Interplanetary by Griatch

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1 Introduction

Interplanetary is a space-combat game for two or more players. It simulates the physics of space travel in two dimensions along the ecliptica of our solar system.

The movement system is borrowed from the long out-of-print boardgame *Triplanetary* by GDW (currently owned by Steve Jackson Games). No resources from the original is used in Interplanetary.

2 Game components

Playing Interplanetary requires a normal 6-sided die (d6). The game itself comes as three separate files which you are encouraged to print copies of.

- The *The Interplanetary manual* is what you are currently reading. It contains all the rule details but you will likely not have to refer much to it once you've played a game or two.
- *The solar system map* acts as the playing field for the game. Interplanetary is played by drawing ship vectors on this hexagonal gridded map using normal pencils. Whereas you can laminate a copy of this map and use erasable grease pencils, we find it's easiest to just print out a few paper copies and draw directly on them. The map can easily, and usually cheaply, be printed to A3 size (or bigger with a commercial printer).
- *The game-aid* folds into three parts and contains the ship manifest and all tables needed for play. Each player gets one of these for every ship they control.

Interplanetary does not use any counters. We find this makes it very portable and easy to play on the move. It is also easy to pause and continue at a later time. If you have problems with the map getting messy (this can happen when there are many ships), consider using coloured pencils to separate tracks. Other inventive suggestions are to experiment with counters or by placing the map on a whiteboard and use small magnets to mark ships.

3 Start of Play

Determine a *Scenario* (See Section 12). This often means the players have to outfit their ships. The Play-aid lists all ship components available. For a first game, one of the simpler starting scenarios are recommended, with one ship per player.

Once Scenario and ships are prepared, roll d6 to determine which player goes first. This becomes the "first player" for the first round. You might want to have some sort of marker to mark who is currently the "first player", since this position will shift for every turn.

4 Sequence of play

The game is played in *rounds*, each round representing several days of real time. A round lasts from the "first player" and all around the table. When it would be the "first player"'s turn again, the round ends.

One player is the "first player" and starts the round. Play continues clockwise

around the table. Once the round is over (each player has completed their turn), the position of "first player" rotates clockwise (meaning that the previously first player now becomes the last one to make their turn). The next round begins with the new "first player" taking their turn.

During their turn, each player completes all the following steps, some of which are optional.

1. *Launch phase*: Optional. Weapons that require time to reach their target (such as mines and missiles) are launched but don't actually move yet. Tick off spent ammunitions on the game aid. Launched weapons inherit the old vector of their launching ship plus eventual adjustments they are themselves capable of.

2. *Astrogation phase*: Mandatory. The ship and weapons launched now or earlier moves along its vectors. If the player decides to burn fuel, the ship's vector direction can be changed. Launched weapons inherit the old vector from their launching ship plus eventual adjustments they are themselves capable of. Tick off spent fuel on the game aid. If launched weapons hit something, or the ship passes into an enemy launched weapon, damage is decided by die rolls.

3. *Gun fire phase*: Optional. The ship's mounted weapons (guns, lasers) fire against a target, taking into respect distance and relative velocities. Hits are decided by die roll. Targeted ships with suitable guns of their own may retaliate directly if they are not disabled or destroyed by the initial attack.

4. *Resupply phase*: Ships capable to do so may refuel, load/unload cargo and other actions which might be determined by the scenario.

Below, each of these phases are described in more detail.

5 Launching phase

During this phase weapons such as missiles and mines are fired. This happens before the ship actually moves in the turn. Launched weapons "inherit" the velcity vector of their launching spaceship and their movements are plotted like a separate entity, taking gravity into account. It can be a good idea to plot launched weapons with dotted lines or different colours in order to separate them from spaceships.

Certain launched weapons may optionally apply thrust during launch.

A ship may only fire one launched weapon per turn.

6 Astrogation phase

During this phase the ship's movement is planned out and the ship and all launched weapons belonging to the ship moves through space.

