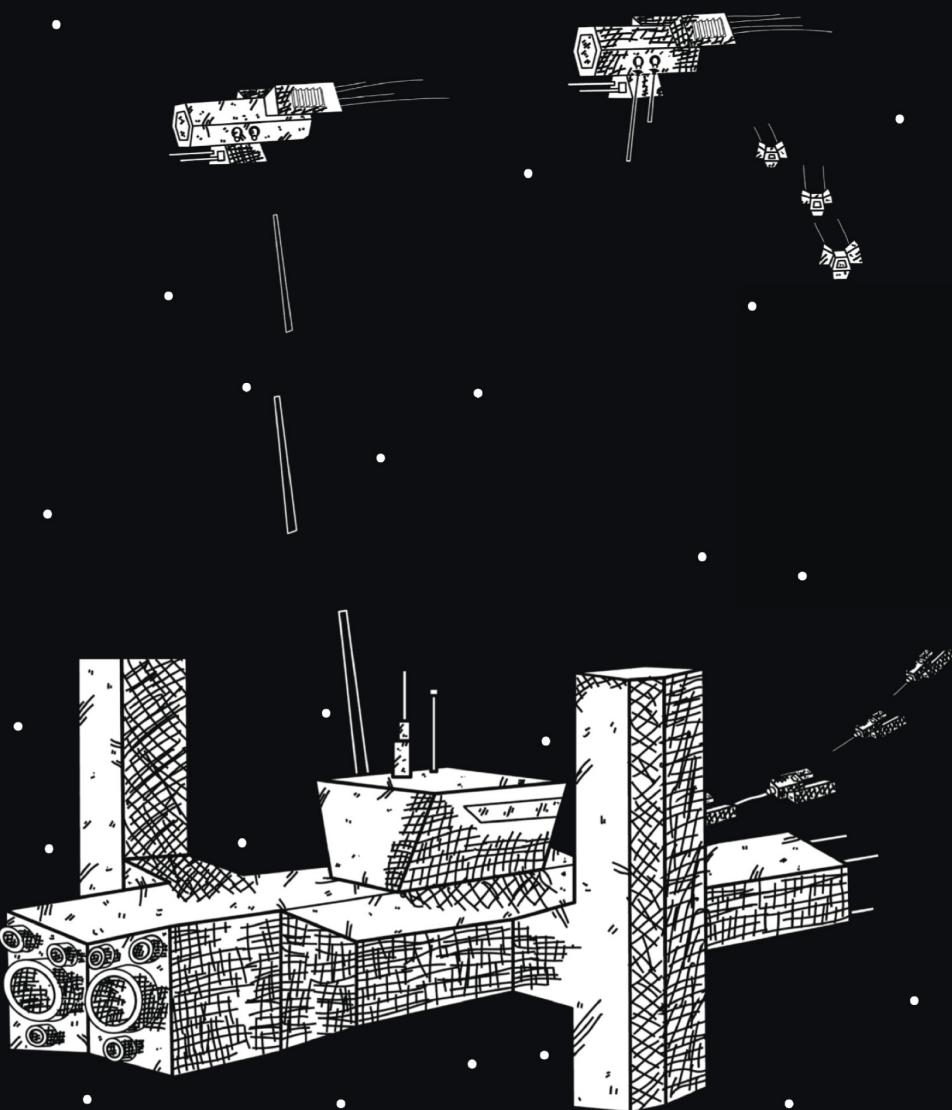


TINY



CONFLICT

3012

*The Epic Battles For The Milky Way
Galaxy In The Year 3012 and Beyond*

First Edition Core Rules V 1.1

THE MILKY WAY GALAXY

3012

At the turn of the third millennium, a time of strong relations for the Home Planets, 3000 expedition ships were launched into the stars over a 5 year period. The aim of these expeditions was to reduce the now overwhelming overpopulation of Earth and Mars, colonise the stars, discover and extract new resources, and discover alien life.

These 3000 ships would supplement the 500 expedition ships already launched since the early 2000s. Of the 3500 ships launched, only 7 of them have made contact with the Home Planets and only 3 have consistent contact. Nothing is known of the status of the other ships.



Galactic Longitude

0°

5,000 ly

VOID
ANOMALY

MINING COLONY
OUP-0013
UGNN ALIGNED
CAPITAL: OUTPOST 13

COLONY
EXP-2112
Unknown

GALACTIC CENTRE

COLONY
JAF-08124
UGNN ALIGNED
CAPITAL: JAFRAN

THE GREAT STATION HIGHWAY

ALPHA
CENTAURI

THE HOME
PLANETS
SECTOR

COLONY
EXP-0285
Unknown

COLONY
SAR-43225
UGNN ALIGNED
CAPITAL: SARASANT

GIREP
PRIME

150°

180°

210°

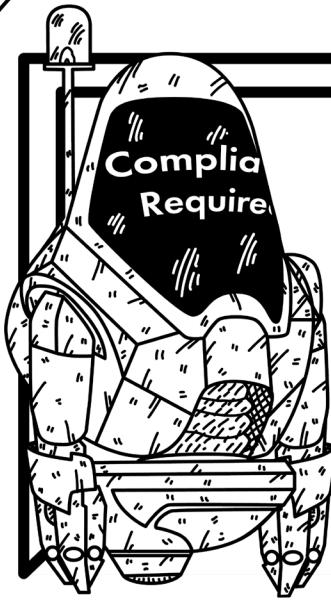
240°

300°

330°

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TINY CONFLICT: 3012

*The Epic Battles For The Milky Way Galaxy
In The Year 3012 and Beyond*

Greetings Initiate! On the pages before you lies your comprehensive guide to becoming an admiral of the grand fleets! The contents of this manual are **Strictly Confidential** and should not fall into enemy hands. Failure to follow the instructions within this manual or allowing the enemy capture of this guide will result in strict punishment, possibly including death.

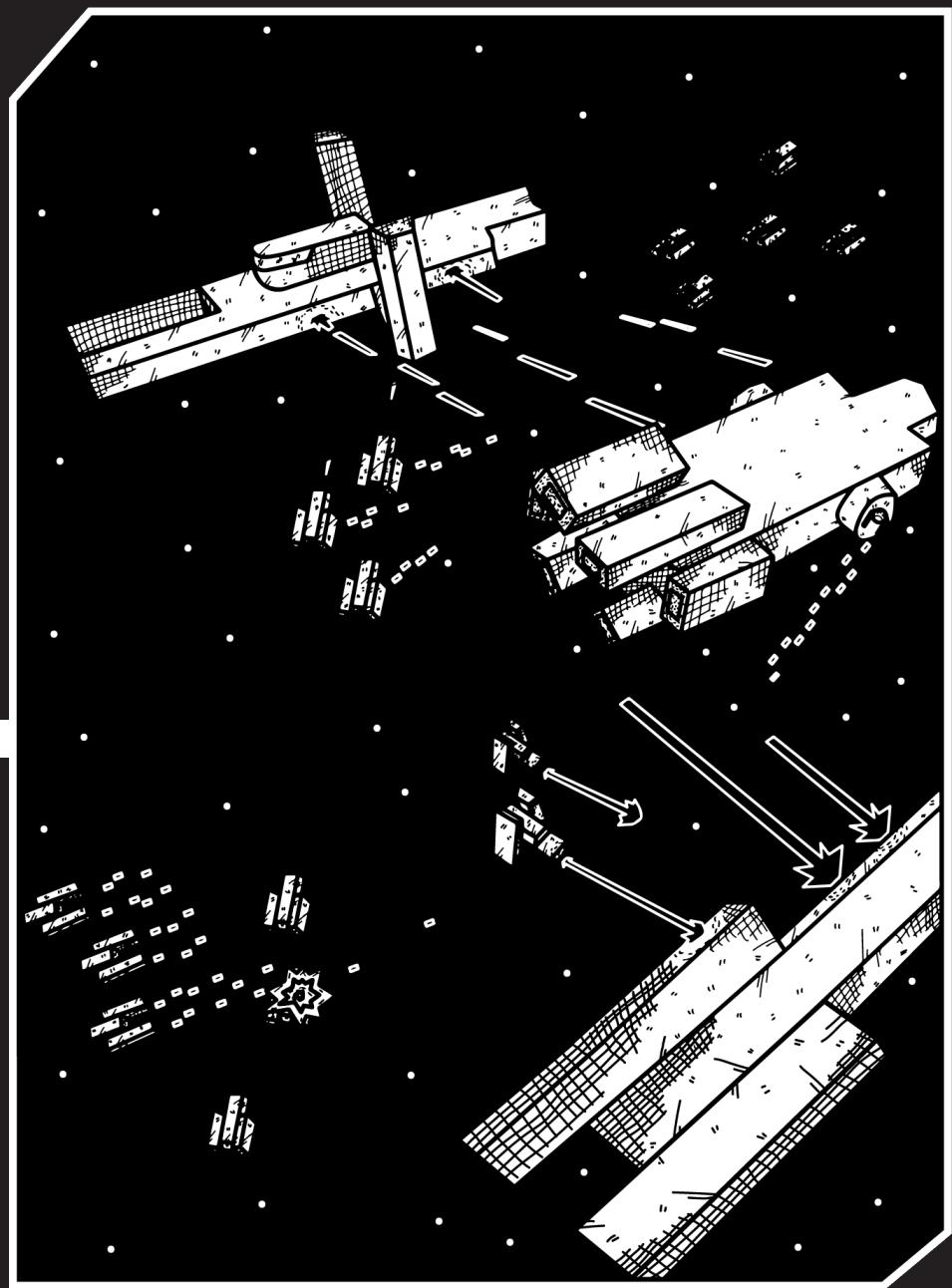
This manual will cover several key areas as you can see on the previous page. Each of the chapters in this book are divided into 3 distinct levels. These levels are in place to ensure you don't learn too much too quickly and make a decision with disastrous impact. At the end of each level, you will have completed the requirements for promotion. Each of these levels will require a stamp from your assigned Academy Officer before carrying on with further levels.

You can go over any level as many times as you need to feel comfortable. There are even some times where you will be required to refine skills of a lower level.

To help you complete your admiral training, we have created some helpful assets. We recommend using the provided Starter Set to aid you in your training or at least until you have completed your first level training. Should you not have been given a starter set upon receiving this manual, you can retrieve one from your supply officer or requisition one by following this code.

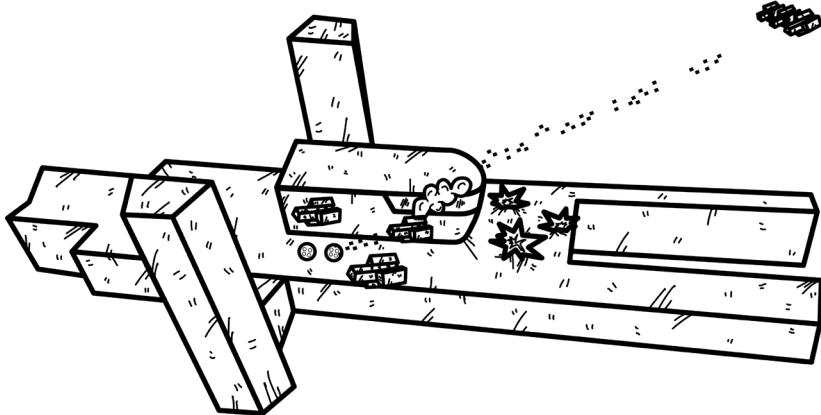


THE UNIVERSE





In the year 3012, humanity is on the brink of collapse!



Civil war, political deceit, exile and greed plague the human race, tearing it from its once great united form. War is upon us all. The prosperous joint might of Earth and Mars engages in a vicious war of

attrition among the stars, whilst backstabbing politicians and corporations vie to be the richest and most powerful on the planets' surfaces.

Once a blank canvas for discovery, innovation and prosperity, the stars of the Milky Way galaxy now form the hostile battlegrounds of greed and politics. Vast swathes of the unemployed are forced into combat for Earth, fighting the desperate and starving forces of Mars in a seemingly endless bid for control.

On top of that, murderous pirates convinced they will live forever scour the galaxy searching for anything and anyone they can lay their swords into! Paired with the desperate, the escaped, and the alone, multi-millions of once normal civilians are displaced into the stars. Fending for themselves, they form bands of scavengers that are just looking to survive another day.

Humanity is experiencing its biggest catastrophe to date. Not only is humanity threatened from its home but from the stars. Vast colonisation has revealed the location of the Home Planets to swathes of other races looking to destroy humanity and wipe its infectious behaviour clean off the face of the galaxy. The infinite hordes of the hive mind, angered by humanity's presence on their planet, now seeking revenge for the damage done.

Powerful guardians of the stars awoken by greed now seek to protect the stars their creators crafted by ridding every solar system of every last trace of human existence.

With not only themselves, but the products of gods and ungodly hordes of creatures on the door step of the cradle of humanity, it is not a matter of if, but when. The beginning of humanity's end starts now!

A BRIEF HISTORY OF THE HOME PLANETS

2822: The first Martian lander enters Earth's atmosphere. A base is built on the site of the fortress city, Old London, and is named Salvation. This marks the end of The Silent Age.

2863: Earth is restored back to its former glory. Its population has rapidly accelerated and technology is advancing again, however, many technologies have been lost to time.

2997: The first Home Planets War begins with the Martian arrest of the UGN delegate to the planet and surprise formation of the MRN.

3010: The second Home Planets War begins as tensions rise between the two planets. Mars' technology advances and Earth gets greedy.

2834: A second and third Martian relief ship land on Earth. Civilisation has returned to Earth along with the reformation of the UGN, this time with a Martian delegate.

2990: Earth switches to a majority privatised industry which quickly influences the planet's democracy in favour of the new mega corporations.

2998: The first Home Planets War comes to an end with both sides agreeing to a ceasefire due to heavy losses.

ONWARDS TO 3012

THE UGNN

INDUSTRY AND POWER

The United Galactic Nations Navy (UGNN) have been the industrial and production powerhouse of the galaxy throughout their rise until the early 3000s. The beginning of the UGNN's fall from the top started in 2997 with the First Home Planet's War. This civil war against Mars lost the UGNN its best galactic shipyards, with the Martian shipyards being bigger and taking less to launch new ships. The UGNN space fleet at this time was made up of the Luna class light cruiser, a modified version of the expedition ships launched by Earth and Mars in their joint colony programme. Whilst the cruiser was large and had plenty of space both inside and out, its size also acted as a disadvantage. Its size meant it was an easier target for attacks and often had poor coverage of the entire hull with limited anti-aircraft weapons.

The UGNN gained a massive advantage right at the turn of the Second Home Planets War in 3008, with advancements in AI 3D printing. This extremely powerful multi-material printing technology allowed the UGNN to build entire ships in a matter of days for even the largest ships. This technology was vital in upgrading the UGNN's fleets, including the vast introduction of autonomous drones both as crew and as combat assets.

However, in this time, Mars also took drastic advancements in its military. This forced the two factions into a horrible war of attrition amongst the stars and caused massive casualties and set backs for both sides. The largest threat to the production powerhouse of Earth came in 3012, which became the perfect storm with the arrival of two alien races into the Home Planets Sector. The Centauri Serpents proved a powerful enemy that the conventional Earth ships couldn't take on without a substantial numbers advantage. The top spot, however, was taken by the Girep. Being an alien hivemind, their production capabilities and coordination far outweighed any technology Earth could create, even with help from AI.

The UGNN is the only fighting force for Earth and the UGN. The UGN is a council-based democracy made up of a representative from each of Earth's main zones. These zones are the only remnants of pre-globalised Earth as they are largely based off the production and capabilities of the land but have some cultural influences. Whilst these representatives are technically voted for, the candidates are only those that can afford the council fees. This leaves only the richest from each zone. This just happens to be the massive major corporations that carry out business with the UGN and by extension UGNN. The hefty fees are then returned to each representative as grants, eventually unfulfilled purchase orders, and donations to their respective companies.

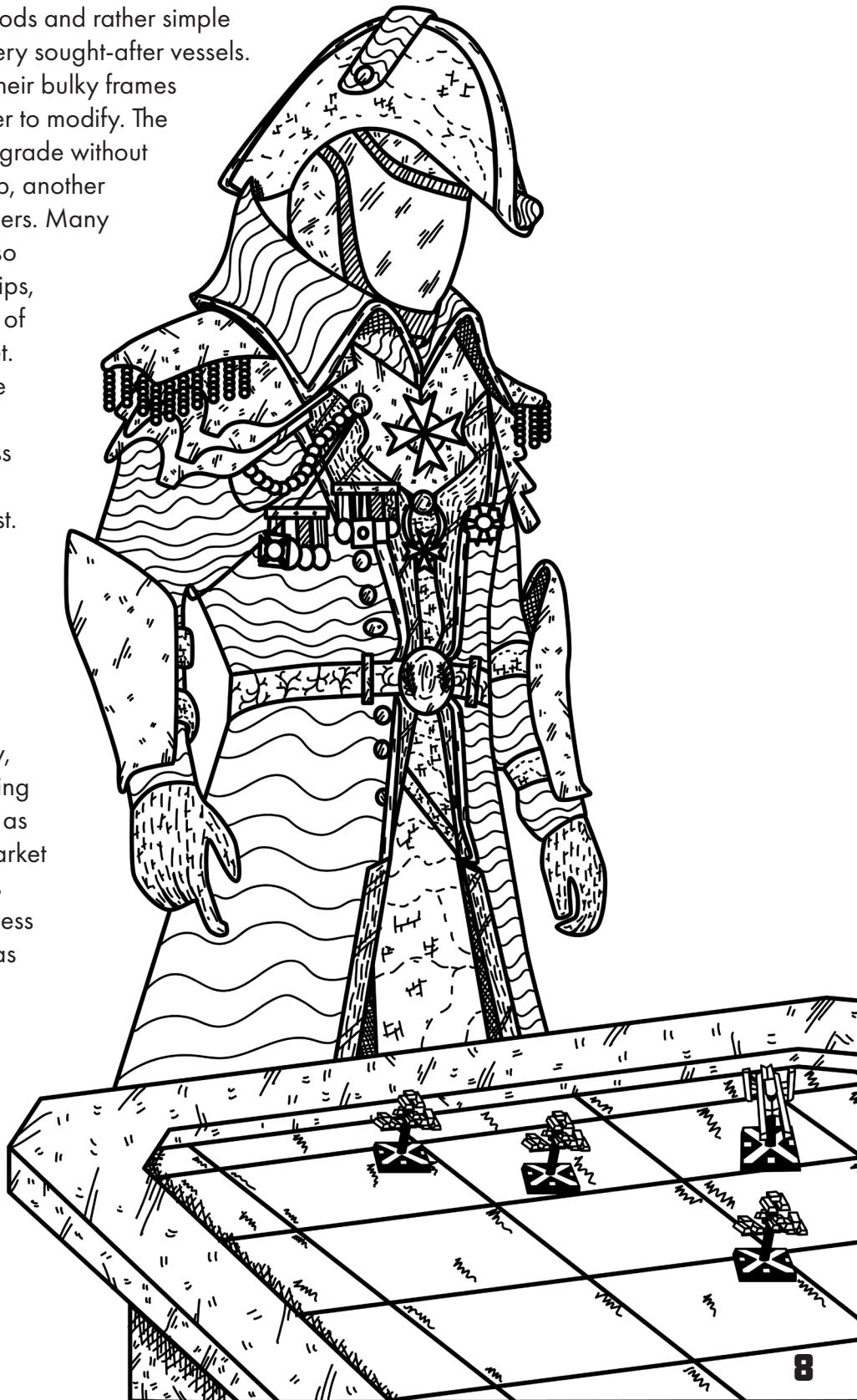
This corrupt system has meant that the rich get ever richer whilst reaping the rewards of near complete control of their home zone. It also means that each major corporations gets a say on the running of Earth's zones as well as its navy. This lends further aid to the business owners as they are able to commission contracts to their own companies under the UGN banner. This has especially helped different ship manufacturers as they provide massive contracts for their own companies to build massive fleet ships whilst giving grants to their companies that allow them to build the massive AI 3D printers needed to build them.

This pattern of aggressive self-benefit hasn't gone unnoticed by the population of Earth. Many different resistance groups have formed on the planet, one of which claims to have attacked the UGN headquarters which was recently set on fire from an exploded fuel truck. UGN representatives claim that this however was due to a drunk driver. Attacks like this are getting more and more frequent across the planet with some plots being foiled for full blown raids on the UGN headquarters in Salvation City. Since the most recent attack the presence of UGN security drones has increased.

The UGNN has access to a vast and powerful navy. Its industrial might means that its ships can be deployed in near infinite amounts. The Earth fleets are often 2 or 3 times larger than any Martian counterparts. Losses are not often viewed as an accurate measure of success in the UGNN with thousands of ships being lost to achieve victory on occasion. This has somewhat been down to the sheer endless number of soldiers provided through Earth's conscription methods and endless drone production, however, this way of thinking has also come from a breed of brutal admirals high up in the UGNN admiralty. One such admiral is Giles Winters, Grand Admiral of Earth's galactic forces. He is the UGNN's longest serving and highest decorated admiral, and hasn't spared any lives to get to that position. In one battle on the Home Planets front, Winters committed 100 ships to destroy a MRN forward operations base. The MRN station was destroyed along with its protection, but the losses were 10:1 for the UGNN. It's this level of brutality that has kept Winters in his position when compared to other admirals that fail their missions to avoid losses.

Despite their cheap production methods and rather simple construction, the UGNN ships are very sought-after vessels. The Star Scrappers favour them for their bulky frames with flat panelling that makes it easier to modify. The hulls are often easy to repair and upgrade without compromising the integrity of the ship, another preferred feature for the Star Scrappers. Many civilian and independent factions also enjoy the benefits of the UGNN's ships, the majority purchase them because of how cheap they are for what you get. Many of the shipping companies use the various different hauling vessels, including the popular Tasmania Class hauler, for their quite large capacity, smaller frame, and of course low cost.

Despite how sought-after the UGNN's ships are to the civilian and independent market, they don't profit from their sales. This privilege is given directly to the companies that manufacture them. This, in a way, prevents the corporations from creating the cheapest and less effective ships as it would directly affect the civilian market where they make the most profit. This would usually improve the effectiveness of the UGNN's fleets. However, it has instead meant the corporations only build the same few ships with little to no variation in what's produced as newer ships often don't sell, as well as cutting into profit margins for the research and development.



THE MRN

TECHNOLOGY AND INNOVATION

The Martian Republic Navy (MRN) was formed in 2995 as part of Mars' brave attempt at independence. The planet was suffering from Earth's control. Its citizens were starving and any resources extracted on the planet went right back to the UGN. This brought the planet to its knees. There was an "elected" delegate for Mars as part of the UGN council but the representative fell into a thirst for power and wealth like the rest of the council. This led to a full blown coup on Mars.

The Martian UGN representative was taken hostage and the Martian government building was stormed. UGNN Soldiers were assassinated across the planet with full-blown riots taking to the streets. Mars had been asked by the UGNN years before to retrofit expedition ships into combat capable starships. The coup had instead been producing its own warships in Mars' shipyards, including a secret shipyard Earth wasn't aware of. With the retrofitting process still around 3 years to completion, the UGN had no choice but to allow the coup to take hold. The planet rejoiced as the Martian Republic was formed.

However, two years later in 2997 the UGNN formed a blockade around Mars and banned supply ships entering the planet. This again brought the planet to its knees. The UGNN managed to retrofit 5 light cruisers as well as producing hundreds of fighters. This marked the beginning of The First Home Planets War. The war kicked off with a daring raid made by the MRN to break the blockade and allow rebel supply ships to bring vital aid to the planet. The attack was a success and allowed Mars to stay in the small war much longer than it should have been able to.

In 2998, both sides signed a peace agreement with neither side capable of taking the other out and both quickly burning resources. However, the purpose-built ships of Mars were more than capable of taking out the UGNN ships despite being outnumbered.

The MRN had a massive boost in power since it all but won the First Home Planets War. Being the underdogs, the MRN have had to adapt and evolve quicker than the rest to stay relevant. Ever since the First Home Planets War ended in 2998, the MRN have been working on Operation Star Finder. This top secret programme looked to discover planets with ancient or still active alien races on them to recover and learn of different alien technologies that can be used to the advantage of the navy. This massive task required an elite and brave unit. Taken from the best soldiers in the MRN marines, the Void Walkers were created. This hardened group of soldiers would be the ones carrying out research and extraction missions on alien planets with a near infinite number of dangers! These soldiers were given all the best equipment Mars could muster with its small resource pool. The Void Walkers took heavy casualties in their early years without the gear to properly survive on hostile planets. In late 2999, a material was discovered on one mission. This material, dubbed pearlacite, is the most bullet-resistant material known to humanity. It also has good explosive resistant qualities. This material was rolled out to all Void Walker squads in active duty. This drastically improved the lifespan of Void Walker soldiers who could now effectively carry out missions and recover more alien technology.

However, Operation Star Finder attracted a lot of unwanted attention. In 3010, one of the research scientists stole a sample of an alien mucus from the Star-finder labs deep under the Martian surface. The scientist was making an attempt to sell the material to the UGN in exchange for vast fortunes and protection on Earth. The scientist was found trying to remove the sample and squads of Void Walkers were sent to arrest him. In the process of capturing the traitor, the sample was exposed and immediately started reacting. The mucus spread onto the elite soldiers, immediately infecting them. The Void Walkers mutated, growing extra limbs and tentacles,

breaking out of their armour, and leaking mucus everywhere. More and more Void Walker squads were sent to contain them but most of them also became infected. It was decided that the situation could not be dealt with and instead needed to be locked away. The entire lab and all the infected soldiers inside were locked away. The infected still remain in that lab seemingly immune to hunger or thirst any more. These abominations were dubbed the Void Freaks. Since then, a strict military presence has been used to avoid any future breaches. The Void Walker soldiers are extremely loyal and regimented.

Operation Star Finder has created many innovative technologies now employed by the MRN. The most important of these technologies is the Martian stealth tech. This armour coating refracts the light in a way that makes ships nearly invisible at greater distances. This allows ships to get close to targets without being seen. Even at closer ranges, the ships are difficult to see but can be noticed as the weird affects on the light become visible. To take full advantage of this technology, the MRN created stealth corvettes specifically designed to make full use of the tech as well as some alien weapons it had produced.

These corvettes had been highly effective at dealing with threats and giving Mars an upper hand whilst being massively outnumbered. They have caused many occasions of mass disarray with the knowledge of their existence even being used as a terror weapon to cause hysteria among UGNN fleets. The weapons carried by these ships are extremely powerful and operate in ways unlike any other weapons known to human kind.

All of these weapons work seemingly forever. They don't require ammunition and some don't even draw much more power than the ship in its normal capacity.

This allows for the stealth corvettes to carry an anti-aircraft weapon that makes them effective fleet support ships, although quite expensive ones.

Some of the more common weapons used on the stealth corvettes include:

Darikin Accelerator

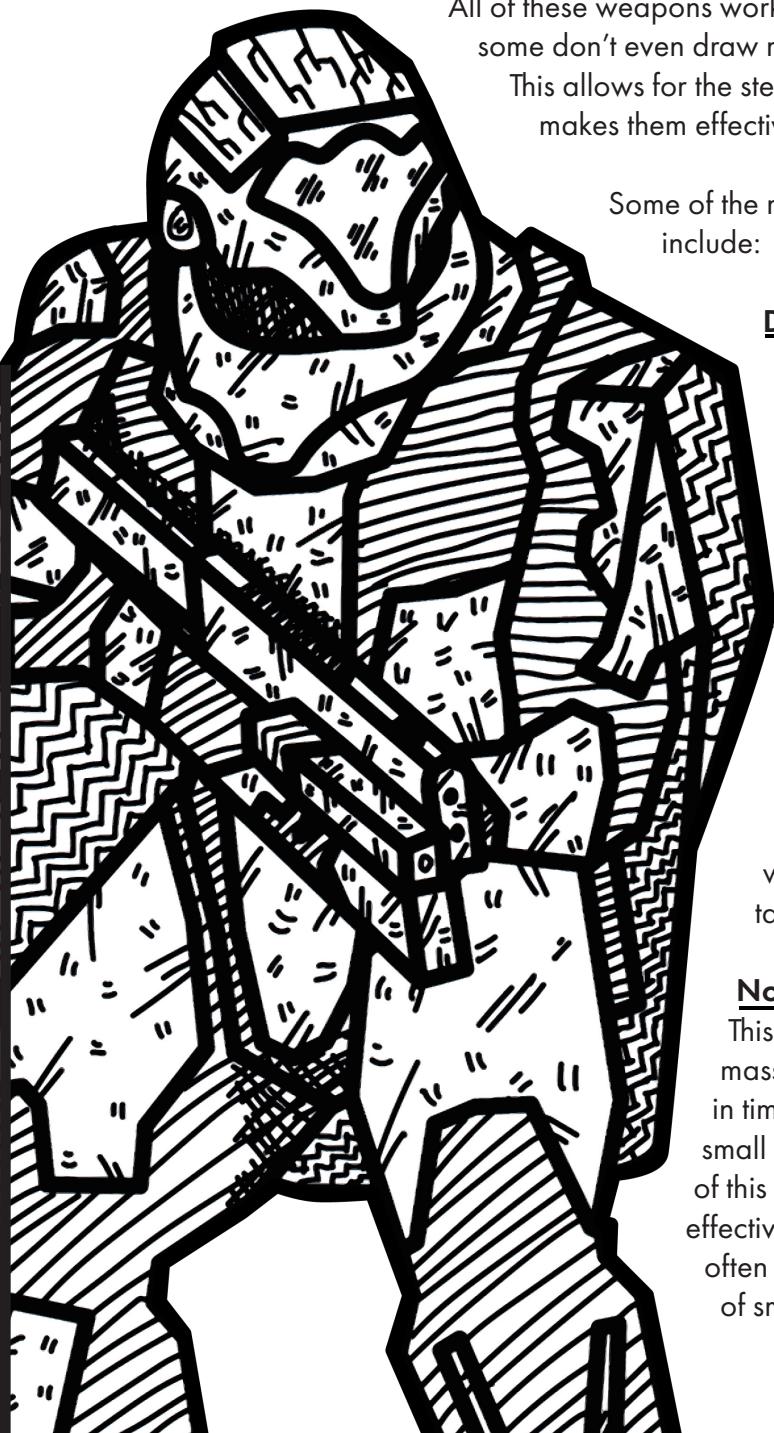
This weapon fires small energy pulses at the target that glow luminous blue. The more the weapon is fired the faster it fires the energy pulses and the more of them there are. This makes the weapon great at sustained fire against large ships that can be hit consistently. The pulses from the weapon also seem to set fires aboard ships quite frequently.

Tra'tek Beam

This extremely powerful weapon seems to harness energy from another dimension and fires it forwards in a devastating beam. The beam has limited range but cuts through any targets in front of it very easily. The weapon also seems to have a stunning effect on ships it targets.

Norock Vortex

This weapon is devastating on the battlefield. It fires a massive shard of energy across a short range, tearing a hole in time and space where it lands. This effectively creates a small temporary black hole in the affected area. The effects of this are devastating for all ships affected. It is particularly effective against clumps of ships tightly packed together and is often employed as a way of quickly taking out a vast number of small ships in a single shot.



STAR SCRAPPERS

SCAVENGE AND SURVIVE

The Star Scrappers are one of the newest factions of the Milky Way Galaxy. Their origins date back to the very first expedition ship that launched from Earth. Due to the civil war that was taking place on the planet, the rich upper class left the planet on the first mission thinking that Earth wouldn't be there when they tried coming back. The only working class civilians that were allowed on the first expedition ship were the soldiers tasked with protecting the passengers on board and the crew that were there to man the ships and keep everything running. The crews of this expedition ship were treated incredibly poorly and whilst the rich oligarchs were asleep, the crew boarded an attached York Class supply ship and took-off not to be seen by the expedition again.

The crew of this newly stolen vessel were all skilled workers with knowledge of running a craft and all the components within it. The crew were also joined by some of the soldiers that were also somewhat poorly treated. Over the years after the crew escaped they formed a strong bond with each other and survived using their skills and their ship alone. They created an entire society aboard this first ship that eventually became a hub for those exiled or mistreated, or even those just wanting to get away.

Using their advanced skills in engineering (many of those on board having ship building and breaking backgrounds) the newly formed Star Scrappers stole and built new space ships to expand their society. Each ship was modified and grew as new parts were added on, allowing for more space for families and housing on each ship. These ships became homesteads that eventually housed entire families. Each family swears themselves to the Star Scrapper code and way of life and agree to help and protect all other scrapper families.

Scrapper families spend most of their time breaking ships down in forgotten battlefields to make a living.

Breaking down destroyed ships for parts is a long and laborious job, but one that proves to be quite lucrative in the current resource-starved climate of 3012. The ships used by scrapper families are usually supply ships. This decision goes all the way back to the original scrapper ship but is also extremely handy for ship breaking as it allows for the storage of supplies and scrap as well as being easily modified to add housing for each family. Whilst Scrapper families aren't related, some ships do only contain relatives. The more a Scrapper family grows the more homestead ships it needs to operate. In many cases, once a Scrapper ship is full, a small group will break off and create a new family on a new ship. However, in some Scrapper communities, members of a family have children and start a ship with those they are related to. But some Scrappers still want the protection and community of the family they started in. For this reason, some of the oldest Scrapper families have entire fleets in their name where multiple of the original family members made ships to start families of their own within a community.

Star Scrappers have a strict code that all families must adhere to. Each family must not commit crimes (although scrapping warships without permission is regarded as a crime), families must not attack unless provoked, families must come to the aid of other families, families must not contest another's scrap, families must not sully the name or reputation of the Star Scrappers. These codes are what keep the Scrappers alive and prominent in 3012.

