Add the attack dice for total hits, and defense dice for total intercepts.
7. Subtract the intercepts from hits. Remaining hits are subtracted from the defenders **HP**.
8. If the defending ship took any **HP** damage, apply one *Ordnance Effect* from each weapon type used in the attack.
9. If the defending ship took any damage in a blue square (compromised hull or crew), check for an emergency hyperspace jump.
10. Check for critical hits vs. **CR**.
11. Move on to the next Attack.

Split-S Maneuver

L Move 6", Rotate 180° Ship Class

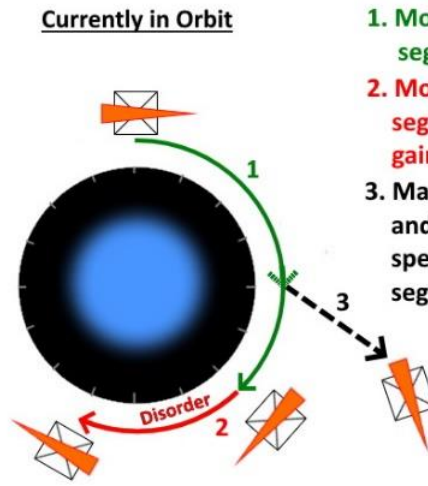
	Corvette, Frigate Destroyer
	Cruisers Light Carrier
	Dreadnought, Battleship, Fleet Carrier, Battlecruiser

1. Move to within 3"
2. Move up to 4 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.



Currently in Orbit

1. Move up to 6 segments for free.
2. Move up to 3 extra segments and gain 1 disorder.
3. May break orbit and move half speed at 4 or fewer segments.



11.0 DESIGN APPENDIX

11.1 Baseline Ship Statistics

Baseline statistics for each ship classification are provided in Table 2.

Table 2 - Baseline Ship Statistics

Classification	ID Code	Base Cost	Squadron Attack Bonus Die ³	Equipment Modules ²	Max Allowed SCR	Defense (DEF)	Base Movement (MV) ⁴	Maneuverability (Turning Arc)	Crew Points (CP)	Critical Rating (CR)	Hull Points (HP)	Reactor Power (PWR)	Auxiliary Power Unit (APU)	Hull Size (HS)
Dreadnought	DN	180	10	3	3	8	12	90	8	7	30	28	6	9
Battleship	BB	120	8	3	3	6	12	90	7	6	26	26	5	8
Fleet Carrier ¹	CV	90	6	2	3	6	12	90	6	6	22	15	4	7
Battlecruiser	BC	80	8	2	3	6	14	180	5	6	22	20	5	7
Heavy Cruiser	CH	50	6	1	2	6	16	180	5	5	22	16	4	5
Light Carrier ¹	CVL	50	4	1	2	4	14	270	4	4	18	12	3	5
Cruiser	CR	35	6	2	2	4	16	270	4	4	20	13	3	4
Destroyer	DD	25	6	1	2	4	18	360	4	3	18	12	3	3
Frigate	FF	20	4	2	1	4	20	360	3	3	16	8	2	2
Corvette	K	10	4	1	1	4	24	360	2	3	12	7	2	1
Large Station ²	LS	130	10	3	3	10	0	n/a	10	8	30	26	6	7
Small Station ²	SS	80	6	2	1	6	0	n/a	6	6	20	14	4	5
Lg. Freighter	AFL	50	6	3	0	6	14	90	5	4	20	8	3	6
Md. Freighter	AFM	35	4	2	0	4	18	90	4	3	16	6	2	4
Sm. Freighter	AFS	20	4	2	0	4	20	180	3	3	12	4	1	2

Notes:

1. Fleet Carriers have a baseline *Hangar Capacity* (HC) of 6. Light Carriers have a baseline HC of 4.
2. Stations have two variants. Variant 'A' adds a second 360° weapon mount. Variant 'B' has a second hangar bay. When using the variant 'B' design, the baseline HC is doubled.
3. Squadron Attack Bonus Die is only available to Squadron Commander or Fleet Admiral ships.
4. Minimum movement for all ships (excluding stations) is 6".



11.2 Ship Design & Customization

Each ship class has its own blueprint and critical hit map, which varies depending on the role and size of the ship.

11.2.1 Design Blueprints

The following basic design blueprint is used in the game:

	F	
	BR	
P	LS	S
T1	DF	T2
RE	HY	RE
E1	E2	E3
DR	A/HG	DR

Location key:

- F = Fore weapon mount
- BR = Bridge
- P = Port weapon mount
- LS = Life Support
- DF = Defense systems
- S = Starboard weapon mount
- T1, T2, T3, T4 = Turret/Torpedo weapon mounts
- RE = Reactor power plant
- HY = Hyperdrive engine
- E1, E2, E3 = Equipment module space
- DR = Main drive engine
- A = Aft weapon mount (non-carriers)
- HG = Hangar for Fighter Squadrons (carriers only)
- W1, W2 = Weapon mount (360° arc, stations only)

11.2.2 Critical Hit map

Critical hit locations are mapped to individual locations in the blueprint. Each ship classification has its own layout.

11.2.3 Power Requirements

Ship systems must be powered to be effective in battle.

The power rating of a ship (shown in Table 2) is the amount of excess power available for weapons and defensive systems. Other ship systems (life support,

propulsion, etc.) are included in the baseline power requirements for the ship.

Additional power can be gained by adding an Auxiliary Power Unit (APU) to the ship's equipment. The amount of extra power provided depends on the size of the ship and is shown in the APU column of Table 2.

A ship's defensive ability can be upgraded by allocating more power to the onboard DEF systems. The amount of extra power required depends on the strength of the DEF rating:

Table 3 - Power Requirements by DEF Rating

DEF Rating	Power Required
4	2
6	4
8	6
10	8
12	11
14	14
16	17

Weapon systems also require variable amounts of power, depending on the attack die assigned to each location:

Table 4 - Power Requirements by Attack Die

Attack Die	Direct Fire Power Required	Torpedo
4	1	1
6	2	2
8	3	3
10	4	4
12	6	5
14	8	6
16	10	7

The maximum speed of a ship can be increased by using variable power drive systems with dedicated power supplies. The maximum speed is increased 3" for each power unit spent on movement.