6.1 Basic movement

Interplanetary simulates Newtonian movement in two dimensions. Each ship has an intrinsic velocity represented by a straight-line arrow (this is called a *vector*). The arrow has its tail at the location the ship has at the beginning of the turn and points to the location it will be at the end of the turn. A vector is always drawn between the *centers* of hexes. The basic rule of movement is:

> *Any ship or other object not accelerated by thrust or gravity will*

move as it did on the previous turn and in the same direction.[1]

By burning a point of fuel, a ship can shift the endpoint of its vector by one hex in any direction. A ship may only burn one unit of fuel per turn. A ship with zero speed is marked with a simple dot on the map.

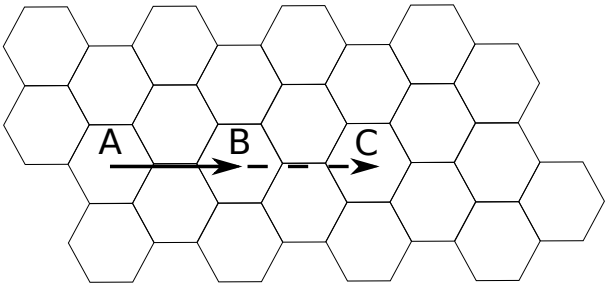

Figure 1: A ship moved from A to B in turn 1 will continue to C in the next turn if it does not accelerate due to gravity or burning fuel.

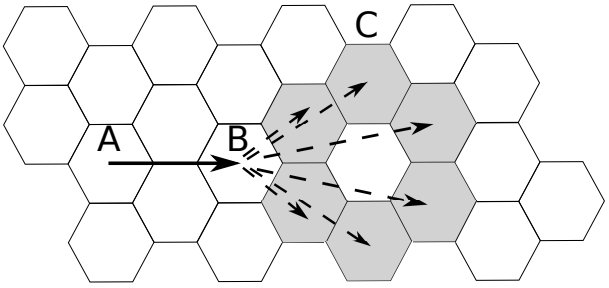

Figure 2: By burning one unit of fuel a ship may change the future tip of the vector by one hex.

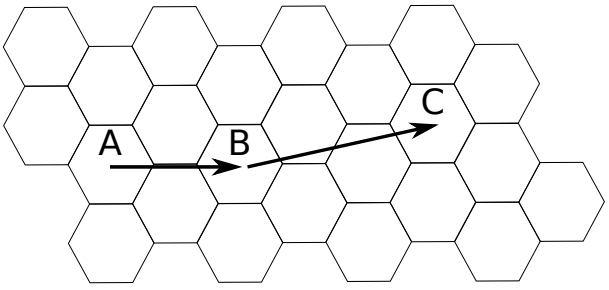

Figure 3: Here is the ship's final vector after having burnt fuel to change the vector to the "north-eastern" shaded hex in Figure 2.

[1]Rewritten in another way this is also known as Newton's first law.

6.2 Gravity

Stars and planetary bodies affect their surroundings through gravity. Gravity is marked on the map as hexes with different types of arrows. On the turn *after* a ship (or missile, mine etc) enters or passes through a gravity hex, its vector is adjusted one hex in the direction of the arrow. Several gravity hexes can affect the vector each turn, the arrows are then just applied in sequence.

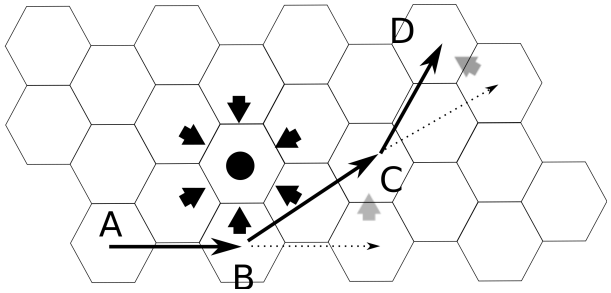

Figure 4: *Effect of gravity.* Ship moves from A to B as normal, entering a gravity hex. On the turn after (B to C), the vector's tip changes one hex in the direction of the gravity hex it passed on the turn before. Note that this new vector now also passes through a gravity hex. On the last turn, from C to D, the hex from previous turn adjusts the vector again. In this example the ship does not burn fuel, but if it did it would apply it after gravity corrections have been made each turn.

