Depths of Space: Guerrilla Tactics

Rulebook

New expansion into the Pallum system has opened many opportunities for old Earth. Billions flock to claim territory and power in the new frontier. However, with opportunities comes competition. Diplomacy is a thing of the past as factions war over land, resources, and lost treasures.

Players face off in this tabletop warfare experience. Each player builds their unique squad of specialist soldiers to compete in small skirmishes across the solar system. Using an arsenal of unique characters, equipment, and abilities, the two combat squads meet in the arena and face off to total annihilation.

D10 System:

Dos:GT uses 10 sided dice for all rolls in the game, allowing for easy percentile conversions. Whether it's the initial roll off, weapon attacks, or casting abilities, a D10 is all you need to play.

Models:

Any models can be used from any range as long as they occupy a 0.5"-2.0" base.

Arena:

Battles are fought on a 36" x 24" mat. On each end of the board, there are 10" tall 24" base triangular positioning zones which each player will start their squads in.

Terrain:

Any object can be used as scatter terrain in the arena. Placement of each object must be agreed upon by both players at the beginning of the match.

If an object is taller than 1" and wide enough to cover a model's base, it can be used as cover.

Line of Sight:

A model has line of sight to another model if a 1 mm line can be drawn from its base to the base of the other model. Models must have line of sight to make an attack or cast an ability toward another model.

If a model has line of sight to half of a models base or less, that model is considered to be in half cover. In half cover, all shots made toward this character are at disadvantage.

If a model does not have line of sight to any part of a models base, then that model is considered to be in full cover and cannot be the target of shots or abilities.

Advantage/Disadvantage:

Half cover and some abilities will give a model advantage or disadvantage on attacks. Advantage gives a -2 to Gunnery Skill or Melee Skill for attacks. Disadvantage gives a +2 to GS or MS for attacks.

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Character Traits:

Cost indicates how many ★'s a character requires to put them into your combat squad.

Gunnery Skill (GS) determines the number that a D10 result must be for a ranged attack to hit.

Melee Skill (MS) determines the number that a D10 result must be for a close combat attack to hit.

Speed (SP) determines the distance in inches that a model can move across the arena.

Hit Points (HP) determines the amount of damage that a model can sustain before being killed.

Equipment and Abilities (EQ&AB) indicates how many ★'s a character gets to spend on its equipment and abilities.

Building a Combat Squad:

At the start of the game, all players create a list of characters by purchasing them with ★'s indicated by the character's cost. Players start the game with 16 ★'s.

Once characters are purchased, each one will be fit with equipment and abilities to match the players unique tactics.

Equipment and Abilities:

When building a squad, each character will have a number of ★'s that can be spent on equipment or abilities.

Equipment are items that can be used by characters such as weapons, armor, and attachments. Abilities are cast by characters and have a multitude of effects on the battlefield. Equipment with the reload attribute must be reloaded after being used to be fired again.

Positioning Phase:

At the beginning of the game, players roll off to determine who goes first. Players alternate turns, placing one model on the table at a time in their positioning zone. Models can be placed anywhere in a player's positioning zone.

Movement Phase:

Players alternate moving one model at a time. Models can be moved as far as their speed indicates. Models can move anywhere on the board apart from where terrain is placed.

One action point is required for a model's initial movement. A second action point can be used to sprint, moving the model's speed a second time.

Active Phase:

Players alternate playing actions for one model at a time. These may include using a thrown object, reloading, or using an ability. Multiple actions can be taken in this phase, but each action can only be taken once and requires one action point.

Siege Phase:

Players alternate attacking with one character at a time. Characters can shoot or engage in

melee combat. Each attack requires one action point. Damage markers are placed on models to indicate how much damage they have taken.

Upkeep Phase:

Damage is applied to models and any models with more damage tokens than HP are killed and removed from the game.

Action Points:

Each character starts each turn with 3 action points. Movement, abilities, actions, and attacks all cost action points to perform. So a model can make 3 actions per turn.

Split Attacking:

Some attacks have multiple shots or swings. These can be split between multiple available targets during the attack phase. Each target will get separate rolls depending on how many shots or swings they are receiving.

Damage Tokens:

During the active and attack phases, characters may take damage. When a character takes damage, it will receive a number of damage tokens equal to the amount of damage taken. These will be applied during the upkeep phase.

Engaged:

If a character is within 1" of another character's base, they are considered engaged. Attacking a

character that you are not engaged with has disadvantage. Multiple models can be engaged at one time. Shooting at a model that you are engaged with has disadvantage.