Because of their friendly and less hostile nature, Star Scrappers can be found across the galaxy and are allowed practically anywhere without conflict. Star Scrappers can often be found as merchants at stations or traders in their ships across the stars. Despite a lack of territory, the Star Scrappers do have a hub station. This massive station is, just like all other Scrapper ships, an amalgamation

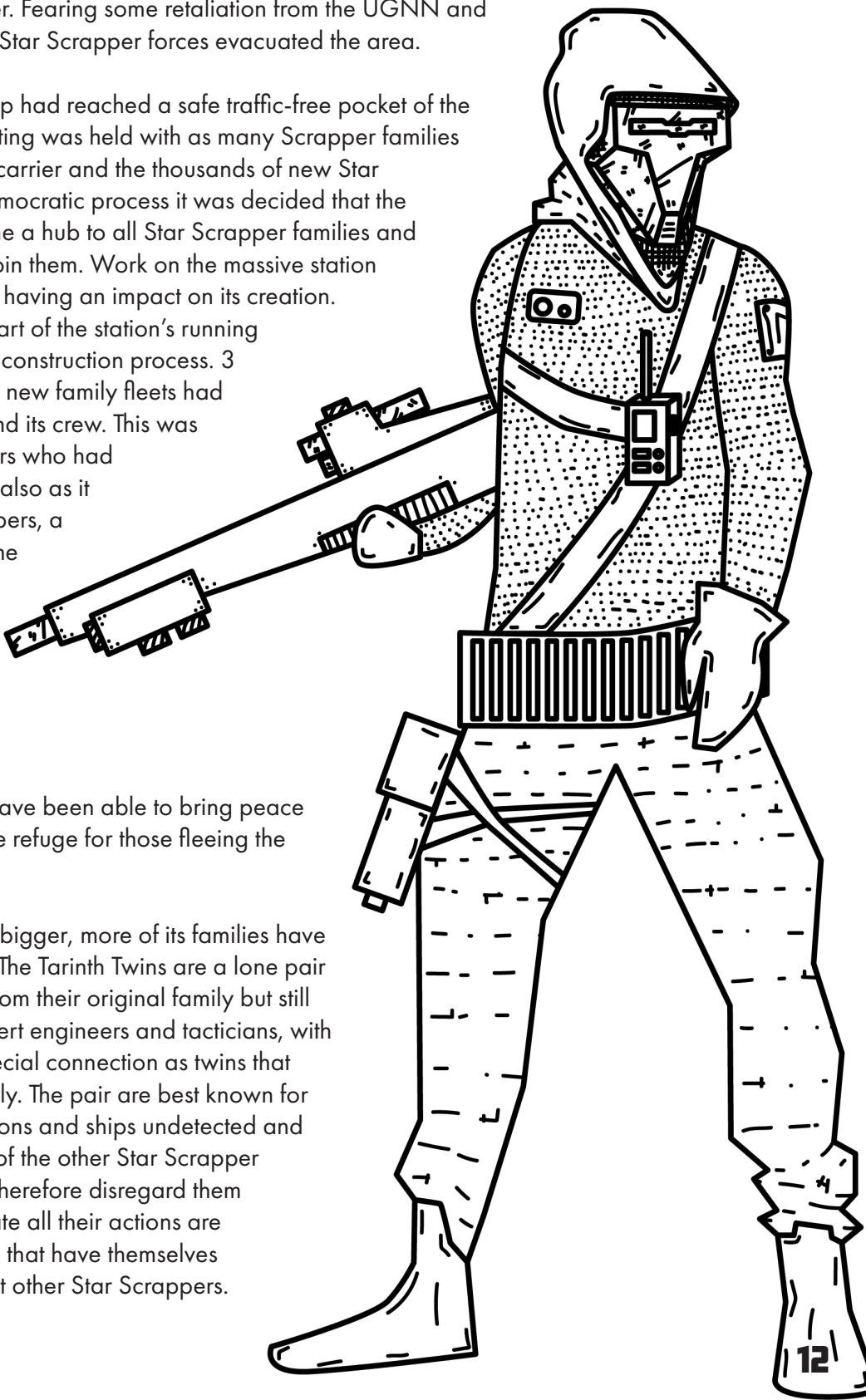
of broken down ships, containers, and scrap components. The main portion of the station, a massive runway, was proudly liberated by the Star Scrappers from the UGNN during a UGNN mutiny. The carrier and its supporting carrier group were supporting a section of the main front against the MRN. The side of the carrier group was near to a resource field that was marked for having high Star Scrapper activity. The MRN used this to their advantage by sending two squads of stealth corvettes to take out UGNN supply ships coming from the nearby resource field. Over a month, the corvettes killed 34 of the 38 supply ships sent to upkeep the carrier group. These attacks were attributed to the Star Scrappers by the UGNN, who quickly dispatched a war fleet from the MRN front to deal with the desperate threat. Before the relief fleet had even fully departed, a mutiny happened aboard the main carrier UGNN Taipei. 70% of the crew revolted from their positions and took control of the carrier. The remaining crew released in some of the ship's shuttles before the carrier turned and powered towards the Star Scrappers. The new crew of this massive ship, who struggled to run it, named it The Folly. Upon contact with the first Scrapper ship they found, they were welcomed with open arms as well as the donation of a massive UGNN carrier. Fearing some retaliation from the UGNN and being told of the imminent threat, all Star Scrapper forces evacuated the area.

Once the new Scrapper carrier group had reached a safe traffic-free pocket of the Home Planets sector, a massive meeting was held with as many Scrapper families as possible to decide the fate of the carrier and the thousands of new Star Scrapper recruits. After a lengthy democratic process it was decided that the fate of the new carrier was to become a hub to all Star Scrapper families and a beacon for those who wanted to join them. Work on the massive station began immediately with each family having an impact on its creation.

Some families who wished to be a part of the station's running donated their ships to be used in the construction process. 3 months later, the station and over 10 new family fleets had been constructed using the carrier and its crew. This was a massive bonus to the Star Scrappers who had not only grown massively in size but also as it provided a safe station for all Scrappers, a haven for those who wish to follow the Scrapper code but don't want the dangers of space travel. Having a hub station this big not only put the Star Scrappers on the map but cemented them as a major faction in the sector.

Ever since then, the Star Scrappers have been able to bring peace and safety to the galaxy and provide refuge for those fleeing the wars or their government.

As the Star Scrappers have become bigger, more of its families have become infamous in their own right. The Tarinth Twins are a lone pair of Star Scrappers that broke away from their original family but still honour them. The twins are both expert engineers and tacticians, with some even claiming they share a special connection as twins that allows them to work together perfectly. The pair are best known for their ability to sneak into enemy stations and ships undetected and wreak havoc from the inside. Many of the other Star Scrapper families view them as criminals and therefore disregard them as Scrappers but the Tarinth twins state all their actions are done during conflict or against those that have themselves committed acts of aggression against other Star Scrappers.



BLUE BEARD'S BLUNDER BRIGADE

ANGER AND AGGRESSION

Blue Beard's Blunder Brigade are the fearless pirates of the Milky Way Galaxy. Little is known of their origins but pirates have existed in the Home Planets sector nearly as long as space trade and excavation has existed. The first sighting of a ship flying under the Blunder Brigade flag was in 3002, around the explosion of ships that came with the introduction of civilian space flight.

The Blunder Brigades are run by Blue Beard, their powerful and enigmatic leader. Blue Beard started life as an MRN marine where she felt her identity slipping away from her in the harsh times after the first Home Planets war. Her hair was shaved off, her name replaced with a number, and any form of personality or expression was removed. Being rebellious and full of anger, she found her chin being slashed by her commander on a training exercise when she disobeyed an order. The V shaped scar that formed in its place earnt her the nickname of 'Beardy' with her fellow marines. The constant ridicule and humiliation forced her to snap. That night she murdered her entire squad including the officer that cut her. She escaped Mars in a prisoner shuttle parked at the nearby detention centre. Despite being chased by some interceptors she escaped without a trace. Since then she has taken on the Blue Beard Persona, crafting her appearance and horrifying visage as a message to the MRN and those that wronged her.

Ever since then Blue Beard has recruited many of those wronged by the armies of the Home Planets and criminals with skills valuable to her. Blue Beard spent years crafting a perfect force of bandits and crafted warships designed from the ground up to capture others. In early 3006 the first raid was conducted. 4 small hand-crafted ships ambushed a lone MRN destroyer not far away from Martian controlled space. The 4 ships worked to quickly overwhelm the crew of the destroyer who didn't even have a chance to put a distress

call before massive harpoons were fired into its hull and the ship was firmly under the Blunder Brigades grasp. The MRN troops on board who had never experienced or been trained in boarding didn't know what to do. The hallways of the destroyer was quickly flooded by around 300 pirates. It was all over in under 15 minutes. No prisoners were taken, just the ship itself. This formed the foundations for the Blunder Brigade doctrine for boarding.

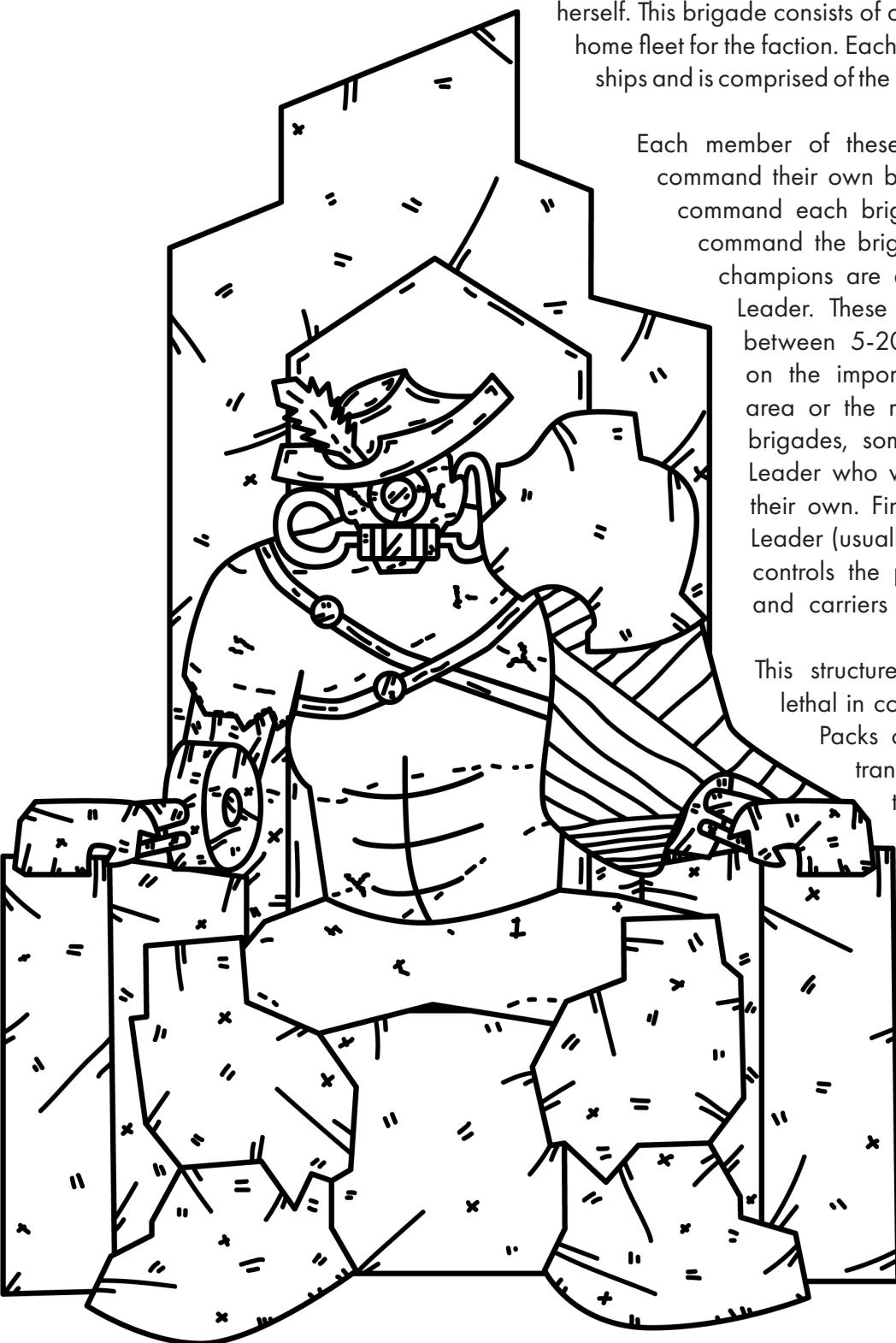
In 3012 not much has changed in the doctrine but the tactics and brutality have only improved. The amount of crew on each Blunder Brigade ship is nearly double the regular amount so that one party can board the ship whilst the other stays aboard to run their original vessel and protect any boarding actions. The action of boarding has also become more deadly with each pirate being equipped with short-range jet boots, custom weaponry, and an explosive satchel that can be planted on the hull of a ship to create a larger number of entry points for boarders. Finally, the tactics and organisation of the ships themselves have changed. Many of the Blunder Brigade fleets are organised into hunting packs, which consist of 3-4 ships. A frigate to take out the targets thrusters from a hidden position and to provide protection from attackers. 2 destroyers equipped with the deadly boarding harpoons, these speedy ships come up alongside the target and hold it in place while the boarding crews make their attacks. In certain ships a third destroyer or even a light cruiser joins the pack, coming in later to provide fire support and extra bodies for the boarding. This set of tactics has allowed the Blunder Brigades to go from rag-tag boarding force to a deadly navy, feared galaxy-wide.

Whilst the Blunder Brigade are not welcome at many of the stations throughout the Home Planets sector, on the outer rim there are many lawless stations or even pirate stations where their numbers flourish. These stations have been

the breeding ground for the Blunder Brigades, quite literally as many of these stations are run by the Blunder Brigades and thus provide many free recruits. This shift from recruiting members to having generational members has been a massive boost for the Blunder Brigades as it has only furthered the aggression and fearlessness that is indoctrinated into the Blunder Brigades as soon as a member joins.

The shift has also meant that many more ships are needed and therefore boarded to accommodate the swathes of new members. This has taken the faction from the highly bespoke ships of their early days to an overwhelming large majority of hastily converted ships from other factions. This has kept the costs down for the pirates and allowed them to be frivolous with their units. The most expensive custom ships are kept for those of high ranks within the Blunder Brigades with each Grand Pack Leader being allocated a powerful custom ship. These ships are treated as a mark of honour amongst pirates with the bigger the ship usually bringing the most honour.

Despite being a faction of pirates, Blue Beard's Blunder Brigades are actually very well organised and order is kept in the higher ranks (something from Blue Beard's early days as an MRN marine, despite the lack of order in the ranks of the MRN or the UGNN). The faction is split into brigades with the smallest but most elite brigade being that of Blue Beard herself. This brigade consists of only 4 hunting packs and acts as the home fleet for the faction. Each of these hunting packs has bespoke ships and is comprised of the highest ranks of the Blunder Brigade.



Each member of these hunting packs each themselves command their own brigade. They select a champion to command each brigade and give them autonomy to command the brigade and control its actions. These champions are all given the rank of Grand Pack Leader. These brigades will consist of anything between 5-20 packs on their own depending on the importance of the brigade's operation area or the resources available. For the larger brigades, some will be assigned a High Pack Leader who will control between 3-5 packs on their own. Finally, each pack has its own Pack Leader (usually in the frigate or light cruiser) who controls the pack, orders the pack in combat, and carries out the orders of their superiors.

This structure has kept the Blunder Brigades lethal in combat but also flexible in their duty. Packs can easily be moved around and transferred between brigades due to their small size. Each pack, or larger groups, can also be given space to control, with High Pack Leaders and Grand Pack Leaders often dabbling in logistics and politics in their sections of controlled space, as well as controlling their hunting packs in combat. Hunting packs may sometimes be used as policing ships, goods transporters, temporary shelters, or good sources of massed soldiers to be used for peace keeping or manual labour.

THE GIREP

ENDLESS HIVE-MIND

The Girep are an interesting race and were the first alien species discovered by Earth. Lots about their structure and how their society runs is a mystery. All that is known, from the little research that has been done, is that they are a hive mind with a seemingly pyramid-like structure. The Girep themselves (at what seems to be their lowest and thus most common tier) are a 3-foot tall reptilian race that resemble "frog men" at their closest. Their tools and weapons seem extremely primitive, with most designs being crude in form. Most of the danger of a lowly Girep warrior (or thrall) is their ability to produce bile from their mouth. This bile is highly corrosive and can be projected from their mouths as a weapon. By extension, this also makes their bite very dangerous as even a 10ml glob of bile can burn clean through the bone of a human arm. The bile seems especially volatile when mixed with metals such as steel (including plasteel) and aluminium. When the bile touches most metals it burns through them but can also cause fires.

Whilst most Girep thralls are equipped with primitive melee weapons, the technology has advanced massively past this. Seemingly learnt from the humans that first landed on Girep Prime (their planet of origin), the Girep seem to have been able to craft space fairing craft mirroring those found in the fleets of the Home Planets' navies. Whilst not necessarily the intended purpose, Earth researchers have identified the use of fighters, destroyers, frigates, cruisers (both types), and even aircraft carriers by the Girep.

Much of the Girep technology and tools have been captured and researched by both Earth and Mars who have separately come to the conclusion that their tools and even space craft are made from the same living wood-like material. This material is abundant on Girep Prime and takes a form similar to a virus or fungal network on the planet. This plant life, named Strangle Thorne, seemingly arrives on planets in a meteor-like seed that then spreads vines across the planet.

Once the virus has spread across the host planet in enough density, the vines then constrict and physically strangle the planet. This effect bleeds the planet dry of all nutrients and minerals in its crust. After this stage, the vines form giant flowers that grow seeds. Once fully matured, by which time the planet and its atmosphere have been killed, the seeds are ejected until they reach another planetary body for the cycle to restart.

The Girep, however, seem to have forced the Strangle Thorne to evolve by fighting back against it. Girep Prime hosts the only examples of Strangle Thorne that have made actively aggressive attacks and variants of its vines. The vines on Girep Prime have been seen to have giant spikes across the body of the vines as well as mouth-like appendages. The Girep have, and continue to, farm the vines and have used them as a material source for their weapons, equipment, and their space craft. The forced evolution of the Strangle Thorne has seemingly halted the progress of its usual cycle with no other obvious side effects but this is yet to be seen.

The Girep hierarchy appears to run on a tier system with different classes of Girep taking on different appearances and jobs within their hive mind. The lowest tier, the thralls, are the workers and are used for menial labour, hauling, building, exploring, and fighting. Thralls are small and slender in their form allowing them to be very stealthy in their attacks. From the experience of UGN expedition crews, the Girep hive mind prefers to surround its foe without them knowing of their presence and then overwhelm the target with a swift charge. This method also provides the most effective use of their crude melee weapons and limited ranged attacks, with most attacks opening with a barrage of spears and bile darts. Some thralls have been seen to have a unique job with roles such as guarding a target. These thralls are usually better equipped for their roll but don't seem any different in appearance or ability. The next of the observed tiers in the

Girep hierarchy are the captains of the Girep ships (just referred to as captains). This form of Girep are larger and less mobile than the thralls. They appear to only be responsible for delegating the thoughts of their hive mind at a smaller scale, such as across a ship. It has been theorised that the capacity of the hive mind is too low to control all their war ships at once. This conclusion has been seen as the captains appear to have some self control as well as having larger heads to allow for a larger brain. This requires a larger helmet than those worn by the thralls. The captain tier seem non-combatant in person but are responsible for the aggressive actions of the Girep star ships.

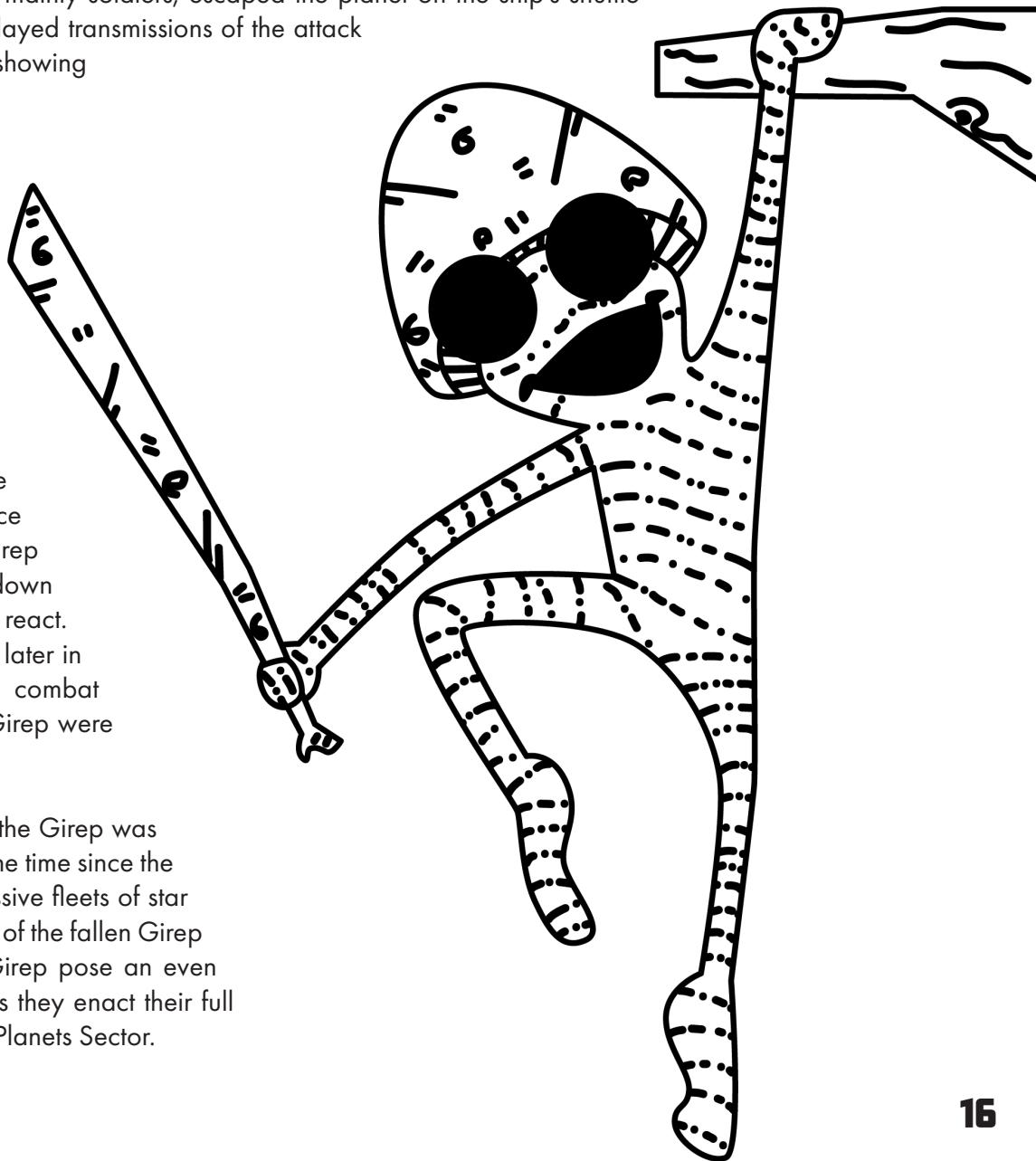
The next class, also found exclusively on Girep star ships, is the controllers. These Girep seem physically and mentally connected to the star ships they are bound to. They take an even smaller appearance than the thralls and have many appendages that appear to connect into the ship itself. These Girep seem to act as both the power source and electronics of the ship. Much of how these Girep operate is unknown as a Girep ship is rarely ever able to be captured alive due to the sheer number of thralls on board each ship. When a Girep ship is destroyed so too are all the controllers on board.

The final known class of Girep are the progenitors. These are the birthers of the Girep hive mind. Their sole purpose is spawning more Girep as needed. These massive Girep are some of the largest Girep known to humankind. They are found exclusively in spawning pools, a nutrient sludge-like liquid that provides the correct conditions for a Girep progenitor to spawn other Girep.

The first human expedition ship, New Earth, arrived on Girep Prime (at the time called EXR-31) in 2078. This expedition aimed to find new habitable planets capable of colonisation by the UGNN. The science teams and soldiers of this expedition were the first to experience the Girep hive mind, being brutally torn apart extremely quickly. The surviving crew, mainly soldiers, escaped the planet on the ship's shuttle back into orbit. The crew relayed transmissions of the attack on the planet back to Earth, showing

the first complex alien life in action. This concerned the UGN who made plans for a galactic defence initiative immediately. The crew aboard the escaped shuttle were then surprised to learn, nearly the entire way back to Earth, that a few Girep thralls were stowed away on board the shuttle. Once found hidden in a crawl space under the floor panels, the Girep thralls sprawled out cutting down the crew before they could react. The shuttle was found years later in 2992 by an early UGNN combat craft where the remaining Girep were eliminated.

The first space combat with the Girep was in 3009 as they had spent the time since the UGN invasion building massive fleets of star ships and following the path of the fallen Girep stowaways. In 3012 the Girep pose an even bigger threat to humanity as they enact their full scale invasion of the Home Planets Sector.



CREATURES OF THE VOID

GALACTIC GUARDIANS

The Creatures of the Void are thought to be the native creatures of the created universe. Believed to be made by the god creatures that built the galaxies, these creatures were put in place to protect their domains in the absence of their creators. These creatures appear as autonomous beings that roam the stars in their various forms protecting the galaxy from different threats. The primary and most recent threat to their created universe is the vast infectivity and destructive tendencies of humanity!

Known collectively as the Creatures of the Void, these beings come from a number of different individual smaller races. Each of the different sub-factions have their own specialisms, origins, and in some cases, even their own mutations from their original forms.

The first and most common of the sub-species is the Centauri Serpents. These metallic serpent-like creatures were the first to be discovered by humans in 3008 during an MRN research mission to Sol's nearest star, Alpha Centauri. Observation of the star led to the discovery of unnatural movement on the surface of the star. This led researchers to send a probe as close as possible to the surface of the Alpha Centauri star. As it grew closer to the surface the serpents awoke and became visible, flying out of the star to attack the small MRN research fleet. Of this minimally armed fleet, only one destroyer made it back to Mars with horror stories of what had happened. Of the around 200 crew onboard only a skeleton crew of 27 survived, only just enough to keep the ship running. Of the dead, 90% of them had died from mental injuries suffered from even viewing the horror of the Centauri Serpents. The rest of the deaths were caused by the crew that had gone insane fearing they were surrounded by the serpents. Whilst attempting to restrain or aid their affected crew they were killed. The final surviving crew members were quickly admitted to hospital on Mars where they underwent physiological tests and were interviewed before being released.

This elite surviving crew were given at least a year's leave before beginning service again, piloting the destroyer they escaped on led by newly appointed admiral of their crew and fellow survivor Admiral Arix "Beast Slayer" Garuto.

Since that first incident, the Centauri Serpents haven't stopped creating fear and terror in all those that view them. They were deemed so horrifying that they became classified on both Earth and Mars as well as within their respective navies. This of course didn't stop word spreading to either planets with bouts of mass hysteria causing trouble on Earth including a small riot at the UGN capital building with instigators demanding answers about the "worms in the sky".

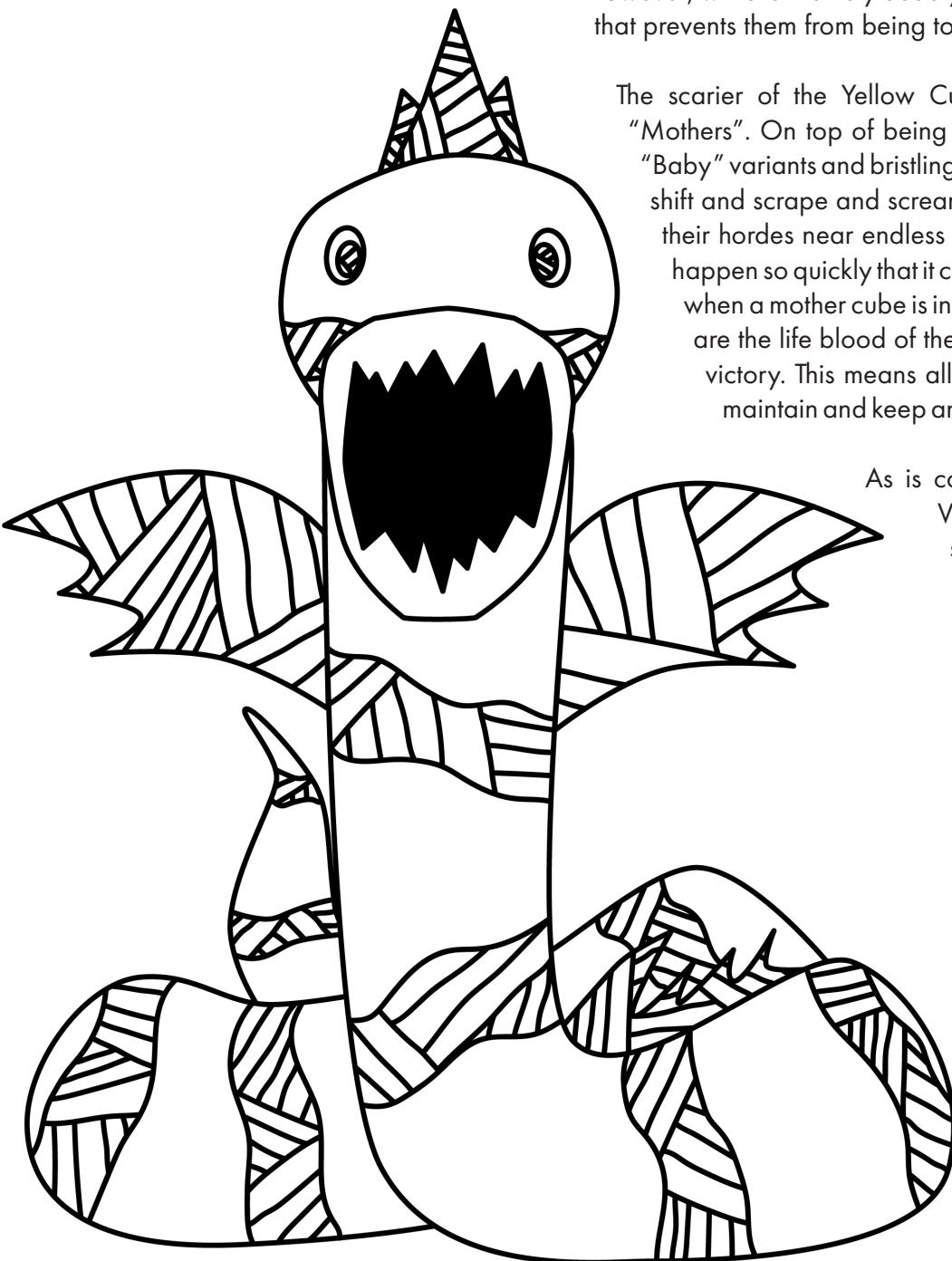
Their bodies are made of an ancient fabricated metal with no welds or rivets. Areas of their bodies are layered and shimmer in light, giving them the appearance of the serpents found on Earth. One of their most distinctive features is their ability to repair their bodies seemingly at will. This makes them an extremely tough opponent as they require heavy sustained fire to eliminate. On top of that they seem to have the ability to harness the energy of the stars they reside in as a weapon. These star beams, whilst short range, are extremely powerful holding the ability to cut smaller ships clean in half.

Whilst possibly the most common of all the Creatures of the Void, the Centauri Serpents are by no means

the only ones. Another of the vicious horrors that haunt the stars are the Void Squids. Similar to sea creatures found on Earth, Void Squids have a round spiral shell that the creature within inhabits. This shell is made of a similar shimmering metal to that of the bodies of the Centauri Serpents. In comparison Void Squids are a lot smaller than other forms of Creature of the Void but are often found wandering in packs, with more always lurking around the next uninhabited corner of the stars. The most infamous case of Void Squid conflict was at one of their first encounters at Outpost 13 in the far galactic rim. Scientists at the mining outpost discovered an absolutely massive Void Anomaly prompting the callout of a UGNN fleet. With the fleet taking a long time to arrive from elsewhere in the galaxy the anomaly grew. It was discovered that the anomaly was a giant hive of the Void Squids. This disturbing discovery either meant the existence of a larger race or variant of Void Squids existed, or that Void Squids could reproduce, making their existence far more than finite. A ferocious battle ensued between the UGNN forces and the writhing masses of Void Squids. The threat was thought to have been taken care of with some ships sacrificing themselves to detonate a bomb deep within the beast. However, Outpost 13 has gone quiet once again in 3012 and it's defenders have not answered any calls to check up on the situation. The existence of the Void Squids is evermore!

The last of the major sub-factions of the Creatures of the Void, and definitely the newest one discovered by humanity, is that of the Yellow cubes. Creatively named for their shape and colour, these horrific beasts are far more terrifying than they first appear. Ominously floating through the void, the Yellow Cubes take up two forms. The first is roughly the size of most human combat vessels and makes up the majority. These extremely deadly beings have powerful weapons that put out incredible firepower that seemingly come from within their skins.

However, whilst extremely deadly they appear to have limited power that prevents them from being too powerful in long sustained battle.

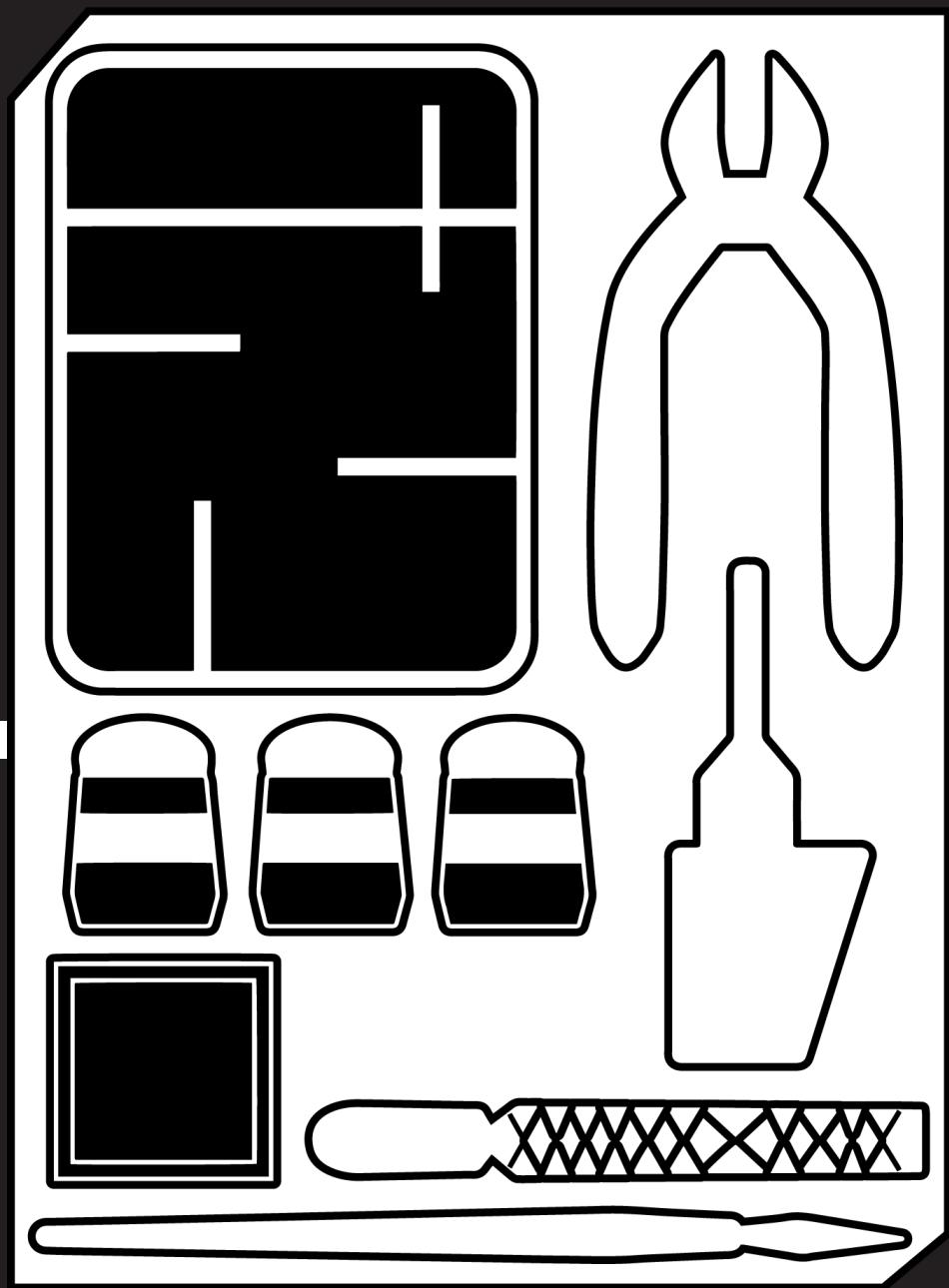


The scarier of the Yellow Cubes are the larger ones dubbed "Mothers". On top of being much much larger than the smaller "Baby" variants and bristling with bigger deadlier guns, they also shift and scrape and scream to birth the "Baby" cubes making their hordes near endless in size and ability. This process can happen so quickly that it can even be done in battle, especially when a mother cube is in immediate danger. "Mother" cubes are the life blood of the Yellow Cubes and are vital to their victory. This means all cubes work as hard as possible to maintain and keep any "Mother" cubes alive at any costs.