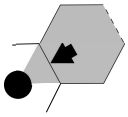

Figure 5: Ships passing between a gravity arrow and the gravitating object are affected by the gravity of the hex above. A ship passing exactly along the edge of a gravity hex is assumed to be affected by it *except* if the edge is *opposite* to the arrow. If a ship should happen to travel along a valid edge between two gravitational hexes, the arrow *closest* to that edge is used.

Apart from the normal solid black gravity hex described above, there are three more types.

- *Weak gravity* is found around smaller moons and is marked with hollow ar-

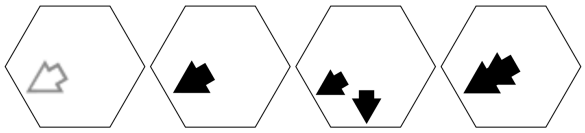

Figure 6: *Gravity types.* From left to right: Weak gravity, normal gravity, two-directed gravity (choose which direction to apply) and double gravity.

rows. If a ship enters a weak gravity hex, the player may *choose* to apply that arrow or not. If not the hex is treated as empty space. However, if two weak gravity hexes are entered consecutively, the second hex's arrow entered *must* be applied, regardless of what was chosen for the first arrow.

- *Two-directed gravity* are two arrows pointing in different directions in the same hex. These work like normal gravity, except the player must choose one (and one only) of the two arrows to apply.

- *Double gravity*, marked by two overlying arrows, is found only around very heavy gravitational the Sun and shifts the tip of the vector two hexes in the direction of the arrow instead of just one.

6.3 Entering Orbit

Interplanetary allows for entering orbit around planets just using the normal movement rules. This is done by entering orbit with a speed of one, then burning fuel to break. You will then find you are orbiting indefinitely without using any more fuel. The first turn the ship circles without having to burn fuel is considered its first turn "in orbit". When in orbit the ship may dock with orbiting bases to refuel and restock.

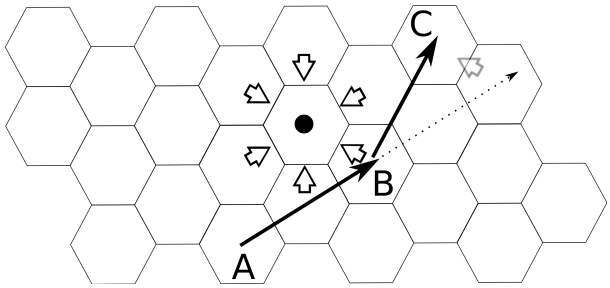

Figure 7: *Weak gravity.* When passing through two weak gravity hexes, the second one to be entered always apply regardless of how the first one is treated (in this example the player chose to ignore the first hex, or point C would also have been shifted one hex upwards).

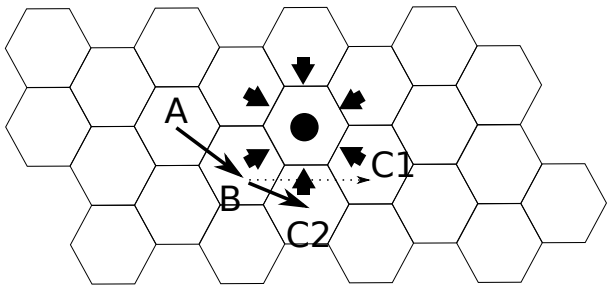

Figure 8: *Entering orbit.* Entering the vicinity of the planet with speed 1 (A to B), the ship will on the next turn feel the effects of the gravity arrow in hex B so as to try to accelerate it to point C1. If the ship now burns fuel to break to C2 instad, it will find itsef in orbit next turn, circling the planet without more use of fuel.

6.4 Planets

A ship starting on a planet uses ground-supplied boosters to reach an gravity hex above the planet's surface. This requires none of the ship's own fuel. Once in orbit, the ship has zero speed and if it does not spend fuel next turn it will crash back down onto the planet.

A ship already in orbit may burn one fuel to land on the hex-side of the planet it was above, assuming the game scenario allows it (like that hex-side having a base or being friendly). When taking off again it will do so from the same hex-side.

If the vector of a ship intercepts the *image* of a planet the ship is assumed to have

crashed and is destroyed.