Second Wind:

For each ★ that is not spent on characters when building a squad, players will get a second wind roll every turn. A second wind roll can be used to reroll any roll for attacks, actions, or abilities. The new roll must be used. All second wind rolls recharge at the beginning of each turn.

Reload:

Any equipment with the reload attribute must use the reload action after it has been fired to shoot again.

Melee:

Any weapons with the melee attribute have a range of 1" from a model's base to its target's base.

Thrown:

Any weapons with the thrown attribute have a 12" range and must be used during the active phase.

Win Conditions:

Each model killed is worth the number of ★'s that it costs to field them. After 7 turns, whoever has the most ★'s, wins the game. A properly painted and based squad

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(1 unifying color and 2 more
colors) is worth 3 ★'s.
Alternatively, if a player kills
all models of their opponent, they
win the game.

Character Types:

Overseer:
Cost:★★★★   EQ&AB:★★★★★★★
GS:5+ MS:5+ SP:4" HP:22

Trooper:
Cost:★   EQ&AB:★★★★
GS:5+ MS:6+ SP:4" HP:16

Artillerist:
Cost:★★★   EQ&AB:★★★★★
GS:4+ MS:7+ SP:3" HP:18

Recon:
Cost:★★   EQ&AB:★★★★★
GS:5+ MS:4+ SP:6" HP:16

Technician:
Cost:★★   EQ&AB:★★★★★★★
GS:7+ MS:8+ SP:3" HP:14

Medic:
Cost:★★★★   EQ&AB:★★★★★★★
GS:6+ MS:7+ SP:4" HP:20

Herald:
Cost:★★★
EQ&AB:★★★★★★★★
GS:8+ MS:6+ SP:4" HP:14

Crusader:
Cost:★★★★★ EQ&AB:★★★★★★★
GS:6+ MS:5+ SP:5" HP:25

Bastion:
Cost:★★★   EQ&AB:★★★★★
GS:6+ MS:4+ SP:3" HP:28

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Equipment List:

Phaser Pistol:
4 shots, 1 dmg, 10" range
Reload
Cost:★
Available to: Overseer, Trooper, Artillerist, Recon, Technician, Medic, Herald, Crusader, Bastion

Slug Revolver:
2 shots, 2 dmg, 6" range
Reload
Cost:★
Available to: Overseer, Artillerist, Crusader, Bastion

Phaser Rifle:
4 shots, 2 dmg, 20" range
Reload
Cost:★★
Available to: Overseer, Trooper, Artillerist, Crusader, Bastion

Slugger:
2 shots, 5 dmg, 10" range
Reload
Cost:★★
Available to: Trooper, Artillerist, Crusader, Bastion

Beam Rifle:
3 shots, 3 dmg, 24" range
Reload
Cost:★★
Available to: Overseer, Artillerist, Recon, Technician, Crusader, Bastion

Solumide Burner:
2 shots, 3 dmg, 6" range
Reload
Cost:★★
Available to: Trooper, Artillerist, Technician, Herald, Crusader
Effect: Ongoing 1 dmg per turn for 2 siege phases.

Phaser Cannon:
1 shot, 6 dmg, 20" range
Reload
Cost:★★
Available to: Artillerist, Crusader, Bastion

Heavy Rotary Rifle:
10 shots, 1 dmg, 20" range
Reload
Cost:★★★
Available to: Artillerist, Bastion

Heavy Slug Cannon:
2 shots, 6 dmg, 14" range
Reload
Cost:★★★
Available to: Artillerist, Bastion

Incendiary Cannon:
4 shots, 2 dmg, 24" range
Reload
Cost:★★★
Effect: Ongoing 1 dmg per turn for 2 siege phases.
Available to: Artillerist, Crusader

Long-Range Phaser Rifle:
1 shot, 8 dmg, 36" range
Reload
Cost:★★★
Available to: Trooper, Artillerist, Recon

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Force Grenade:
1 throw, 8 dmg within 2", 3 dmg
within 6", 12" range
Thrown
Cost:★★
Available to: Overseer, Trooper,
Artillerist, Recon, Technician,
Medic, Herald, Crusader, Bastion

Flash Grenade:
1 throw, 12" range, 12" dia
Thrown
Cost:★★
Effect: Models get disadvantage
until the next siege phase.
Available to: Overseer, Trooper,
Artillerist, Recon, Technician,
Medic, Herald, Crusader, Bastion

Saw Sword:
2 swings, 2 dmg
Melee
Cost:★
Available to: Overseer, Trooper,
Artillerist, Recon, Technician,
Medic, Herald, Crusader, Bastion

