

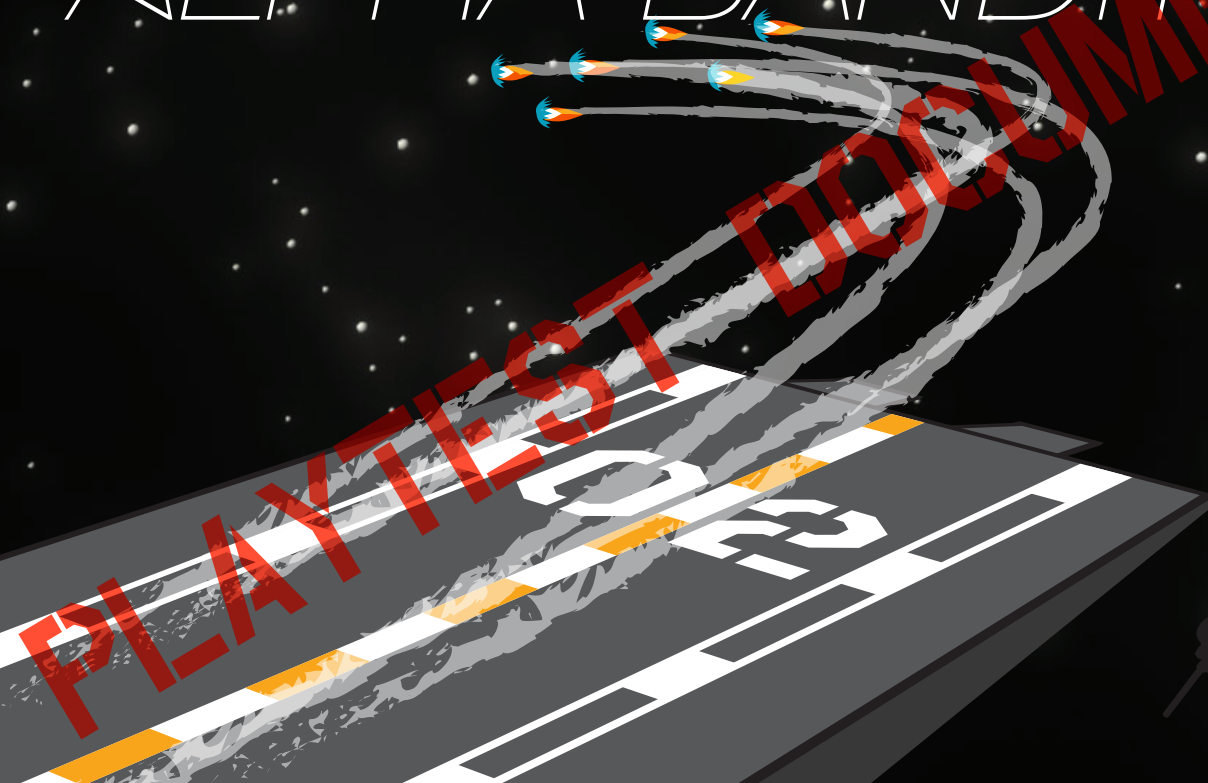
MICRO CONSTRUCT TACTICS NOVA

ALPHA BANDIT 002

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ZERO

MOBILE FRAME



Objective: Capture opposing ships to raise your score and lower theirs. Destroy them to lower their score. When the Doomsday Clock reaches zero, the player with the most points wins.

Assume everything not mentioned here is the same as Rapid Attack

Players have **ships** (e.g. frame carriers and escorts), **mobile frame companies**, and **liabilities** (e.g. Cargo containers, unmanned prototypes, civilian shuttles)

<u>players</u>	<u>#ships</u>	<u>#liabilities</u>
2	3-5	3
3	2-4	2
4	2-3	2
5	2-3	1

Ship design

- » Ship weapons have one of 3 ranges:
 - » **Ack-ack** (1-4)
 - » 2Ra systems gives 2R+d8
 - » **Missile** (5-9)
 - » 2Rm systems gives 2R+d8