6.5 Asteroids

A ship may only *safely* pass an asteroid hex with a maximum speed of 1. If passing at a greater speed, the player must roll an "Asteroid"-type Attack roll to determine eventual damage. Asteroid bases are also considered to be asteroid hexes in this regard, but ships cannot accidentally crash into an asteroid base the way they can crash into planets.

6.6 Other ships

Each hex in Interplanetary represents a very large volume of space, so any number of ships can coexist in a hex without any problems.

6.7 Bases

Bases are found on asteroids, on planet surfaces and in orbit around larger astronomical objects. They may be military installations or points of commerce.

Orbital bases are marked with little dots above planet surfaces. A ship *in orbit* that passes over an orbital base may declare that they are docking to it. Even though subsequent moves take the ship away from the dot, the ship is still considered docked.

Planetary bases are also marked with small red dots. A ship *in orbit* may land by burning one unit of fuel while moving through the hex above the planet base. They will re-launch from that same hexside.

Asteroid bases are visited simply by coming to a stop in the asteroid base's hex.

Ships landed in a planetary base or docked to an asteroid station are considered safe from all enemy attacks. A ship in orbit is still vulnerable to enemy weaponry regardless of docking status.

6.8 Leaving the map

Leaving the map usually means the ship is eliminated from play. If players agree beforehand one can instead allow for the ship to reappear at the point of exit after an agreed number of penalty turns. It would return with a speed of zero.

6.9 Missile movement and attack

Missiles move like space ships with very limited thrust capabilities. In order for the missile to be able to attack an enemy *the point of the weapon vector must enter the same hex as the enemy ship.*

The missile may also attack ships stopping in the same hex as the missile on their own movement turns – if so, the attack happens directly at the end of that player's movement phase.

A missile attack is always *optional* - the firing player decides if a capable missile attacks a target or not. If there are multiple targets in the same hex, the player must decide which one to attack. The missile is always lost in the attack, regardless of the result. Missiles can also attack other missiles and the *points* of Mine screens. Roll an Attack roll as normal – if the result is anything but a miss, the enemy weapon is destroyed. Weapon-weapon attacks are always resolved before the attacked weapon has a chance to perform their attacks in the turn.

6.10 Mine and buckyball movement and attack

Mine screens are probes dispersing explosive mines in their wake. They have no

thrust capabilities of their own. They are less destructive than missiles but are easier to hit with. Mine screens will "attack" *everything intercepting or passing through any part of their current vector*. The mine field is not lost in an attack, it will continue to attack targets until its time runs out (after 5 turns).

"Buckyballs" are unguided kinetic projectiles dispersed in a large shroud. They are completely unguided and their damage is determined by the relative velocity with which it hits its target. Buckyballs, like mines, will attack everything intercepting or passing through any part of their current vector, but unlike mines they will be consumed if their attack is successful. If not successful, the buckyballs will keep going and attack the next target it hits.

A mine screen or buckyball shroud will also attack a ship passing through the mine vector on its own turn – if so, the attack happens at the end of that player's movement phase.

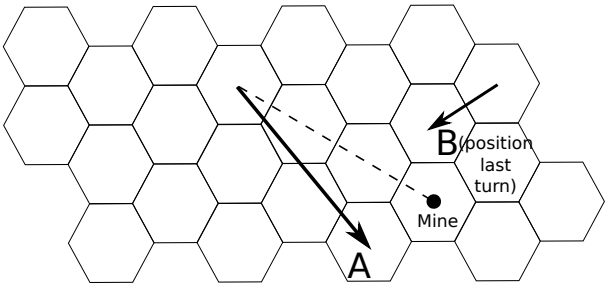

Figure 9: *Use of mines*. In this turn, ship A drops a Mine (and boosts to the side to avoid running into it itself). When it's B's turn, ship B will intersect the Mine's vector (and thus be hit) unless ship B changes its course. The mine field will stay in space for another four turns.

Mine and Buckyball attacks are *not optional* – they will attack everything, including the ship launching them. This means the firing ship must veer to the side after firing in order to not run into its own ordinance.

7 Gun phase

The ship's guns can fire once every turn. Guns are assumed to have infinite ammunition and to hit immediately.