11.3 Ship Blueprints

The basic design blueprints and critical hit locations for each class is given below.

11.3.1 Dreadnought and Battleship

	F			1		
	BR			2		
P	LS	S		3	4	5
T1	DF	T2		6	7	8
RE	HY	RE		9	10	11
E1	E2	E3		12-13	14-15	16-17
DR	A	DR		18	19	20

11.3.5 Light Carrier

	F			1		
	BR			2		
	LS			3		
P	DF	S		4-5	6-7	8-9
RE	HY	RE		10-11	12-13	14-15
	E1				16	
DR	HG	DR		17	18-19	20

11.3.2 Fleet Carrier

	F			1		
	BR			2		
P	LS	S		3-4	5	6-7
	DF	T1			8	9
RE	HY	RE		10	11	12
E1	HG	E2		13-14	15-16	17-18
DR		DR		19		20

11.3.6 Cruiser

	F			1		
	BR			2		
	LS			3		
P	DF	S		4	5-6	7
	T1	HY			8-9	10
E1	RE	E2		11-12	13	14-15
DR	A	DR		16-17	18	19-20

11.3.3 Battlecruiser

	F			1		
	BR			2		
P	LS	S		3	4	5
T1	DF	T2		6-7	8	9-10
RE	HY	RE		11	12	13
E1	A	E2		14-15	16	17-18
DR		DR		19		20

11.3.7 Destroyer

	F			1		
	BR	LS		2	3	
P	DF	S		4-5	6-7	8-9
T1	HY	E1		10-11	12-13	14-15
	RE				16-17	
	A				18-19	
	DR				20	

11.3.4 Heavy Cruiser

	F			1		
	BR			2		
	LS			3		
P	DF	S		4	5-6	7
T1	HY	T2		8-9	10	11-12
	E1	RE			13-14	15
DR	A	DR		16-17	18	19-20

11.3.8 Frigate

	F			1-2		
	BR			3		
P	DF	S		4-5	6-7	8-9
E1	LS	E2		10-11	12	13-14
	RE				15-16	
	HY				17-18	
	DR				19-20	

11.3.9 Corvette

	F	
	BR	
P	DF	S
	E1	LS
	RE	
	HY	
	DR	

	1-2	
	3-4	
4-5	6-7	8-9
	10-12	13-14
	15-16	
	17-18	
	19-20	

11.3.12 Large Freighter (Civilian)

	BR	
	LS	
T1	DF	T2
RE	HY	RE
E1	E2	E3
DR		DR

	1	
2	3	4
5-6	7	8-9
10	11	12
13-14	15-16	17-18
19		20

11.3.10 Large Station (Two Variants)

	W1	
	BR	
T3	LS	T4
T1	DF	T2
RE	HG	RE
E1	E2	E3
	W2	

	1	
	2	
3-4	5	6-7
8-9	10	11-12
13	14	15
16	17-18	19
	20	

11.3.13 Medium Freighter (Civilian)

	BR	
	LS	
	DF	
T1	RE	T2
	E1	E2
DR	HY	DR

	1-2	
	3-4	
	5-6	
7	8-9	10
	11-12	13-14
15-16	17-18	19-20

	W1	
	BR	
T3	LS	T4
T1	DF	T2
RE	HG	RE
E1	E2	E3
	HG	

	1	
	2	
3-4	5	6-7
8-9	10	11-12
13	14	15
16	17-18	19
	20	

11.3.14 Small Freighter (Civilian)

	BR	
T1	DF	T2
E1	LS	E2
	RE	
	HY	
	DR	

	1-2	
3-4	5-6	7-8
9-10	11-12	13-14
	15-16	
	17-18	
	19-20	

11.3.11 Small Station (Two Variants)

	W1	
	BR	
	LS	
T1	DF	T2
RE	HG	RE
E1	HG	E2

	1	
	2	
	3	
4-5	6	7-8
9-10	11-12	13-14
15-16	17-18	19-20

	W1	
	BR	
	LS	
T1	DF	T2
RE	HG	RE
E1	W2	E2

	1	
	2	
	3	
4-5	6	7-8
9-10	11-12	13-14
15-16	17-18	19-20



11.4 Ship Customization Rules

A Ship Customization Rule (SCR) is used to give ships special features and abilities. These may be bonuses (or penalties) to attacks, ways to regain lost HP, or other exceptions to the rules. An SCR may be effective only at the start of the game, or it may become disabled when the ship is *Compromised*. SCR's may be restricted on certain ship classes; other SCR's may be included for free on other classes. A free SCR has no cost to the ship, and does not count toward the maximum number allowed on board.

SCR Costs

SCR	Cost	Restricted to:	Included for free on:
<i>Ambush</i>	10	Destroyers and Frigates only.	
<i>Armed Crew</i>	5		
<i>Defensive Screen</i>	10	Corvettes and Frigates only.	Frigates
<i>Difficult Target</i>	15	Corvettes and Frigates only.	Corvettes
<i>Elite Bridge Crew</i>	10		
<i>Expert Engineers</i>	15		
<i>Expert Navigators</i>	15		Destroyers
<i>Flight Deck Crews</i>	10	Fleet and Light carriers only.	Fleet Carrier
<i>High Bypass Engines</i>	20		
<i>Operations Center</i>	15	Dreadnoughts, Battleships, and Battlecruisers only.	Dreadnoughts
<i>Pack Hunters</i>	10		Destroyers
<i>Redundant Systems</i>	10		Battlecruiser
<i>Restricted Hangar</i>	-10	Carriers only.	
<i>Scout</i>	10	Destroyers, Corvettes, and Frigates only.	Corvettes
<i>Security Detachment</i>	10		
<i>Special Forces</i>	15		
<i>Target Resolution</i>	10		
<i>Veteran Crew</i>	10		
<i>Veteran Pilots</i>	10	Carriers only.	
<i>Veteran Troops</i>	10		
<i>Vulnerable Design</i>	-20		

11.4.1 Ambush

If all ships in a Squadron have this SCR, the Squadron may deploy as a hidden squadron during the *Squadron Deployment* phase. Only Destroyers and Frigates may take this SCR.

