

Frank Branham's

# BATTLE BEYOND SPACE

## THE RULES



## BATTLE BEYOND SPACE - RULES

Far beyond the bounds of the Solar System, a signal is launched that penetrates warp space. The signal is old—the only known working piece of technology from an ancient race.

Four different fleets answer the siren's call, intent on claiming the Artifact for themselves at all costs. The destination: a lone asteroid ringed by failed ancient satellites in the middle of a lifeless asteroid field.

### OBJECT:

Be the player with the most points from blowing up other ships after 9 turns of play. Destroyed enemy fighters are worth one point. Destroyed enemy capital ships are worth 4 points.

The ships themselves are very simple. Fragile fighters shoot straightforward 5 hexes, and take only one hit to kill. Capital ships use turrets to fire at anything within two hexes around them, and require two hits to destroy.

### COMPONENTS:

- 1 Board (with hexes for 3 & 4 players)
- 1 Rulebook
- 36 Movement Cards (9 for each player)
- 12 Special Power Cards (3 for each player)
- 72 Fighters (12 squadrons of 6 ships)
- 8 Capital Ships (2 per player)
- 17 Asteroid Markers
- 7 Sensor Probe Markers
- 5 Capital Ship Damage Markers
- 4 Shield Markers
- 2 Elite Fighter Markers
- 2 Elite Fighter Damage Markers

### SETUP:

Fold out the player board. Place the asteroids on the marked starting spaces of the correct color.

**3 Players:** Yellow dots

**4 Players:** Magenta dots

Place the 6 grey sensor probe markers on the 6 spaces surrounding the central asteroid.

Each player takes his set of 9 movement cards and shuffles them to form a deck. The player also takes the ships pictured on their movement cards. Each

player receives ONE of the special power cards corresponding to his race at random. He looks at the card.

Each player takes the top card from his movement deck and looks at it. (This will let you know what your first move will be as you set up.)

The last player to fly through a nebula begins. Otherwise, randomly choose a starting player to begin.

Players now place their ships in one of the start zones on the board (yellow for 3 players, magenta for 4). When placing ships, all fighters of a squadron must be in a connected group. All fighters must also face a specific hex side, but they can face different directions. Capital ships must be placed so that they occupy two hexes. No two ships may share a hex.

### THE UBER RULES:

When reading these rules remember these guidelines:

1. Only one ship may occupy a hex at the end of its move.
2. Ships may fly THROUGH any obstacle.
3. Ships may NOT fire through any obstacle.
4. Fighters are killed by 1 point of damage.
5. Capital ships are killed by 2 points of damage. (Place damage marker underneath the ship to indicate a damaged capital ship.)

### PLAYER TURN SUMMARY:

A turn consists of the following steps, in this order:

1. Reveal Movement Card.
2. Move one squadron of fighters.
3. The moved squadron of fighters shoots.
4. Turn the moving squadron of fighters.
5. Move ONE capital ship.
6. The moved capital ship shoots.
7. Take a new Movement Card.

### FIGHTER MOVEMENT:

Choose one of your 3 squadrons. All fighters in the chosen squadron move ahead EXACTLY the number of spaces shown on the top part of the card. No turning is allowed until after the squadron shoots.

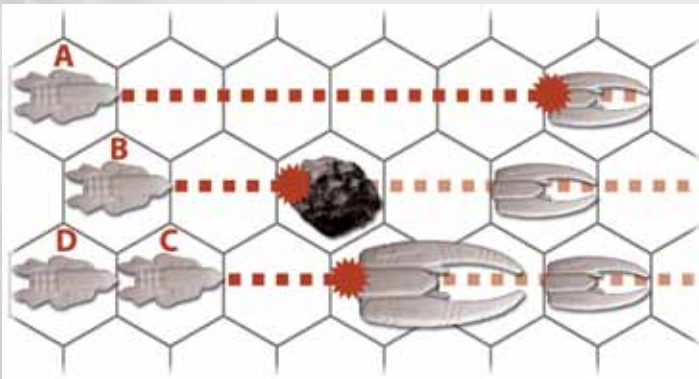
Fighters move THROUGH any obstacle—asteroids, friendly or enemy ships. If a moving fighter ends up in a space with any obstacle, see the section below on collisions.