As is common with most Creatures of the Void, the Yellow Cubes also aim to strike terror into their opponents toying with their biggest fears to force them to flee the battle. It's said that the Yellow Cubes replicate the sound of the young and dying of any race it meets, often forcing them to wince and cry in terror. In the very limited battles had with Yellow Cubes, all of them have ended with the human crews fleeing the battle before either party could suffer any losses.

No matter which of the sub-factions of the Creatures of the Void you face, all that is known is that the results are deadly.

THE HOBBY

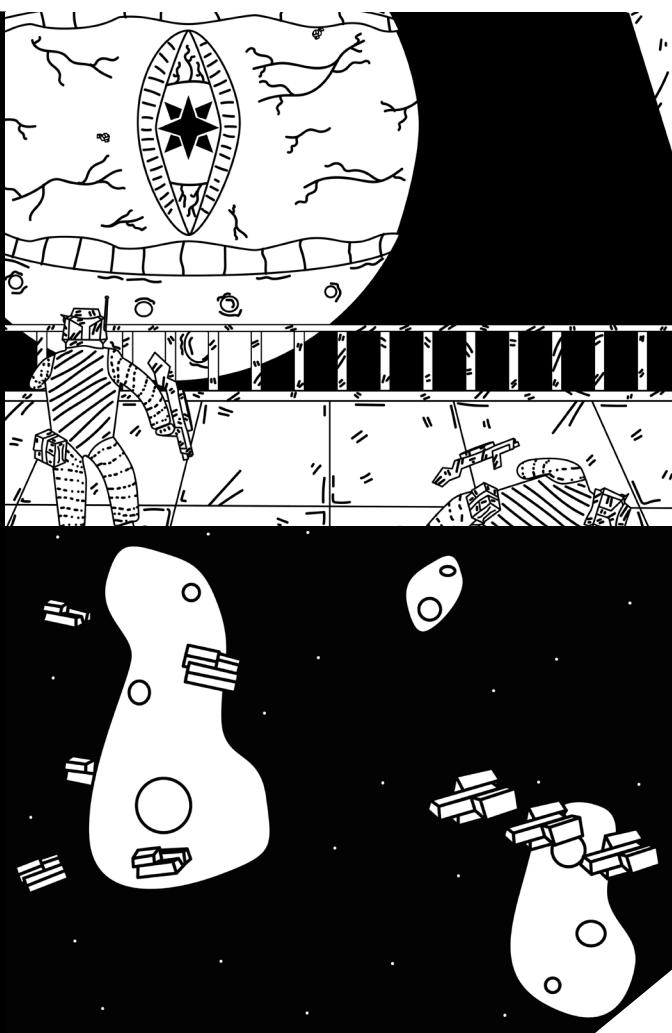


BREAKING THE LORE

Tiny Conflict has a deep and intricate lore that attaches to the game to make it not only a game, but a universe. The lore of 3012 follows the stories and intricacies of the 6 major factions that can be found in the game. Each faction has pieces on their workings, their structure, their history, and plenty of stories of triumphs and defeats. All of these elements together give each faction a background and character but are not the end of the story by any means.

The story of Tiny Conflict is there to provide a foundation for the game and to allow you to choose your side. However, the galaxy is vast and not every story gets told in the history books of the home planets. Some stories are told in the back water bars of remote stations or in the diaries of solitary explorers. These are the stories told by you. Every battle you forge on the tabletop creates a story, one that can be retold over and over again. Being a community-based project, we love hearing your stories and the creative depth you add to this ever-expanding universe. No matter if it's lore about the 6 factions, a story set in the universe, a fun re-telling of a game, or anything else, we love it and want to hear it. Even better, some pieces may end up as cannon within the Tiny Conflict universe! We want this to be a universe created and enjoyed by the community so we welcome all submissions!

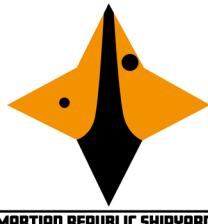
THE LONG JOURNEY



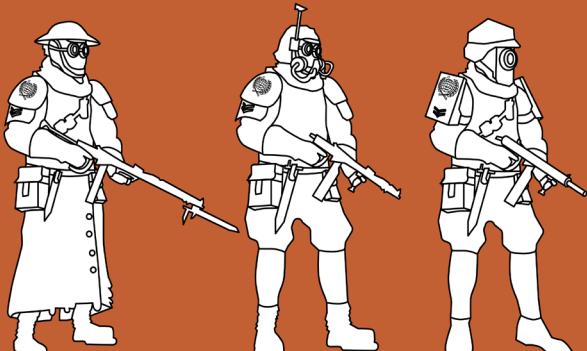
A story in the Tiny Conflict universe
Written and illustrated by James Lakin

TINY
CONFLICT

Yellow Cube



MARTIAN REPUBLIC SHIPYARDS



UGNN Standard issue combat uniform - 3002-3012

UGNN Hazmat Fleet combat uniform - 3012-present

UGNN Standard issue combat uniform - 3013-present

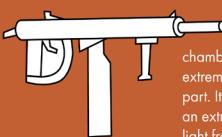
The LE MK.2 Space Rifle has been a cornerstone of modern warfare of the 3000's. Its design pattern follows that of its relic predecessors of old Earth. Its



longer range sleeker design and chambering for 5.56 Peacemaker rounds makes it an effective weapon for all kinds of battlefields. Fitted with a bayonet, the weapon also finds itself usable as an effective melee weapon with a longer range than other hand weapons. The angled grip, higher capacity magazine, and lightweight stock were all improvements made from the MK.1 variant.

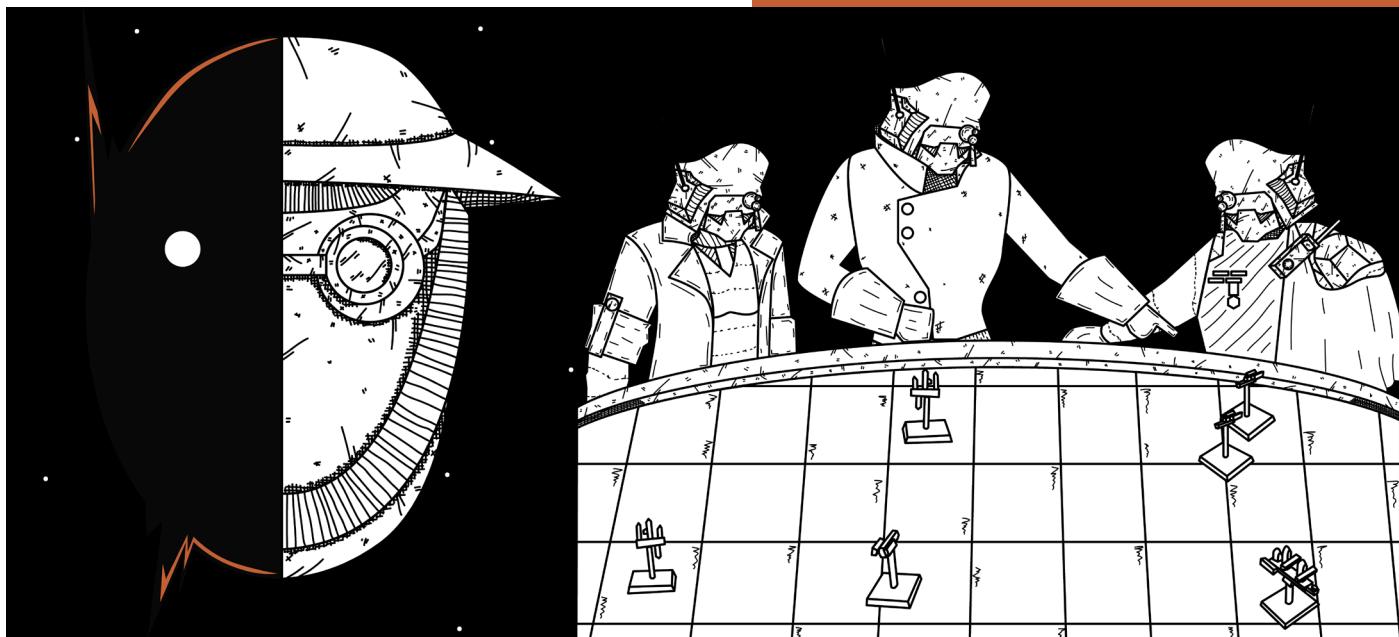


This, technically illegal, modification to the original frame is a highly effective shorter range variant of the MK.2 LE Space Rifle. Its shorter barrel, even higher capacity magazine, vertical fore grip, and lack of stock makes it extremely effective in close range encounters, often as it boasts a higher firerate than its legitimate counterpart.



A firearm of necessity, the LE Stub Gun finds itself taking advantage of previous designs from LE. Using the same magazines and

chambering as well as pistol grip, this weapon is extremely cheap to make being made of mostly one part. Its firerate is drastic for its bullet calibre making it an extremely deadly weapon whilst also maintaining a light frame.



The Tiny Conflict Universe is constantly expanding! Every new expansion is packed full of new content including: new art, new lore, new units, new weapons and equipment, and even whole new factions!

Available in two versions, these expansions always release with any new gameplay content available for free. The paid version of each expansion includes new lore, art, and a playable campaign for the new story. Even better, the expansions don't just stop at the book. Keep an eye out for new expansion content being released!

MASS PRODUCTION

Building and painting is a massive part of the wargaming hobby as a whole as well as for Tiny Conflict: 3012. We encourage all of our community to recycle and use sprues and other bits to craft endless creations. The mighty sprue ship is a versatile beast and can be built in whatever form you want! We've seen tons of different sprue-based creations, all unique in their own different way. So use what you have and get creative!

We encourage you to build your own models with whatever you have laying around you, we'd love to see what you come up with!

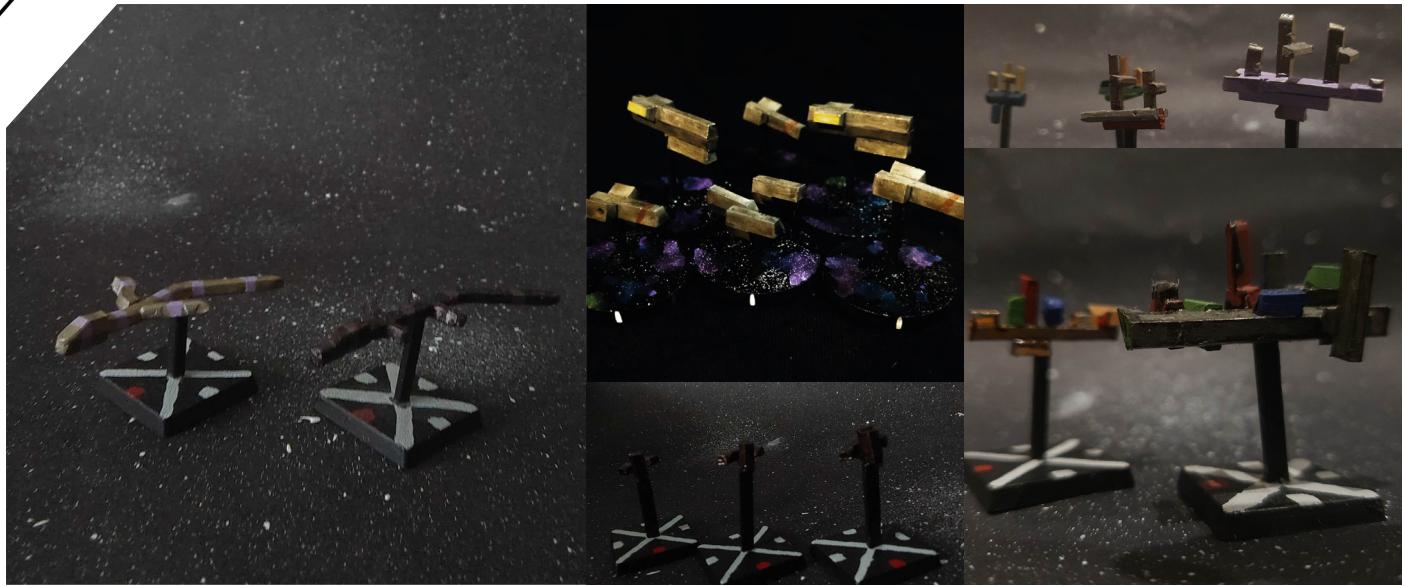
Got loads of leftover sprue? Build cool sprue ships that are out of this world!

Got an excess of cocktail and lollipop sticks? Craft spiky beasts with nature's sprue!

Only have access to loads of pool noodles for some reason? Go wild and play a game of Giant Conflict: 3012 (patent pending) in a pool!

The limits are endless. However, if you prefer some structure to your tiny warships, we have a vast array of pre-made designs you can take inspiration from or build yourself using our build guides. What ever way you want to build your models is fine with us!

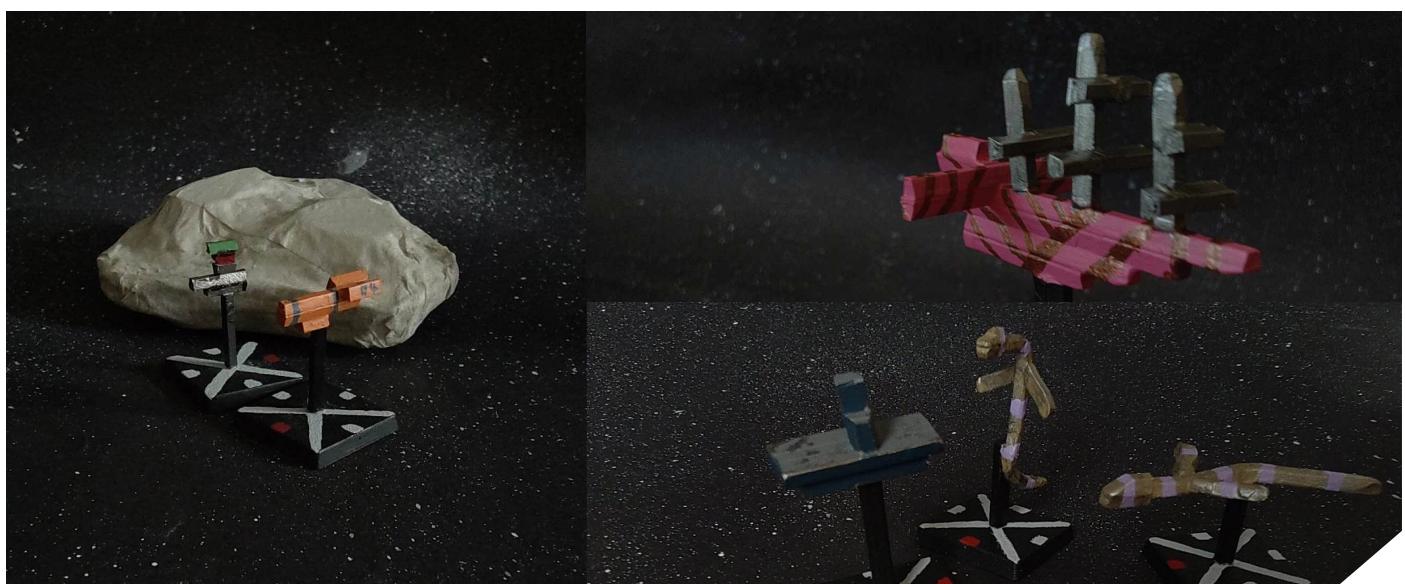




There are also infinite ways you can paint your models. The universe of Tiny Conflict is a vast place, whilst the forces of Earth and Mars do have colour schemes, that's not to say all of their fleets follow those schemes. Some fleets are run by admirals who fancy their chances as commanders of entire navies. These fleets often feature unconventional colour schemes, markings, ship designs, or even utilise mercenary ships to fight along side them. This means your fleet can look however you want it to and doesn't have to fit to the games colours.

The rest of the game's factions are even more customisable! The forces of the Blunder Brigades and the Star Scrappers use many different designs and colours across each fleet. Whilst Blunder Brigades do have various colour schemes for their brigades you can copy, or even some family schemes for the Star Scrappers, no two ships have to be the same. For these factions ships are leant, donated, or moved across fleets as and when they are needed. This means a fleet can be a bountiful rainbow of colours and patterns or all follow your own choice of paint colour.

As for the alien factions, they're aliens. Paint them in what ever other worldly scheme your mind can come up with!



TINY CONFLICTS

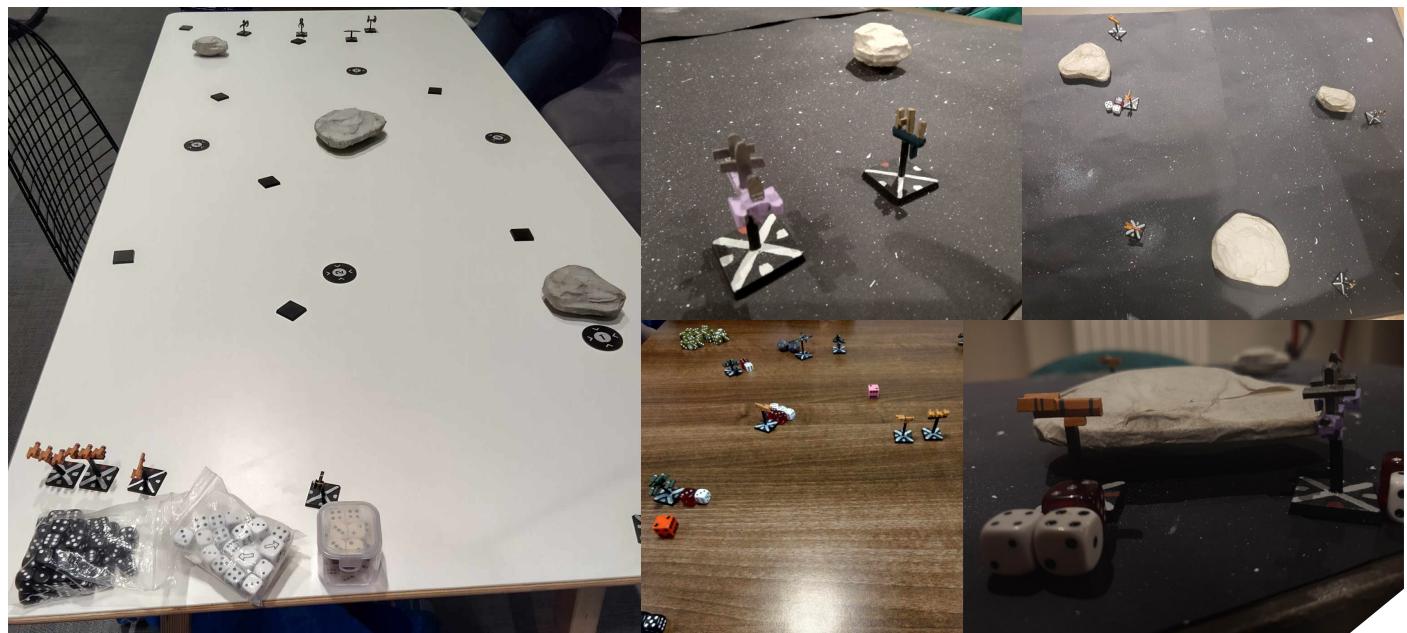
Tiny toys are the best toys! What better to do with those cool custom built toys than fight out battles of epic proportion on the table top. From skirmishes that break out from deals gone wrong, to massive fleet engagements in the midst of grand warfare, and everything in between. Tiny Conflict is designed not only for you to create what you want but also to play what you want!

Over the course of the game's life span so far, we've had some fierce battles and in many different situations. No two battles will ever play out the same with each decision having a huge impact on the rest of the game.

Games of Tiny Conflict: 3012 can played at any scale and with any space and resources available. No matter if you're playing at a table in a coffee shop with sugar packet asteroids, or if you're playing games on a massive table with custom mats and terrain, each game is fun and unique. We've specifically designed the game as a great introduction to the wargaming hobby. Tiny Conflict: 3012 is easy to learn and fun to master. The game is split into 3 distinct levels, these levels are designed to ease you into the games mechanics and rules before giving you more to play with.

We've also built Tiny Conflict with customisation in mind. If you want to choose rules and differences for your games, go ahead! Pick and choose the rules that make the game fun for you as you see fit. There is even a whole section of rules that you can choose to add to your games, including legacy rules for the game, on page 97!

Play it your way and, if you've found a cool rule set or made your own rules, show us! We'd love to see how you make epic battles for the stars come to life!





We'd love to see any of your own battles no matter if it's your first ever battle, or the last battle in an epic campaign of 3012. If you do post anything to any form of social media (especially videos) make sure to tag us in it or send us a link so we can check it out.

We post about all our battles, especially the ones from our games days, so make sure to check them out as well as our upcoming series of battle reports!



THE RULES



THE INITIATE'S HANDBOOK

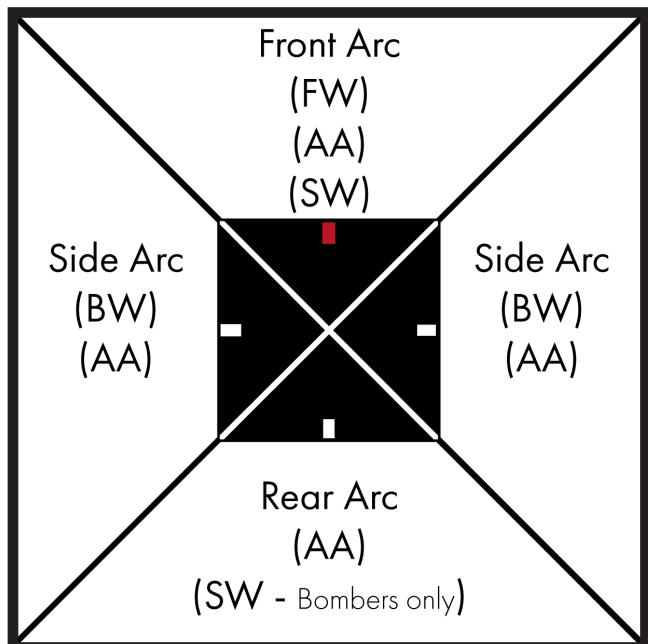
Here you'll find the definitions for the terminology used throughout the rule book, as well as explanations and examples of specific rules and elements.

If this is your first time reading the rules, we recommend reading through this spread to understand the core mechanics. You can also use this as your glossary as you advance through the game.

On The Table:

When playing games of Tiny Conflict: 3012 you'll need lots of dice. Tiny Conflict specifically uses **6 sided dice for all rolls**. We refer to these as D6. This is a quick and easy way of understanding what to roll and when. Some actions will require you to roll multiple D6 at once. In this case a number will precede D6 that denotes how many dice should be rolled. E.g. **4D6 means you need to roll 4 six-sided dice**. Some times you will be required to roll a D3 or 3 sided dice. The quickest and easiest way of **replicating a D3 is to roll a D6 and halve the result, rounding up**. This means that rolling a 1 or 2 denotes a 1, rolling a 3 or 4 denotes a 2, and rolling a 5 or 6 denotes a 3.

Tiny Conflict models use 25mm square bases. These are an important part of the game, as everything is measured to and from the base, rather than the model itself. Bases are split into 4 triangular sections and have 4 notches, one of which is a different colour to the others. These sections denote firing arcs for each base. The different coloured notch signifies the front of the model. The other 3 notches help to measure rotation.



Measuring in Tiny Conflict is in inches by default but any unit of measurement can be used by substituting at a 1:1 ratio (e.g. 1cm = 1" or 1 yard = 1"). Players are free to **measure anything within the game at any point** including out of turn. This will help with determining **Range and Movement** in your turn.

Games can sometimes get confusing to look at and hard to keep track of. For this, you can use the printable sheet of tokens for **Activated ships** and **Rattled ships** in the back of the book.

In the Book:

The term '**Units**' is used when referring to your models throughout the book. Each unit consists of the physical model, its data card, the weapons and equipment it is equipped with and any status effects affecting the model.

Data Cards are the information sheets about all the different unit types in the game. They contain **all the information needed to use each unit** in a game. Each data card contains a consistent set of stats across each unit. The stat line is where you will find the fixed stats for each unit. These fixed stats are:

Crew (Cr) - This represents the number of personnel on board each ship. For size 1 units, this represents how many ships are remaining in the unit. The remaining CR can be represented on dice placed next to the unit.

Health Points (HP) - This is the amount of damage a unit can take before it is destroyed. The remaining HP can be represented on dice placed next to the unit on the table.

Supply (Sp) - This is the amount of ammo the unit has for its Special Weapons (SW). Units that have a special weapons will start with supply on their profile. Each turn a special weapon is used by the unit, **1 supply is spent per weapon used**. For size 1 units this only uses 1 supply per turn even though multiple weapons are technically being fired.

Sorties (Sr) - Sorties is the total carry capacity for the unit. This only applies to models that have a hangar on its data card. **For every sortie, one size 1 unit can be stored within that model**. The number after the Hangar ability name represents how many different unit types each hangar can hold.

Other stats on a data card are given by different equipment that are taken by the model. What **weapons and equipment each unit can be equipped with is shown on every unit's Blueprint**. The variable stats for each unit are:

Accuracy (Acc) - This is represented as a number plus (e.g. 5+). This represents the base target needed on a dice to hit a target when making an attack. This number can be modified in a number of ways throughout a game. When affected, the accuracy will either be Improved or Reduced. **When improving the accuracy, lower the number by the amount specified**. The opposite is done for reducing the accuracy.

Armour (Ar) - This represents how thick the armour of the unit is. When attacks are made against a unit, the armour is **used to determine the target dice roll needed for successful hits to penetrate the armour and do damage**.

Morale (Mr) - This is how much attrition a unit can take before it breaks and ultimately flees the battle. Attrition points are gained in a number of ways during battle such as being shot at consecutively in the same round, being far away from team mates, having team mates destroyed near you, or being surrounded by multiple enemy units. Each element can only apply one point of attrition and can only be applied once per unit. If a unit's attrition meets its Mr value, it must make a morale test.

Each data card also contains each unit's weapons. Weapons have the following stats:

Range (R) - The range of weapon is how far it can hit a target. To make an attack, the target must be within the range. Range uses whatever measurement unit you're using.

Shot Count (SC) - The amount of shots each weapon fires. Having multiple of the same weapon firing at the same target will multiple the amount of shots made. **Each shot is represented by rolling 1 D6**.

Armour Penetration (AP) - How good a weapon is at piercing the armour it's fired at. Used to determine the target dice roll for successful hits to penetrate the target's armour.

Damage (D) - The amount of HP each successful armour penetration roll takes away from the target unit.

Critical Effect (Crit) - When rolling to see if an attack penetrates the target, successful rolls of 6 have an added affect on the target. These can be found on the Crit Effects table on Page 33.

Each weapon also has an **Arc** that it can fire out of. **This can be found on the weapon's profile**. These two letter codes represent each arc. The arcs each code can fire in is shown on the previous page.

Finally, each unit also has a **Movement and Rotation amount**. This is determined by the unit's size. **All units of the same size have the same amount of movement and rotation**. If a unit has movement or rotation **different to the norm, this can be found in the Abilities and Rules area of a unit's data card**. The values for movement and rotation can be found on Page 33.



FIRST STEPS

Over the next few pages you'll learn how to set up your first game and learn the basic rules of the game. Start here when first opening the book. If there are any terms you don't understand or need a reminder of then see the Initiate Handbook on the previous pages.

For playing your first games of *Tiny Conflict: 3012*, we recommend the first edition paper starter set. This set will give you all the models you need to get started playing your first few games. Once you're confident with the rules and units, then you can start making your own sprue ships. Follow the steps in the boxes below to start your first game in 3012!

Set up your play space. This is the area your game will take place in and sets the bounds for where models can play. The play area can be marked out by the edges of a table, markers, a game board, terrain elements, etc.

Games of *Tiny Conflict: 3012* can be any size but for your first game we recommend an area of at least 18"x24". This area will allow for a smaller quicker game but still with enough space for good movement. Games can be as big or as small as you want, but the size of your play space will have a direct impact on the length of your game and how long it takes for models to come into combat.

Next is deciding on your mission and fleets. On the next few pages, we've provided two pre-made missions as well as two different pre-made fleets. Each mission is laid out step by step with examples using the paper starter set.

The pre-made fleets are asymmetric in design so both players won't be using the same ships and can learn a broad variety of the game. We recommend playing with both fleets over the course of your starting games to get a feel for how different ships and fleets operate. These fleets are balanced as best as possible.

Finally, to start playing your first game, **each player rolls 1D6**. The player with the **highest result starts deployment first**. If your results are the same, keep rolling until one player has a higher result. Using the deployment specified in the mission (the same for both of the starting missions) take it in turns to place down a unit one at a time.

If a player has placed all their models and the other hasn't, the player that has placed all their models can choose to move one of their models in their deployment turn. Players keep taking it in turns until all models from all fleets have been place down.

Once all players have deployed all their ships, you're ready to start playing. The following is an overview of what happens in each turn and can be referred back to as you play through your first game. Each turn you play is split up into three phases. In the first and last phase of each turn, players carry out actions at the same time. In the middle phase, players take turns to carry out their actions. Play turns through until one player completes the victory condition or the turn limit is reached. Both are decided by the mission you play.

TACTICAL PHASE

- Firstly update the turn counter from the previous turn. (Ignore for first turn)
- Then, score any victory points for the mission. How to score victory points and how many to allocate can be found on the mission card. (Ignore for first turn)
- Finally, carry out any pre-round abilities. For the first turn, this also includes any post deployment actions or abilities. These rules will specify "In the first tactical phase" or "In the tactical phase".

ACTIVATION PHASE

- Players take it in turn 'activating' individual units in their fleet. This starts with the person that won the roll off and deployed first.
- In each activation, players can carry out any of the following actions *in any order*. Once an action has been made, that action cannot be made again until the next activation. Actions cannot be split across an activation (e.g. a player cannot make some attacks before movement then the rest after movement).
- **Movement** - Each unit can move and rotate using the reference grid on the next page. Some units have different movement that will be specified as an ability on their data card.
- **Attacking** - Attacks are made in 4 phases - Check targets, hit targets, penetrate targets, damage targets. In-depth rules on making attacks can be found on the next page.
- **Use Abilities** - Follow the rules for each ability as they read on the unit's data card. A unit's abilities can also found on the unit's weapons and equipment. Some abilities will only state the name of the ability (e.g. Hangar 1 or Fighter Squadron), the rules for these abilities can be found on the Common Abilities page on page 35.
- **Misc Slots** - Misc slots are similar to abilities, but not all of them have abilities can be activated. Use this part of a unit's activation to check if the rule on the misc slot has been triggered.
- Once a unit has been activated, place an activation marker next to it so you can quickly see which units have been activated in a turn.
- When one player has activated their unit, the other player then activates one of theirs. Players take in turns until all units have been activated.
- If one player has more units than the other, the player with more units keeps activating units until both players have run out of units to activate.

DAMAGE CONTROL PHASE

- Resolve any status effects on your units. Some units have special rules for doing this.
- Do morale tests for any units that have equal or higher attrition to their Mr in the turn.
- Finally, remove any activation tokens and change activation order. The player with the least units or the player who went second last turn, if both players have the same number of units, goes first this turn.
- Rules for the actions in this phase can be found on the next page.

The rules on this page follow on from the previous page. They go more in-depth on specific actions that units can perform in their turn as well as details and examples of pre/post round actions. You can refer back to this page throughout a turn or use the quick reference sheet that can be found from the QR code in the front of the book or on page 105.

Movement

To move a unit, the player must decide in which order to move and rotate. Either option can be performed first but neither can be split up across the movement action.

The movement and rotation is decided by the size of the unit, as seen on the table. A unit's size can be found on its data card.

A unit must move directly forward. Make sure to measure to the same part of the base at all parts of the move.

When rotating, measure from the coloured front notch.

Each of the other notches and lines on the base represent the angles a model can move too.

MOVEMENT AND ROTATION

Size 1	Move up to 12"	Rotate up to 180°
Size 2	Move up to 9"	Rotate up to 135°
Size 3	Move up to 6"	Rotate up to 90°
Size 4	Move up to 3"	Rotate up to 45°

Attacking

- First check the weapon's firing arc and see if the target is within arc (find references for arcs in the Initiates Handbook section). Then check the target is in range using the range on the weapon profile.
- To hit your target, first roll a number of D6 equal to your Shot Count multiplied by how many weapons you are firing at the target. The target result on the dice roll is the Accuracy of your unit's Computer. Discard dice that don't meet the target.
- To see if the weapon penetrates the target, subtract the weapon's Armour Penetration value from the target unit's Armour value. The resulting number is the target needed to roll on the dice that succeeded hitting the target. A roll of a 1 always fails but a 6 does not always succeed if the target to roll ends up being higher than 6+ (e.g. 8-1 = 7+).
- Finally, is to do damage for each successful penetration. Do damage to the target's HP equal to the weapon's Damage. Next check the successful penetration rolls for any 6's. Each 6 is a Critical hit. Check the Crit Effect table for extra effects. Then the player being targeted needs to roll a D6 for each damage taken. Reduce the target unit's Crew by 1 for each result of 2+.

When making an attack with Special Weapons (SW), subtract 1 Supply (Sp) for each weapon used in a turn. Whilst technically firing multiple weapons in a turn, bombers only use 1 Sp per turn they use their Special Weapon.