11.4.2 Defensive Screen

A ship with this SCR may roll its **DEF** die as a bonus when an adjacent ship is attacked by direct-fire weapons. Only one bonus die per attack is allowed. Only Frigates and Corvettes may take this SCR.

11.4.3 Difficult Target

This ship gains a d4 bonus defense die when defending against any direct fire attack made by a larger ship. Only Destroyers, Frigates and Corvettes may take this SCR.

11.4.4 Elite Bridge Crew

A ship with this SCR removes a single *Disorder* marker during the *End Phase* of the round.

11.4.5 Expert Engineers

A ship with this SCR increases the **CR** of the ship by one.

DARKMATTER ARMADA

11.4.6 Expert Navigators

A ship with this SCR takes one less *Disorder* marker when performing a *Split-S* or *Gravitational Slingshot Special Action*.

11.4.7 Flight Deck Crews

A ship with this SCR may immediately relaunch up to two *Fighter Squadrons* that *Returned to Carrier* this turn.

11.4.8 High Bypass Engines

A ship with this SCR does not have a *Vulnerable Sector* when attacked.

11.4.9 Operations Center

Roll three dice (instead of two) during the initiative phase of each round. Only *Dreadnoughts*, *Battleships*, and *Battlecruisers* may take this SCR.

11.4.10 Pack Hunters

A ship with this SCR adds a d4 bonus attack die to an attack for each other ship in the squadron with the *Pack Hunters* SCR.

11.4.11 Redundant Systems

A ship with this SCR has extra systems built in to deal with heavy damage. The ship has 50% fewer *Compromised HP* boxes on board. There is always a minimum of one box on a ship, however.

11.4.12 Restricted Hangar

A ship with this SCR has limited space on board for handling *Fighter Squadrons*. The ship cannot launch and recover *Fighter Squadrons* in the same turn.

11.4.13 Scout

If all ships in a Squadron have this SCR, the squadron may be deployed during the *Scout Deployment Segment* when setting up the game.

11.4.14 Security Detachment

When defending against a *Boarding Assault*, the ship gains a d6 defense die.

11.4.15 Special Forces

When making a *Boarding Assault*, a ship with this SCR rolls a d10 for each *Space Marines* module on board the ship. Requires at least one *Space Marines* equipment module on the ship.

11.4.16 Target Resolution

This SCR improves attacks made by an adjacent ship. Once per turn, when making an attack, roll two attack dice from a single weapon and take the higher result.

11.4.17 Veteran Crew

A ship with this SCR has a well-trained, veteran crew on board. As a result, the ship has 50% fewer *Compromised Crew* boxes on board, to a minimum of one box.

11.4.18 Veteran Pilots

When attacked, *Fighter Squadrons* assigned to this ship lose one token for every four hits, instead of three.

11.4.19 Veteran Troops

The *Space Marines* on a ship with this SCR have previous combat experience. The ship rolls a bonus d4 during any *Boarding Assault*.

11.4.20 Vulnerable Design

Whenever this ship takes a *Critical Hit*, the defender chooses an adjacent location to also be destroyed.



11.5 Direct Fire Weapons

Each weapon on a ship is equipped with different types of ordnance that inflicts specialized damage to a target. Most ordnance types are available only to military spacecraft. If a civilian ship can generally use the ordnance type, it is noted in the “Civilian” column of the Ordnance Summary table.

Ordnance Summary

<i>Ordnance Type</i>	Base Cost	Range	Restrictions	Civilian Availability?
<i>Antimatter</i>	15	16" – 32"	No turret or aft mounts.	No
<i>Autocannon</i>	0	0" – 32"	Attack die cannot exceed a d10.	Yes
<i>Beam</i>	5	0" – 16"	None.	Yes
<i>Biohazard</i>	15	16" – 32"	No turret mount.	No
<i>Dark Matter</i>	15	16" – 32"	No turret or aft mounts.	No
<i>Disruptor</i>	15	0" – 16"	None.	No
<i>Cyberwarfare</i>	10	0" – 16"	None.	No
<i>EMP</i>	10	0" – 16"	None.	No
<i>Gravitational</i>	15	16" – 32"	None.	No
<i>High Velocity Railgun</i>	15	16" – 32"	Fore mount only.	No
<i>Nuclear</i>	20	16" – 32"	None.	No
<i>Plasma</i>	20	0" – 16"	No turret mounts.	No
<i>Polaron Ray</i>	20	0" – 16"	Fore mount only.	No
<i>Scatter</i>	10	0" – 16"	None.	Yes

11.5.1 Antimatter



Ordnance damage effect: Target ship gains a *Comms Down* marker and cannot use *Coordinated Fire* mode in its next Combat phase.

Restrictions: No turret or aft mounts.

Range: 16" – 32"

11.5.2 Autocannon



Ordnance damage effect: Ignores defenders' shielded arcs. Cannot attack through own shields.

Restrictions: Attack die cannot be greater than a d10.

Range: 0" – 32"

11.5.3 Beam



Ordnance effect: Increase the attack die by one step if using *Coordinated Fire* mode.

Restrictions: None

Range: 0" – 16"

11.5.4 Biohazard



Ordnance damage effect: Target ship loses 1 Crew Point (CP).

Restrictions: No turret mounts.

Range: 16" – 32"

11.5.5 Cyberwarfare



Ordnance damage effect: Affected player has -3 initiative on next round.

Restrictions: None.

Range: 0" – 16"

11.5.6 Dark Matter



Ordnance damage effect: Target ship has -2 hits on its next attack.

Restrictions: No turret or aft mounts.

Range: 16" – 32"

11.5.7 Disruptor



Ordnance damage effect: Destroys a *Shield Generator* or causes a *Hyperdrive Overload* (Attackers choice).

Restrictions: None.

Range: 0" – 16"

11.5.8 EMP (Electro-Magnetic Pulse)



Ordnance damage effect: If it does not already have one, the target gains a *Signal Interference (-2 DEF)* marker.

Restrictions: None

Range: 0" – 16"

11.5.9 Gravitational



Ordnance damage effect: Target ship is moved up to 6" in any direction, facing in any direction.

Restrictions: Attack die cannot be greater than a d10.

Range: 16" – 32"

11.5.10 High Velocity Railgun



Ordnance damage effect: Subtract two from the target ship's CR for this attack.

Restrictions: Fore mount only.