## FIRING:

All of the fighters that just moved shoot straight ahead of their facing with a range of 5 hexes. Unlike movement, firing does NOT pass through any obstacle. Fighters will not fire at their own ships. Enemy fighters are collected as kills to keep track of victory points. Enemy capital ships take 2 hits to destroy. If one point of damage is done to a capital ship, mark it with a damage marker.

If multiple enemy fighters are within range of the shot of a single ship, only the FIRST ship is blown up. Similarly, if a friendly ship is between a firing ship and an enemy target in range, the shot is not fired.



**Example:** The squadron fires at range 5. Fighter A kills its target fighter. Fighter B's shot is blocked by an asteroid. Fighter C gets one hit on the enemy capital ship; it does not also hit the fighter even though it is in range. Fighter D is blocked by Fighter C and shoots nothing.

## TURNING:

After firing, the moved fighters may be turned. Each fighter may be turned up to the number of hex sides shown as the middle number on the movement card. (The movement cards with a 0 turning factor do not allow you to turn, while a turning factor of 3 would allow you to turn the fighters to face any direction.)

Each fighter may turn in a different direction, so a squadron may break up. All of those fighters still move and fire if activated by a future movement card.

## MOVING CAPITAL SHIPS:

Capital ships move differently. For each action point shown on the third section of the movement card, one capital ship may move forward OR turn. Capital

ships may also choose to move less than the number of action points shown on the card. Only one of your two capital ships moves.

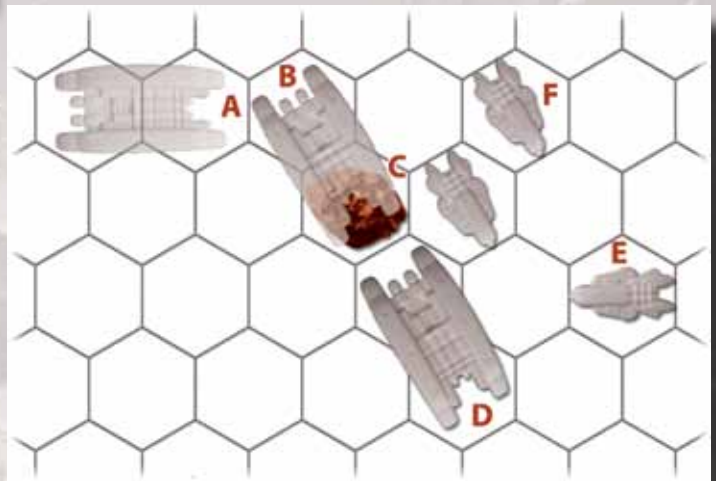
Capital ships move one hex straight forward. Capital ships may fly through all obstacles - just like fighters. Capital ships may NOT end a move by running into asteroids, friendly ships, or off the board, but they may run into enemy ships.

Capital ships turn by rotating the entire ship 60 degrees from EITHER hex. So you may rotate the ship about the back hex, swinging the front of the ship to a new hex--or you can rotate the ship about the front hex, swinging the backside around.

## FIRING FROM CAPITAL SHIPS:

Capital ships may fire at any ONE target within two hexes of EITHER of the capital ship's hexes. A capital ship may not fire through any obstacle. The target does NOT have to be two hexes in a straight line from the capital ship.

Only the Capital Ship chosen for movement may fire.



**Example:** The Capital Ship at A gets to move 5 spaces this turn. It moves ahead two spaces so its tail is in hex B, then swings its nose into hex C for a move. Its last two moves move it forward into hex D, moving through the asteroid at C. It then fires and destroys enemy fighter E. It may not shoot the fighter at F because the second enemy fighter blocks its shot.

## SENSOR PROBES:

The 6 sensor probes in the center of the board are worth 1 victory point each.



## BATTLE BEYOND SPACE - RULES

These are collected whenever a player ends a movement on top of a probe. The ship that collects the probe does not receive any damage.

The original sensor probe starting spaces are also worth victory points at the end of the game: 2 points per hex you occupy with a ship.