CRITICAL HIT EFFECTS

Knt	No Extra effects, standard damage
HE	Remove 1 CR for each Crit
EMP	Prevent the use of target's chosen Weapon/Equipment (not OS or AR)
Inc	Add 1 fire for each crit. Each fire reduces Acc by 1 to a maximum of 3 (e.g. 5+ becomes 6+)
Stn	Prevent the target using Captain/Admiral abilities until the next damage control phase.

Each weapon can only be used once per turn unless specified by an ability.

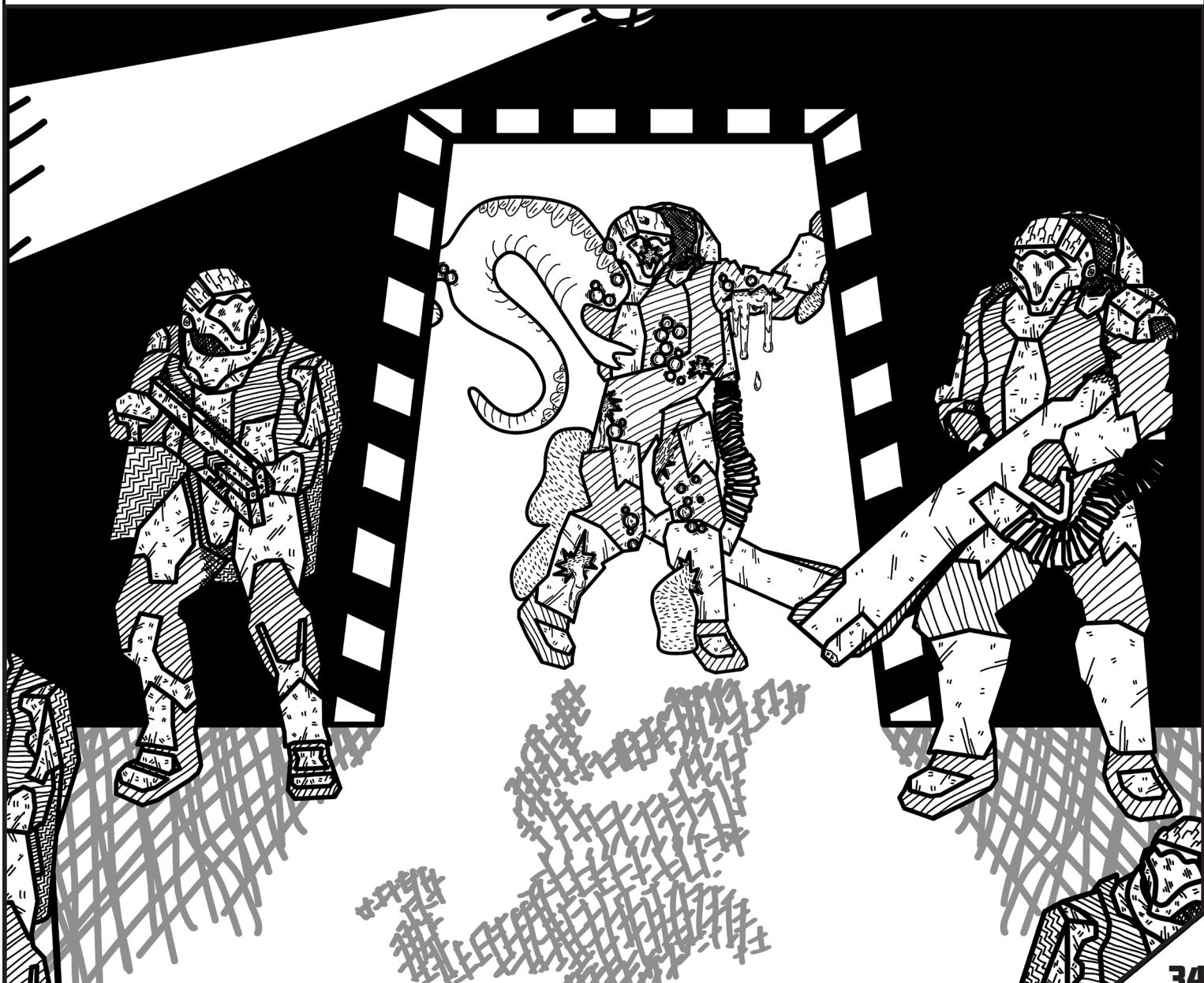
Damage Control

The damage control phase is a time to stock of your fleet, evaluate your current tactical position and to resolve any status effects or morale affecting your units.

At this point in the turn you can evaluate how your fleet has performed and come up with plans for your next turn.

It is also the time to resolve status effects on your units. For each ship affected by Inc and/or EMP crit effects, roll 1D6 for each effect, and on a result of a 6, reduce the effect by 1 to a minimum of 0. Certain missions can also have different status effects. These are resolved in the same way. Some equipment has abilities that can reduce the result needed to remove status effects (e.g. Fire Control). Find the rules for these abilities on the Common Abilities section on the next page.

Finally, in the damage control phase, is the time to resolve any morale. Morale directly correlates to attrition points a unit accrues. When a unit has an equal or higher amount of attrition points to its Mr, it must make a morale test. Roll a D6, on a result of 4+, that unit succeeds and removes all attrition points. On any other result, the unit is rattled. Place a 'Rattled' token next to the unit. Rattled units can't attack until it succeeds a morale test next turn. They also must move as far away from enemy units as possible in their next turn. If a unit fails two consecutive morale tests in a game, the crew mutiny or flee the battle. The unit is removed and is counted as destroyed for the purpose of mission objectives or campaigns.



COMMON ABILITIES

This page is for abilities that appear many times on different unit's data cards throughout the book. To keep the data cards as small as possible, those rules can be found below.

SQUADRON X

Size 1 units are affected by damage in different ways to regular units. Different size 1 units are affected by this rule in different ways. On a data card the ability will read Squadron X, where X is represented by a number. When following this rule, replace X for the number on the ability.

This unit has multiple ships per base. When determining the number of weapons for this model, multiply the weapons this unit is equipped with by the remaining Cr. Additionally, for every (X)HP removed from this unit, lower the Cr by 1 (instead of the regular method for removing crew) and the Sp by 1.

SMALL SHIP

Increase the Acc target for all size 2+ ships targeting this ship, unless they are using AA weapons, by 1 (e.g. 3+ become 4+).

HANGAR X

Different units are affected by this rule in different ways. On a data card the ability will read Hangar X, where X is represented by a number. When following this rule, replace X for the number on the ability.

This unit can hold up to (X) different types of Size 1 units in hangars. The capacity for this unit is its SR. Any number of SR can be used for each type of unit taken. Only the type of unit specified for each hangar can be held in or returned to the hangar (a ship with only a fighter hangar cannot carry bombers).

Only 1 unit can be deployed per hangar each turn, unless specified. To do so, declare which ship is being deployed and place it within 1" of this unit. To return a ship to the hangar, that unit must come into base contact with this unit and declare its returning to the hangar, once returned, the size 1 unit's activation ends. If a rattled ship returns to the hangar, it loses any attrition points it has.

X+ Y NEGATE

Different units are affected by this rule in different ways. On a data card the ability will read X+ Y Negate, where X is represented by a number and Y is represented by a Crit Effect. When following this rule, replace X for the number on the ability and Y with the Crit Effect on the ability.

This unit can negate (Y) Crit Effects on the result of X+ during the Damage Control Phase.

X IMMUNE

Different units are affected by this rule in different ways. On a data card the ability will read X Immune, where X is represented by a Crit Effect. When following this rule, replace X for the Crit Effect on the ability.

The unit is not affected by (X) Crit Effects. Do not roll dice for any (X) effects against this unit.

5+ FIRE CONTROL

This unit removes Inc effects on a result of a 5+ instead of a 6 during the Damage Control Phase.

ATTRITION

This page details all the different ways in which a model can accrue attrition points and gives examples of how they can be gained.

OFFENSIVE

Firing at a single enemy unit with two or more units in the same turn applies one attrition point to the target unit.

Reducing a target to less than 50% of its total HP (rounding up) during one attack action applies one attrition point to the target unit.

STRATEGIC

Surrounding an enemy unit with one of your own units in each of the enemy unit's arcs (within 3") applies two attrition points to the target.

Having more than 4 of your own units within 6" of an enemy unit applies two attrition points to the target.

DEFENSIVE

Having no friendly units within 9" of a unit will apply one attrition point to that unit.

Taking more than 3HP worth of damage from terrain elements in a single turn applies one attrition point to your unit.

Having 2 or more friendly units destroyed within 6" of a unit applies one attrition point to that unit.

Losing your admiral applies three attrition points to all friendly units remaining.

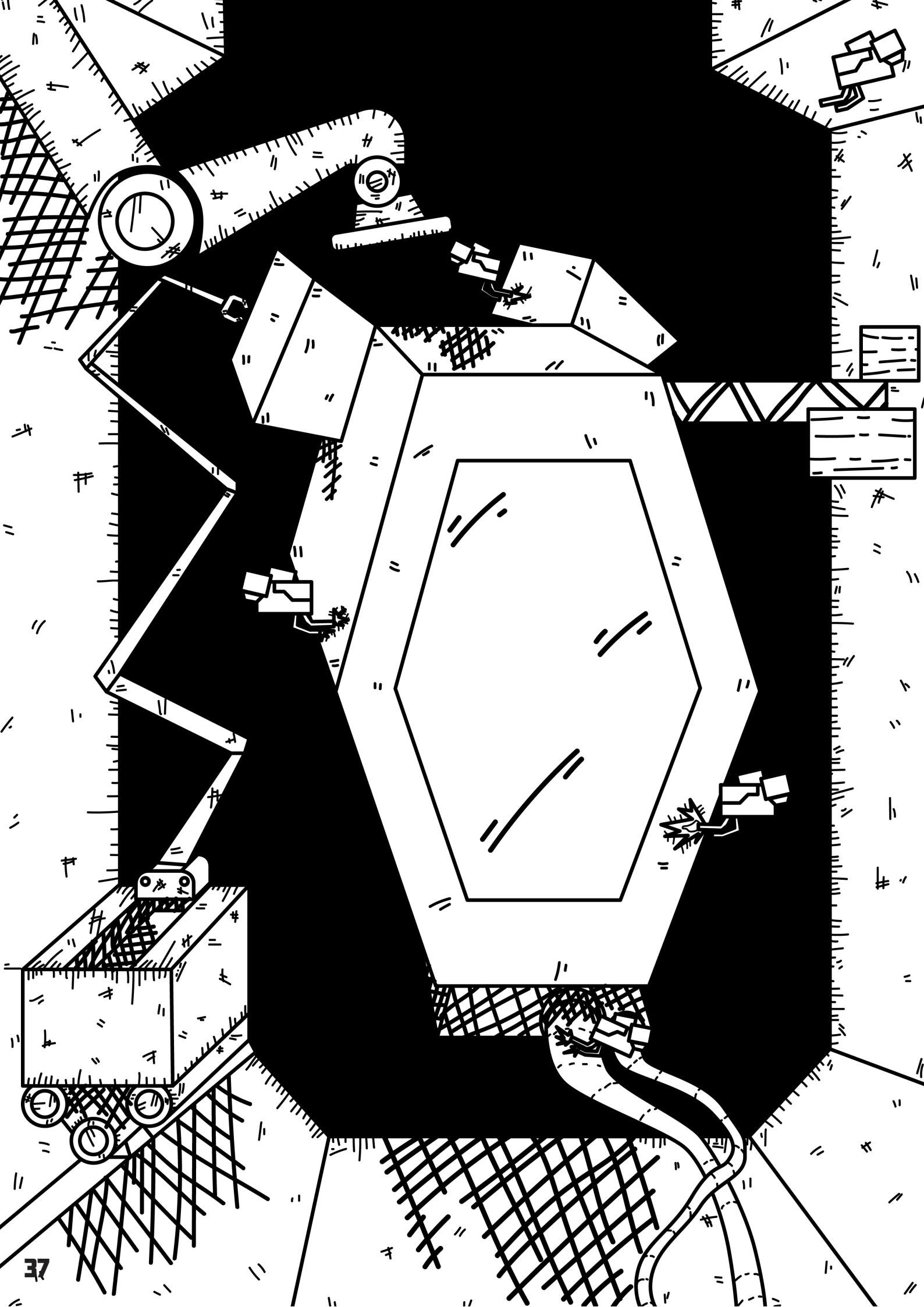
Being the last remaining unit in your fleet applies 3 attrition points to that unit.

Having a core Crit Effect (ones from core rules not expansions) applied to a unit for more than 3 turns applies one attrition point to that unit.

ATTRITION QUICK REFERENCE

If a unit's attrition points are equal to or greater than it's MR value, it must make a Morale test in the next Damage Control Phase. If it fails two consecutive tests, it is removed from the battle. If it succeeds either of the tests, that unit's attrition points are reduced to 0.





Welcome to the combat training section of the manual Admiral!

In this document you'll find everything you need to command your fleet and learn the basics of each of the ships in your command.

For your training, we'll be using the historic battles of 2997 when Earth and Mars had their first conflict in the stars.

With both navies being relatively new, you won't be commanding too many ships and they won't be too complicated.

Since the battles already happened, the ship's equipment is already decided for you so no need to worry about that.

You're nearly ready to meet your fleet.

Let me set the scene for you and then we can get started!

/// It's the year 2997 and Mars has conducted a hostile takeover of the planet from UGN control. The planet is now independent with its own government and importantly its own military.

Being almost two years since the rebellion, Earth has pushed to bolster the space capabilities of the UGNN and have rushed to finish its first star ships and fighters. It wasn't going to give up Mars without a fight.

Without the resources and production capabilities that the UGN have Mars struggled to get its MRN to a comparable size. Their ships were smaller in design, had less ammo, and they didn't have enough to counter the UGNN. They also had a lack of fighters to protect the vital bombers needed to even scratch the Earth ships. The only way Mars was going to be able to make any progress against Earth was a series of high risk precision attacks using their full force.

Just weeks after the 2nd anniversary of the invasion, the UGNN set up their trade "checkpoints" that were said to police the trade coming in and out of Mars. These checkpoints starved the planet and caused the death of many. Only three weeks went by and the time for war was on the horizon. Mars couldn't take any more! //

Alright, presentation over.

Now the only thing left to do is to choose your fleet. For the purpose of this training, learning with any fleet is good training, so pick either fleet.

We won't judge...openly...

And after you know one fleet, move on to the next so you have knowledge of both.

This way you'll know what it's like to control different ship types as well as what to expect from your enemies.

Once you've mastered Level 1 you can move on to the next levels but for now lets take baby steps.

Below is information about both fleets, how they perform and their ships.

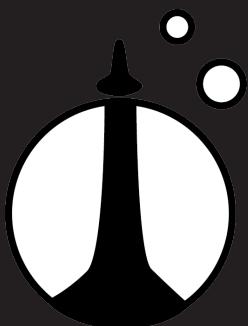
Take your pick!



UGNN BLOCKADE FLEET ALPHA

This fleet is designed around the power of the light cruiser and its ability to put out high amounts of fire-power in one turn. The 4 fighters should be used to protect the cruiser at all costs from bombers as it is a big target.

Use the hangar that the cruiser is equipped with to replenish damaged fighters to increase the survivability of the fighters and thus their ability to protect the cruiser.

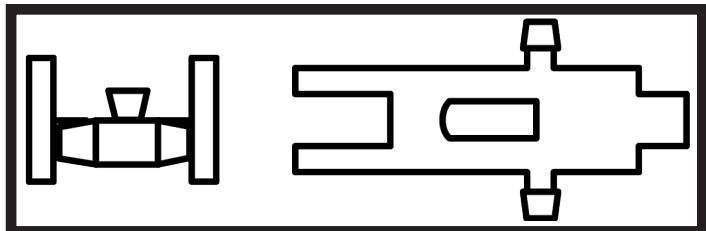


MRN HOME FLEET STRIKE FORCE

This fleet is designed around the use of bombers to take out the light cruiser. The power and the ability of the fighters is greatly diminished with the loss of the fleet's large ship. Using a combination of the bomber's powerful special weapon and the broadside weapons on the destroyers should make quick work of the cruiser.

Be sure to use the fighter as well as the destroyers (as best they can) to protect the bombers, as the more bombers get close to the target the higher likelihood there is of taking it out.

UGNN Luna Class Light Cruiser 'Washington'



CR	HP	SP	SR
18	16	0	1

Abilities and Rules:

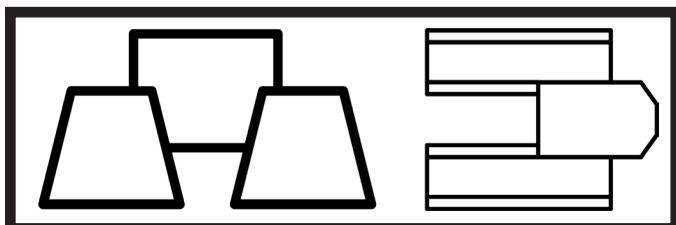
No Abilities

Weapons and Equipment:

2x	DESTROYER 80MM ARRAY (BW)	22RP	CIVTEC FIRMWARE Ability: No Ability.	8RP		
	R SC AP D CRIT 14" 3 5 3 INC					
1x	SNUB MISSILE RACK (FW)	10RP	REINFORCED HULL Ability: No Ability.	20RP		
	R SC AP D CRIT 8" 4 4 3 HE					
2x	QUAD XR-4B (AA)	6RP	JUNIOR CAPTAIN Ability: No Ability.	10RP		
	R SC AP D CRIT 8" 8 1 1 KNT					
STANDARD HANGAR (HS)		10RP				
Hangar 1. If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.						
FIGHTER REPAIR BAY (MS)		16RP				
Once per round, a size 1 unit that remained in the hangar for its activation is restored to original stats. This replenishes Sp as well as abilities.						



4x UGNN Fiji Class Fighter "Gold", "Red", "Blue" and "Alpha" Squadrons



CR	HP	SP	SR
5	5	0	0

I Abilities and Rules:

Squadron 1

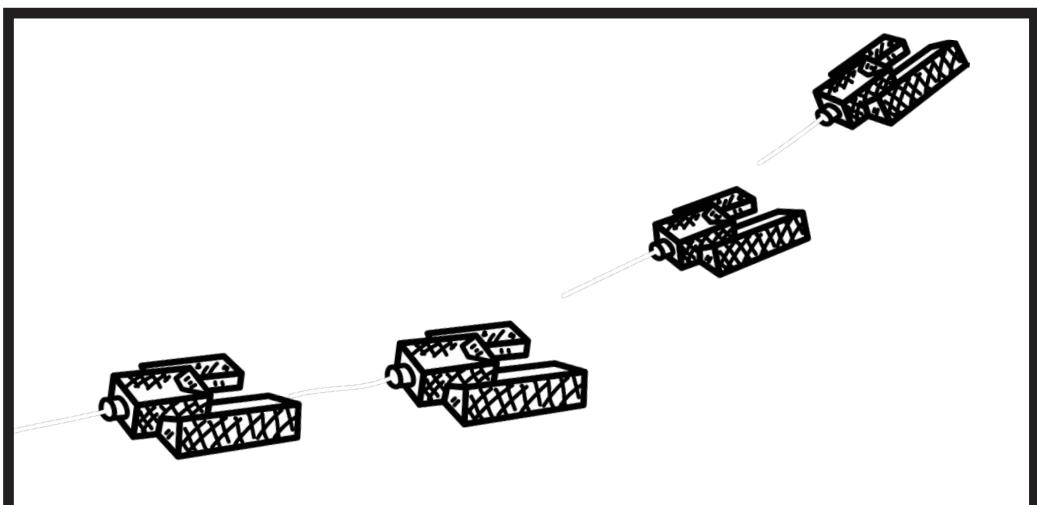
Weapons and Equipment:

2x	XR-2 GATLING GUNS (FW)				
R	SC	AP	D	CRIT	
6"	4	1	1	KNT	2RP
					2RP

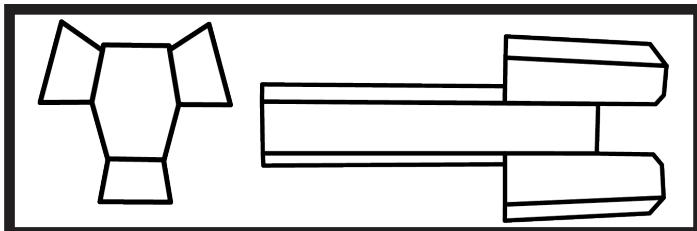
LIGHT CRAFT OS		3RP
ACC	Ability: Small Ship	
5+		

NAVY PILOT		ORP
MR	Ability: This captain can only be assigned to Size 1 units and must be taken for all Size 1 units.	
3		

PLASTEEL PLATE ARMOUR		3RP
AR	Ability: No Ability	
6		



2x MRN Phobos Class Destroyers "Freedom" and "Defiance"



CR	HP	SP	SR
15	12	0	0

Abilities and Rules:

Advanced Movement - In the Tactical Phase, this unit can move 3" and rotate its full amount. This doesn't affect the unit's regular movement.

Weapons and Equipment:

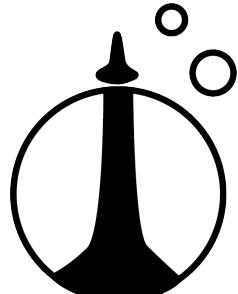
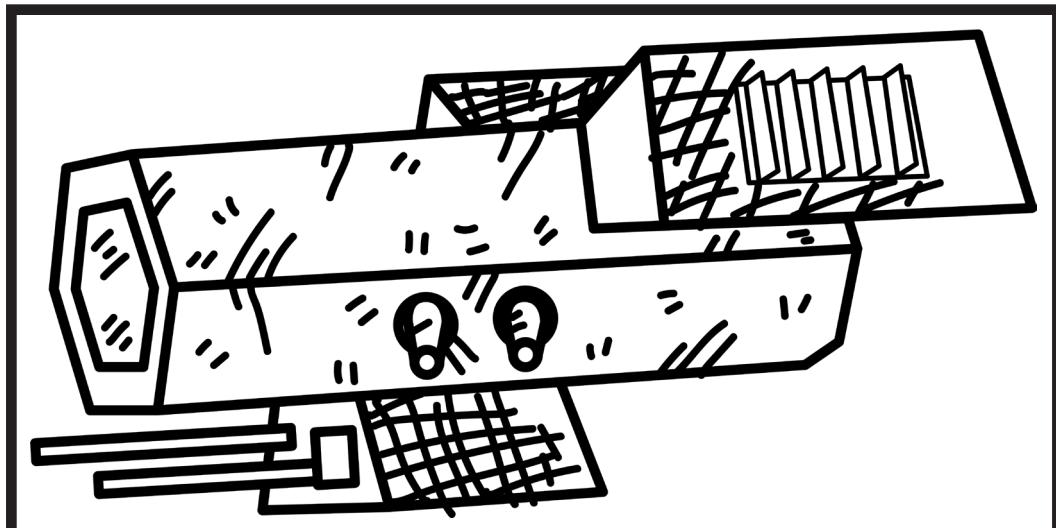
QUAD 20MM CANNON ARRAY (BW)				
R	SC	AP	D	CRIT
12"	8	4	2	KNT
24RP				

CIVTEC FIRMWARE				
ACC	8RP			
4+	Ability: No Ability			

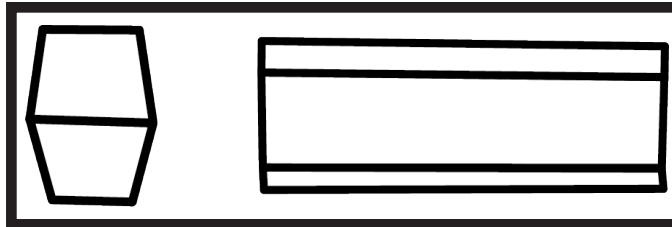
RAIL LANCE (FW)				
R	SC	AP	D	CRIT
10"	1	7	2	KNT
14RP				

NANOTUBE PLATING				
AR	10RP			
6	Ability: 6+ HE Negate			

JUNIOR CAPTAIN				
MR	10RP			
4	Ability: No Ability.			



MRN Deimos Class Fighter "Exodus" Squadron



CR	HP	SP	SR
5	5	0	0

I

Abilities and Rules:

Squadron 1

Weapons and Equipment:

2x

PUNISHER 15MM CANNON (FW)				
R	SC	AP	D	CRIT
6"	2	3	1	HE

2RP

LIGHT CRAFT OS

3RP

ACC
5+

Ability:
Small Ship

MR
3

NAVY PILOT

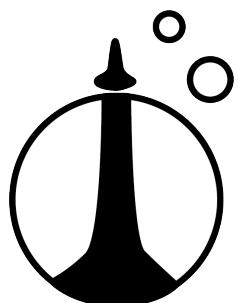
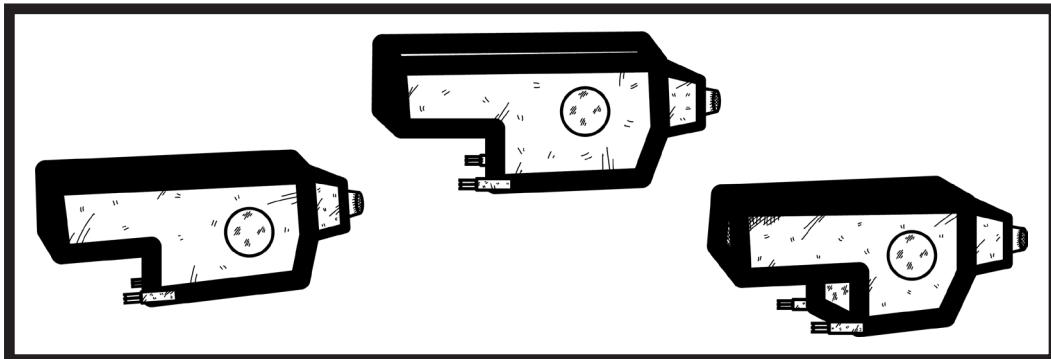
ORP

Ability:

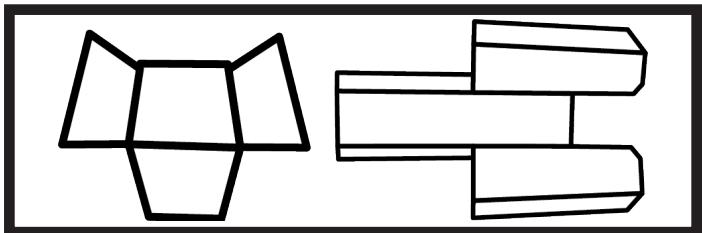
This captain can only be assigned to Size 1 units and must be taken for all Size 1 units.

AR
6

Ability:
No Ability



3x MRN Olympus Class Bomber "Valiant", "Epsilon" and "Redux" Squadrons



CR	HP	SP	SR
3	6	3	0

Abilities and Rules:

Squadron 2

Drill Torpedo - This weapon must be fired out of the front arc

Bombing Run - Unless this unit is equipped with the Drill Torpedo, this model must fly over its target to use its special weapon (SW) and can only fire it out of its rear arc. Additionally, if this unit fires its special weapon (SW) within 3" of its target, reduce the Acc target by 1 (e.g. 5+ becomes a 4+).

Weapons and Equipment:

TWIN 10MM FLAK (AA)				
R	SC	AP	D	CRIT
6"	4	2	1	KNT

3RP

LIGHT CRAFT OS				
ACC	Ability: Small Ship			
5+				

3RP

DRILL TORPEDO (SW)				
R	SC	AP	D	CRIT
8"	1	6	3	KNT

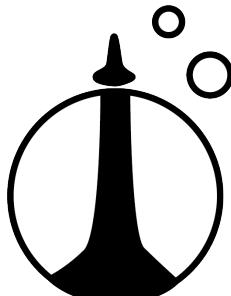
7RP

PLASTEEL PLATE ARMOUR				
AR	Ability: No Ability			
6				

3RP

NAVY PILOT				
MR	Ability: This captain can only be assigned to Size 1 units and must be taken for all Size 1 units.			
3				

0RP

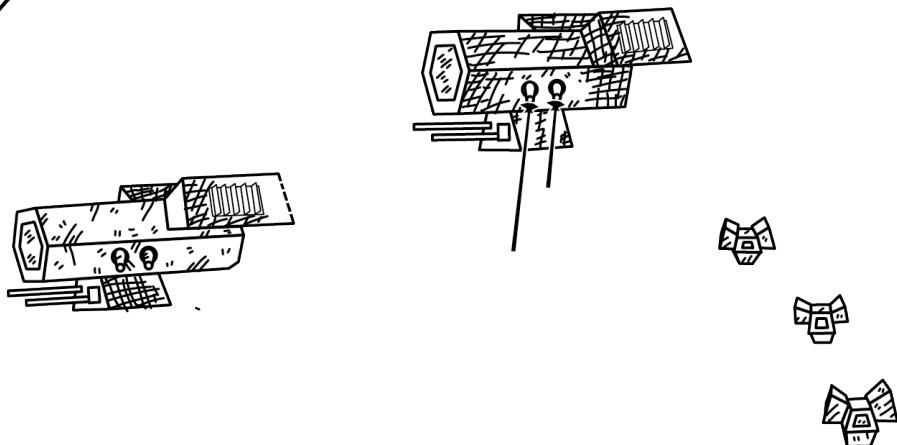


MISSION 1

THE BLOCKADE RUN

UGNN MARS BLOCKADE

JUNE 2997



I Mars declares war on Earth due to a blockade placed on the planet designed to bleed the new faction of all supplies. With the new Martian Republic Navy prepared and ready, they make a move to attack the centre of the Earth Blockade.

Deployment: 18"x24"(minimum) - 3"(increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edge.

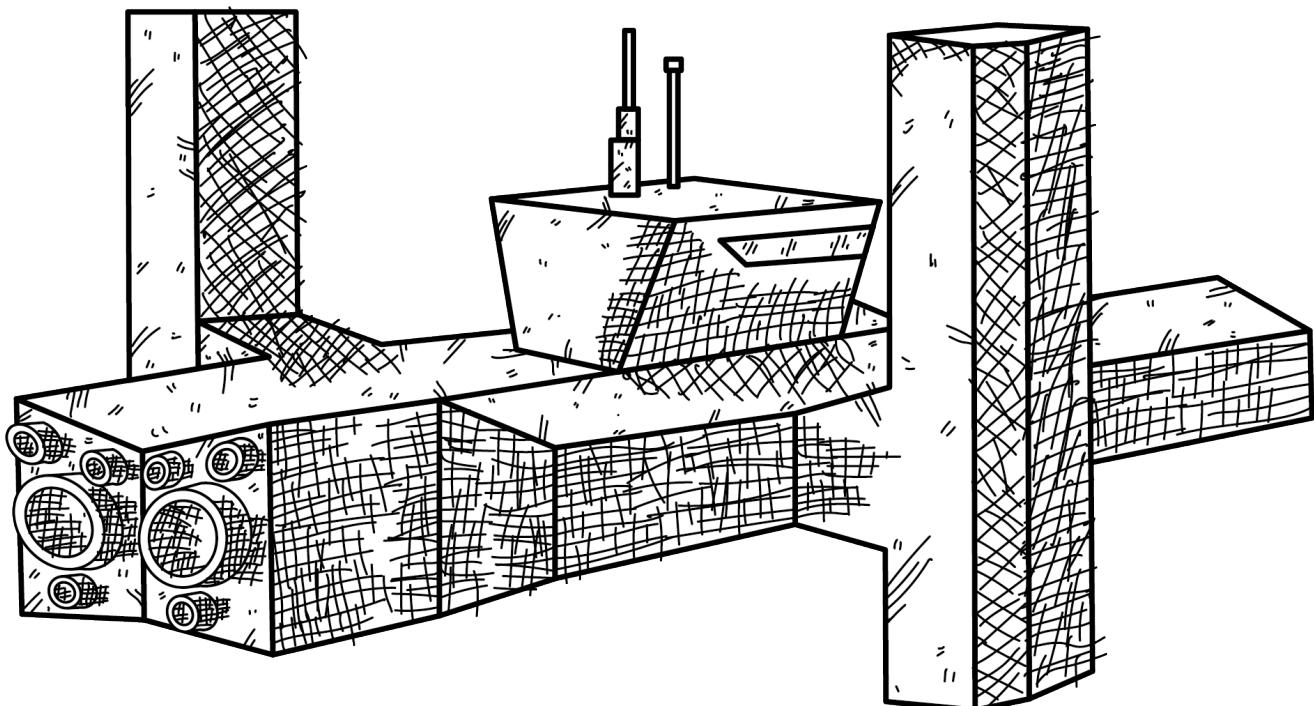
Objectives: None.

Victory Condition: All enemy units are removed from the play space (destroyed or fled).

Turn Limit: 4 Rounds.

Warzone Effects: None.

Fleet Restrictions: None.



Mars is desperate for supplies to make new ships and must resort to salvaging destroyed ships. Earth wants to analyse the wreckages and capture the remains for themselves. Both factions battle it out for control of the supplies.

MISSION 2

THE SALVAGE OPERATION

MARS COMBAT ZONE

Deployment: 18"x24"(minimum) - 3"(increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edge.

