

Deep Space Battle Platform

“Antilles”

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Background

As man-kind spread to the nearby stars he found the remnants of an ancient civilization. In orbit around several star systems were orbital platforms left from some forgotten race. At first these platforms were thought to be non-operational. Then ships in those systems started disappearing, and their colonies were found flattened...

Earth now sends out squadrons of Assault Ships to seek out, and destroy the platforms. Each Assault Ship is capable of both FTL (Faster Than Light) and Blip movement. The FTL drive makes it possible for Assault Ships to cross the vast distances between stars. This is accomplished by a hyperspace generator in each Assault Ship. Once in close proximity to a Battle Platform, the Assault Ships convert to Blip-mode. While in Blip-mode the Ships are capable of short hops through hyperspace. Thus allowing them to instantaneously move from one location to another. Blip movement is accomplished through use of the Mobius Turbine. This turbine bends the space warping fields of the hyperspace generator back onto themselves, thus, reducing their range from light years, to light milliseconds.

Terran Assault Ships are under a severe time restriction once they emerge from FTL and engage in battle. While in normal space, the hyperspace generator must maintain an energy field around a miniature black hole at the core of each Assault Ship. If an Assault Ship does not return to base after a short period of time, its energy reserve will fail, resulting in its implosion, this results in short, intense battles in the depths of space.

Introduction

Deep Space Battle Platform Antilles is a solitaire play game. You, the player, command the Paladin Assault Ships. All functions of the Antilles are controlled by random die rolls described in detail later.

Good Luck, and may random fluctuations be with you...

The Antilles

The Platform consists of three basic layers: Deflector Shields, Armor Plating, and Bolt Casters.

Each turn the Antilles will launch one Bolt from each of its operational Bolt Casters. Due to either limited computer capability, or some unknown alien battle tactic, the Bolts are launched on random courses.

The Antilles is armed with three types of Bolts: Normal, Fast, and Exploding. The Platform's battle computer randomly selects the type of Bolt, or Bolts, to be launched by each Caster each turn.

Dice

One twenty-sided die is required to play the game. All die rolls required use one twenty-sided die.

Bolts

Each Bolt is a large mass of energy plasma. These Bolts are hurled out into space in an attempt to destroy hostile forces.

Selecting a Bolt and Its Initial Facing

Roll a die and consult the “Action for Bolt Caster” Table. The entry on the table will indicate the type of Bolt to be launched and its initial facing. All Bolts start in the hex of the Antilles, facing the indicated direction.

Bolt Movement

Roll a die to determine the Path of the Bolt. The various Paths are illustrated on the display page

Important Note: Determine the facing and carry out the movement of a Bolt, before determining the facing and movement for the next Bolt.

Repeat

Roll once on the Action of Bolt Caster table for each operational Bolt Caster.

An Acting Bolt Caster counter and counter track have been provided to assist in noting which Bolt Caster is acting for the turn. Place the counter on the track when the first Caster acts for the turn, and move it along the track as each following Caster acts.

Special Actions

If the Bolt caster action is to "Recharge" a Shield, remove one "Hit" counter from one of the Deflector Shield boxes. If no Shields have been hit, then no action is taken by that Caster.

If the action is to Launch and roll again, then launch a Bolt as normal, then roll for another action. There is technically no limit to the number of actions a Bolt Caster may take in one turn.

Existing Bolts

When resolving the movement for Bolts in play; resolve the movement for the Bolt farthest from the Antilles first. Then execute the movement for the next farthest Bolt.

If there are multiple Bolts at the same range, conduct their movement in any order.

Continue until all Bolts have been moved.

Entering a Hex Occupied by a Paladin

If a Bolt enters the same hex as a Paladin Assault Ship, both the Paladin and the Bolt are destroyed, and removed from play.

Entering a Hex Occupied by Another Bolt

If a Bolt enters the same hex as another Bolt, both Bolts are destroyed, and removed from play. This will also apply to a newly launched Bolt, if a previous Bolt ended its movement in the hex containing the Antilles.

Exiting the Map

If the movement of a Bolt carries it off the map, the Bolt is removed from play.

Bolt Types

Each of the three Bolt types are unique. Bolts never damage the Antilles.

Normal Bolts

These Bolts have no special movement, or attack rules.

Fast Bolts

Roll a die as normal to determine the movement Path for these Bolts. Once completed, roll for a second movement Path.