### **COLLISIONS:**

The following describes what happens when moving objects encounter each other at the END of a move.

### **Moving Fighter Encounters**

**Enemy Fighter:** Both ships are killed and collected as casualties. Each player collects the other player's ship to score.

**Friendly Fighter:** ONE of the colliding fighters is killed. Acting player chooses and removes the piece from the game.

**Asteroid:** Moving fighter is killed and removed from the game.

**Friendly Capital Ship:** Moving fighter is killed and removed from the game. The capital ship is undamaged.

**Enemy Capital Ship:** Moving fighter is killed. Capital ship suffers one point of damage. (If already damaged, it is taken as a kill.) The capital ship owner takes the fighter as a kill.

**Sensor Probe:** Collected by the moving fighter. No damage is suffered.

**Off the Board:** Fighter is lost. Remove it from the game. No player gets to score for the ship.

### **Moving Capital Ship Encounters**

**Enemy Fighter:** Fighter destroyed, capital ship takes one point of damage.

**Friendly Fighter:** Friendly fighter is destroyed. capital ship takes no damage.

**Sensor Probe:** Sensor Probe is collected. Capital ship takes no damage.

**Asteroid:** Not permitted

**Enemy Capital Ship:** Not permitted

**Off the Board:** Not permitted

**Friendly Capital Ship:** Not permitted

*Note: There is no way to commit suicide with a capital ship. The experienced commanders will just not do that sort of thing.*

### **GAME END:**

The game ends when all players have played all of their movement cards. The most victory points wins.

### **SCORE:**

- Killed Enemy Fighter: 1 Point
- Killed Enemy Capital Ship: 4 Points
- Sensor Probe: 1 Point
- Sensor Probe Starting Space Occupied At The End Of The Game: 2 Points per hex occupied.

### **SPECIAL POWERS:**

Each player receives ONE special power card at random. This card does not take effect until revealed. Some of the powers apply for the entire game (like a power that increases all capital ship movement by one). The player keeps these secret as long as he desires, but once activated, the power must stay in effect.

If a special power destroys an enemy ship, that ship is collected as a kill.

**Earthers - Their fighter pilots in blue jump suits are feared throughout the galaxy. Earther special powers are all dependent on these people.**

1. Choose one fighter to contain an elite pilot. That ship may turn DURING movement as many times as it wishes. When the elite's squadron moves, move this fighter the correct number of hexes in any direction. Then choose the ship's final facing before firing normally. The ship can take two hits before dying.
2. Your fighter squadrons have a firing range of 10 hexes. You may also shoot through asteroids.



3. Once per game, one of your fighters can self destruct. All ships within 2 hexes of the ship take one point of damage. A capital ship takes two points if both of its hexes are within range.

**Vonyan - These skittish aliens are very good at running away. They have the best propulsion systems in the galaxy.**

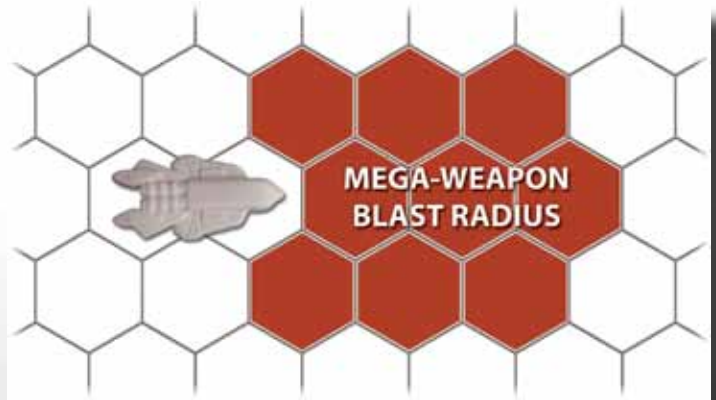
1. Move one asteroid per turn one hex, as long as it is within 3 hexes of one of your capital ships. You collect ships destroyed in this manner. (If the asteroid hits an undamaged capital ship, the ship is damaged, and the asteroid destroyed.)
2. Each ship in the fighter squadron you are moving may move double the number of spaces. Ships moving double may not shoot this turn. You may move some or all of the ships in the moving squadron double moves.
3. Once per game, one of your squadrons may teleport instead of its normal move. The squadron moves up to 6 spaces in any direction, ignoring the ships' facing. All ships in the squadron must move the same direction and distance. The squadron teleports instead of its normal move, then fires and may then turn as usual.