AUGUST 2997

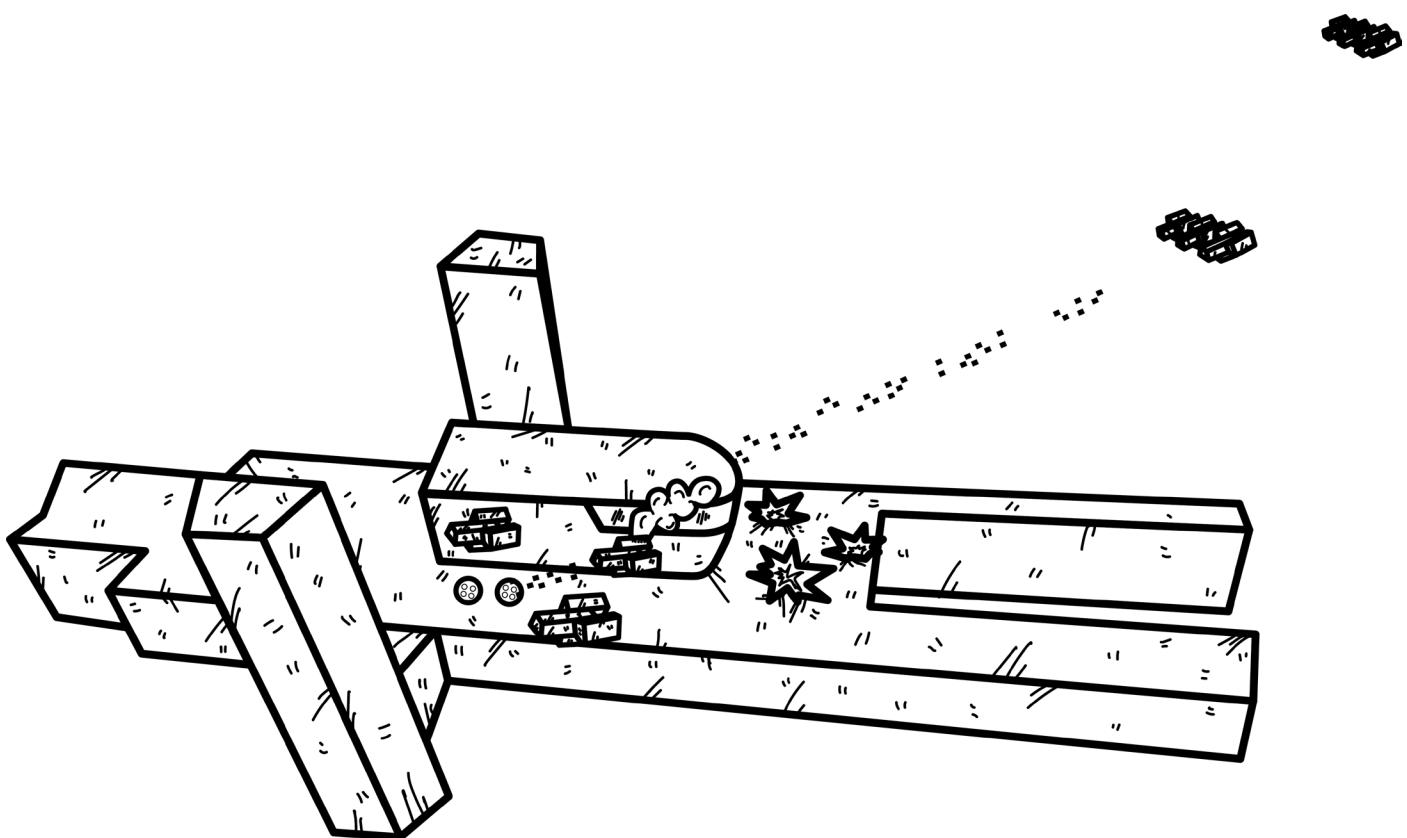
Objectives: One objective placed in the very centre of the play space. One objective 3" from each player's deployment zone and 1" away from the board edge. Each objective has a 3" control radius. The player with the highest total size of units within the control zone controls the objective. The player who controls the objective during the Tactical Phase scores 1 VP per objective.

Victory Condition: The Player with the most Victory Points (VP) at the end of the turn limit. If one player loses all their ships the other player plays on to determine final VP total.

Turn Limit: 4 Rounds.

Warzone Effects: None.

Fleet Restrictions: None.



Congratulations Admiral, the first part of your training is complete!

Let's get you up to speed so we can get you out there fighting for us.

The Level 1 training simulations will have taught you all the basics of how to control ships and how they all work, but the real world is a lot different.

Before we send you out there are just a few things you need to know. The manual will go into more detail but for now I'll just detail the points:

First is about fleet customisation -

You'll need to know how to build a fleet and customise it to suit your situation.

Next is what ships are available too you -

As an admiral you have a range of ships you can requisition for your fleets. At this level it's not all of them but it's a good amount to sink your teeth into.

Then you'll find out about ship captains -

As an admiral, your ships are important to you. But each ship is only as good as its captain. Each captain will run a ship differently so pick wisely.

Finally, you'll learn about points costs -

Unfortunately, ships aren't free but instead of boring you with the actual costs of ships, it's been dumbed down into an easy-to-learn points system.

Right, that should be all.

Good luck out there admiral, it's a brutal galaxy we live in.



LEVELLING UP

Now you know the basics of how to play the game and the game's core mechanics it's time to learn about unit customisation and fleet building. The next few pages will walk you through the elements of a unit and how to design your own. Then, how to make those units into a fleet.

As part of making units, you'll get to see the full Weapon and Equipment Library as well as all the Blueprints for the game. To make things more manageable, we've designated some things as level 3. These will be clearly marked. You are able to use the level 3 items if you wish, but we recommend only using the level 2 things to start with.

Before you get into building your first units, there are some important terms to understand. The below terms and phrases will come up multiple times so make sure to keep referencing back if there are any you don't understand or remember.

Blueprints: Blueprints are blank data cards that haven't been filled out yet. These act as the foundation layer of each unit. Each Blueprint tells you the unit's fixed stats as well as codes for what weapons and equipment can be taken by the unit.

Weapon and Equipment Codes (codes): These can be found on all blueprints and refer to what weapons and equipment can be taken by the unit. These will be displayed in the order of Quantity, Size, Equipment Type (e.g. 1 S1 FW). This tells you exactly what needs to go in that specific slot to fill out the blueprint. The full names for each code is as follows:

- FW - Fixed Weapons
- AA - Anti-aircraft Weapons
- SW - Special Weapons
- BW - Broadside Weapons
- AR - Armour
- OS - Operating System/Computer
- MS - Misc Slot
- HS - Hangar Slot

Some slots don't have a code and instead have a weapon or equipment name. In this case, the named item must be taken in that slot instead of choosing one.

Resource Points (RP): Everything unit-related in the game costs a certain points value. The points value for each item in the game is displayed with the item. When playing a game, you should decide a total points value for the game beforehand so that you can build a fleet around the points value.

BUILDING UNITS

This portion of the book will walk you through how to take a unit from blueprint to table! As you are able to photocopy/screenshot any of the pages in this book, you could use any of the blueprints and fill them in digitally and print out to have in front of you. Alternatively, there are entirely blank blueprints in the back of this book that you can copy and fill out as needed.

- 1** The first step in building any unit is choosing a blueprint. Each blueprint is unique and comes with its own set of abilities and weapons and equipment it can be equipped with. Below is the blueprint for the Fighters unit.

FIGHTERS	10RP PER BASE	CR	HP	SP	SR
		5	5	0	0
WEAPONS AND EQUIPMENT:					
1 S1 OS	1 S1 AR				
2 S1 FW					
ABILITIES AND RULES:					
Squadron 1					
Small Ship					
SIZE 1					

Each blueprint tells you the name of the unit, RP cost, fixed stats, rules and abilities of the unit, and the weapon and equipment codes as you can see above.

- 2** The second step in building any unit in the game, regardless of size, is to pick its captain. It's a good place to start with making a unit and can be changed at any time if you aren't happy with your choice, if your unit costs too much, or if you have extra points to spare.

For the fighters unit, and all other size 1 units, you must select the Navy Pilot captain. However, when making other units you will be able to select different captains.

- 3** Finally, fill out the rest of the blueprint using the codes displayed in the blank spaces, these will tell you exactly what the ship can take. Where it says the unit can take multiple of an item (e.g. 2 S1 FW), that is the maximum the unit can be equipped with but doesn't have to be. If you wanted to save points, you could have less than the maximum. Also, the single space doesn't mean you can only have one item in that slot. If a ship has multiple slots for the same item, you can mix and match those items on the data card and there will often be space to do so.

LIGHT CRUISERS

60RP PER BASE

CR	HP	SP	SR
18	16	0	1

WEAPONS AND EQUIPMENT:

NAVY SYSTEMS

ACC: Ability:
No Ability.
3+

14RP

REINFORCED HULL

20RP

AR: Ability:
No Ability.
8

THUNDER CANNON (FW)

R	SC	AP	D	CRIT
12"	1	5	3	HE

16RP

QUAD 20MM CANNON ARRAY (BW)

R	SC	AP	D	CRIT
12"	8	4	2	KNT

24RP

DAMAGE CONTROL

(MS)

Once per game, This unit can restore 4HP. Only one of this Misc slot can be used per round. This cannot be used to increase this unit's HP above its starting value.

24RP

DECORATED OFFICER

40RP

MR: Ability:
Reduce the target needed to remove status effects from this unit to 5+.
7

FLAK 20MM (AA)

8RP

R	SC	AP	D	CRIT
8"	2	3	2	HE

8RP

1 S2 HS

ABILITIES AND RULES:

No Abilities

SIZE 2

Above is what is regarded as an incomplete unit. This Light Cruiser unit has chosen not to take an extra AA weapon or extra BW weapon. It also has chosen not to take anything in its HS slot. Whilst this unit is incomplete, it is a perfectly game legal unit and can be taken as part of your fleet. However, for this unit there is one distinct penalty for being incomplete. The Light Cruiser unit can hold Size 1 ships in it's hangar, but by not taking a HS the unit's SR is reduced to 0 and the hangar cannot be used. Despite this, by being an incomplete unit, you would save 42RP using this version of the unit over a complete one (which can be a lot in a small points value game).

Once you have your unit built how you like it (remember to check back on your choice of captain), count up the points cost of the unit. Remember to take account of the cost of the unit itself found inside the black name bar at the top of the blueprint. For the Light Cruiser above, it would cost a total of 206RP. Once you have your total, add it to your fleet roster and build more units!

A fleet roster is a list of all your units put together so that you can easily count up points, see what units you have for a game, and to make notes on the performance of your units or their current effects during a game. Once you have a full fleet roster made up of complete units, all you need is models and you're ready to play! Learn how to make models for your units in 'The Hobby' portion of this book.

When building units, some items will have a lock icon on their data cards. These items have special requirements before they can be added to your units.

For example, some of the size 3 Hangar Slots can only be used by the Carrier unit. Some of the weapons and equipment that can be taken for size 1 units require a specific Admiral Specialty (these will be explained in the level 3 portion of the book) to use in your fleet.

II

BLUEPRINTS

The following pages will follow in the order set out for creating units. As previously mentioned, some of the blueprints and weapons and equipment are recommended for level 3. These items will have a 'III' symbol next to them in the same style as the page tabs. These items are able to be used at any time but are recommended for when you play level 3 games.

This section also includes the blueprints for the two units released in Season 0: Humanity's Grave. This is to make sure they are fully up to date with Tiny Conflict: 3012 V1.0.

II

FIGHTERS

10RP PER BASE

CR	HP	SP	SR
5	5	0	0

WEAPONS AND EQUIPMENT:

1 S1 OS

1 S1 AR

1 Navy Pilot

2 S1 FW

ABILITIES AND RULES:

Squadron 1

Small Ship

SIZE 1

BOMBERS

12RP PER BASE

CR	HP	SP	SR
3	6	3	0

WEAPONS AND EQUIPMENT:

1 S1 OS

1 S1 AR

1 Navy Pilot

1 S1 SW

1 S1 AA

ABILITIES AND RULES:

Squadron 2

Drill Torpedo - This weapon must be fired out of the front arc

Bombing Run - Unless this unit is equipped with the Drill Torpedo, this model must fly over its target to use its special weapon (SW) and can only fire it out of its rear arc. Additionally, if this unit fires its special weapon (SW) within 3" of its target, reduce the Acc target by 1 (e.g. 5+ becomes a 4+).

SIZE 1

TRANSPORTS

16RP PER BASE

CR	HP	SP	SR
2	6	0	0

WEAPONS AND EQUIPMENT:

1 S1 OS

1 S1 AR

1 Navy Pilot

1 S1 FW

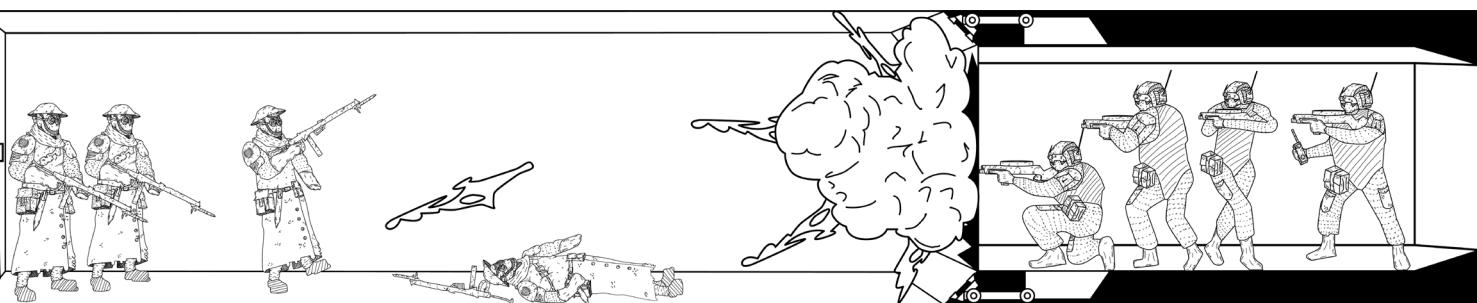
1 Boarding Laser

ABILITIES AND RULES:

Squadron 3

Boarding Action - This unit can force a boarding action by coming into base contact with a size 2+ enemy unit and declaring the use of this ability. Both players then roll 6D6 one at a time. For each D6 result higher than your opponent's, remove 1 Cr from the enemy unit. This ability can only be used once by this unit unless it is returned to a hangar that restores the unit to original stats.

SIZE 1



INTERCEPTORS

12RP PER BASE

CR	HP	SP	SR
2	4	0	0

WEAPONS AND EQUIPMENT:

1 S1 OS

1 S1 AR

1 Navy Pilot

4 S1 FW

ABILITIES AND RULES:

Squadron 2

Attache - When this unit is first deployed (after it is launched from a hangar if it starts the game in a hangar) choose another unit from your fleet within 3" to attach it to. When the unit this unit is attached to is attacked, this unit may be allocated the damage and any crit effects. This unit must be within 1" of its attached unit by the end of the Activation Phase. If its attached unit is destroyed or further than 1" at the end of any Activation Phase, this unit is no longer attached and operates as normal.

SIZE 1

II

FREIGHTERS

25RP PER BASE

CR	HP	SP	SR
12	8	20	0

WEAPONS AND EQUIPMENT:

1 S2 OS

1 S1 AR

1 Captain

2 S2 AA

2 S2 MS

ABILITIES AND RULES:

Supply Ship - This unit can share its Sp with friendly units wholly within 6" of this unit. During this unit's activation remove up to 4 Sp from this unit and add the same amount to the target unit.

SIZE 2

DESTROYERS

45RP PER BASE

CR	HP	SP	SR
15	12	0	0

WEAPONS AND EQUIPMENT:

1 S2 OS

1 S2 AR

1 Captain

2 S2 BW

1 S2 FW

ABILITIES AND RULES:

Advanced Movement - During the Tactical Phase, this unit can move 3" and rotate its full amount. This doesn't affect the unit's regular movement.

SIZE 2

FRIGATES

40RP PER BASE

CR	HP	SP	SR
12	10	3	0

WEAPONS AND EQUIPMENT:

1 S2 OS

1 S2 AR

1 Captain

1 S2 BW

1 S2 FW

1 S3 SW

1 S2 MS

ABILITIES AND RULES:

Vulnerable Target - This unit has -2 MR whilst it is more than 9" away from friendly units.

Artillery Platform - Add 3" to the range of SW weapons this unit is equipped with.

SIZE 2

LIGHT CRUISERS

60RP PER BASE

CR	HP	SP	SR
18	16	0	1

WEAPONS AND EQUIPMENT:

1 S2 OS

1 S2 AR

1 Captain

1 S2 FW

2 S2 BW

2 S2 AA

1 S2 MS

1 S2 HS

ABILITIES AND RULES:

No Abilities

SIZE 2

ASSAULT CARRIERS

50RP PER BASE

CR	HP	SP	SR
20	12	0	4

WEAPONS AND EQUIPMENT:

1 S2 OS

2 S2 FW

3 S2 AA

1 S2 AR

1 S3 HS

1 S2 MS

1 Captain

SIZE 2

HEAVY CRUISERS

75RP PER BASE

CR	HP	SP	SR
22	18	3	2

WEAPONS AND EQUIPMENT:

1 S3 OS

2 S3 BW

2 S2 AA

1 S3 HS

1 S3 AR

1 S3 FW

1 S3 MS

1 Captain

1 S2 SW

SIZE 3

ABILITIES AND RULES:

No Abilities.

CARRIERS

70RP PER BASE

CR	HP	SP	SR
28	18	0	12

WEAPONS AND EQUIPMENT:

1 S3 OS

1 S2 AR

1 Captain

1 S2 BW

2 S4 HS

4 S3 AA

2 S3 MS

ABILITIES AND RULES:

Large Hangar Space - This unit has access to all hangar types.

Linked AA Guns - Decrease the Acc target for this unit's AA guns when it targets size 1 units by 1.

Fighter Retrieval Arm - Size 1 units can be returned to the hangar from 3" away instead of base contact.

SIZE 3

BATTLESHIPS

90RP PER BASE

CR	HP	SP	SR
25	22	4	2

WEAPONS AND EQUIPMENT:

1 S3 OS

1 S3 AR

1 Captain

4 S3 BW

2 S3 FW

1 S2 SW

2 S3 AA

2 S3 MS

1 S3 HS

ABILITIES AND RULES:

Heavy Hull Cannon - This unit can fire its SW out of its side arcs as well as the front arc.

SIZE 3

II

III

WEAPON PLATFORMS

80RP PER BASE

CR	HP	SP	SR
18	16	6	0

WEAPONS AND EQUIPMENT:

1 S3 OS

1 S2 AR

1 S4 SW

2 S3 BW

2 S3 MS

2 S3 AA

ABILITIES AND RULES:

Stationary Emplacement - Once this unit has been deployed, it has a movement of 0". This unit can still rotate but cannot move unless it's a part of a warzone/scenario rule.

Defensive Instalment - This unit cannot be assigned a Captain or Admiral and cannot be affected by Captain or Admiral abilities unless specifically mentioned by the ability.

Defence Commander - For the purposes of morale, this unit has an Mr of 5. If this unit becomes rattled it is allowed to remain stationary but still cannot make attacks. Remove this unit if it fails 2 morale tests.

SIZE 3

COMMAND SHIP

120RP PER BASE

CR	HP	SP	SR
30	18	0	1

WEAPONS AND EQUIPMENT:

1 S4 OS

1 Command Ship

1 Captain

2 S3 BW

1 S3 FW

2 S3 AA

1 S2 HS

2 S3 MS

ABILITIES AND RULES:

Admiral's Quarters - If this unit is taken as part of your fleet, you must take an Admiral and it must be assigned to this unit. You can only take one of this unit in your fleet.

Central Command - When this unit is activated, choose either two Size 1 units or one Size 2 unit to activate at the same time. These additional activations can be completed in any order.

SIZE 4

DREADNOUGHT

150RP PER BASE

CR	HP	SP	SR
35	30	4	3

WEAPONS AND EQUIPMENT:

1 S4 OS

1 Dreadnought

1 Captain

4 S4 BW

2 S4 FW

4 S3 AA

1 S4 SW

2 S3 MS

1 S4 HS

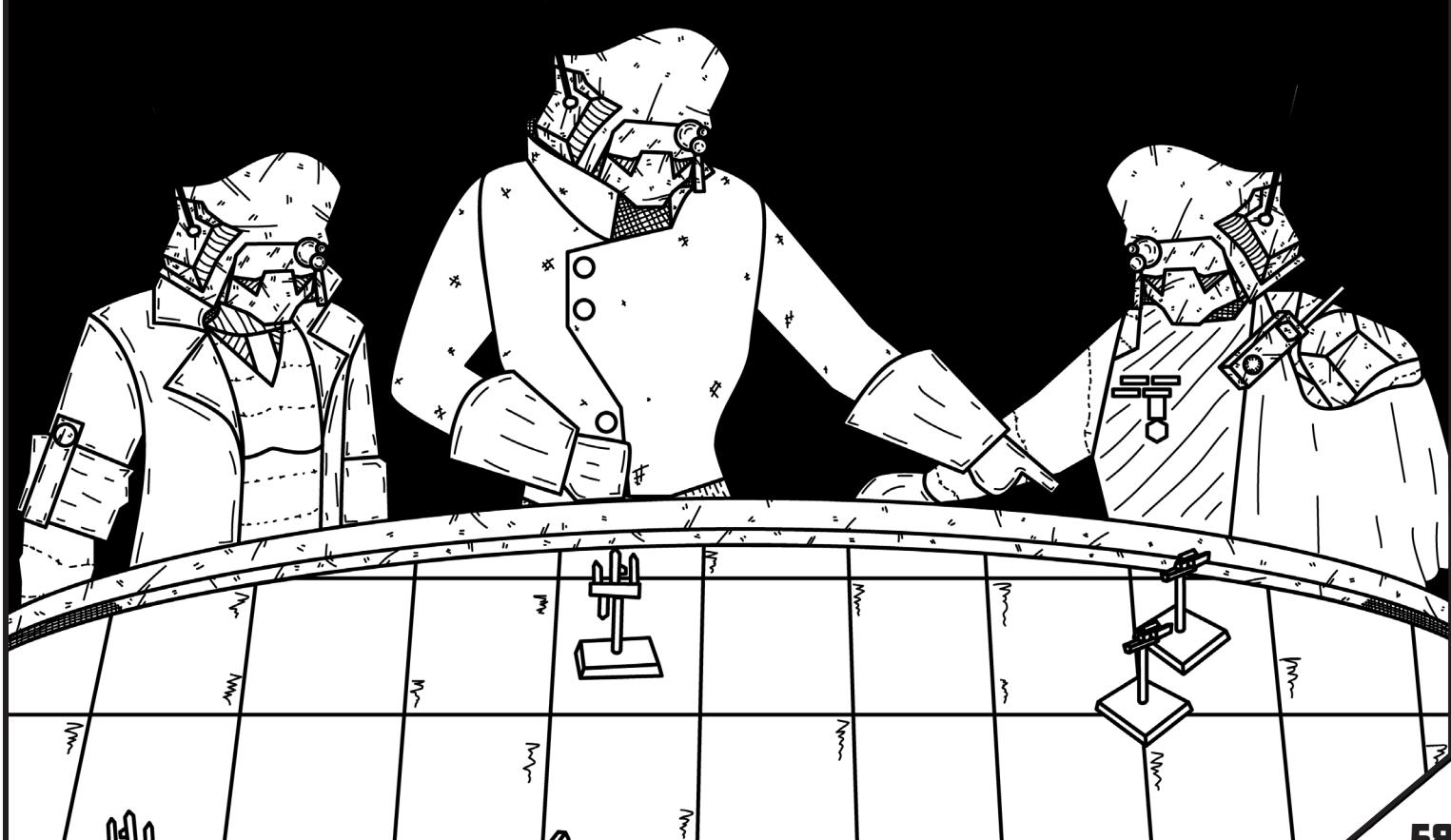
ABILITIES AND RULES:

Heavy Hull Cannon - This unit can fire its SW weapon out of its side arcs as well as the front arc.

Material Intensive Ship - You can only take one of this unit in your fleet.

Blink Drive - Once per game, this unit can use its whole activation to move 12" in the Activation Phase.

SIZE 4

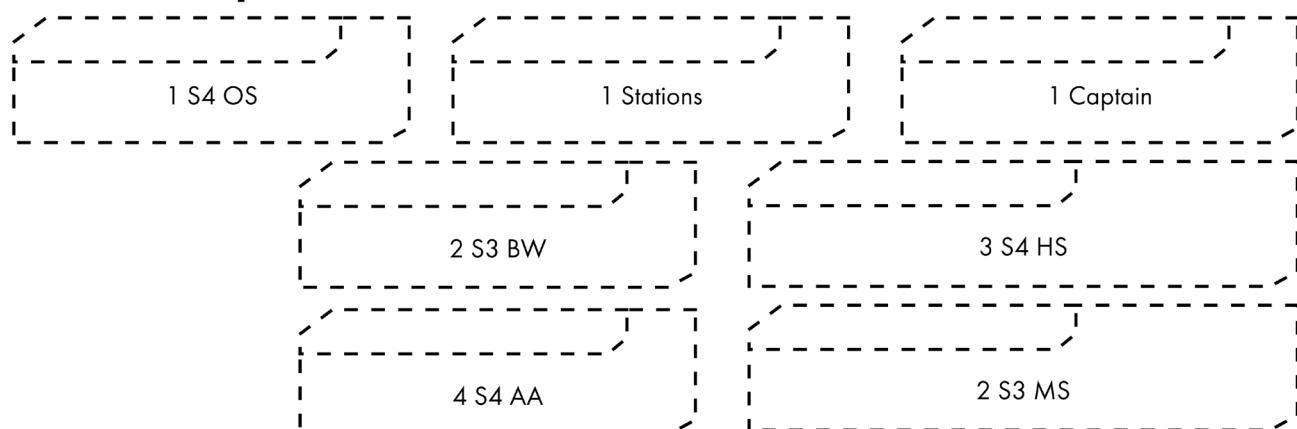


STATIONS

100RP PER BASE

CR	HP	SP	SR
40	20	0	9

WEAPONS AND EQUIPMENT:



ABILITIES AND RULES:

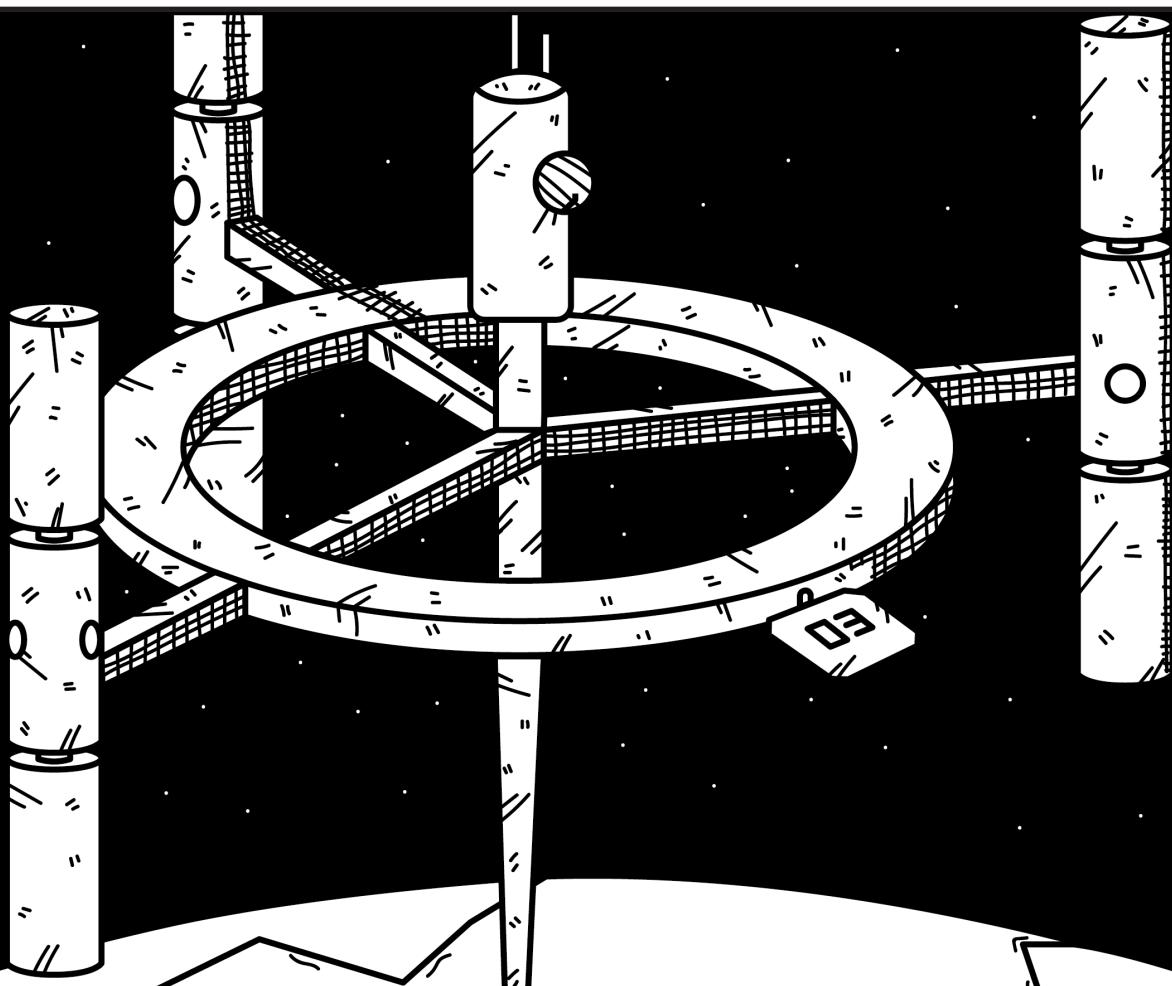
Open Air Hangars - This unit can launch all of its hangar units in one activation. If a unit is not able to deploy wholly within 3" of this unit, then that unit must remain in the hangar.

Stationary Emplacement - Once this unit has been deployed, it has a movement of 0". This unit can still rotate but cannot move unless it's a part of a warzone/scenario rule.

Defensive Instalment - This unit cannot be assigned a Captain or Admiral and cannot be affected by Captain or Admiral abilities unless specifically mentioned by the ability.

Station Commander - For the purposes of morale, this unit has an Mr of 7. If this unit becomes rattled it is allowed to remain stationary but still cannot make attacks. Remove this unit if it fails 2 morale tests.

SIZE 4



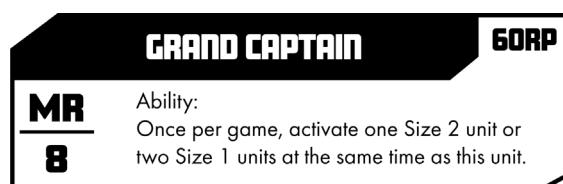
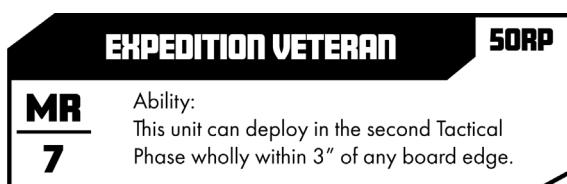
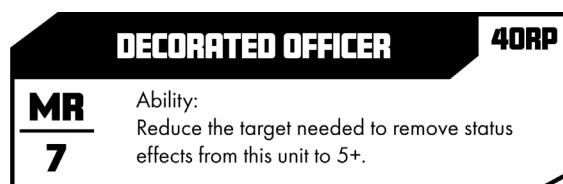
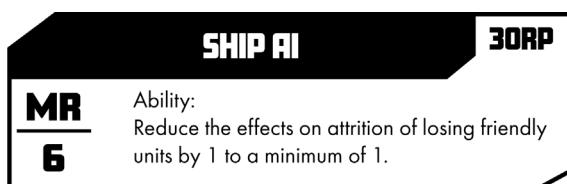
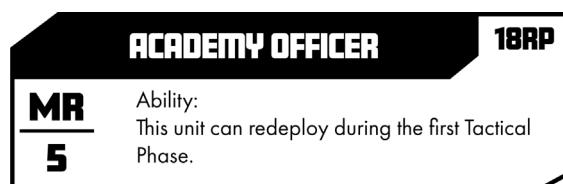
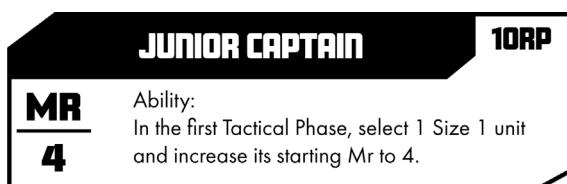
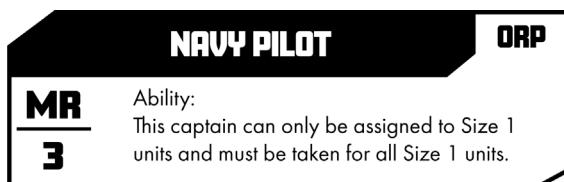
CAPTAIN ON DECK

The next step in building your fleet is to assign a captain. Captains are an important part of fleet creation. Two different captains can make the same unit perform differently.

Captains work the same way as most other equipment in the game but they each have a special ability as well as providing the Morale value for the unit they are assigned to. The captain ability counts as a unit ability and therefore can be used at any point during the unit's activation unless specified otherwise. Captains aren't unique, meaning that each type of captain can be used on multiple units in a fleet.

Finally, when selecting a captain, each one has its own Resource Points cost. Make sure to add this cost to the overall cost of each unit and take it into account when playing low point games.

In areas on blueprints where specific captains are named, that specific captain must be used and cannot be replaced.



THE ARMOURY

After adding a captain to your unit, it's time to fill out the rest of blueprint. The following pages show the entire armoury for the game. The armoury consists of weapons (of all types), armour, computers, hangars, and misc slots. The last 4 are often referred to as equipment throughout the rules.

Similar to how some blueprints are recommended for level 3, some of the weapons and equipment are intended to be used at level 3. Just like the blueprints, these will have a 'III' tab on or next to them.

Some items in the armoury will have a lock icon on it. These items have other prerequisites that must be met before being able to take them on your units or are for specific units (e.g. the Boarding Laser can only be used by the Transports unit).

SIZE 1 WEAPONS:

XR-2 GATLING GUNS					(FW)
R	SC	AP	D	CRIT	
6"	4	1	1	KNT	2RP

PUNISHER 15MM CANNON					(FW)
R	SC	AP	D	CRIT	
6"	2	3	1	HE	2RP

MINI RAIL LANCE					III (FW)
R	SC	AP	D	CRIT	
6"	1	4	3	KNT	4RP

XR-4 TWIN GATLING					(AA)
R	SC	AP	D	CRIT	
6"	6	1	1	KNT	3RP

TWIN 10MM FLAK					(AA)
R	SC	AP	D	CRIT	
6"	4	2	1	KNT	3RP

DRILL TORPEDO					(SW)
R	SC	AP	D	CRIT	
8"	1	6	3	KNT	7RP

CLUSTER BOMB					(SW)
R	SC	AP	D	CRIT	
4"	3	3	2	HE	7RP

NAPALM BOMB					III (SW)
R	SC	AP	D	CRIT	
4"	1	4	5	INC	7RP

CLUSTER EMP					III (SW)
R	SC	AP	D	CRIT	
4"	5	5	0	EMP	SRP

BOARDING LASER					III (FW)
R	SC	AP	D	CRIT	
3"	1	6	2	KNT	3RP

SIZE 1 EQUIPMENT:

CARBON ALLOY	8	SRP	III
AR	Ability: Increase this unit's movement by 3".	4	
STEALTH COMPOSITE			SRP

PLASTEEL PLATE ARMOUR	3RP
AR	Ability: No Ability

LIGHT CRAFT OS	3RP
ACC	Ability: Small Ship

SIZE 2 WEAPONS:

SNUB MISSILE RACK (FW)				
R	SC	AP	D	CRIT
8"	4	4	3	HE

10RP

RAIL LANCE (FW)				
R	SC	AP	D	CRIT
10"	1	7	2	KNT

14RP

THUNDER CANNON (FW)				
R	SC	AP	D	CRIT
12"	1	5	3	HE

16RP

QUAD XR-4B (AA)				
R	SC	AP	D	CRIT
8"	8	1	1	KNT

6RP

FLAK 20MM (AA)				
R	SC	AP	D	CRIT
8"	2	3	2	HE

8RP

HOWLER TORPEDO (SW)				
R	SC	AP	D	CRIT
16"	3	5	3	INC

20RP

IMPLOSION CANNON (SW)				
R	SC	AP	D	CRIT
10"	1	6	3	STN

18RP

VOLCANO BEAM (SW)				
R	SC	AP	D	CRIT
18"	1	6	4	INC

26RP

DET MINES (SW)				
R	SC	AP	D	CRIT
4"	10	4	2	HE

18RP

QUAD 20MM CANNON ARRAY (BW)

R	SC	AP	D	CRIT	
12"	8	4	2	KNT	24RP

DESTROYER 80MM ARRAY (BW)

R	SC	AP	D	CRIT	
14"	3	5	3	INC	22RP

BLITZ GATLING ARRAY (BW)

R	SC	AP	D	CRIT	
8"	24	3	1	KNT	20RP

RAIL LANCE ARRAY (BW)

R	SC	AP	D	CRIT	
10"	3	7	2	KNT	24RP

SIZE 2 EQUIPMENT:**CIVTEC FIRMWARE**

8RP

ACC
4+Ability:
No Ability

10RP

MERC CORP OS**ACC**
4+Ability:
5+ Fire Control**NAVY SYSTEMS**

14RP

ACC
3+Ability:
No Ability**NANOTUBE PLATING**

10RP

AR
6Ability:
6+ HE Negate

12RP

CRYSTALLINE PLATING**AR**
6Ability:
Increase the Acc target needed to hit this unit by 1.**CARBON LINED PANELS**

16RP

AR
7Ability:
Ignore the first Inc Crit Effect allocated to this unit.