Exploding Bolts

These Bolts explode when they enter a hex adjacent to a Paladin. They do not explode when they enter a hex adjacent to another Bolt. This explosion will destroy all Paladins adjacent to the Bolt. If a Paladin is one hex from the Antilles, and an Exploding Bolt moves into its hex after launch, the Bolt will explode upon entering the Paladin's hex. An Exploding Bolt does not effect Bolts in adjacent hexes when it explodes.

Paladin Assault Ships

Each Paladin counter represents one Assault Ship. These ships are roughly fifty meters long, and carry a crew of three: Pilot, Weapons Officer, and Navigator.

Initial Placement

Place each Paladin on one of the hexes on the map. No more than one Paladin may be placed on each hex. A Paladin may not be placed in the hex containing the Antilles.

Blip Movement

During the Paladin movement step, each Paladin may be moved to any other hex on the board. A Paladin may never be moved into a hex containing another Paladin, Bolt, or the Antilles.

Paladins which do not move at the start of the turn add 3 to their attack die rolls. When a Paladin moves, rotate it to face away from the Antilles as a reminder that it moved. These ships may then be rotated to face the Antilles on the next turn if they do not move.

Attacking the Antilles

During the Paladin attack step, each Paladin may attempt to fire at the Antilles. Each Paladin is armed with a pair of high-energy fusion guns.

The facing of the Paladins is never important. They may fire in any direction.

Count the number of hexes from the Paladin to the Antilles. The hex containing the Antilles is counted, the hex containing the Paladin is not. Roll a die to determine the accuracy of the attack. Find the numbered column on the "Effect of Attack" equal to the current range of the attack. Then roll a die to determine the effect of the attack on the "Effect of Attack" chart. The higher the die roll, the more accurate the attack.

Example:

At a range of 2, a Paladin's die roll is a "18", plus 3, because it did not move this turn. A die roll of a "21", at range "2", results in a Bolt Caster being destroyed.

If the Paladin did not move during the current turn's Paladin movement step, add three to the Paladin's die roll. Each Paladin may fire once per turn.

Damaging the Antilles

Each attack will yield one of four results.

1. Miss

The attack missed the Platform.

2. Reduce Shield

The attack damaged the Platform's Deflector Shield. Place one of the "HIT" counters over one of the Platform's Deflector Shield boxes.

3. Reduce Armor

The attack blew a piece of the Platform's armor away. Place one of the "HIT" counters over one of the Platform's Armor Plating boxes.

4. Destroy Bolt Caster

The attack destroyed one of the Platform's Bolt Casters. Place one of the "HIT" counters over one of the Platform's Bolt Caster boxes.

Once all the Shield boxes are destroyed, any future Shield hits are scored against the Armor. Once all the Armor boxes are destroyed, any future Armor hits are scored against the Bolt Casters.

Destroying the Antilles

The Platform is destroyed when all four Bolt Casters have been destroyed. The game immediately ends when the last Bolt Caster is destroyed.

Firing at Bolts

Instead of firing at the Platform, Paladins may fire at Bolts in play. The chance of destroying a Bolt is based on the range from the Paladin to the Bolt. The die roll needed for success is given on the "Effect of Attack" chart.

Victory Points

There are four possible outcomes to the battle:

Antilles Destroyed

Score 50 Victory Points. An additional five Victory Points are scored for each surviving Paladin. Bonus Victory Points are scored for destroying the Antilles before the end of the ninth game turn.

Mission Aborted

If the battle is hopeless in the judgement of the squadron commander, he may abort the mission at the end of any game turn. Score five Victory Points for each surviving Paladin, and one Victory Point for each box destroyed on the Antilles.

Paladins Destroyed

If all of the Paladins are destroyed, score one Victory Point for each box destroyed on the Antilles.

End of Turn Nine

If at the end of the ninth turn, neither the Paladins, nor the Antilles is destroyed, score one Victory Point for each box destroyed on the Antilles. An additional five Victory Points are scored for each surviving Paladin.

Victory Levels

<u>Victory Points</u>	<u>Out Come</u>
19 or less	Crushing Paladin Defeat
20 to 39	Solid Antilles Victory
40 to 49	Marginal Antilles Victory
50 to 70	Solid Paladin Victory
71+	Decisive Paladin Victory