- » Does damage on 4-6
- » **Laser** (10+)
 - » 2Rl systems gives 2R+d8
- » Frame catapults are the facilities for repairing, refueling, and launching frames at range.
- » Defense
 - » 2B makes a chosen ship or company w/in A range take hits as though in cover.
- » Sensor
 - » 2Y allows you to spot anywhere on the table
- » Movement
 - » 2G allows you 2 clicks for each maneuver
- » **Initiative**
 - » Every player's points-per-asset (ppa) starts at **5**.
 - » Who has the **most ships**? (-1 to ppa)
 - » Who has the **fewest ships**? (+1 to ppa)

- » Who has the **most frames**? (-1 to ppa)
- » Who has the **fewest systems**? (+1 to ppa)

» Liabilities

- » Move like ships
- » Have 1G
- » Move In regular initiative, during the round
- » Captured by frames and ships instantly (as in :RA)

Maneuvering ships

- » All ships start moving 3
- » Movement goes along the ruler
- » Each pip on the maneuver die can be used to:
 - » Click one ruler unit once.
 - » If you have 2G, each pip may click a ruler unit 1 or 2 times.
 - » Go 1 faster
 - » Go 1 slower, down to 0

Collision

- » When two ships come within HtH, if either wants to collide, one of them rams the other.
- » If the ship moving currently wants to collide, it is the ramming ship.
 - » Otherwise, the other ship is the ramming ship.
- » Roll 1 die for each unit of speed of the colliding ship.
 - » 1-3 damages the ramming ship
 - » 5-6 damages the defending ship
 - » Attacking ship may have its frames attach to the defending ship
 - » If the attacking ship has no frames or doesn't opt to attach them, the defender may attach any frames of their own to the defending ship
 - » For each damage a ship takes, the opposing player rotates the ship one click.

Frame companies

- » Each company has a mobile frame catapult.
- » Frame companies have **2W1G1Y1B1F**
- » Frames move however they want, as per :RA rules.
- » Frames attack at Frame range. **(1-2)**
 - » Hit dice do damage on **4+** against other frame companies
 - » Hit dice do damage of 5+ against ships
- » Each fleet has one **ace**.
 - » For an ace, add a d8 of any color (not white) to a company.
 - » For Rd8, the company may now attack at A range, as well as F.
 - » For Gd8, the company can get one maneuver point to use on the ship to which it is attached on the company's turn or the ship's. It also gets

a say in whether the ship collides. It may also move through enemy companies.

- » For Bd8, the company gives a defense die (blue or white) to any ship or company within F range. It can replace the defense die or, if it hasn't been rolled yet for that asset, will replace it only if the ship's defense is worse.
- » For Yd8, the spot die adds to any other spot die.
- » Decide which company they're in when you build your fleet.
- » On its turn, a ship may launch frames to any asset on the table by declaring it the target of the launch.

Launching Frame Companies

- » Roll one red die for each catapult
- » You may abort any launches if you wish, after seeing the dice.
- » For each company, set a small black die — the fuel die — to the value of one of your launch dice.

That is the number of turns that company has to bingo fuel. When that die turns down from 1, it has run out of fuel and cannot do anything until it is picked up by another ship

- » Its engines also go cold; no one can target frames that have run out of fuel.
- » Place your frame on the target asset. The company has attached itself to that ship.
- » Use the company now in the normal initiative order.
- » If a ship to which a company is attached moves, the company may move with it.
- » A company may move with normal movement dice in any direction through or past any ship.
- » A company may not move through another company.
- » Companies provide cover for ships to which they are attached.
- » An attacker can target companies at F or A range only.

Capturing

- » At the end of each turn, before changing the Doomsday Clock, roll a die for each ship with enemy frames on it.
- » Subtract the number of defenders from the number of attackers to find the attacker's advantage

<u>Advantage</u>	<u>Roll to capture</u>
1	6
2	5
3	4
4	3
5	2
6	1

- » If a company runs out of fuel while holding a ship, the ship reverts immediately to the original owner.
- » If a company runs out of fuel and is picked up by an enemy ship, the company can not leave the ship that has captured it unless taken by a friendly company.

Landing

- » For every company attached to a friendly ship, before you change the Doomsday Clock:
 - » Roll 1d6
 - » The frame company is now back up to that strength in dice. (e.g. a damaged company has 2W1G remaining and lands. It rolls a 4, and returns one die of the player's choice to the company.)
 - » The ship may relaunch the company normally next turn.
 - » The company so-launched may keep its existing fuel die or use the catapult roll instead.