Range: 16" – 32"

11.5.11 Nuclear



Ordnance damage effect: Target ship gains a *Disorder* marker.

Restrictions: None

Range: 16" – 32"

11.5.12 Plasma



Ordnance damage effect: On next activation, ship drifts forward 4" and cannot otherwise move or turn.

Restrictions: No turret mounts

Range: 0" – 16"

11.5.13 Polaron Ray



Ordnance damage effect: Adjust a critical hit roll by up to -2 or +2.

Restrictions: Fore mount only.

Range: 0" – 16"

11.5.14 Scatter



Ordnance effect: Reduce enemy defense dice from terrain by two steps. (d4 minimum).

Restrictions: None

Range: 0" – 16"

11.6 Torpedoes (Indirect Fire)

Torpedoes are a special kind of ordnance:

- They can only be placed in a turret slot on the ship blueprint.
- Torpedoes do not need clear LOS to the target ship.
- Torpedoes cannot be combined with direct fire weapon attacks.
- They use less power at higher attack dice values than direct fire weapons.
- Defensive Screens (see rule 8.4.3) have no effect against torpedo attacks.

11.6.1 Combined Torpedo Volley

Torpedoes from ships in the same squadron may be combined into a single attack, but they do not gain the squadron attack bonus die. Instead, when firing multiple volleys, increase the attack die one step for each volley in the attack. Use the highest result from the attack roll to determine the number of hits. For example, if a ship with a d6 torpedo attack is joined by two other ships firing torpedoes, instead roll a d10 for each torpedo volley.

11.6.2 Ordnance Effects

<i>Ordnance Type</i>	Base Cost	Range	Restrictions	Civilian Availability?
<i>Torpedo (Biohazard)</i>	15	16" – 48"	Turrets only	No
<i>Torpedo (Corrosive)</i>	20	16" – 48"	Turrets only	No
<i>Torpedo (Dark Matter)</i>	20	16" – 48"	Turrets only	No
<i>Torpedo (EMP)</i>	15	16" – 48"	Turrets only	No
<i>Torpedo (High Explosive)</i>	5	16" – 48"	Turrets only	No
<i>Torpedo (Nuclear)</i>	20	16" – 48"	Turrets only	No

11.6.3 Torpedo (Biohazard)



Ordnance damage effect: Target ship loses 1 Crew Point (CP).
Restrictions: Turrets only.
Range: 16" – 48"

11.6.4 Torpedo (Dark Matter)



Ordnance damage effect: Target ship has -2 hits on its next attack.
Restrictions: Turrets only.
Range: 16" – 48"

11.6.5 Torpedo (EMP)



Ordnance damage effect: If it does not already have one, the target ship gains a *Signal Interference (-2 DEF)* marker.
Restrictions: Turrets only.
Range: 16" – 48"

11.6.6 Torpedo (High Explosive)



Ordnance damage effect: Temporarily reduce the CR of the defending ship by 1 on this turn.
Restrictions: Turrets only.
Range: 16" – 48"

11.6.7 Torpedo (Nuclear)



Ordnance damage effect: Add a *Disorder* marker to the target ship.
Restrictions: Turrets only.
Range: 16" – 48"

11.6.8 Torpedo (Corrosive)



Ordnance damage effect: If the torpedo attack caused a critical hit, inflict a second critical hit on the next lowest numbered location.
Restrictions: Turrets only.
Range: 16" – 48"

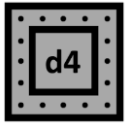
11.7 Equipment Modules

In addition to the various weapon loadouts, extra equipment or system upgrades can be added to a hull. The amount of equipment that can be added is limited by the size and class of ship. Many modules are not available to civilian ships; exceptions to this are shown in the *Equipment Costs* table.

11.7.1 Equipment Costs

Equipment Module	Cost	Placement Restrictions	Civilian Availability?
<i>Armor Plating</i>	10	None	Yes
<i>Aperture Beacon</i>	15	None	No
<i>Automated Repair</i>	15	None	Yes
<i>Auxiliary Power Unit</i>	15	None	Yes
<i>Bridge</i>	0	None	Yes
<i>Beacon Deployment</i>	10	None	No
<i>Cargo Space</i>	5	None	Yes
<i>Catapult Launchers</i>	10	Carriers only.	No
<i>Chaff Launcher</i>	10	None	Yes
<i>Cloaking Device</i>	20	Requires an <i>Auxiliary Power Unit</i> or two <i>Reactors</i> .	No
<i>Defense Network</i>	0	None	Yes
<i>Electronic Countermeasures</i>	15	None	No
<i>Enhanced Sensor Array</i>	10	Requires an <i>Auxiliary Power Unit</i> or two <i>Reactors</i> .	No
<i>Hangar Bay</i>	10	None	No
<i>Hyperdrive</i>	0	None	Yes
<i>Hyperspace Matrix</i>	15	Requires an <i>Auxiliary Power Unit</i> or two <i>Reactors</i> .	No
<i>Life Support</i>	0	None	Yes
<i>Long Range Assault Craft</i>	10	None	No
<i>Main Drive</i>	0	None	Yes
<i>Maneuvering Thrusters</i>	10	None	No
<i>Mass Driver</i>	15	Requires at least one <i>Cargo Space</i> module.	No
<i>Minelayer</i>	10	None	No
<i>Minesweeper</i>	10	None	No
<i>Multiplex Targeting</i>	15	None	No
<i>Point Defense Screen</i>	15	Requires an <i>Auxiliary Power Unit</i> or two <i>Reactors</i> .	No
<i>Fusion Reactor</i>	0	None	Yes
<i>Antimatter Reactor</i>	10	None	No
<i>Quantum Reactor</i>	15	None	No
<i>Reinforced Hull</i>	25	None	No
<i>Secondary Drive</i>	10	Requires an <i>Auxiliary Power Unit</i> or two <i>Reactors</i> .	Yes
<i>Shield Generator</i>	25	Ship cannot have a <i>Cloaking Device</i> or <i>Stealth Systems</i> .	No
<i>Space Marines</i>	10	None	No
<i>Stealth Systems</i>	15	Ship cannot have a <i>Cloaking Device</i> or <i>Shield Generator</i> .	No
<i>Tractor Beam</i>	10	None	Yes

11.7.2 Armor Plating



A ship with this equipment module improves the overall armor of the ship. The ship gains a d4 bonus defense die when attacked by direct or torpedo weapons. This module is not affected by a *Critical Hit*; instead, re-roll for a different location.