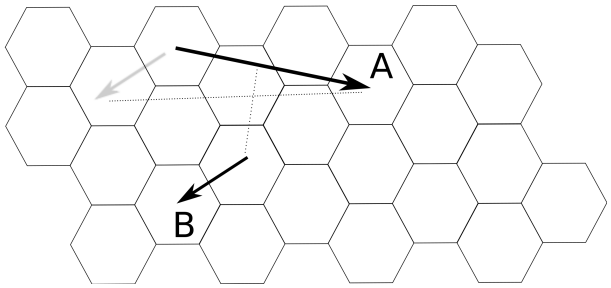

Figure 10: *Calculating gun attack modifier*. Ship A fires on B. The distance between the ships are calculated at the closest point of their vectors to be 1 (which is less than 2 and thus ignored). The relative velocity is much bigger; by vector addition it is found to be 4, which is two bigger than 2. The attack roll is thus made with a -2 modification.

Guns are affected by the *distance* to the target as well as its *relative velocity*. The distance is counted from the *closest* point of contact between the two ships' vectors (the guns are assumed to fire at the optimal point). For every hex of distance *greater than 2*, a -1 modifiifier is applied to the attack roll. The relative velocity is found by simple vector subtraction (shift one vector's base to the base of the other and count the hexes between their arrowheads). Again, any relative velocity greater than 2 adds a -1 modifier.

Most ships with guns also have *retaliation capability*[2]. In game terms this means that once the attacking ship has rolled its attack and all eventual damage been applied, the attacked ship may fire back with its own guns (assuming its guns allow it and the ship was not disabled or destroyed in the initial attack).

[2]This represents the fact that firing the guns in itself shows where you are

8 Resupply phase

In order to re-supply during play, the ship must be docked to a space station, asteroid base or planetary installation.

When docked with or landed at a base, the player may buy fuel and restock weapons assuming the scenario allows it. Available payloads and costs can be found on the play-aid. See also Section **??** for more detailed descriptions.

9 The attack roll

An *Attack roll* is done whenever a gun is fired or a launched weapon gets in a position to strike.

The weapon type determines which Attack table to use, see the game aid. The attacker rolls d6 and applies and modifications required to it. Such modifications could be weapon bonuses, effects of distance and velocity, as well as eventual defenses of the enemy.

The result is either a miss, a hit or a "Disabled" result (or a combination of the two).

All ships react the same way to damage[3]. The weapon effects are listed as follows on the play-aid:

- Disabled. The ship's Engine and its Reactor are temporarily offline. The ship cannot burn any fuel while being disabled. It also can normally not fire any guns (but it can however still use launchable weapons). When a ship is disabled by gun fire it cannot retaliate. Disabled results do *not* stack. Another Disabled results applied to an already disabled ship is simply ignored[4]. A disabled ship is still affected by all other types of damage.

- A hit. Roll d6 to decide which ship subsystem was hit. For each of these hits, roll d6 again to see how much damage was applied to that subsystem. See Section 9.1 for more information about the subsystems and about how damage is assigned to them.

9.1 Ship subsystems

The play aid has a central image of a spaceship surrounded by numbers in a hexagon shape. Each of the six locations around the ship represents a certain ship subsystem. Each subsystem can hold one or more ship *modules*.

On the play-aid, squares indicate module mount points whereas circles show how many points of damage that component can withstand before failing. When your ship get a hit as described in Section 9, roll a die to determine which subsystem was hit. Roll again to determine how much damage is applied to that subsystem.

The player receiving the damage may distribute the damage points as they see fit between the modules of the subsystem, including checking damage circles in slots not holding any modules (these can be considered armour). Modules will function perfectly as long as they have at least one unchecked damage circle.

Once all the damage circles of a subsystem has been filled, that subsystem cannot absorb any more damage. Further damage will be applied to the *Structure*

[3]With the weight-limitations inherent in any realistic spaceship design it is impossible to add enough armour to match the cheap and terrible destruction capabilities of space weaponry. If a tactical nuke detonates at point blank range it doesn't really matter if you are a large battleship or a small frigate – the only difference is how large the scraps will be...