20RP

REINFORCED HULL**AR**
8Ability:
No Ability.**CARGO BAY**

(MS)

Increase this unit's Sp by 4. This Misc Slot can be stacked with others of the same type.

18RP

ARMoured COMPARTMENT

(MS)

Increase this unit's HP by 2 for each of this Misc Slot equipped.

20RP

FIGHTER REPAIR BAY

(MS)

Once per round, a size 1 unit that remained in the hangar for its activation is restored to original stats. This replenishes Sp as well as abilities.

16RP

DAMAGE CONTROL**(MS)**

Once per game, This unit can restore 4HP. Only one of this Misc slot can be used per round. This cannot be used to increase this unit's HP above its starting value.

24RP**DEAD MAN'S SWITCH****(MS)**

If this unit is reduced to 0Cr to 0HP, it explodes dealing D3 damage to all units within D6". This can also be triggered during this unit's activation.

30RP**SHIELD GENERATOR****(MS)**

This unit has a shield value of 6. Shield value is removed the same as HP but does not affect the unit's HP or Cr when reduced.

32RP**STANDARD HANGAR****(HS)**

Hangar 1.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

10RP**STACKED HANGAR****(HS)**

Hangar 2.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

20RP**SIZE 3 WEAPONS:****INFERNO MISSILE RACK****(FW)**

R	SC	AP	D	CRIT	
12"	4	5	2	INC	24RP

HEAVY RAIL LANCE**(FW)**

R	SC	AP	D	CRIT	
16"	1	8	4	STN	32RP

SPLICER AUTOCANNON**(FW)**

R	SC	AP	D	CRIT	
12"	6	4	3	HE	18RP

GATLING FLAK**(AA)**

R	SC	AP	D	CRIT	
8"	8	3	2	HE	14RP

DUAL THUD GUN**(AA)**

R	SC	AP	D	CRIT	
12"	4	4	4	KNT	18RP

EMP CUTLASS**(SW)**

R	SC	AP	D	CRIT	
12"	6	5	1	EMP	24RP

HAIL CLUSTER TORPEDO**(SW)**

R	SC	AP	D	CRIT	
20"	4	6	4	HE	30RP

EXTINCTION CANNON

(SW)

R	SC	AP	D	CRIT
28"	2	8	4	INC

46RP

TRIPLE 250MM ARRAY

(BW)

R	SC	AP	D	CRIT
18"	3	7	4	HE

38RP

DEVASTATION CANNON ARRAY

(BW)

R	SC	AP	D	CRIT
10"	26	4	2	KNT

42RP

NIGHTMARE MISSILE RACK

(SW)

R	SC	AP	D	CRIT
14"	4	6	3	INC

28RP

DUAL 85MM DESTROYERS

(BW)

R	SC	AP	D	CRIT
14"	4	5	3	INC

28RP

VELOCITY LANCE ARRAY

(BW)

R	SC	AP	D	CRIT
30"	3	6	2	STN

40RP

SIZE 3 EQUIPMENT:**PIRATE 3.0**

16RP

ACC
3+Ability:
No Ability

20RP

FUTURE INDUSTRIES**ACC**
3+Ability:
6+ EMP Negate.**MEGASTEEL**

26RP

AR
9Ability:
No Ability.

30RP

SPACED ARMOUR**AR**
9Ability:
Ignore the first HE Crit Effect allocated to this unit.**NANO COMPOSITE**

40RP

AR
10Ability:
6+ Stn Negate.

48RP

BLAST BLOCK PLATE**AR**
11Ability:
6+ HE Negate.**CARGO BAY**

(MS)

Increase this unit's Sp by 6. This Misc Slot can be stacked with others of the same type.

24RP

ARMoured COMPARTMENT

(MS)

Increase this unit's HP by 4 for each of this Misc Slot equipped.

28RP

FIGHTER REPAIR BAY**(MS)**

Twice per round, a Size 1 unit that remained in the hangar for its activation is restored to its original stats. This replenishes Sp as well as abilities.

26RP**DAMAGE CONTROL****(MS)**

Once per game, this unit can restore 6HP. Only one of this Misc slot can be used per round. This cannot be used to increase this unit's HP above its starting value.

30RP**DEAD MAN'S SWITCH****(MS)**

If this unit is reduced to 0Cr to 0HP, it explodes dealing D6 damage to all units within D6". This can also be triggered during this unit's activation.

40RP**SHIELD GENERATOR****(MS)**

This unit has a shield value of 8. Shield value is removed the same as HP but does not affect the unit's HP or Cr when reduced.

38RP**STANDARD HANGAR****(HS)**

Hangar 1.
If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

20RP**STACKED HANGAR****(HS)**

Hangar 2.
If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

30RP**SIZE 4 WEAPONS:****SPARROW VOLLEY MISSILES****(FW)**

III

R	SC	AP	D	CRIT
16"	10	5	2	INC

32RP

MASS DRIVER**(FW)**

III

R	SC	AP	D	CRIT
32"	1	8	4	STN

50RP

TRIPLE 120MM FLAK**(AA)**

III

R	SC	AP	D	CRIT
14"	3	4	4	HE

24RP

STAR SPEAR GUIDED MISSILE**(AA)**

III

R	SC	AP	D	CRIT
20"	2	6	4	INC

34RP

EMP DESTROYER CANNON**(SW)**

III

R	SC	AP	D	CRIT
18"	2	9	4	EMP

56RP

LIFE'S END**(SW)**

III

R	SC	AP	D	CRIT
24"	1	10	6	KNT

70RP

QUAD 12 INCH ARRAY

(BW)

R	SC	AP	D	CRIT
20"	4	8	4	HE

58RP

FIRESTORM ROTARY ARRAY

(BW)

R	SC	AP	D	CRIT
14"	30	6	2	INC

76RP

SIZE 4 EQUIPMENT:**DOMINION TECH**

36RP

ACC**3+**

This unit is not affected by EMP or Stn Crit Effects.

FEDERATION SYSTEMS

42RP

ACC**2+**

Ability:

5+ All Effect Negate.

COMMAND SHIP

50RP

AR**11**

Ability:

6+ Stn Negate.

ALLIANCE COMPUTERS

48RP

ACC**2+**

Ability:

Decrease the Acc target when firing at Size 1 units by 1 (e.g. 3+ becomes 2+).

STATIONS

60RP

AR**12**

Ability:

6+ EMP Negate.

DREADNOUGHT

70RP

AR**13**

Ability:

No Ability.

STANDARD HANGAR

(HS)

Hangar 2.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

40RP

DYNAMIC HANGAR

(HS)

Hangar - This unit has no limit on unit type in its hangar.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

60RP

COMPACT HANGAR

(HS)

Hangar 2 - Increase this unit's Sr by 2 for each of this hangar.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

60RP

AUTOMATED HANGAR

8

(HS)

Hangar 2 - Unit's exiting this hangar are restored to original stats.

If this equipment is not taken by a unit that can have a hangar, reduce the Sr to 0.

60RP

ASSEMBLE THE FLEET

Now you have everything you need to craft your units, you need to create your own fleet. In the back of this book, on page 102, you'll find a Fleet Roster. A fleet roster is a page where you list all the units you're taking for each fight.

Fleet rosters have areas for key information about your fleet. The first area is for resource point (RP) cost for each unit as well as for the entire fleet. This is helpful for referencing the value of your units during battle as well as for calculating your fleet's cost before the game. Next is a notes area that's important for use during and after each game. Taking notes can be helpful to make better sense of the battlefield without using lots of markers or tokens. Notes are also extremely important for understanding your fleet's performance after a match and evaluating any changes you need to make to your fleet for your next game. This is especially helpful when playing competitively.

Fleet rosters are a very helpful asset when playing campaigns. Playing large campaigns with multiple fleets can be a daunting task. Using fleet rosters allows you to keep good notes on each unit in a fleet and keep track of fleets during a campaign.

There are no restrictions to building fleets in *Tiny Conflict: 3012* so as long as your fleet fits within the parameters set out by the points limit and mission of your game.

With all this in mind, you should now be ready for your first level 2 game of *Tiny Conflict: 3012*! The next 2 pages contain 2 more pre-made missions, that are more advanced, for you to try out and hone your tactical ability. Assemble your fleet and play your next game.

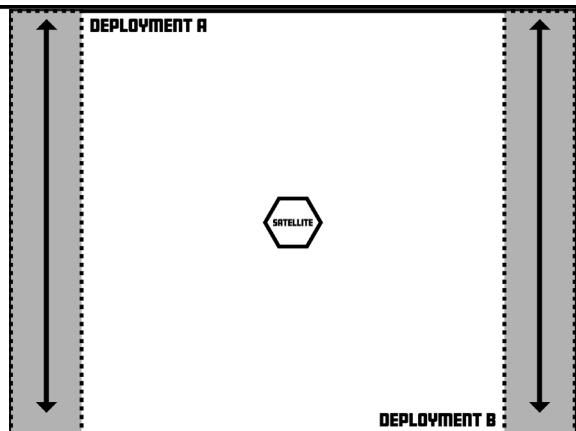


MISSION 3

SATELLITE EXTRACTION

EARTH-MARS CONFLICT ZONE

3012



Satellites litter the stars. Providing everything from connectivity to small power supplies, and weapons platforms to spy camera arrays. Due to the mass exodus of star ships from both planets, many of these satellites have been knocked off course into the void. This leaves all the data aboard them ripe for the taking to whoever is brave enough to go in for an extraction.

Deployment: 18" x 24" (minimum) - 3" (increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edges.

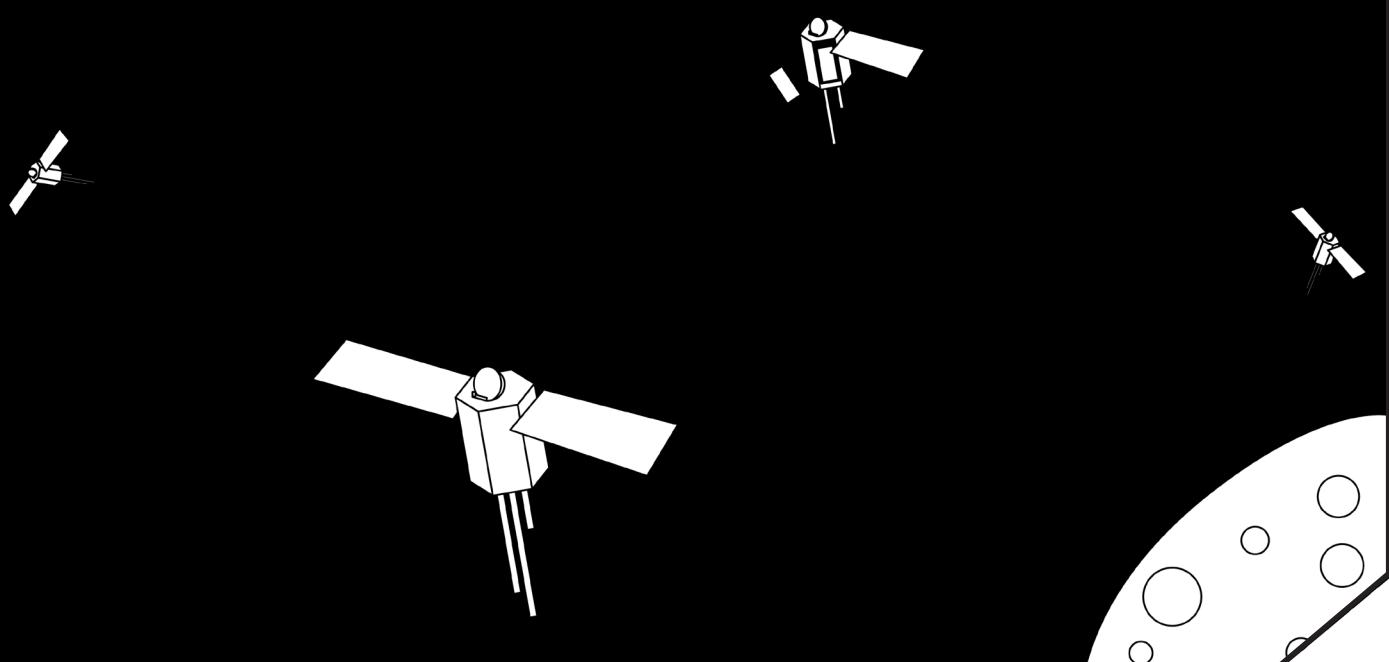
Objectives: One single objective in the centre of the play space. 3" control radius. The player with the highest total size of units within the control zone controls the objective.

Victory Condition: The player who controls the objective at the end of the turn limit.

Turn Limit: 4 Rounds.

Warzone Effects: None.

Fleet Restrictions: None.

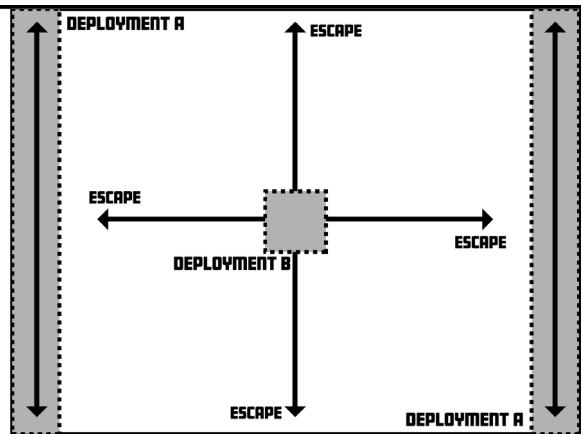


MISSION 4

ASTEROID AMBUSH

EARTH-MARS CONFLICT ZONE

3012



Asteroids provide great places to mine resources that would otherwise be unavailable on the home planets. However, with the value they bring comes the great danger of space craft lurking in their shadows waiting to strike supply ships, scouting vessels or lone battleships that come too close.

Deployment: 18"x24" (minimum) - 2" deployment zones along the shorter edges for the attacking player. The Defending player deploys in a 6"x6" box in the centre of the board. For this mission the attacking player deploys and activates first and neither player rolls a dice.

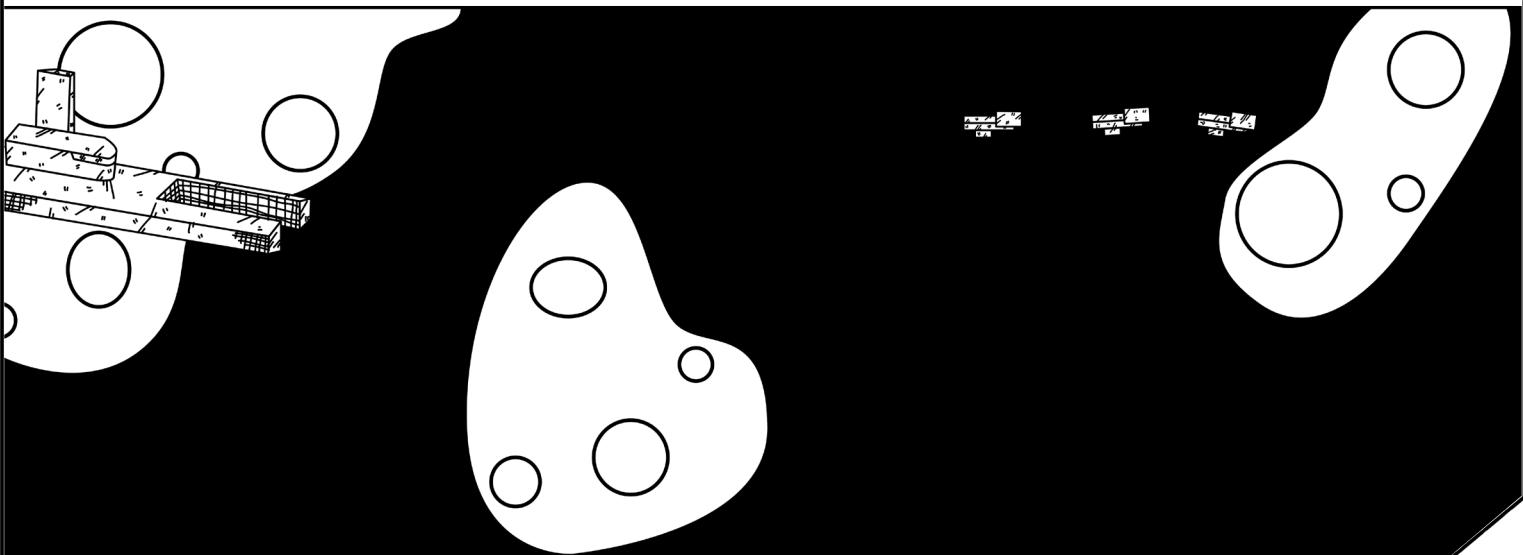
Objectives: The attacking player is must kill as much of the defending fleet as possible. Meanwhile, the defending player must fly as many of their ships off the board as possible.

Victory Condition: The defending player can win by destroying all the attackers ships or by moving all their ships off the board. The attacker wins if they destroy 75% (rounding down) of the defenders ships during the game.

Turn Limit: 4 Rounds.

Warzone Effects: None.

Fleet Restrictions: No Size 4 units.



Another promotion! Congratulations Fleet Admiral!

With this promotion you'll have everything the navy has to offer available to you.

By now you will have learnt all there is to know about being an admiral, how to build and control fleets, assigning captains, and have learnt about all the ships you have available to you.

Well now it's time for something bigger.

As a Fleet Admiral you'll get access to:

The biggest and best ships to ever sail the stars -

Take control of more size 3 ships including majestic battleships as well as some of the biggest and most advanced ships - Size 4 ships!

Recruit your very own admirals with their own unique abilities -

Control the flow of battle while it's happening by putting an admiral into one of your fleet's ships and provide powerful fleet-wide abilities.

Dangerous new warzones where the environment can turn the tide of battle -

Fight in obscuring nebulas that make finding targets difficult, or next to an unstable star that can damage ships with powerful solar flares, or amongst the ruins of stations and great battles using the debris to your advantage to create ambushes or places to retreat to.

Finally, learn about all the factions that make up the galaxy -

Pledge your allegiance to one of the many factions that scatter the stars and learn their unique styles and unlock weapons, ships and equipment only available to them!

Careful out there Fleet Admiral, you're in the big leagues now!



Approved Admiral

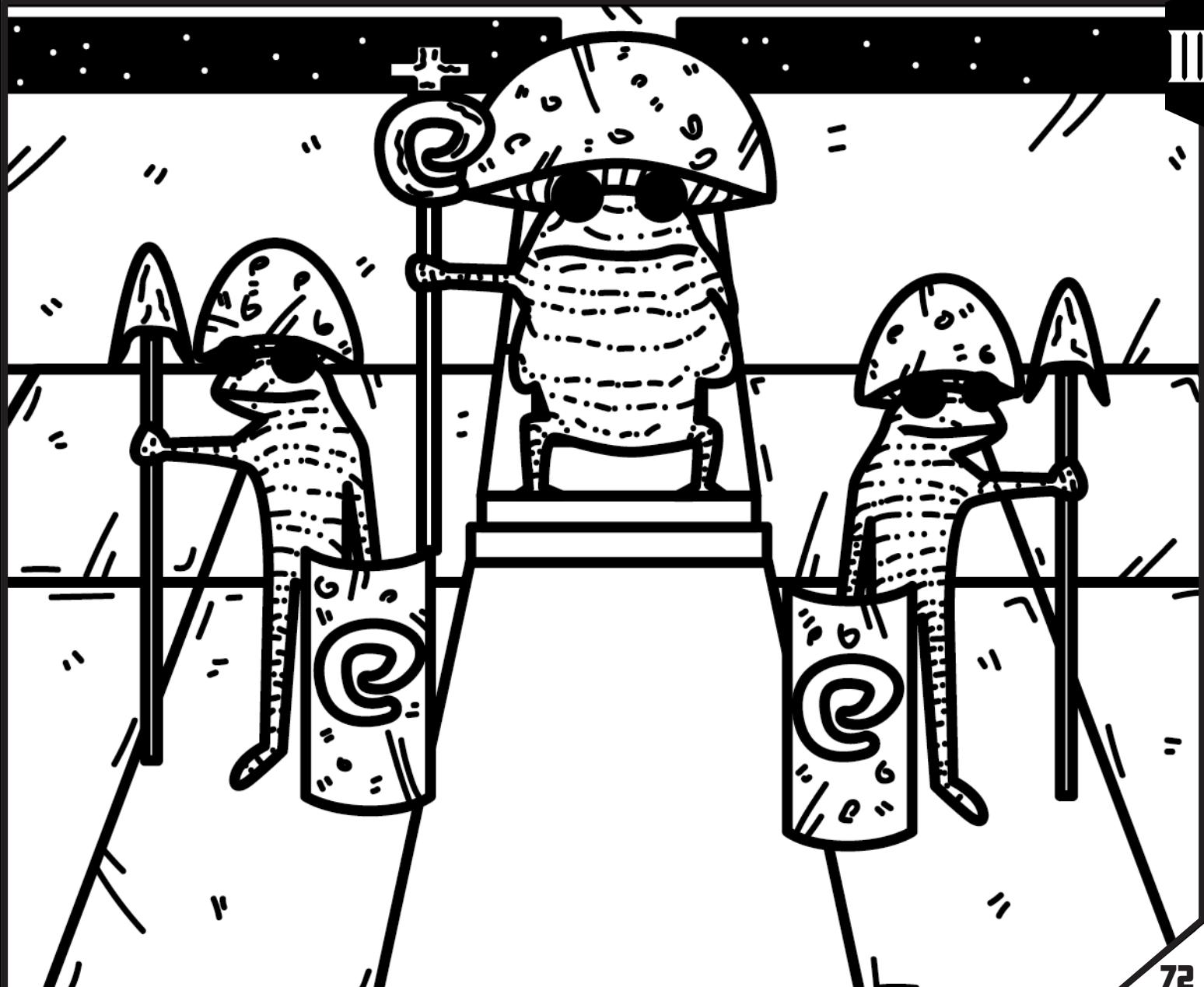
THE BIG LEAGUES

By now you will have learnt everything you need to know to play games of Tiny Conflict 3012. Level 3 of the game adds some extras to the game that you can choose to use in your games as well as “unlocking” more base content.

As a base for all future games, we recommend the use of all Blueprints and Armoury items as well as Admirals, although you can use as many or as few of the Level 3 elements as you want.

In Level 3 you'll find:

- Admirals
- A Mission Builder
- Faction rules - including building your own factions
- Some Experimental rules to try



THE ADMIRALTY

Admirals in Tiny Conflict: 3012 work very similarly to Captains and act as an extension of a captain to your fleet. Admirals provide unique, powerful abilities that can be tailored to your fleet and its requirements. Admiral's always deploy first so be careful on what unity you assign your admiral to and what abilities it's assigned.

To create an admiral for your fleet, first select a Captain of Mr 7 or higher from the captains list on page 60. Then purchase one or two Admiral Specialties on this page. These specialties provide powerful bonuses to your fleet that can give you the upper hand. Some specialties provide fleet building bonuses, specific unit bonuses, or abilities that can be used across the entire fleet. Finally, add 1 to the Mr value of the selected captain to finish your admiral.

Make sure to check your faction, if using one, for any unique admirals or specialties. Also check any expansions as they will often have special Legendary Admirals that can provide even stronger bonuses to your fleet for a higher cost!

FIGHTER DOCTRINE (AS)

Unlock all locked Size 1 items from the Armoury for use in fleet building. Such items are marked with a lock icon.

15RP

LOGISTICS EXPERT (AS)

All Freighter units in the fleet can Give up to 6 Sp to units within 9" instead of the standard Supply Ship ability rule.

18RP

DEFENSIVE UPLINK (AS)

All Weapon Platform and Station units can be activated in the same activation. This cannot be the first activation of the round.

30RP

DAMAGE CONTROL EXPERT (AS)

During each Tactical Phase, select one unit from your fleet and a crit effect for that unit to be immune to until the next Tactical Phase.

35RP

EVASIVE MANOEUVRES (AS)

Once per round, select a unit in your fleet. When targeted, increase the target Acc value needed to hit that unit by 1 (e.g. 4+ becomes 5+).

35RP

VOLLEY FIRE (AS)

Once per round, select a unit from your fleet to fire one of its weapons again. If the selected weapon is an SW weapon, then that weapon uses another Sp.

35RP

ARTILLERY DOCTRINE (AS)

Remove the Vulnerable Target rule from all Frigate units in your fleet. Additionally, increase the Artillery Platform rule to 5" instead of 3".

40RP

DOMINATING PRESENCE (AS)

All units in this fleet count as being 1 Size larger when determining control of objectives.

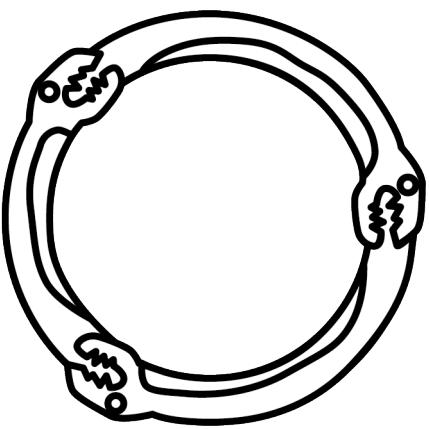
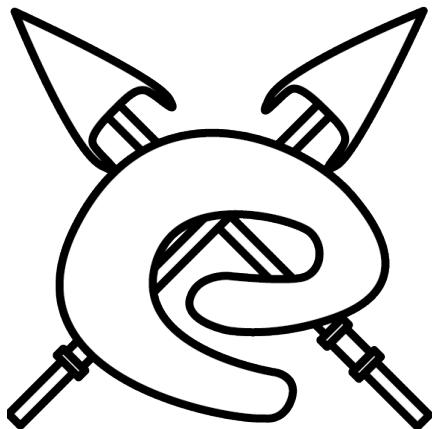
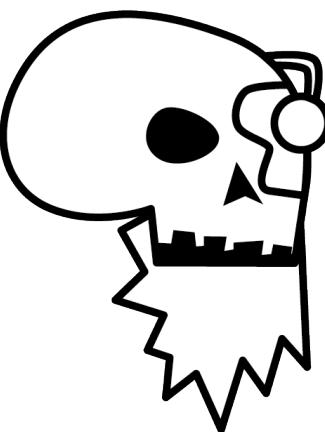
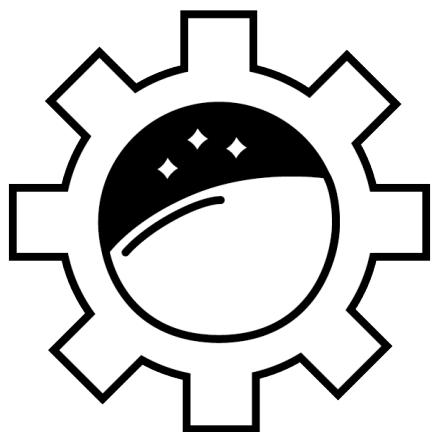
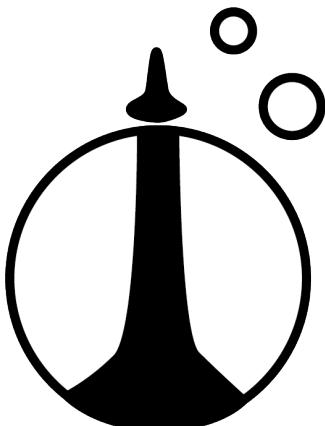
50RP

PLEDGE YOUR ALLEGIANCE

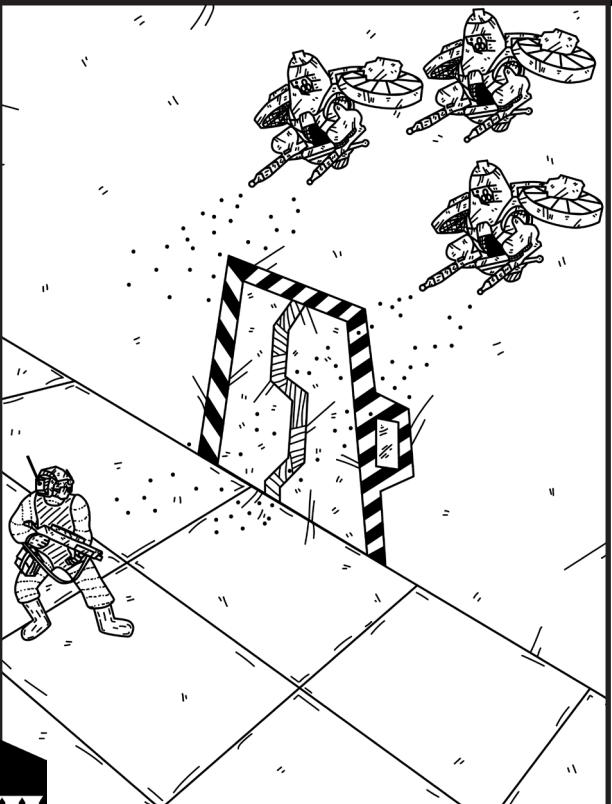
Over the next few pages you will learn about the major factions of the year 3012 and how they contribute to the galaxy's conflict.

Each page will detail information and traits of each faction as well as Unique Traits, Weapons, Equipments or units available to them. They will also feature art and models designed around the faction to give you an idea of each factions appearance and style to help with the creation of your own fleets.

Each faction plays differently and provides different tactics to the game. However, all fleets can have as much or as little faction influence as you like to make the game easier or more immersive. There are also pages that detail how to craft your own faction that allows to select some of your own unique traits or abilities.



THE INDUSTRIAL MIGHT OF EARTH



The UGNN is the massive force of Earth, the production powerhouse. Earth shipyards use massive multi-resource 3D printers to craft everything from infantry equipment to spaceship parts. For this reason, their space faring military capabilities are enormous. Ships that would usually take months to build for any other faction take Earth only a week to construct. The limitations of this 3D printing technology mean that their equipment isn't the highest of quality, but it is more than made up for in number.

Earth ships are large and bulky, with even their fighters taking up a large presence. The only thing that doesn't fall under this category is Earth's drone technology: Relatively small and cheap to make, these drones are a favoured alternative to the undisciplined soldiers that fight in the navy. Their low production cost makes them highly disposable.

Unique Unit:

UGNN DRONES

10RP PER BASE

CR	HP	SP	SR
10	10	0	0

WEAPONS AND EQUIPMENT:

UGNN DRONE OS		ORP
ACC	Ability: Small Ship	
6+		

UGNN DRONE PLATING		ORP
AR	Ability: No Ability	
4		

UGNN DRONE CORE		ORP
MR	Ability: This unit is not affected by morale and cannot be rattled.	
0		

LE SPACE RIFLES (FW)				
R	SC	AP	D	CRIT
4"	2	1	1	KNT

ABILITIES AND RULES:

Squadron 1

Insignificant - This unit only counts as half a size for the purposes of capturing objectives.

Nimble Construction - This unit's movement is increased by 3".

SIZE 1

Unique Equipment:

Drone Hangar:

Upgrades any existing chosen hangar. This hangar can now only hold **Drones** and replaces all abilities with the

Compact Ability: Double this hangar's SR.

Unique Trait:

Earth's production is the highest in the known galaxy.

Reduce the cost of all weapons, equipment and ships by 2 RP to a minimum of 10 RP per item.

FOR FREEDOM, FOR THE REPUBLIC

The MRN are the high tech navy of Mars. Mars' programme of seeking out all kinds of alien tech has landed them with many powerful resources that powers their high tech war machine. Not having the resources, manpower, or production capability of Earth, means that Mars is reliant on their tech to win battles.

One of their proudest and widely used technological advancements is the creation of stealth technologies. These stealth technologies allow ships to come in close to larger vessels and unleash powerful salvos of dangerous alien tech on unsuspecting foe.



Unique Unit:

STEALTH CORVETTE

30RP PER BASE

CR	HP	SP	SR
6	8	0	0

WEAPONS AND EQUIPMENT:

1 S2 OS

MRN SPECTRAL PLATING

ORP

RR
6

Ability:
This unit cannot be targeted unless it is within
8" of the attacking unit.

1 Captain

1 S1 AA

1 S1 Unique (MRN)

ABILITIES AND RULES:

Detonation Sequence - If this unit is reduced to 0 Cr but still has HP remaining (even as the result of a boarding), remove this model and do the remaining HP worth of damage to all units within D3+3" of this unit.

Advanced Thrusters - This unit has a movement of 12" instead of the regular speed for size 2 units.

SIZE 2

Unique Weapons:

* An MRN fleet can contain up to two unique units which cannot take the same unique weapon.

DARIKIN ACCELERATOR

(FW)

R	SC	AP	D	CRIT
12"	3*	4	1	INC

20RP

DARIKIN ACCELERATOR

(UW)

If this weapon fired in the last Activation Phase,
increase its SC by D3. If it did not, use the weapon's
default SC.

ORP

TRA'TEK BEAM

(FW)

R	SC	AP	D	CRIT
8"	1*	6	3	STN

35RP

TRA'TEK BEAM

(UW)

Instead of selecting a target, draw an 8" line directly
in front of the unit. Make an attack with this weapon
against each unit's base touched by this line.

ORP

NOROCK VORTEX

(BW)

R	SC	AP	D	CRIT
6"*	1	8	4	HE

50RP

NOROCK VORTEX

(UW)

When determining targets for this weapon, select a
point within range and make an attack against all
units within D3" of that point.