11.7.3 Automated Repair



At the start of its activation, a ship with this module may repair a blueprint location that was previously damaged by a critical hit. Requires a working *Auxiliary Power Unit*.

11.7.4 Auxiliary Power Unit



This module is required by some weapons and systems due to increased power requirements. Adding one module satisfies the requirements for any number of other equipment modules or weapon systems that require extra power. Extra power is also provided for weapons and defense systems. A critical hit to this equipment module also counts as a *Reactor* hit.

11.7.5 Bridge / Fire Control



This module is required on all ships. It represents the principal command and control center for the ship. It also provides the base attack die for the ship. The first hit that is registered on this module damages the module; the second hit will destroy it. A ship that loses the bridge must make an *Emergency Hyperspace Jump* to escape the battlefield. If the ship cannot make the jump, it is instead *Destroyed*.

11.7.6 Beacon Deployment



This module contains the specialized equipment and personnel required to deploy beacons to the battlefield. Each *Beacon Deployment* module carries three beacons for use during a game.

11.7.7 Cargo Space



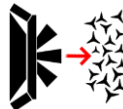
Provides generic cargo space on a ship. The module holds an amount of cargo equal to the Hull Size of the ship. Cargo modules cannot be repaired.

11.7.8 Catapult Launchers



As a *Special Action*, a ship with *Catapult Launchers* may launch *Fighter Squadrons* at the beginning of the Movement Segment of its activation.

11.7.9 Chaff Launcher



A ship with this equipment module can launch specialized radar decoy chaff. When attacked by torpedoes, the defending player may deploy chaff to gain a d6 defensive die. Each module can launch two clouds of chaff during the game.

11.7.10 Cloaking Device



A ship with an active *Cloaking Field* cannot be attacked by enemy ships. Unfortunately, the *Cloaking Field* also interferes with the ships own sensor systems, making it impossible to make any attacks while cloaked.

On the turn when the *Cloaking Device* is deactivated, the residual energy grants a d4 bonus defensive die if the de-cloaked ship is attacked. If the ship attacks, the defender gains a d6 defensive die. This module requires a working *Auxiliary Power Unit* or two *Reactors* on board the ship. Cannot be installed on a ship with a *Shield Generator* or *Stealth Systems* modules.

11.7.11 Defense Network



This equipment module coordinates the action of all point defenses on the ship. All ships are required to have this module. If this module is destroyed, the base DEF of the ship becomes 1d4, although other modules or SCR's still add their bonus defensive dice when the ship is attacked.

11.7.12 Electronic Countermeasures



When a ship with this equipment module is attacked by torpedoes, increase the **DEF** roll by two steps. A ship with this module adds +1 when performing the *Hack Beacon* special action.

11.7.13 Enhanced Sensor Array



Extends the range of all weapons systems on board by 8". This equipment module requires an *Auxiliary Power Unit* or two *Reactors* on board the ship.

11.7.14 Hangar Bay



This module provides space for storing, launching, and recovering fighters. For each non-carrier class ship with this module, add 2 to its Hangar Capacity (**HC**). If added to Fleet Carriers or Large Stations, add 4 to its **HC** value. For Light Carriers and Small Stations, add 3 to the **HC** value.

11.7.15 Hyperdrive



This module is required for a ship to make a hyperspace jump. By default, all ships have this equipment module. If this module is damaged by a critical hit or *Disruptor*, a *Hyperdrive Overload* occurs. Roll 1d20 on the *Hyperspace Matrix Drift* chart and add 10" the result to determine position of ship. Change the facing of the ship so that it points away from its previous location.

11.7.16 Hyperspace Aperture Beacon



Other ships that are performing a *Short-Range Jump* may use this ship as if it were a *Hyperspace Beacon*. This module cannot be used if the ship is cloaked.

11.7.17 Hyperspace Matrix



During the Movement Segment of its activation, a ship with this equipment module may perform a *Short-Range Jump* to any location on the game board, without needing a beacon at the destination location. Due to inconsistencies in hyperspace, the ship may drift from its intended destination. When a ship uses its *Hyperspace Matrix*, select the destination location by placing the Hyperspace Drift template on the board. Roll 1d20 and compare the result to the following table to determine if any drift occurs.

Table 5 – Hyperspace Matrix Jump Results

1d20 Result	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	Arrive on target

If the final arrival position is within 6" of a terrain feature, the ship gains a *Disorder* marker. If the final arrival position is inside a terrain, treat this result the same as a collision with the terrain.

The use of a *Hyperspace Matrix* temporarily overloads the sensor systems of the ship making the jump. During its next attack phase, all ship weapons attack at one lower die step.

A working *Auxiliary Power Unit* or two *Reactors* is required for this module to function.

11.7.18 Life Support



All ships must have at least one life support module. Unlike other modules, a critical hit to this module does not destroy it. Instead, subtract 2 from the current Crew Point (CP) total on the ship for each critical hit it receives. If the CP total would go below 0, the ship must make an *Emergency Hyperspace Jump* to escape the battlefield. If the ship cannot make the jump, it is instead *Destroyed*.

11.7.19 Long Range Assault Craft



A ship with this equipment module can initiate a *Boarding Assault* against a target within 12". A ship still requires a *Space Marines* module to make a *Boarding Assault*. If this module is destroyed by a *Critical Hit*, the ship cannot make any *Boarding Assaults* until it is repaired.

11.7.20 Main Drive



This is the default drive unit that is available to all ships. The speed of the ship is dependent on its size, and the number of drives it has on board. A ship with two drives can lose one and still be able to move at half speed. A ship that has no functioning drives is dead in space and cannot move.

11.7.21 Maneuvering Thrusters



Improves the maneuverability of the ship. As a *Special Action*, a ship with this module may pivot up to 45 degrees at the beginning of the *Movement Segment* of its activation, prior to any other action. If the ship is moving at low speed, it can pivot up to 90 degrees.