[4]For realism, assume the ship is running dark, making it harder to hit

subsystem. When *Structure* is destroyed, so is the ship.

- *Structure* (hit location 1) represents the basic structure of the ship, its command modules, computers and other vital systems. The Structure subsystem has 8 hit points (represented by circles); when all are gone the ship is destroyed. Whenever another subsystem receives more damage than it can hold, the excess damage is applied to Structure.

- *Gun Mounts* (hit location 2) holds the Guns of the the ship. It can take 6 points of damage before the guns are destroyed.

- *Launchers* (hit location 3) is the mounts and bays for all launched ordinance. Six weapons may be mounted, each representing one point of damage. The mounts are numbered from 1 to 3 on the play aid.

- *Fuel/Engine* (hit location 4) represents the fuel tanks and engine block of the ship. As the ships accelerates, fuel is spent by ticking off the squares here. The amount of damage this subsystem can take is equal to the number of units of fuel remaining (as fuel is spent, tanks go empty and offers less buffer against damage). All damage applied to this subsystem means a loss of fuel.

- *Reactor* (hit location 5) This is the auxiliary power core of the ship. It must work in order for Systems to operate. It can take 6 damage before breaking down.

- *Systems* (hit location 6) represents all support structures and special additions to the ship, like computers, sensors and various armor expansions. Systems usually add various bonuses to ship operations. They require a working Reactor in order to operate. Two System modules may be installed, each able to withstand 3 points of damage. The two mount points are marked 1 and 2 on the play aid.

- *Single Use* These are single-use additions to the ship such as expendable boosters and other items. They cannot be damaged by a roll but may be sacrificed: Doing so will absorb one unit of damage instead of another subsystem. A maximum of two single-use modules may be mounted.

10 Base services

A base offers the following services:

- *Refuel* Fuel fill up to max capacity.

- *Refit* Bases allow to replace non-launched weapons, guns and system modules on a one-to-one basis, allowing the player to change their loadout as they see fit.

- *Orbital repair.* Orbital space stations only. The shipyards of an orbital station may repair 1 unit of damage per round (in any system).

- *Planetside repair.* The larger shipyards of Planet and Asteroid bases may repair 2 units of damage per round (among any systems).

- *Planetside launch.* Planet launch is considered free, using free boosters or launch rail mechanisms (so no fuel will be spent). The launch place the ship in the hex above the base with a speed of 0, so it will need to apply thrust next turn in order to not crash back down.

11 Optional rules

Space rendevouz

By matching vectors (speed and position), a ship may attempt to get into physical contact with another ship. Both ships must willingly accept the space rendevouz for it to happen. Fuel and launched weaponry (but not mounted weapons) may be exchanged between the two ships. Both ships must skip a turn to complete the move.

This rule allows for refuelling tankers and other supply ships as well as allies helping each other out.

Surrender

This allows for a Space rendevouz, as above, between enemy ships, where one of the ships have surrendered to the other ship. The conditions of the truce is agreed on beforehand by the players – usually how much loot the winner is allowed to take from the defeated ship, or how many Points should be transferred. A surrender is considered a binding bargain for both sides. The surrendering ship may not fire upon the approaching ship and whatever prize was promised will be transferred as agreed.

Boarding

By matching vectors (speed and position) with a *disabled* enemy ship, a ship may attempt to launch a boarding party to subjugate it. Both players roll a die; if the attacking player roll the highest, the enemy is defeated, otherwise the defender has fought off the attack. Only one boarding attempt can be made every turn, and *only* if the attacking ship is not performing any other attacks. It may also not counterattack.

If the enemy is defeated, the scenario may decide what happens; it could be anything from being allowed to loot the enemy ship to the attacking player now playing the enemy ship as their own.

Civilian ships

By defining some ships to be "civilian" one can define all sorts of interesting scenarios. Civilian ships can carry weapons in their cargo holds but cannot launch them. They can represent supply ships or targets to raid if used with the Space rendevouz or Boarding rules respectively.