ORP

LIFE OF A STAR SCRAPPER

Star Scrappers are the exiles and rejects of the vast number of human colonies and expedition ships. Being made up of primarily wealthy aristocrats and business owners, the expedition ships made poor conditions for engineers and other civilian crew aboard them. Given any opportunity, civilian crew would escape this life for one of exploration and salvage. Stowing away on passing supply ships (or hijacking them), or taking a small shuttle from larger ships, Star Scrappers build their own homes amongst the stars. Being so common many Scrappers join each other and form families aboard one or many ships.

A Star Scrapper ship is a shanty town of welded-on ships, parts and bulkheads to provide not only a means of travel, but their home. Scrappers make their living salvaging parts and selling whatever they don't use or by carrying out contracts for whoever pays a good price.

Unique Unit:

HOMESTEAD SKIFF

35RP PER BASE

CR	HP	SP	SR
5	10	4	0

WEAPONS AND EQUIPMENT:

1 S2 OS

1 S2 AR

1 Captain

2 S1 AA

1 S2 BW

2 S2 MS

SIZE 2

ABILITIES AND RULES:

Supply Ship - See Freighters.

Salvage - If this unit is within 3" of a unit with 0 Cr that still has HP remaining, remove that unit and regain D6 lost HP.

Unique Admiral Specialty:

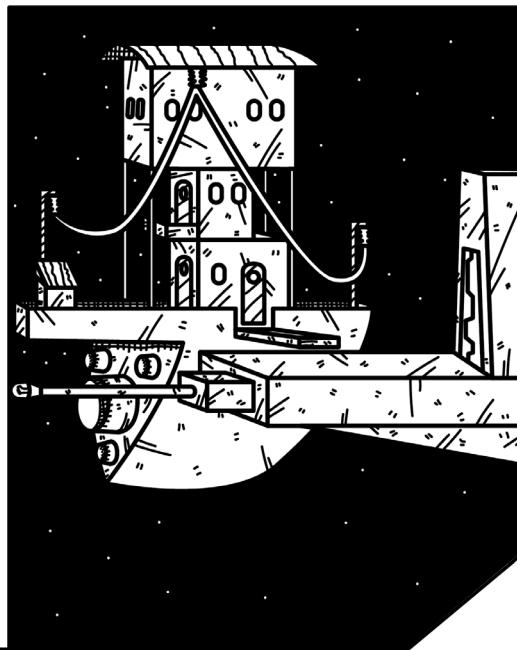
25 RP

Unload Scrap:

Once per battle, each unit in this fleet can declare they are unloading their scrap and increase the enemy Acc target when being attacked by 1 until the end of the round.

Unique Trait:

Reduce the cost of all equipment by 3 RP to a minimum of 5 RP per item.



THE BLUNDER BRIGADE BECKONS

Blue Beard is the enigmatic and ferocious queen of the Blunder Brigades. Living each day like it's the last means that the life of one of Blue Beard's pirates is always a party. Whether its drinking in star port bars, smuggling weapons of mass destruction or bullying passing supply ships, each day is different. The self proclaimed Blunder Brigades are elite boarders with access to specialised explosives and personal jump packs that make hijacking any nearby ship a breeze.

Each ship of the Blunder Brigade is proudly presented in bold vibrant colours and adorned with masts, figureheads and banners to make all aware of their presence and lack of mercy. No two Blunder Brigade fleets look the same as very few use their own ships in favour of taking others' ships as their own.

Unique Ability:

Every ship in a Blue Beard's Blunder Brigade fleet gains the **Hostile Takeover Ability**:

This unit can force a boarding action by moving within 3" of any Size 2+ unit and declaring the use of this ability. Both players then roll 6D6 one at a time. The defending player has -1 to all rolls. For each roll higher than the defender, remove 1 Cr from the defenders' unit. This action can only be done once per round and only twice per game. If this action results in a unit being reduced to 0 Cr, then that unit is now under your control and has a Cr equal to the number of higher results in the roll off. Morale is restored to full. For the defending player, this unit is counted as having been destroyed for any mission objectives as well as for morale purposes.

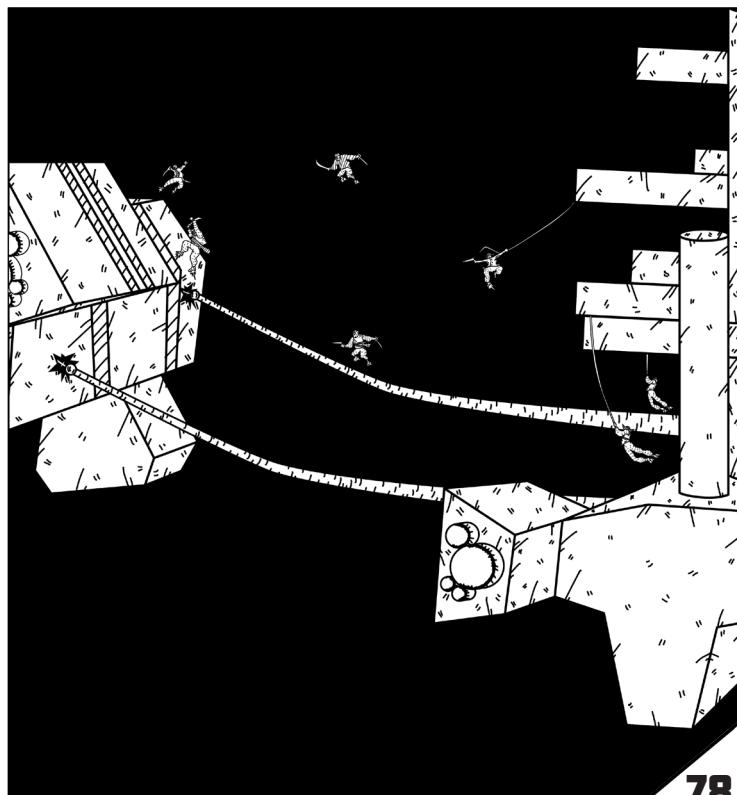
Unique Traits:

Living each day as if it is your last has created a sense of immortality within the Blunder Brigades. Whilst not actually immortal, it is certainly good for morale.

Blunder Brigade ships need 2 consecutive failed morale tests to become rattled and only flee after a morale test is failed whilst the ship is rattled.

Being loud and proud and being fond of strapping large masts to their ships means that bigger is always better for the Blunder Brigades.

This fleet cannot take any Size 1 ships.



REB REB

The Girep were the first alien race to be discovered by humans. They were found after the very first expedition ship landed on a densely foliated Girep swamp world. After lasting a few days, the expedition team were surrounded and killed.

The Girep are a hivemind of 3ft tall frog-like creatures with large bulbous tops to their heads which they have armoured. Their tools and technology are very tribal despite them having created space fairing ships. During the attack on the expedition ship, the Girep exhibited a lava-like bile that they can produce that they used to melt holes into the ship during its assault.

The Girep's ships are large and circular in appearance with a large spire in the middle acting as the control room.

Unique Captain:

All Girep ships must have this captain:

HIVEMIND TENDRIL		ORP
MR	3	Ability: This unit isn't affected by attrition if there is a Girep admiral still alive.

Unique Admiral Specialty:

CALL OF THE HIVE MIND		25RP
Ability: Once per game, an admiral with this specialty can activate all its units in one turn but they must all move and take the same actions at the same time (e.g. must all move the same way and must all attack). If one or more units cannot take one of the actions then this ability cannot be used.		

Unique Trait:

Due to their numbers compared to the size of their ships, it wouldn't be wise to board them.

Girep units never lose Cr unless their unit is destroyed. This does not affect Size 1 units.

Unique Weapons:

The below weapons are all size 2

BILE CASTER (FW)				
R	SC	AP	D	CRIT
4"	6	3	1	INC

*This Weapon automatically hits

BILE SPITTERS (RA)				
R	SC	AP	D	CRIT
6"	12	2	1	INC

BILE CANNON (BW)				
R	SC	AP	D	CRIT
12"	3	8	2	INC



BORN OF THE STARS

It is thought by many of those on the Home Planets, including some of their highest regarded scientists, that the galaxies are ruled by higher beings of great power and scale that carve and craft each star system like the lines in a zen garden. However, being dormant for thousands of years has dire consequences when their creations are left untouched.

Before the slumber of this mystical race, a series of different defence mechanisms were put into place to defend their life long creations. Some of these defences work as planned and attempt to thwart the threat that the galaxies have to offer. However, some creations morph and mutate into their own weird forces and appearances, all still fighting for the same goal.

Collectively the nightmare defences of the galaxy are known as the Creatures of the Void!

Rather than being played like the other factions where any unit can be used and adapted with unique weapons and equipment, the Creatures of the Void consist of a number of pre-made or mostly complete units that can be placed directly into a fleet.

Below is a series of special rules, unique abilities, and unique traits that apply to all of the sub-factions that make up the Creatures of the Void. Each sub-faction may also have their own unique rules and abilities.

Unique Rules:

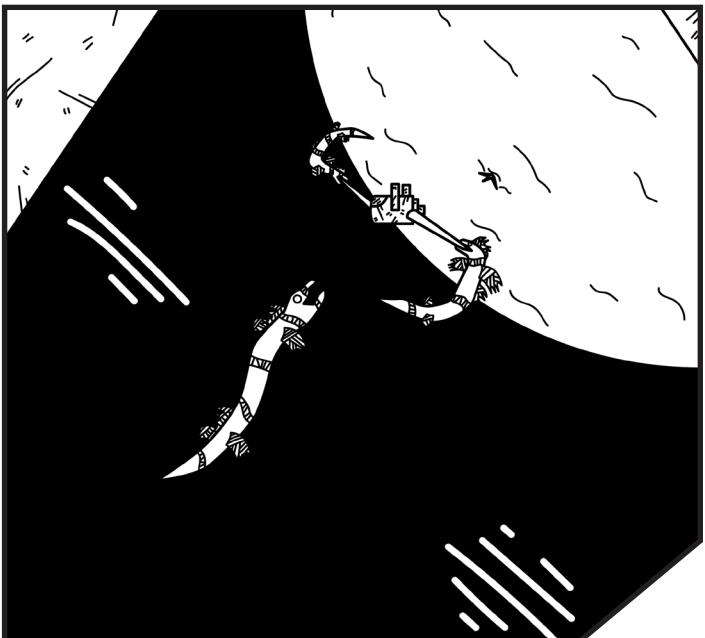
The Creatures of the Void are strange sentient creatures with no controller or master, unaffected by casualty or loss.

Creatures of the Void - This unit does not lose Cr to taking damage and cannot lose Cr or become derelict in any way. This unit can't be boarded but can be infected.

As defence mechanisms of the galaxy, the Creatures of the Void expectedly don't play by human rules or follow our norms.

Galaxy Defenders - Creatures of the Void fleets can only contain their unique units

and cannot use any "conventional" units (including those from expansions) unless they are marked as Creatures of the Void.



Unique Traits:

Creatures of the Void fleets cannot take commanders or Admirals and cannot be taken alongside custom factions. They also cannot be affected by any rules from commanders, admirals or custom factions when playing with friendly player fleets.

Unique Units:

The Centauri Serpents are thought to be the oldest beings in the galaxy. Discovered in early 3001 inside the Alpha Centauri star, the Serpents are weird metallic snakes that travel through space as if it were water.

CENTAURI SERPENT

175RP PER BASE

CR	HP	SP	SR
1	25	0	0

WEAPONS AND EQUIPMENT:

ANCIENT STAR CORE

ORP

ACC
4+

Ability:
This unit is immune to all Crit effects and does not lose Cr to damage.

ANCIENT LIVING METAL

ORP

AR
10

Ability:
During each Tactical Phase, this unit regains D3 HP.

ANCIENT GUIDANCE

ORP

MR
5

Ability:
This unit cannot be assigned an admiral.

BARBED SPINES (AR)

R	SC	AP	D	CRIT
4"	6	4	2	KNT

ORP

STAR CULVERINE (FW)

ORP

R	SC	AP	D	CRIT
16"	2	7	3	EMP

SIZE 3

ABILITIES AND RULES:

No Abilities

Being both numerous and horrifying, the Void Squids are known across the galaxy. Their distinctive shells can give their presence away, but ships should move quickly not to be swarmed by an unending mass of terrible tentacles and desolate black eyes.

VOID SQUIDS

60RP PER BASE

CR	HP	SP	SR
2	10	0	0

WEAPONS AND EQUIPMENT:

TRACKING EYES

ORP

ACC
4+

Ability:
Decrease the Acc target by 1 for attacks targeting units within half weapon range.

HARDENED VOID SHELL

ORP

AR
5

Ability:
Reduce the damage of the first attack done to this target by 1 (min 1) each round.

UNWAVERING

ORP

MR
0

Ability:
This unit is unaffected by attrition and does not make morale test.

CRUSTIC INK (FW)

R	SC	AP	D	CRIT
6"	5	2	1	COR

ABILITIES AND RULES:

Corrosive (Cor) - Units hit with this Crit Effect reduce their Ar by 1 for every 3 of this Crit Effect applied.

Black Tendrils - If this unit makes a successful ramming attack or is interlocked with another unit, it deals 2 damage per turn it is engaged.

Squadron 5

This unit cannot become derelict and cannot be boarded but can be infected.

SIZE 1

TINY CONFLICT F4

Yellow Cube

- A stark yellow drifts across the void. Here no one can hear you scream. All that can be heard is the shrieks and cries of the Yellow Cube. Their piercing cries echo across the galaxy. They enter your soul, embed themselves within your mind. They leave you questioning if you are real, if you are mortal, what it is to even be human. Reel, for their presence is unending!
- No one knows where or when they appeared, how they function, what their purpose is or if they are even real. They could just be mere figments of our tortured delusional minds. They could just be nightmares incarnate who's sole purpose is to relinquish us of our minds. All that is known is that they are creatures of the void.

The Yellow Cubes are a unique sub-faction of the Creatures of the Void faction. Units from this faction can be taken as part of any Creatures of the Void fleet and follow the unique rules and abilities of the faction as well as the sub-faction rules found below.

Unique Units:

"MOTHER"

500RP PER BASE

CR	HP	SP	SR
20	45	10	0

WEAPONS AND EQUIPMENT:

THE YELLOW

ORP

ACC
5+

Ability:
Decrease the Acc target by one for this unit's attacks if it didn't use Birthing last turn.

MORE CUBES

ORP

AR
12

Ability:
If this unit is destroyed, all "Baby" units are also destroyed.

3 S4 SW

UNWAVERING

ORP

MR
0

Ability:
This unit is unaffected by morale and does not make morale test.

THE YELLOW BEAM

(SW)

R SC AP D CRIT

16" 3 7 3 INC

ORP

ABILITIES AND RULES:

Birthing - If there are no "Baby" units on the board but there have been previously, this unit can spend its whole activation to create two full stat "Baby" units within 3" of this unit. These units do not count as having activated.

Creature of the Void - This unit does not lose Cr to taking damage and cannot lose Cr or become derelict in any way. This unit cannot be boarded, but can be infected.

The Yellow Brood - Add 1 HP (max 5), 1 Cr (max 5), 1 AR (max 3), 2 (max 6) to the SC of the Yellow Beam, and decrease the Acc target of this unit by 1 (max 3) for each pair of "Baby" units currently in play.

SIZE 4

"BABY"

200RP PER BASE

CR	HP	SP	SR
10	18	7	0

WEAPONS AND EQUIPMENT:

THE YELLOW

ORP

ACC
4+

Ability:
Decrease the Acc target by one for this unit's attacks if it didn't use Biodivision last turn.

MORE CUBES

ORP

AR
9

Ability:
The first time this unit is reduced to 0 HP, do not remove this model. It regains D6 HP.

2 S3 SW

UNWAVERING

ORP

MR
0

Ability:
This unit is unaffected by morale and does not make morale test.

ABILITIES AND RULES:

Biodivision - During the Tactical Phase, this unit can spend its entire activation to split. If it does so, it creates an identical copy of itself with its current stats within 3" of the original model. The copy also counts as having been activated this turn. This can only be done once per turn.

Creature of the Void - This unit does not lose Cr to taking damage and cannot lose Cr or become derelict in any way. This unit cannot be boarded, but can be infected.

SIZE 2

Unique Abilities:

Through a series of random genetics and seemingly magical space science, these drifting cubes behold the ability to birth other cubes. These "Mother" cubes create new ones, the scrape and slide from their strange natural metallic surface creating an unbearable crying and screaming the entire time. These "Baby" fawn over and protect their "Mother" giving it power. This birthing is made all the worse by the "Baby" cubes themselves dividing, forming a perfect replica beside them with even more screams and agonising cries as it does. The aching cacophony is enough to make one want to tear their own brain out. The Mother leaches from its babies, taking their power to make herself stronger only to kill them. No sound is worse than the horrifying death cry of a baby cube being sacrificed. The devastating cycle of birth and murder is a haunting that you never truly get away from.

A "Mother" unit must be accompanied by at least one "baby" unit as part of a fleet.

At least two "Baby" units must be taken if a "Mother" unit isn't taken as part of a fleet.

A fleet can contain no more than a single "Mother" unit.

Every time the Biodivision or Birthing rules are used by your models, you must scream, cry, and shriek like a baby at your opponent as the Yellow Cube would.

ENDLESS CONFLICT

Whilst the major powers featured above are the big players in the current climate of 3012, there are thousands of other factions vying for control of the galaxy. No matter how big or small, these factions can prove to be dangerous in skirmishes. There are so many factions in fact that many of them are unknown to each other or have limited records of their actions.

Over the next couple of pages you will learn how to create your own factions and see the selection available to you.

To build your own faction, pick one option from each of the following categories. To help you pick your options, think about the narrative background of your faction and their story. This could help you pick different bonuses that fit around a story you're trying to tell.

Equally, if you don't have any ideas or background for your faction, roll on the tables below to have a randomly generated faction made for you. Roll a D6 on each table to build a cool story or pick your own and build your own story using our prompts.

RANDOM FACTION THEME TABLE

1	Vigilante Militia - A group of righteous mercenaries fighting for their own cause.
2	Cult Zealots - Crazed cult members dead set on converting all to their ways.
3	Tech Infected - Cursed with a mysterious alien computer's infection.
4	Corporation's Thugs - Doing the dirty work of a corp trying to claim power.
5	Black Market Traders - Schemeing and selling their wares for dirty profit.
6	Shadowy Organisation - Their motives are unknown and their actions mysterious.

RANDOM FACTION LEADER TABLE

1	Retired Admiral - Reason for retirement unknown, still wants a piece of the action.
2	Crazed Scientist - They love messing with the natural world and human subjects.
3	Rouge AI - No one knows where it came from or who it is, but it's dangerous.
4	Anonymous Corporate donor - A shadowy figure that wants the galaxy to burn.
5	Mischiefous Station Owner - A shifty character who got their hands on a station.
6	Alien Mind-controller - An unfathomable being bending minds to its will.

RANDOM FACTION TRAIT TABLE

1	Slavers - This faction favours the use of "free" labour for its fleets.
2	Living Ships - This faction bends the will of alien creatures, turning them into warships.
3	Fearless - This faction charge head first into battle no matter the opponent.
4	Behemoth Engineers - This faction favours the biggest ships of the galaxy.
5	The Swarm - This faction favours small ships in large numbers to overwhelm foe.
6	Faction Grudge - This faction has a particular grudge. Pick one or roll a D6

*Use the order that the factions are found in the past pages when rolling for your faction grudge.

Below is a list of different Abilities, Traits, Captains, Admiral Specialties, Weapons, and Equipment for you to choose from to customise your faction. When building your faction, you will have 10 faction points (FP) to spend on the lists to build your faction. Each of the items on the list have a different cost assigned to them.

FACTION ABILITIES:

FIERCE FIGHTERS 3FP

Ability:
Once per game, in a Tactical Phase when you are going second, select one unit to activate before your opponent.

TECHNOMANCY 3FP

Ability:
During the first Tactical Phase, select a unit. When an enemy moves within 2" of that unit, that enemy gains EMP.

BLACK MARKET TECH 3FP

Ability:
Once per game, increase the range of weapons equipped by this faction by 3".

ZEALOTRY 4FP

Ability:
Once per game, select an enemy unit. That unit counts as being your unit for the purposes of objective control.

CORP BRUTES 1FP

Ability:
When boarding an enemy unit, add one to the rolls for removing Cr.

SHADY MOVEMENTS 4FP

Ability:
Up to 3 Size worth of units can redeploy during the first Tactical Phase.

FACTION TRAITS:

FACTION GRUDGE 4FP

Ability:
Decrease the Acc target for all units in your fleet by 1 when attacking units from the chosen faction.

BEHEMOTH FLEETS 4FP

Ability:
This unit cannot contain Size 1 unit. Size 4 units cost 25RP less to a minimum of 100RP.

SWARM FLEET 3FP

Ability:
This unit cannot contain Size 4 unit. Size 1 units cost 5RP less to a minimum of 15RP.

FEARLESS CHARGE 4FP

Ability:
During the first Tactical Phase, units in this fleet can move 3" directly forwards.

LIVING SHIPS

2FP

Ability:

Increase the health of units in your fleet by 2.

SLAVER HULKS

3FP

Ability:

Increase the Cr of one unit from your fleet by 4.

Automatically pass one crew roll when taking damage.

FACTION CAPTAINS:**ROUGE CAPTAIN**20RP
3FP**MR****5**

Ability:

Reduce the Acc target for this unit by 1 when targeting units of a larger size.

TECH MALFUNCTION25RP
2FP**MR****4**

Ability:

This unit does not suffer the effects of Inc crit effects to Acc.

STATION MASTER60RP
3FP**MR****8**

Ability:

Can only be assigned to Station units. This unit can fire one weapon twice once per game.

MUTANT COMMANDER35RP
1FP**MR****6**

Ability:

Increase rolls by 1 when being boarded by an enemy unit.

CORPORATE OFFICER30RP
3FP**MR****5**

Ability:

When this unit is destroyed, roll a D6. On a result of a 6, deploy this unit again on 4HP.

ALIEN CHIEF50RP
4FP**MR****7**

Ability:

Units that move within 1" of this unit must roll a D6. On a 6, they take 1 damage.

FACTION ADMIRAL SPECIALTIES:**TACTICAL ADVANTAGE**30RP
2FP

Ability:

Units in this fleet can move twice instead of shooting.

MUTATIONS35RP
2FP

Ability:

Roll a D6 when a Size 2+ unit is below 4 HP. On a 4+ that unit has the Boarding action ability and cannot shoot.

AI OVERLORD50RP
4FP

Ability:

All units with the Tech Malfunction or Ship AI captain gain +1 HP and decrease their Acc target to hit units by 1.

CASH INJECTION40RP
3FP

Ability:

Decrease the RP cost of all units in this fleet by 10RP to a minimum of 15RP.

MISCHIEF25RP
2FP

Ability:

Stations and Weapons Platform units can redeploy in the second Tactical Phase.

MIND CONTROL35RP
2FP

Ability:

Once per game, carry out the sequence for the Boarding Action ability for a unit within 3" of one of your units.

FACTION WEAPONS:**STOLEN MISSILES**

(BW)

R	SC	AP	D	CRIT	
12"	8	5	2	HE	30RP

STOLEN MISSILES

SIZE 3

Crits are achieved on a 5+ instead of a 6. On a hit roll of a 1, a missile explodes causing 1 damage to this unit.

2FP

CLEANSING FLAMER (FW)				
R	SC	AP	D	CRIT
4"	8	1	1	INC

4RP

SCATTER MECHERITES (SW)				
R	SC	AP	D	CRIT
8"	4	7	2	EMP

32RP

ASTEROID TORPEDO (FW)				
R	SC	AP	D	CRIT
20"	1	6	4	KNT

32RP

MODDED THUD GUN (AA)				
R	SC	AP	D	CRIT
14"	4	4	4	06*

25RP

VEIL CASTER (BW)				
R	SC	AP	D	CRIT
36"	2	4	6	EMP

62RP

CLEANSING FLAMER				
SIZE 1				
This weapon automatically hits it's target.				

1FP

SCATTER MECHERITES				
SIZE 2				
When this weapon hits it's target, the target player must roll a D6. On result of a 1, the target takes 1 damage. Do this each turn until the player rolls a 6.				

4FP

ASTEROID TORPEDO				
SIZE 3				
If this weapon hits it's target, do another attack to every other unit within 3" of the initial target model as the asteroid breaks up and damages other units.				

4FP

MODDED THUD GUN				
SIZE 3				
If this weapon achieves a critical hit, roll a D6 to determine the applied Crit Effect. Use the order of the Crit Effect chart. Choose your own on a roll of a 6.				

2FP

VEIL CASTER				
SIZE 4				
If this weapon is firing under half its range, add 2 to the damage and critical hits also have the stun effects.				

5FP

FACTION EQUIPMENT:

MILITIA PCS				
8RP 2FP				
ACC Ability: Ignore the first Inc Crit Effect this unit receives. Small Ship.				

CULT OS				
12RP 2FP				
ACC Ability: This unit can use the Boarding Action ability once per turn only using 1D6.				

INFECTION CORE				
24RP 3FP				
ACC Ability: For every successful hit remove 1 Cr from the target before Crit Effects.				

REINFORCED MINING ARMOUR				
10RP 1FP				
AR Ability: No Ability.				

HOMEMADE REACTIVE MESH				
18RP 2FP				
AR Ability: Ignore the damage and Crit Effect of critical hits with the HE Crit Effect.				

VEILED PLATING				
34RP 2FP				
AR Ability: This unit can only be targeted by units within 12" of it.				

SIZE 1:

SIZE 2:

SIZE 3:

MISSION IS A GO

So far, you will have only used pre-made missions for your games of Tiny Conflict: 3012. However, over the next few pages you'll be walked through how to create missions using unique components that allow you to tailor your missions to what you want.

On the next two pages, there are also more pre-made missions that allow you to play with some of the new parts of level 3 straight away!

Missions are created with 3 easy components:

-Scenarios: These are the objectives of the mission and decide what goals each player must achieve to win. By extension, this dictates the turn duration, victory conditions and the objectives. They can be symmetric and asymmetric and scenarios will provide details for each role.

-Warzones: This defines the play space of your mission. Warzones are the terrain and obstacles of your mission that players must navigate around or avoid. Warzones can have unique rules that apply to them but will often be physical entities on your play space. Unique Warzones of specific areas within the Tiny Conflict universe (e.g. Humanity's Grave) can be used instead of a regular Warzone. These will often have specific special rules unique to them which often change whether the Warzone is being used for campaigns or skirmishes. Warzones can be applied to all Scenarios and Hazards.

-Hazards: These are unique effects that apply before or during the game. These hazards can define parameters like Fleet Restrictions or different ways units can be affected by existing rules. Hazards are very similar to Warzones but apply rules from hypothetical events or entities rather than physical. Hazards range in danger level and can often prove devastating for all players at higher danger levels. At higher dangers, games can be shortened in length because of hazard effects. Hazards can be applied to all Scenarios and Warzones.

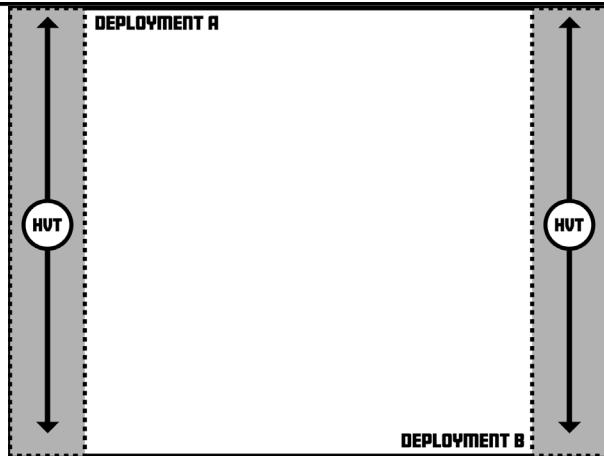
When playing with more than 2 players, we recommend you double the default play space to make a square. Then, follow what is said on the deployment for the warzone (these will usually be able to be modified or duplicated for multiple players). By default, the deployment zone for multiple players is 3"x12" in the centre of the board edge, across any board edge. For three players, the player's deployment that is between the other players is centred to their board edge. The other players deployments should be pushed against the corners of the board away from the middle player.

MISSION 5

DEFECTOR

MILKY WAY GALAXY

3012



A defector is trying to escape their faction and give its secrets to anyone who will take them in. Their former faction has sent an elite hit squad, led by a dangerous general, to take out the defector. However, the general is equally a high priority target for those opposing them. All lured into one location, both fleets are poised to take out their target.

Deployment: 18"x24" (minimum) - 3" (increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edges.

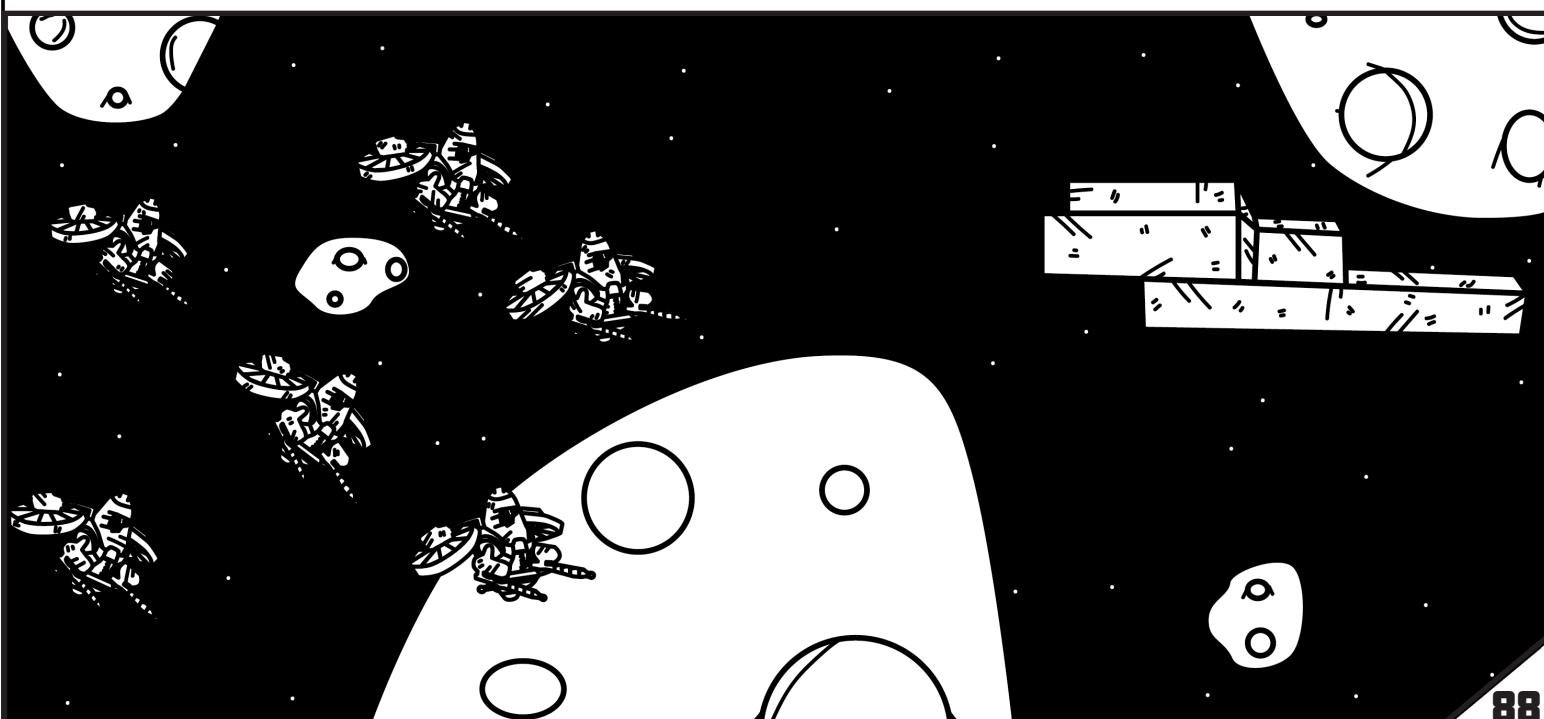
Objectives: Each player must select one of their units be their High Value Target (HVT). This unit must deploy last and cannot move once deployed until the beginning of the first round.

Victory Condition: One player must destroy an enemy HVT unit and have their HVT unit survive until the next Tactical Phase. If the HVT unit doesn't survive until the next Tactical Phase, or neither HVT is destroyed by the Turn Limit, then the game is a draw.

Turn Limit: 4 Rounds

Warzone Effects: None.

Fleet Restrictions: HVT cannot be a Size 4 unit.

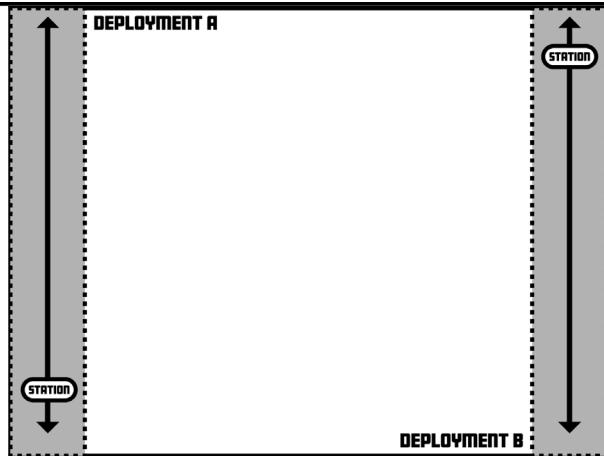


MISSION 6

FRONT LINES

MILKY WAY GALAXY

3012



Two factions find themselves head to head along the front line of a galactic war. Both fleets have stations in the sector but the other faction's station must be taken out to claim true dominance of the sector.

Deployment: 18"x24" (minimum) - 3" (increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edges.

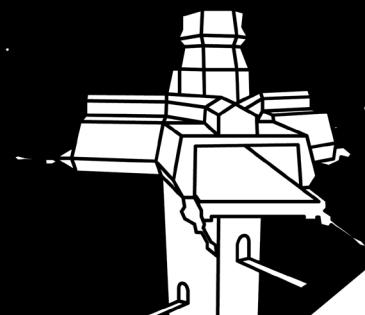
Objectives: Each player must take a Station unit as part of their fleet (this can be allocated a separate points value if players wish). Each player must deploy their station first and in the opposite corner to the other player. Stations cannot move once deployed.

Victory Condition: One player must destroy an enemy Station unit and have their Station unit survive until the next Tactical Phase. If the Station unit doesn't survive until the next Tactical Phase, or neither Station is destroyed by the Turn Limit, then the game is a draw.

Turn Limit: 4 Rounds.

Warzone Effects: None.

Fleet Restrictions: None.



TELL YOUR STORY

Below is the template you should use when creating your own Missions.