The teleport movement does not have to be in a straight line. The teleporting squadron does not get to turn while moving; it is like the entire group simply pops to another spot in the same formation with the same facing.

**Valkyrie - The Valkyrie are ruled by powerful matriarchs who never leave their capital ships. Valkyrie technology is centered around these flying homes.**

1. All of your capital ship movement rates are increased by two.
2. Both of your capital ships have high-powered versions of fighter lasers as well as turrets. When you fire from a capital ship, you can either shoot normally or shoot straight ahead 9 hexes.
3. Once per game, a capital ship may fire the Mega-Weapon.

The Mega-Weapon causes one point of damage to every hex in an area 3 hexes wide and 3 hexes long. This is in place of the ship's usual attack.



**Dreckach - What do 8 foot tall walking frogs really want? The very alien Dreckach have bizarre powers.**

1. One of your capital ships has defense shielding and cannot be shot. The capital ship can even run over and destroy asteroids and fighters (but not other capital ships.) The shielding must be activated when the ship is first shot, and lasts 3 turns.
2. Once per game, at the end of a turn, you may resurrect any ships that were lost from one fighter squadron. The ships are placed back into empty spaces in your starting area. Opponents receive no points from the resurrected ships.
3. Draw two extra cards. You choose your card each turn from a hand of 3 cards. You may still play each card only once—your hand will be smaller on the last two turns of the game.

## SPECIAL THANKS:

Sterling Babcock, Mark Jackson, Sam Clifford, Dan Baden, Michael Barnes, Henning Kröpke

## CREDITS:

**Game Design:** Frank Branham

**Graphics & Layout:** ARCHON Creative Design

**Artwork:** Jake Murray

**Z-Man Games, Inc.**

64 Prince Road

Mahopac, NY 10541

[www.zmangames.com](http://www.zmangames.com)



## PLAYER TURN SUMMARY:

A turn consists of the following steps, in this order:

1. Reveal Movement Card.
2. Move one squadron of fighters.
3. The moved squadron of fighters shoots.
4. Turn the moving squadron of fighters.
5. Move ONE capital ship.
6. The moved capital ship shoots.
7. Take a new Movement Card.

## SCORING:

**Killed Enemy Fighter:** 1 Point

**Killed Enemy Capital Ship:** 4 Points

**Sensor Probe:** 1 Point

**Sensor Probe Starting Space Occupied At The End Of The Game:** 2 Points per hex occupied

Enemy Capital Ship	Moving Fighter is killed. Capital ship suffers one point of damage. (If already damaged, it is taken as a kill.)	Capital ship owner scores fighter
Sensor Probe	Collected by the moving fighter. No damage is suffered.	Sensor Probe scores
Off the Board	Fighter is lost. Remove it from the game. No player gets to score for the ship.	None

## CAPITAL SHIP ENCOUNTERS:

Ship	Effect	Score
Enemy Fighter	Fighter destroyed, Capital Ship takes one point of damage.	Fighter scores
Friendly Fighter	Friendly Fighter is destroyed. Capital Ship takes no damage.	None
Asteroid	Not permitted	None
Friendly Capital Ship	Not permitted	None
Enemy Capital Ship	Not permitted	None
Sensor Probe	Sensor Probe is collected. Capital Ship takes no damage.	Sensor Probe scores
Off the Board	Not permitted	None

## COLLISION TABLES:

### FIGHTER ENCOUNTERS:

Ship	Effect	Score
Enemy Fighter	Both ships are killed	Each player scores the others ship
Friendly Fighter	ONE of the colliding fighters is killed. Acting player chooses and removes the piece from the game.	None
Asteroid	Moving fighter is killed and removed from the game.	None
Friendly Capital Ship	Moving fighter is killed and removed from the game. The capital ship is undamaged.	None