Special Asteroids

The coloured asteroids around Clandestine are impassable unless you know the exact route. Only ships belonging to the side that controls Clandestine may enter these hexes, others are considered to have crashed. Missiles entering a special asteroid hex detonates harmlessly without affecting ships in that hex (ships *already inside* such a hex can however fire out. Cannons work both ways).

Kinetic Buster

A special Launched weapon is made available, the Kinetic buster. This is a massive space-to-ground weapon intended to launch against bases and installations. A ship can only carry one kinetic buster at a time.

When attacking, roll d6. If the roll is lower than the relative velocity of the missile and its target, it will have destroyed its target.

Example: A ship travelling with a speed of 5 launches a kinetic buster at a planetary base. The relative velocity is 5 since the base is stationary. When hitting, the attacker must roll under 5 (1-4) to destroy the target.

Bases pick sides

Bases can be assigned to a "side" and count some of the players as enemies. All bases have a *zone of control* with is marked with a coloured outline on the map. Ships on the edge of such a zone is considered to be inside the zone. It is impossible to dock and refuel/restock at an enemy base unless this is especially defined in the current game scenario. Bases act first of all on the board[5].

Bases may have defences. A base can fire a launched weapon of type *Missile*(see Section **??**) every two turns, or as often as defined in the scenario. The base is assumed to have an infinite amount of missiles. All weapons are affected normally by gravity.

Bases are generally equipped with one (or more) *Mass driver* (Again, see Section **??**) type guns. Bases may not fire its guns at ships outside its control zone range.

The only weapon capable of harming a base is if the Kinetic Buster rule is used.

Mine fields

Mine fields may be deployed depending on the scenario. They consist of stationary *Mine* weapons located in space at the beginning of play. They most often have zero speed. A mine in a mine field use the same attack table as a launched Mine, but is not destroyed after 5 turns but will last indefinitely (they are also not destroyed when hit).

Fog of war

This is mostly suitable for campaign scenarios and simulate a lack of knowledge about the enemy loadout. Players don't reveal their ship manifests to each other. Launched weapons are announced and drawn openly when fired and firing guns will reveal the gun type.

[5]Meaning that ships tend to react to the actions of bases and not the other way around.

Each ship has a detector range or 3 hexes, only when coming closer than this from each other do the two detecting players show each other their manifests. In the case of bases belonging to a particular side, a ship passing within their detector range will also reveal the ship's manifest to all players on the base's side.

Fog of war is mostly suitable for bigger scenarios. One can envision a fleet masking their movements by deploying unarmed empty ships as decoys.

12 Game scenarios

These are some simple game scenarios for quickly getting going. There is not much "story" to these; they are simply fun setups for a quick game. One can easily invent more elaborate scenarios and campaigns.

12.1 Training

For getting to learn the movement and gravity rules, newbie players may get going with the following initial scenario.

Setup

Players start with unequipped ships. They start on Earth and are assumed to launch with boosters into an orbital hex of their choice on the first turn.

Goal

Goal is to enter at least one gravity hex around Venus, Mercury and the Moon – in that order. The winner is the first one to return to proper orbit around Earth.

Variations

For full training in more aspects of the game, add a Artillery gun, a mine and a missile to all player's ships and let those

also be restocked for free at bases. Let the control zones around the planets be no-fire zones.

12.2 The great planet race

Setup

All players start with one ship and has 6 ship points to equip it. Players start on Earth and launch with boosters into an orbital hex of their choice on the first turn.

Goal

The goal is to touch the gravity wells of all major bodies (i.e. bodies with normal gravity arrows, including the Sun) in the solar system. Order does not matter. The first to return to Earth and get into a stable orbit wins.

Special rules

The control zone around Earth (green line) is a no-fire zone at the beginning of play. Noone may launch weapons or guns from it or into it. Whenever all players have left the zone it ceases to exist for the rest of the game.

Variations

Defining a particular order planets must be visited will create choke points and will be much deadlier since ships get closer to each other.

For a much calmer game, let all planets' detection zones be no-fire zones throughout the game, only allowing weapons fire in deep space.

12.3 Last man standing

Setup

All players start with 6 ship points to outfit their ships. All players start in space with speed 0. Ships's starting positions should be in a large circle with roughly the same distance between each ship. Size of the circle depends on how many players are involved.