11.7.22 Mass Driver



A ship fitted with a *Mass Driver* is suited for orbital bombardment. Using a series of high energy field coils, this equipment module launches small asteroids at a planet's surface. This attack ignores all planetary defenses and inflicts d14 points of damage to the target. This module requires a *Cargo Space* module, which serves as storage for the asteroid

projectiles. The *Mass Driver* can be fired a number of times equal to the ships' cargo capacity.

11.7.23 Minelayer



A ship with this equipment module can place a 6" diameter minefield during the *Deploy Minefields* step of terrain placement.

11.7.24 Minesweeper



When a ship with this equipment module enters or activates inside a minefield, it rolls DEF twice, taking the higher result for intercepts. The ship can also provide DEF protection for one other ship that is in base contact.

11.7.25 Multiplex Targeting



This equipment module allows the *Squadron Commander* to make *Coordinated Fire* attacks in all firing arcs on the same turn.

11.7.26 Point Defense Screen



This module provides additional defensive firepower. This module adds a d6 bonus defense die on all defense rolls. A working *Auxiliary Power Unit* or two *Reactors* is required for this module to function.

11.7.27 Fusion Reactor



The Reactor module provides power to all systems on a ship. The first hit on this module causes the ship to take a *Disorder* token; the second hit causes a catastrophic chain reaction, destroying the ship in the process.

11.7.28 Antimatter Reactor



This reactor provides 4 extra power to the ship. Take a *Disorder* token on the first hit to this module; destroy the ship on the second hit.

11.7.29 Quantum Reactor



This reactor provides 6 extra power to the ship. Take a *Disorder* token on the first hit to this module; destroy the ship on the second hit.

11.7.30 Reinforced Hull



A ship with this equipment module has a reinforced structure, allowing it to be more resistant to critical damage. This module adds two to the ship's Critical Rating (CR). If this module is selected as a *Critical Hit*, re-roll the result.

11.7.31 Secondary Drive



Add 3" extra movement to the ship for each *Secondary Drive* module attached to the ship. A working *Auxiliary Power Unit* or two *Reactors* are required for this module to function.

11.7.32 Shield Generator



A *Shield Generator* provides a ship with an energy barrier capable of stopping all attacks originating in one quadrant. The shield barrier prevents incoming direct weapons fire from the enemy, as well as all outbound attacks from the ship equipped with this module. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks* are not blocked by shields due to their ability to manoeuvre around the ship.

When a squadron activates, and during the *Command & Control* segment, each ship with a working *Shield Generator* module selects one arc (Fore, Aft, Port, or Starboard) to protect. If the ship has multiple *Shield Generators*, each module must select different facing arcs. A ship may also elect to power down the *Shield Generator*, and no arc will be protected. Due to electronic interference, this cannot be installed on a ship that has a *Cloaking Device* or *Stealth Systems* equipment modules.

11.7.33 Space Marines



A ship with this module may make a *Boarding Assault* (see 8.4.9) against enemy ships during the combat phase. This module adds a d6 die to the attack dice pool during *Boarding Assaults*.

11.7.34 Stealth Systems



A ship with this equipment module rolls a d8 defense die if the attack is closer than 20". If the attack is over 20" away, the ship rolls a d12 defense die. Due to electronic interference, this cannot be installed on a ship with a *Cloaking Device* or *Shield Generator*. If the *Main Drive* is offline, the ship instead rolls a d14 defense die at all ranges.

11.7.35 Tractor Beam



As a special action, a ship with this equipment module may move a smaller stationary object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the *Tractor Beam*.

15.0 CHANGE LOGS

15.1 Version beta.17 (06.02.2020)

1. The Hangar Bay module referred to Squadron Capacity in the description. This was an old term, and has been corrected to Hangar Capacity for consistency. Also clarified that Light Carriers and Small Stations should receive a bonus of 2, not 3, to their HC values.
2. Removed reference to Shield Rating (**SR**) in the ship statistics. Shields simply add to the **DEF** value, and is shown under the **DEF** as an additive value, i.e., 4+2.
3. Damage Control teams referred to a 'repair' result on the dice. This should have been 'Damage Control' result (i.e., a '6' on the die)
4. Changed ordnance effect on EMP and Antimatter weapons. Other clarifications made to ordnance effects.
5. Added Electronic Countermeasures to equipment list (was mistakenly placed in Defense Network notes).
6. Changed Automated Repair to restore 2 **HP** (plus one with an APU).
7. Revised terrain collision rules.
8. Revised some ordnance effects, and mounting restrictions. All ordnance effects are permanent, unless otherwise noted.
9. Revised rules for *Fighter Squadrons*.
10. Added rank insignia for the Fleet Admiral, Squadron Commander, and Captain.
11. If the Fleet Admiral is not on the board, the player rolls a single die (1d6) for determining initiative.
12. Revised rules and costs for shields, shield generators, and shield projectors. Removed the Focused Shielding SCR.
13. Removed ability to transfer ships between squadrons.

15.2 Version 1.0 (Published 08.11.2020)

1. Changed the number of fighters launched per turn from 2 to 3. Also, a carrier can launch 3 more fighters if it takes an additional *Disorder* token.
2. Changed the rules for Fighter Squadrons attacking ships to improve balance and utility of fighters.
3. Clarified that *Fighter Squadrons* may move along with ships when they are providing CAP (Combat Area Patrol) cover.
4. All of a carriers *Fighter Squadrons* may now deploy on the board at the start of the game.
5. Removed restriction of one *Boarding Assault* per game, and clarified other *Boarding Assault* rules.
6. Adjusted ordnance effects for Biohazard (now does 2 **CP** damage) and Dark Matter (now does 2 HP damage).
7. *Cloaking Device* rules changed to eliminate duplication with other equipment options.
8. Clarified that *Polaron Rays* can only fire at *Optimal Range* (not out to 48" like other weapons).
9. Revised base statistics of ships (HP, CP, MV, cost, etc)
10. Updated rules on entry from *Hyperspace Reserve*.
11. Added a rule for when a ship reaches zero *Critical Rating* (CR = 0)
12. Equipment modules that require an APU also work if there is a second reactor on board.

15.3 Version 1.1 (Published 9.23.20)

1. Changed ordnance effect of *Beam* weapons to be easier to apply.
2. Added *Multiplex Targeting* to the available equipment.
3. Added some clarification to orbital movement.
4. Changed *Gravitational Slingshot* movement from 4 segments to 3 segments.