Force Hammer:
1 swing, 4 dmg
Melee
Cost:★★
Effect: Push target back 2".
Available to: Crusader, Bastion

Righteous Ax:
2 swings, 3 dmg
Melee
Cost:★★
Available to: Overseer, Trooper,
Herald, Crusader, Bastion

Assassin's Knife:
3 swings, 1 dmg
Melee
Cost:★
Effect: Ongoing 1 dmg per turn for
the next 2 siege phases.
Available to: Recon

Dueling Blades:
3 swings, 2 dmg
Melee
Cost:★★
Available to: Overseer, Recon,
Herald, Crusader

Powered Titanium Fists:
4 swings, 2 dmg
Melee
Cost:★★★
Cannot be worn with Powered Armor.
Available to: Overseer, Trooper,
Crusader, Bastion

Warding Staff:
2 swings, 2 dmg
Melee
Cost:★★★
Effect: All abilities rolled at
advantage.
Available to: Overseer, Herald

Powered Titanium Armor:
Cost:★★★
Effect: Attacks against this model
are at disadvantage. Model has -2"
to speed.
Available to: Crusader, Bastion

Powered Titanium Boots:
Cost:★★
Effect: Model has +2" to movement
speed.

Cannot be worn with Powered
Titanium Armor
Available to: Overseer, Recon,
Crusader, Bastion

Laser Scope:
Cost:★★★
Effect: Model has advantage on
shooting attacks.
Available to: Overseer, Trooper,
Recon, Technician

Thermal Scope:
Cost:★★★
Effect: Shots ignore line of sight
and cover
Available to: Overseer, Trooper,
Recon, Technician

Suture Kit:
Cost:★★★
Effect: All healing heals +1.
Available to: Overseer, Medic

Cauterizing Torch:
3 shots, 2 dmg, 4" range
Cost:★★★★★
Effect: All healing heals +3.
Available to: Medic

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Abilities:

Psychic Shock:
4+, 3 dmg, 18" range
Cost:★★
Available to: Overseer, Herald, Crusader

Ground Quake:
6+, 18" range, 12" dia
Cost:★★
Effect: Targets have -2" to speed until the next active phase.
Available to: Herald, Crusader

Blindness:
4+, 18" range
Cost:★★
Effect: Target has disadvantage on shooting attacks until the next active phase.
Available to: Herald, Crusader

Weakness:
4+, 18" range
Cost:★★
Effect: Target has disadvantage on melee attacks until the next active phase.
Available to: Herald, Crusader

Mind Blaze:
7+, 8 dmg, 24" range
Cost:★★★★
Available to: Herald, Crusader

Inspiration:
6+, 0" range, 12" dia
Cost:★★
Effect: Allied models have advantage on attacks until the next active phase.
Available to: Overseer, Crusader

Tactical Retreat:
5+, 0" range, 18" dia
Cost:★★
Effect: Allied models have +4" to speed until next active phase
Available to: Overseer

Dress Wounds:
4+, 0" range
Cost:★★
Effect: Target regains 4 HP.
Available to: Overseer, Trooper, Recon, Medic, Herald

Supply Request:
6+, 24" range, 12" dia
Cost:★★
Effect: All allied targets weapons are reloaded.
Available to: Overseer

Aura of Protection:
7+, 18" range
Cost:★★★
Effect: Attacks on target have disadvantage for 2 turns.
Available to: Herald, Crusader

Aura of Annihilation:
7+, 18" range
Cost:★★★
Effect: Target's attacks have advantage for 2 turns.
Available to: Herald, Crusader

Aura of Revitalization:
7+, 18" range
Cost:★★★
Effect: Target heals +2 HP per turn for 2 turns.
Available to: Medic, Herald, Crusader

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Duality of Fate:
8+, 24" range
Cost:★★★★
Effect: Target is tied to caster,
if caster dies, so does the target
and vice versa.
Available to: Herald, Crusader

Sanctify Ground:
8+, 0" range, 14" dia.
Cost:★★★★
All allies within range heal +5 HP
per turn.
Available to: Herald, Crusader

Equipment Malfunction:
6+, 12" range, 12" dia.
Cost:★★★
Effect: All targets within range
must reload any weapons before
using.
Available to: Technician

Radon Shield:
6+, 18" range
Cost:★★★
Effect: Target acts as if in half
cover for 2 turns.
Available to: Technician

Electron Pulse:
4+, 12" range, 3" dia, 3 dmg
Cost:★★
Available to: Technician

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