Goal

The winner is the last one alive.

Special rules

All bases are friendly and usable by everyone.

Variations

Instead of last man standing, one can also let destroyed ships "pop" back onto the map at their initial position d6 turns after they were destroyed. Winner is instead the first one to score a pre-determined number of kills. With many players this variation helps to avoid players sitting idle because they were eliminated early on.

12.4 Industrial sabotage

Mercenaries are hired by a competitor to steal the valuable data from a science vessel before the company can make use of it.

Setup

The players are divided into two groups, the Guards and the Mercenaries. If uneven, there should be more Mercenaries than defenders. The Mercenaries fly 4-ship point ships, the guards fly 5-point ships.

The Guards protects an unarmed science ship. This civilian ship has full fuel but cannot carry any extra cargo.

All defenders and the civilian ship start *in orbit* around Earth, at any hex and orbiting direction desired. Same goes for the Mercenaries, except they orbit Mercury.

Goal

The civilian (science) ship must touch the gravity wells of Venus and Mars (in any order) before docking with the orbital research base on Io (must be the last stop). If it suceeds without the ship being boarded, Guards win a clear victory.

Mercenaries win a clear victory if they manage to board the transport and subjugate its crew, to then manage to escape with the stolen information back to touch the gravity well of Mercury.

If the transport is destroyed before it completes its journey (and without its secrets having been stolen) the game is considered a weak win for the Mercenaries.

If the secrets are stolen, but the Mercenary ship is destroyed before reaching Mercury, the game is assumed a draw unless the science ship does manage to complete its trip, in which case it's a weak victory for the Guards.

Special rules

The civilian ship moves last of all ships. Its movements are normally jointly agreed upon by the defender players. But every *5th* turn it is instead controlled by the Mercenaries! Mercenaries may not use a boost that causes the ship to be immediately destroyed.

The Boarding rules are used. If the boarding suceeds, the boarding Mercenaries ship is assumed to carry the important data with it. The ship can be boarded any number of times to re-obtain the information.

If the civilian ship should exit the map, it is assumed to "bounce" off the edge, returning back into the map again with the same speed as before but with its direction mirrored. Other ships behave like normal.

Variations

The scenario may be too difficult for the Mercenaries (especially the docking part). By making the Mercenary control the civilian ship more often (say, every fourth or even third turn) one can make its behaviour more erratic and difficult to protect by the guards.

12.5 Hostile takeover

Two mega coorporations have moved from sabotage and espionage to full scale war.

Setup

The players are divided into two groups. One group controls the orbital base of Io, the other side controls one of the two bases of Mercury (the one facing Earth). Mars' bases are assumed neutral and available to all. All other bases in the solar system are closed to the warring factions while the conflict is going on. Equipment is bought normally at all available bases.

Each player gets 10 points to distribute between two ships.

Each faction's home base starts with one free-of-cost Kinetic Buster in stock.

Upon start of play, each home base may deploy one Mine up to two hexes away, with a speed of zero. This mine follows the *Mine fields* optional rule and is not destroyed after 5 turns.

Goal

The goal is to hit the enemy's headquarter with a Kinetic Buster. If both bases are destroyed within two turns of each other the result is considered a draw, otherwise it is a decisive victory for the side first destroying their target.

Special rules

Optional rules *Fog of war*, *Mine fields* and *Bases pick sides* are used. Bases may launch one *Missile* every five full rounds (one round being when all players have moved once) and each also has a *Mass driver* gun.

Each base produces a *Kinetic Buster* every 10 full rounds. A ship must be docked to the station to load a Kinetic Buster.

Variations

Closing Mars and opening some of the other bases for neutral use changes the tactical situation somewhat. For complete mayhem, let bases fire missiles more often.

Revisions

- Triplanetary ca 1974, GDW (currently copyright Steve Jackson Games)
- v0.1 Expanded map
- Triplanetary Advanced v0.2-0.4, Spring 2010
- Triplanetary Advanced v0.5, April 2010
- Triplanetary Advanced v0.6, Oct 2011
- Triplanetary Advanced v0.7, July 2012
- Interplanetary v0.8, March 2014