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5. Changed deployment of *Fighter Squadrons* to allow for full deployment when a Carrier enters the board.

15.4 Version 1.2 (Published 2.1.21)

1. Clarified some rules for weapons.
2. Torpedo rules modified. Previously referred to as indirect weapons; all torpedo attacks are indirect, so this was changed to just say torpedo, eliminating an extra defined term.
3. *Biohazard Torpedo* added to Ordnance list.
4. Increased baseline speeds for all ship classes.
5. Revised and simplified rules for beacons. Hacking beacons is now a *Special Action* which is performed by ships equipped with an *Electronic Countermeasures* module. Only *Fighter Squadrons* may directly attack beacons.
6. The timing on making *Condition Checks* incorrectly referred to an earlier iteration of the rules. This section has been rewritten to match the current ruleset.
7. The *Armor Plating* equipment module has no protective effect once the ship is *Compromised*.
8. Changed ordnance effect for *Beam* weapons (again) to rolling two extra dice.
9. A ship that cannot make an *Emergency Hyperspace Jump* for any reason instead takes two *Disorder* markers instead of one.
10. Revised shield rules. *Shield Generators* now produce a protective shield in one arc instead of 'temporary HP' for the ship. The shield blocks all direct weapon attacks, inbound and outbound from the ship. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks* are not blocked by shields due to their ability to manoeuvre around the ship. *Shield Projector* removed from equipment options.
11. Added *Disruptor* weapon type, which specifically targets shields, but does not otherwise damage ships.
12. Size of beacon target terrain changed down to 1" or less to emphasize their small size.
13. Dual column format and rule section numbering added.

15.5 Version 1.3 (Published 4.8.21)

1. Minor editing changes.
2. Scenarios added to document.
3. Terrain damage changed from random attack dice rolls, to simply random number of hits inflicted. DEF does not reduce this value. Previously, you had to roll to determine the number of dice, roll to attack, and roll DEF to determine hits.
4. Players roll 1d20 (instead of 2d6) when choosing player order. This is to reduce the number of possible tied results when using 2d6.
5. Added scenarios 12.1, 12.2, 12.3, 12.4 to main rules document.

15.6 Version 1.4 (Published 8.8.21)

1. Critical hits on locations without equipment or weapons (or if the location had been previously damaged) now skips to the next lower available critical hit location that has functioning equipment. (8.4.10.7)
2. Corrected combat examples to match current rules and stats. (8.4.11)
3. Added "*Evasive Action*" special action. (8.3.6)
4. Clarified that torpedoes can only be fired at targets inside of their optimal range. (11.6)

15.7 Version 1.5 (Published 9.8.2021)

1. Ships with a *Shield Generator* equipment module may deploy to the board with the shields active. (5.2.5.2)
2. Clarified that the Antimatter ordnance effect affects all attacks in the next combat phase. (11.5.1)

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3. Clarified rules for LOS, Range, and Cover. (8.4.1, 8.4.2)
4. Ships at *Full Stop* are not affected by the *Vulnerable Sector* rule. (8.4.4)
5. *Condition Checks* apply to both HP and CP losses, and happens only once per attack (8.4.10.2)
6. Added terrain effects to compiled game tables.
7. Changed Minefield Terrain to inflict 2d6+6 HP, but ship may use DEF to reduce this. (3.5.5)
8. Updated description of ship data cards to match current output produced by the Fleet Builder software. (1.8)
9. Disruptor weapons now damage Shield Generators or Hyperdrive modules as an ordnance effect. They also damage ships on normal hits like other weapon systems. (11.5.7)
10. Renamed “Corrosive Gas Pocket” to “Corrosive Gas Nebula” (3.5.2)
11. Added descriptions for various marker tokens used in the game (Arc Shield (1.7.2), Disorder (1.7.3), Evasive Action (1.7.6))
12. Removed “Maneuverability Rating” from ships, now that terrain no longer has an “attack value” (this was removed in version 1.3).
13. Adjusted rules for minefields. Minefields will cause 2d6 damage, which can be reduced by DEF results of 5/6. Minesweeper equipment modules improve DEF to 3/4/5/6.
14. Adjusted ship DEF ratings up by one. (11.1)
15. Added *Tractor Beam* to the available equipment list. (11.7.35)
16. Ship sizes were given numerical values instead of large, medium, or small text descriptions. This was done to facilitate the new tractor beam rules. (11.1) Rules for Cargo equipment modules were also adjusted to reflect the new hull size statistic. (11.7.7)

15.8 Version 1.6 (Not formally published)

1. Empire information added to the main rules document.
2. Other minor editorial changes.

15.9 Version 1.7 (Published 08/01/22)

1. Skirmish variant rules added.
2. Clarified that asteroid field damage is not reduced by DEF systems. (3.4.1)
3. Opening a Hyperspace Portal must be 3” from all terrain features, not just planets. (7.1.1)
4. When entering from Hyperspace Reserve, a ship is placed in contact with the energy portal; either on or adjacent to it. (7.2)
5. Removed section for *Restricted Entry* in the *Reserve* phase. Scenarios need to be written to prevent last-minute entry becoming a viable strategy. (7.1.3)
6. When at *Full Stop*, a ship making a *Direct Fire* attack does not receive the optimal range bonus when attacking. (8.1.1)
7. Editorial changes for additional clarity.
8. Changed the prohibition on Torpedoes combining fire with other Direct Weapons. (8.4.6.3) *Note: this was reinstated in Version 2.0.*
9. Rule 8.4.9 (Boarding Assaults) incorrectly stated that the *Space Marines SCR* was required. This should have said *Space Marines* equipment module.

15.10 Version 1.8 (Published 08/18/22)

1. Fighter squadrons assigned to CAP now roll 2d6 when adding to a ships DEF rating. (8.4.8.3)
2. EMP weapons no longer do permanent damage. EMP damage (to DEF systems) lasts until the ship reboots its defense computer system. This may be done in the *Command & Control* segment of a ship activation. A ship

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that has rebooted its defense system also loses the *Optimal Range* bonus on any attack made in the current activation. **(Error! Reference source not found.)**

3. The Space Marine equipment module now provides 5 platoons of marines (rolling 5 dice instead of the previous 4 dice) when making a *Boarding Assault*. (11.7.33)
4. When making a *Boarding Assault*, *Space Marines* strength is permanently reduced when intercepted by enemy defensive fire. Mark the losses on the equipment module. (8.4.9)
5. The range for making a *Boarding Assault* was increased from 3" to 6". (8.4.9)
6. When equipped with a *Long Range Assault Craft* module, ships can perform a *Boarding Assault* at a range of 12" (11.7.19).
7. The *Automated Repair* equipment module now repairs a critical hit location, instead of restoring lost HP. The module still requires a functional Auxiliary Power Unit to work. (11.7.3)
8. The cost for installing Biohazard weapons increased from 10 to 15. (0) The Biohazard ordnance effect was reduced from -2 CP to -1 CP per effect. (11.5.4)
9. The EMP ordnance effect was reduced from -2 DEF to -1 DEF. (11.5.8)
10. Changed the *Multiplex Targeting* module effect to allow for attacks in multiple arcs without losing the *Optimal Range* bonus (11.7.25).

15.11 Version 2.0 (Published 08/01/23)

1. Added figures and descriptions for Activation Markers and Fighter Squadron tokens.
2. Clarified rules for firing into multiple arcs, only one attack can gain the *Optimal Range* bonus when making attacks in multiple arcs. **(Error! Reference source not found.)**
3. Added description of Base Attack Die as one of the main ship statistics. (1.8.10)
4. Clarified that ships must make the minimum move, with the exception of frigates and corvettes.
5. Hack Beacon attempts can be made by any ship. Range is within 6" to make the attempt. (8.3.2)
6. Ships may not break orbit the same turn that they enter orbit around a planet. (8.3.10.3)
7. Torpedo rules modified. Notably, torpedoes cannot combine with direct fire weapons. (11.6)
8. Changed the *Reinforced Hull* equipment module to reflect changes to torpedo weapons.
9. Added clarification for how terrain features interact with torpedo attacks. Previously, nothing affected LOS for torpedo attacks. Some terrain features now have an effect on attacks. (3.0)
10. Upgraded the *Point Defense Screen* module from a d4 to a d6 bonus die. (11.7.26)
11. Renamed *Aperture Beacon* to *Hyperspace Aperture Beacon*. (11.7.16)
12. Changed *Armor Plating* equipment module to grant 1d4 per armor plating module. (Used to require a ship in non-compromised mode, and only removed 1 HP damage.) (11.7.2)
13. Changed the effect of the *Security Detachment* SCR; defending player can change the value of up to 2 dice to a '3' before comparing results. (11.4.14)
14. Removed the *Unmanned* SCR, due to game imbalance issues.
15. Rebalancing of ship stats based on playtest feedback. (11.1)

15.12 Version 2.1 (Published 08/12/23)

1. Adjusted Boarding Assault resolution to include casualty rolls for both winning and losing sides. (8.4.9.3)
2. When ships in the same squadron combine fire together, each rolls its attack die, but only the highest result counts towards hits on the enemy. (Error! Reference source not found.)

15.13 Version 2.2 (Published 11/3/2023)

1. Changed ordnance effect of Dark Matter weapons to affect the base attack die statistic.
2. Changed ordnance effect of Gravitational weapons to allow for facing of ship to change.
3. A ship entering from hyperspace has all dice (for attack and defense) reduced by two steps on the turn it enters. (see 7.3)
4. Added *Veteran Troops* SCR. (see 11.4.19)
5. Adjusted rules for minimum and maximum moves. (8.2.3 and 8.2.4)
6. Fighter squadron stacks start at a d6 (instead of d4) (8.4.8.6)
7. Adjusted rules for Shut down and Restart of Main Drive.
8. Repairs of spaces destroyed by critical hits changed. Instead of rolling a handful of d6's, the repair roll is now a polydie based on the CP and Disorder on a ship. This also changed the Expert Engineers SCR (11.4.5), and effects of a Full Stop marker (8.1.1).
9. *Beacon Deployment* equipment module now carries three beacons. (11.7.6)
10. Equipment cost for *Electronic Countermeasures* increased from 10 to 15. (11.7.12)

15.14 Version 3.0 (Published 07/27/24)

1. References to *Optimal Range* removed from rules. Weapons will have a basic range only.
2. Changed the ordnance effect for EMP weapons (adds a *Signal Interference* marker).
3. Changed the ordnance effect for Plasma weapons (no longer needs an engine restart to clear the effect).
4. Added *Signal Interference* markers to the list of available markers, to support the new EMP effect.
5. Revised rules for Fighter Squadrons.
6. Revised rules for Boarding Assaults.
7. Revised rules for Coordinated fire within squadrons.
8. *Defensive Screens* (8.4.3) are only effective vs. direct-fire attacks.
9. Torpedo minimum ranges changed from 12" to 16".
10. Removed rules for *Full Stop*. This was done as part of a larger change to how ship speeds are handled. References to *Full Stop* and *Restart Engines* also removed from the *Command and Control* segment. Removed *Full Thrust* special action.
11. *Orbital Bombardment* added to the list of *Special Actions*. (8.3.11)
12. Rules for movement modified. Ships choose between three speed settings for the movement value. (8.2.2)
13. Ships that provide a *Defensive Screen* must take at least one HP damage that was not intercepted. (8.4.3)
14. The *Command Radius* only applies to Coordinated Firing mode. Ships do not gain *Disorder* for being outside of *Command Radius*.
15. Removed the *Damage Control Teams* segment of the End Phase. Repairing ships during a battle is only possible if an Automated Repair module is on the ship. Adjusted *Expert Engineers* SCR to instead increase ship **CR** by one. *Vulnerable Design* SCR adjusted to inflict a second critical hit.

15.14.1 Version 3.1

1. When performing a *Split-S* or *GravShot* maneuver, ships with *Expert Navigators* take one fewer *Disorder* tokens.

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2. Added options for extra reactors for ship power production.
3. Adjusted power production for all ships. This should allow for larger weapons on the big ships.
4. Only one ship may provide a *Defensive Screen* in a single attack.
5. Reactor hits do not reduce ship dice; instead the ship takes a *Disorder* on the first hit.