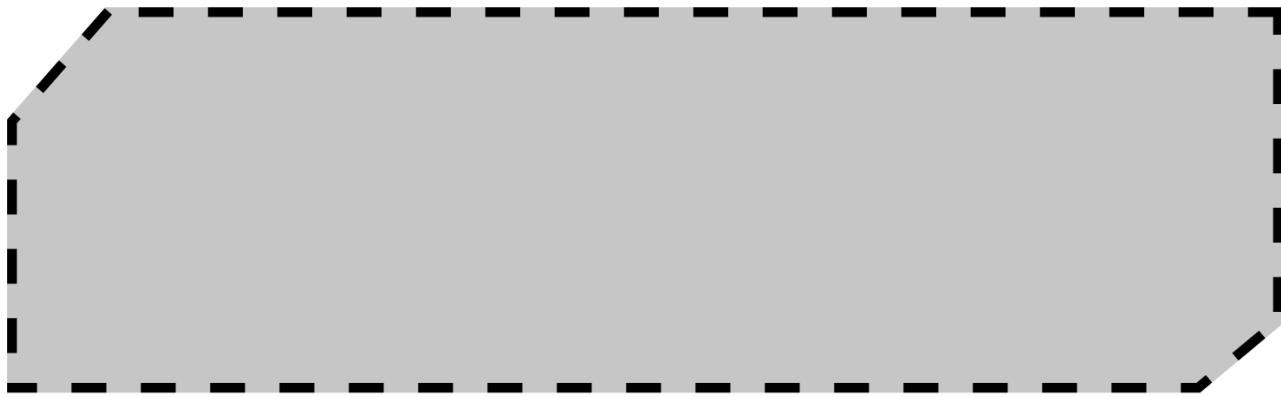
Adding each section will give you the different elements you would find on a pre-made mission page. Hazards are optional as they don't provide mission elements but instead provide extra special rules.

CUSTOM MISSION

SCENARIO:



WAR ZONE:



HAZARD:



SCENARIOS

Select one of the below Scenarios and add it to the mission template to add the objectives, victory conditions, and some back story to your mission. The default turn limit for all scenarios is 4 turns.

SUPPLY RUN

Objectives: 3 objectives, one placed in the exact centre of the board and the other two placed 6" away from each deployment zone in opposite sides of the board. 3" control radius. Whoever controls each objective scores 1VP.

Victory Conditions: Most VP at the end of the game.

With supplies running ever thin across the galaxy, as soon as any resources are found a fierce battle rages around them. Factions come from far and wide to get their hands on the precious supplies at all costs.

DATA CORE EXTRACTION

Objectives: A single objective in the centre of the board with a 6" control radius.

Victory Conditions: Control the objective at the end of the turn limit.

Thousands of satellites launched over hundreds of years scatter the galaxy. These satellites, some still operating, contain valuable data cores that have sensitive information on the operations of different factions fleets and their movements. As soon as a satellite is discovered, word soon spreads and its data core becomes a priority target for all.

AMBUSH

Objectives: The defending player must start in the centre of the board in a 6"x6" deployment zone.

Victory Conditions: The defending player must get at least 75% of points of their units off the board. The attacker must prevent that.

An ambush is a deadly situation to be in. Whether it's a supply fleet or just a battle fleet moving through a sector, an ambush can be fatal. For the ambushed, the goal is simply to survive and escape with as many lives possible all whilst being hunted by the bloodthirsty ambusher.

HIGH VALUE TARGET

Objectives: Both players must designate a unit to be their High Value Target (HVT).

Victory Conditions: Destroy your opponent's HVT and have yours HVT survive until the end of the next turn after HVT kill.

In nearly every fleet there's someone on a faction's hit list. In some occasions fleets will meet and each side will have a high value target on the other's hit list. These meetings become an intricate battle of two-sided cat and mouse. The difficulty is killing the enemy whilst surviving the battle with your high value target alive.

SIEGE

Objectives: The defending player must select 3 defensive units (stations or weapon platforms) each on top of an objective (3" control radius) to defend within their 12" deployment. The attacker gains extra RP (equal to the total of the defensive units) to break the defences.

Victory Conditions: The Defender's defensive units must survive until the end of the turn limit.

A massive attack mounts on forward position. Factions often mount large offensives on highly defended areas in an attempt to crumble them and break through an enemy's lines. Huge fleets are used to topple well guarded stations and weapon platforms that defend key logistics zones or corridors used to safely move supplies and battle fleets.

FRONT LINES

Objectives: An odd number of objectives spaced evenly across the board between deployment zones. Starting with the middle objective, activate only one objective at a time. Whoever captures the current active objective pushes the active objective towards their opponent's deployment. Repeat this with the objective changing each time one is captured.

Victory Conditions: Capture all objectives.

The front lines of a battle constantly shift, even amongst the stars. Factions mount offensives and subsequent counter-offensives to obtain control of key areas across the battlefield. Once one objective falls, factions must press the advantage or face being caught up in superior defences.

MOVING TARGETS

Objectives: 6 numbered objectives spread out across the map. In each Tactical Phase, roll a D6. The result is the active objective for the turn. Only 1 objective can be active per turn and thus scored VP from. 3" control radius.

Victory Conditions: Most VP by the turn limit.

With ever changing battlefields and galactic interference, information can very easily get lost, miscommunicated, or changed over the course of a battle. Admirals must quickly adapt to the information at hand in order to come out on top of such difficult situations.

RESOURCE RACE

Objectives: 6 objectives spread out across the map. Each objective earns 1 VP and can only be captured once per turn and only 3 times per game. 3" control zone. No one gains VP on a draw.

Victory Conditions: Most VP by the turn limit.

Resources are sparse across the galaxy. When word of resources gets out, a mad dash for them breaks out. However, these resources are finite. Once the resources are gone, they are gone. The race for resources is fierce, intense, and deadly!

WAR ZONES

Select one of the below War Zones and add it to the mission template to add the deployment, some special rules, and further back story to your mission. The default deployment is 18" x 24" (minimum) - 3" (increase to 6" for play spaces larger than 42" long) deployment zones along the shorter edges. Each War zone states its danger level.

GRAVE YARD - LOW

Deployment: Default deployment with lots of debris terrain dotted across the play space (around 30% of the board).

Special Rule: Units cannot shoot or move through terrain. 50% of a base must be visible without passing through terrain to attack a unit.

Thousands of battles have been fought in under a decade of galactic combat, leaving graveyards of scrap and ship carcasses in its wake. The graveyards of past battles can provide excellent hiding places.

ASTEROID BELT - LOW

Deployment: Draw a 3" straight line from each board corner and draw a perpendicular line to the opposite board corner to form each deployment zone. Place 2D6+3 asteroids across the board.

Special Rule: Move each asteroid 6" in the same direction each turn. If an asteroid hits a unit, it takes 3 damage. Graveyard terrain rules apply.

Asteroids scatter the galaxy, some orbiting planets and stars, others drifting through the cosmos. A rogue asteroid belt can transform any battlefield into a deadly and difficult to navigate nightmare. Even if a faction manages to defeat its opponent, there's no guarantee of a safe escape.

NEBULA STORM - LOW

Deployment: Draw a line 6" from the middle of a board edge, then draw lines to the corners of the same board edge to create each deployment zone.

Special Rule: Units increase their Acc target by 1 unless their target is within 12" of them.

Brightly coloured clouds of gas and energy, or nebulas, paint the other wise pitch black depths of space. However, their bright colours are deceiving. Getting caught in a nebula storm can wreak havoc on a ship's computers and cause them to get lost in the storm forever. Ever since the use of Umetite crystals as a fuel source, nebulas have become very common.

DYING STAR - MID

Deployment: Default deployment.

Special Rule: The player who goes first each round rolls a D6. On a 6 a solar flare is triggered and all units take D3 damage and gain 1 Inc effect. Every turn a 6 isn't rolled, decrease the target by 1. If a solar flare does go off, don't increase or decrease the target.

The last moments of a star can be bright, colourful, but most importantly dangerous. As the star churns and fizzles out of existence it emits deadly pulses of solar energy. These solar flares cause havoc to ship's computers and often cause fires as the intense heat scorches the metal hulls of nearby starships.

WORMHOLES - MID

Deployment: Draw a 6" by 6" box in the middle of opposing board edges to be the deployment zones.

Special Rule: Place 4 numbered wormholes across the map. When a unit enters one, roll a D3 to determine which other hole it comes out of. The number rolled on the dice is the number the unit should be placed on. If the number rolled is the number being entered, place the unit on the unrepresented wormhole. If using a wormhole, roll 2 D6. On a double, that unit is destroyed.

A massive attack mounts on forward position. Factions often mount large offensives on highly defended areas in an attempt to crumble them and break through an enemy's lines. Huge fleets are used to topple well guarded stations and weapon platforms that defend key logistics zones or corridors used to safely move supplies and battle fleets.

RAVAGER BEARS - MID

Deployment: Make two 3"x3" squares in both corners of a board edge to make each deployment zone.

Special Rule: Every time a unit is reduced to 0 Cr or HP, all units within 3" roll a D6. If the result is a 1, then the unit losses D6 Cr.

A strange anomaly causes the growth of microscopic parasites on any exposed flesh found nearby. These tiny creatures, usually found on dead starships, feed on dead carcasses and grow rapidly in size. They grow to around the size of large dogs and can number in thousands per body. These bears lurk in dead ships waiting to pounce on salvage crews for food.

THE ALL SEEING - HIGH

Deployment: Default deployment with an All Seeing placed on one board edge.

Special Rule: Roll a D6 at the beginning of each turn. On a 6 or if a unit moves within 3" of it, the All Seeing will wake up. If a unit ends its turn with its front arc towards the model, roll 2D6. On a double, remove the result as Cr. On a double 6 or double 1, all Cr is removed.

The All Seeing is a race of massive planet sized demonic creatures. They have the appearance of a giant eyeball but are camouflaged to look like large moons or small planets when sleeping. Unsuspecting ships that get too close or tangled in its near invisible eye stalk awake the beast. Once awoken it glares at its surroundings, anyone that looks into the eye die.

BLACK HOLE - HIGH

Deployment: Default deployment with a marker or model for the Black Hole at the edge of the board.

Special Rule: At the end of each turn, move all units 6" towards the black hole. Any ship that ends its turn wholly within 3" of the black hole is destroyed.

An every expanding black hole takes the place of a collapsed star. Factions that find themselves too close to this growing massless pit risk being absorbed themselves. Battles on outer rim of a black hole are dragged ever closer towards death. Captains must manoeuvre carefully whilst also maintaining combat effectiveness.

TIME WARP - HIGH

Deployment: Draw a line from the centre of a board edge to a point 6" from the right corner.

Special Rule: At the start of each turn each player rolls 1D3. The result is the number of units each player must swap places with another player. Take it in turns using initiative order.

A nearby anomaly warps time and space around the battle area. Factions' ships are seemingly sucked up and spat out in the place of another. The sheer randomness of battles taking place in a time warp can cause mass confusion and panic among fleets. It can also mean the quick demise of unlucky ships placed in the midst of enemy war ships.

HAZARDS

Hazards are optional when creating custom missions but can add fun and interesting special rules to your missions for added challenge or a more complex battlefield. Hazards can have both physical or non-physical effects.

TIME CRITICAL MISSION

Effect: Reduce the Turn Limit for this mission by 1 turn.

REINFORCEMENTS

Effect: On turn 3, both players roll 1D6. The result is the total size of units that can be redeployed on the battlefield. Follow the same deployment and rules for deploying units as at the start of the game. Calculate which player goes first after this actions has taken place.

ASTEROID POCKET

Effect: Roll a D3 at the beginning of the game. The result determines how many turns until the asteroids hit the play area (e.g. 1 = turn 2, 2 = turn 3, etc). Place 2D3 asteroid terrain pieces on one board edge. Players must agree on the direction of travel. Every turn move the asteroids 6". Any unit hit by the asteroid takes D3 damage.

TRAPPED DECOYS

Effect: In a mission that has objective markers, place down D3 more markers. When a unit moves within the control radius of an objective, roll 1D6. On a 4+ that objective is trapped and deals D3 damage to all units within D6". Remove the objective from the board. Do this as many times as originally rolled on the D3 to determine the number of decoys.

OPPRESSIVE CLOUDS

Effect: Every ship starts the battle with -1 Mr and increases the target needed to pass a morale test by 1.

PLANETARY DEFENCES

Effect: Select a board edge or place down a planet model when building your board. Assign each player a set of numbers on a D6 (e.g. 1 player = 1,2,3, the other is 4,5,6). In the Tactical phase of each round, roll a D6 and determine a target player based off the result. Make an attack with an Extinction Cannon against the unit of the designated player nearest to the planet.

EXTENDED COUNTDOWN

Effect: Increase the Turn Limit of the game by 1 turn.

DENSE SPACE

Effect: Reduce the ranges of weapons and the movement of units by 3" to a minimum of 6".

SUICIDE MISSION

Effect: In a mission with 3 or more objectives. All players secretly decide on an objective to sabotage and write it down. The first time any unit moves within any player's chosen objective it does D3 damage to all units within D6". If multiple players pick the same objective, carry out the action as many times as the objective was chosen.

SECRET TARGET

Effect: Each player selects a unit from their fleet without revealing it to the other player(s). Destroying the selected unit in battle will award 3 VP.

LAST SHIP STANDING

Effect: During the final turn, activations are carried out differently. Players take it in turn activating all their units as normal, but once all units have been activated they are able to activate again. Players take it in turn activating all their units until one player has no units left. Units cannot activate if they were chosen to activate in the previous activation for the fleet.

EXPERIMENTAL RULES

Over the next couple of pages you will find a few different experimental rules for you to add to your games. These rules are, as the name suggests, experimental. This means they haven't been playtested in the same way as the rest of the core rules but they can still be added to your games for fun or interesting effects. This also includes some legacy rules from previous versions of the games.

Dogfights:

When a size one unit makes an attack on another size one unit that it is wholly within 3" of, instead of making attacks as usual, both players take a number of D6 equal to their unit's Cr. Then add 1D6 for each FW or AA the unit is equipped with. Both players roll off at the same time. Starting with the player whose turn it is, players can match one of their rolled dice with the ones of their enemy to beat their result. Players keep doing this in turn until either player runs out of dice. For each result higher than your opponent's remove 1 Cr from the opponent's unit. Both players are able to lose units from this rule.

Skeleton Crews:

For all units, first reduce the Cr to the same value as the HP of all units. Then reduce the Cr of all units by 5 to a minimum of 8.

Legacy Movement:

Instead of the standard rules for movement, Rotation can be done both before and after movement. Units can also move in any direction and don't have to be moved straight forwards. Units still use the movement and rotation table to determine their characteristics.

Legacy Armour Piercing:

Instead of the standard rules for piercing a target's armour, a roll of a 6 will always pierce the target's armour and do damage regardless of the result of subtracting the AP from the target's AR.

Core Detonation:

Every time a size 2+ unit is destroyed, roll a D6. On a 6, the unit's reactor core explodes dealing D3 for size 2, D6 for size 3, or D6+D3 for size 4 damage to all units in 6".

Campaign Lite:

If you want to play a simple campaign format, play a series of skirmish games with a starting points value. Play out the first game with your starting fleets. Each time a unit is destroyed, roll a D6. On a 1 the unit explodes dealing D3+3 damage to all units within D3+3". On a 2-4 the unit is dead and unsalvageable. On a 5 or 6 the unit is out of the battle but still salvageable. Units can flee during a game. Any units that move off a table edge have fled and can no longer be used in the current game but are guaranteed for use in the next one.

Once the game has ended, award a Campaign Point (CP) to the winner of the game. For the next game increase the points maximum by 25%. Keep all units that survived the previous battle and return them to full stats. Each unit that rolled a 5 or 6 can be used in the next game by spending 10% of their points cost to repair them (e.g. 10RP spent to repair a 100RP unit). Use the rest of the points to buy new units or upgrade current units.

Keep repeating this for as many CP as you want to play or until one player has 3 more CP than any other players. This format can be used for any number of players.

Combined Arms:

When building a fleet normally, all ships must follow the same faction rules and abilities. Instead you can create a combined fleet. This fleet can use the rules for two factions. If your primary faction is one of the main 6 factions, the secondary fleet must be faction-less or a custom faction. The primary faction must account for 70% of your fleet's points value.

Flying Solo:

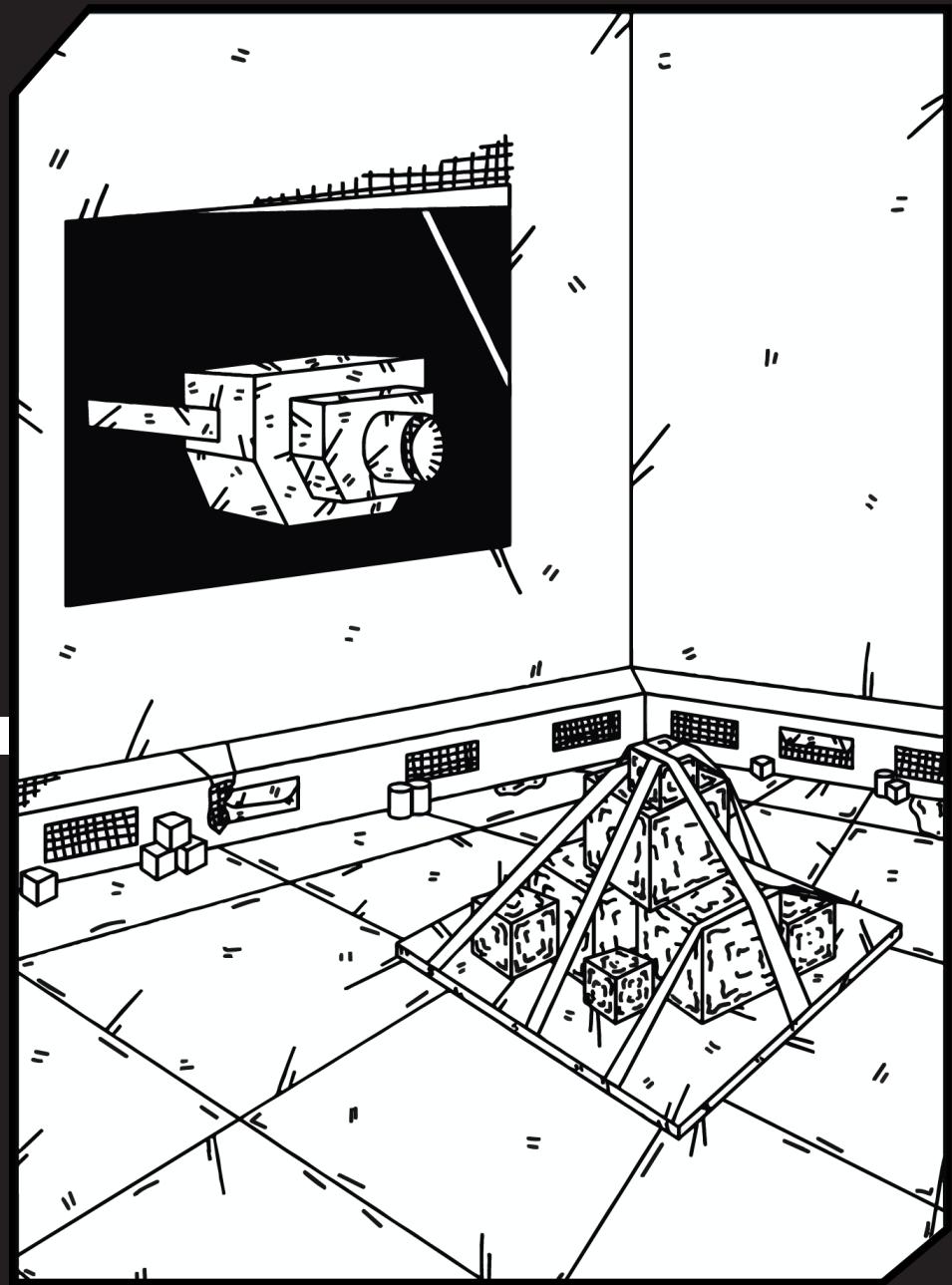
Whilst usually played against a human opponent, the game can also be entirely played solo! Follow this "AI" flow chart for solo games:

- Always use an ability if it is applicable. Always deploy any hangar units possible.
- If there is an enemy within range of one or more weapons, fire as many weapons as possible, Then move as far away from enemy line of sight as possible.
- If not within weapons range, move towards the nearest enemy in line of sight and fire all applicable weapons.
- If not in line of sight or weapons range, move towards the nearest objective.

Build Your Own:

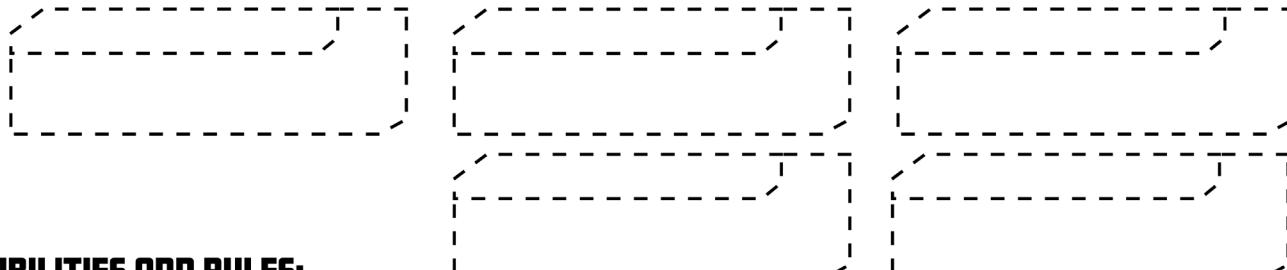
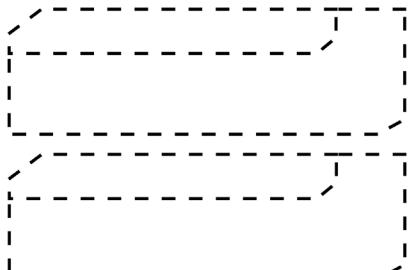
The universe of 3012 is a strange and mysterious place with endless possibilities and peculiar occurrences. Feel free to create your own rules and add them into your games. We'd love to know your own custom or house rules, write your own and send them to us or let us know how they go in your posts/battle reports!

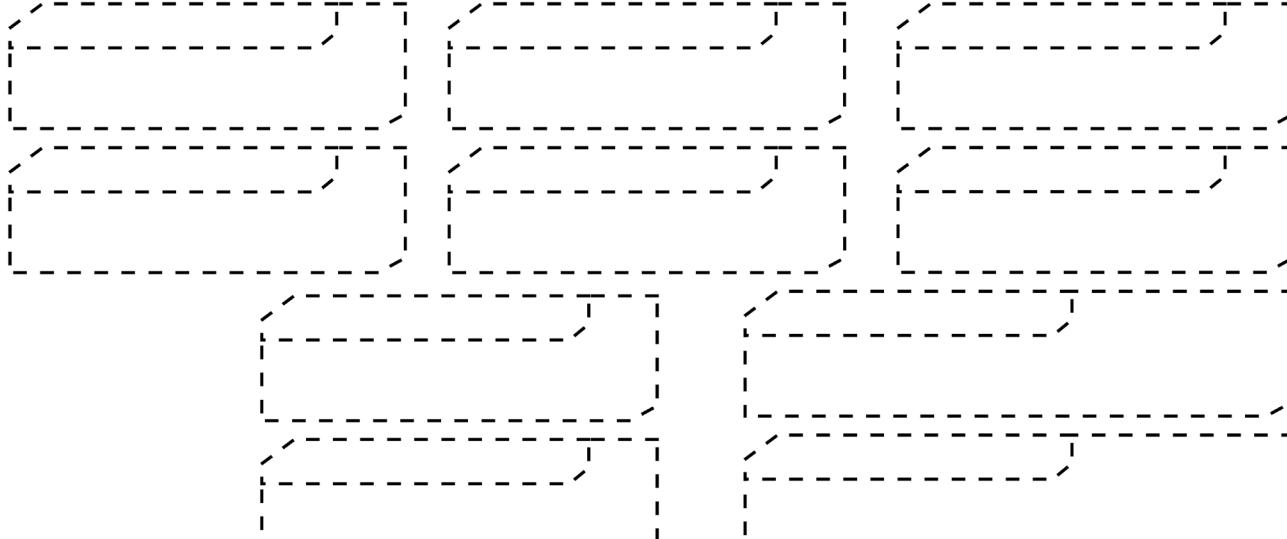
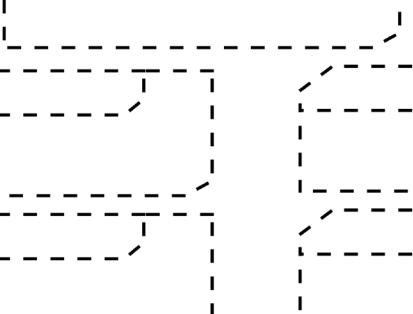
FLEET RESOURCES



BLANK DATA CARDS AND ROSTER

Use the blank data cards below and fill them out to create data cards for your fleet. The below data cards can be used for any units but are provided in different sizes so you can choose the one that best fits your needs.

UNIT TYPE:	RP PER BASE	CR	HP	SP	SR
WEAPONS AND EQUIPMENT: 					
ABILITIES AND RULES: 					
SIZE					

UNIT TYPE:	RP PER BASE	CR	HP	SP	SR
WEAPONS AND EQUIPMENT: 					
ABILITIES AND RULES: 					
SIZE					

FLEET NAME:

TOTAL RP:

UNIT NAME:

UNIT TYPE:

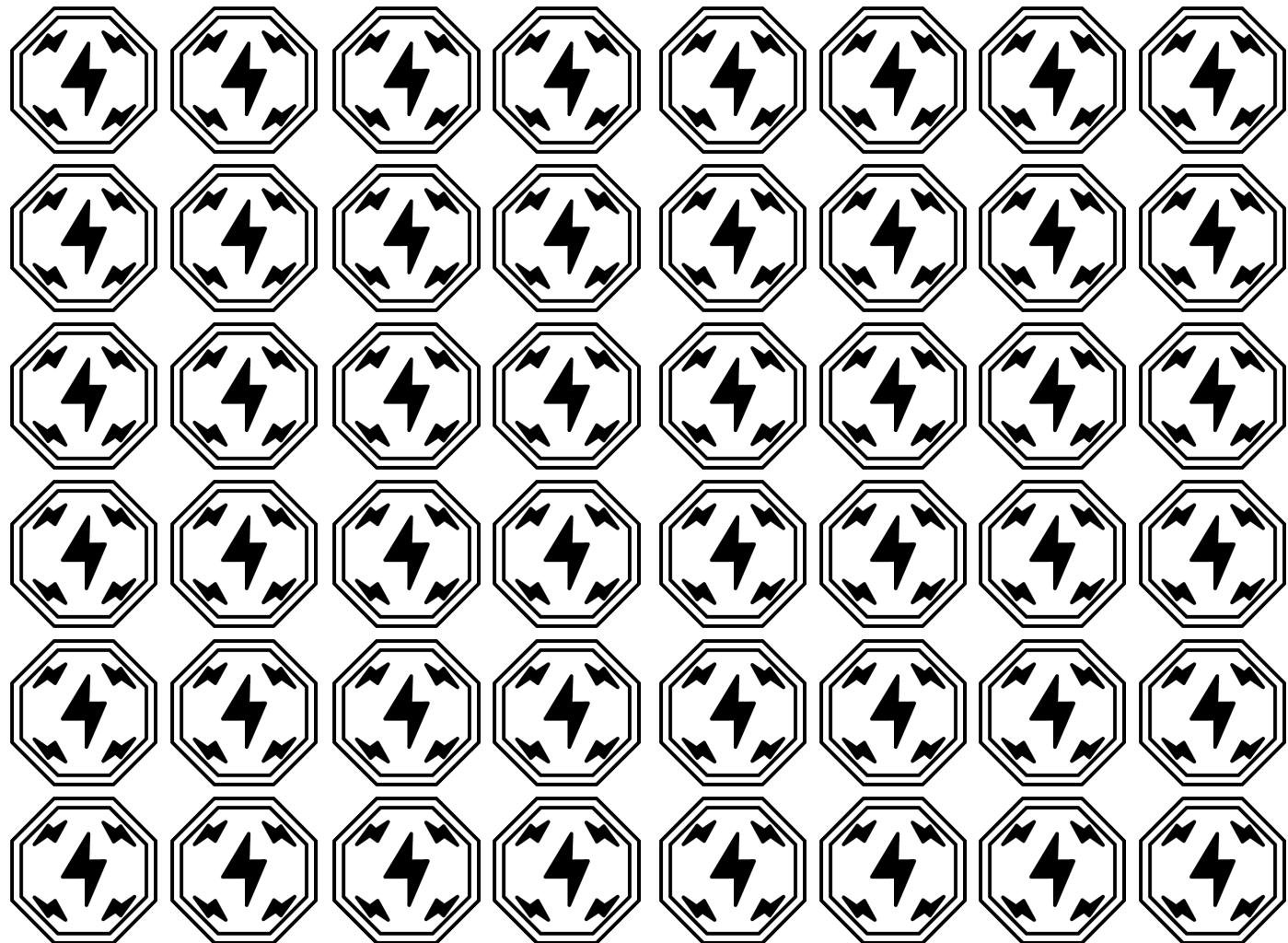
UNIT RP:

UNIT NOTES:

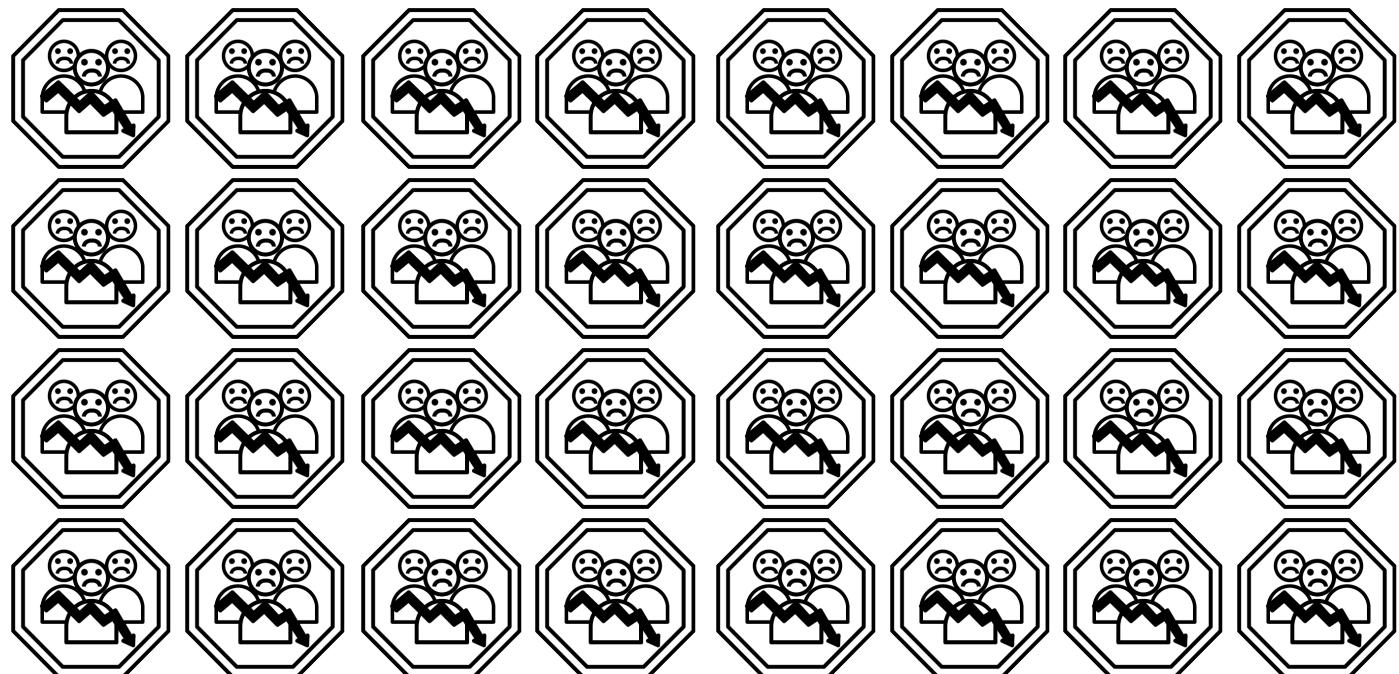
GAME TOKENS

Use the following pages of tokens in your games to understand the battlefield at a glance.
Print this page as many times as you need!

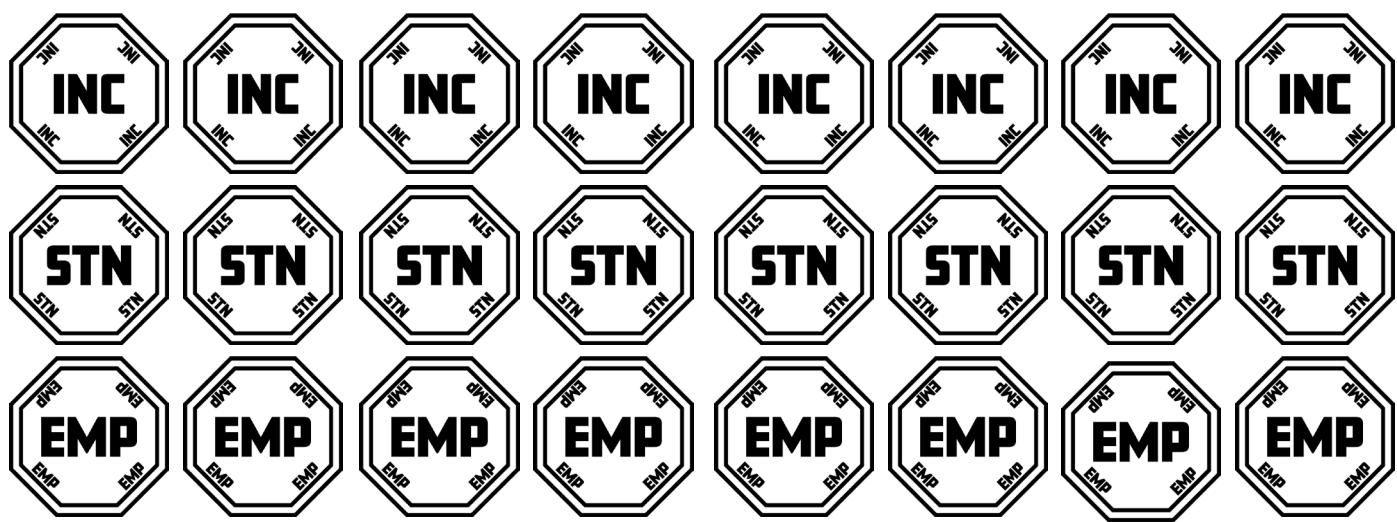
ACTIVATION MARKERS



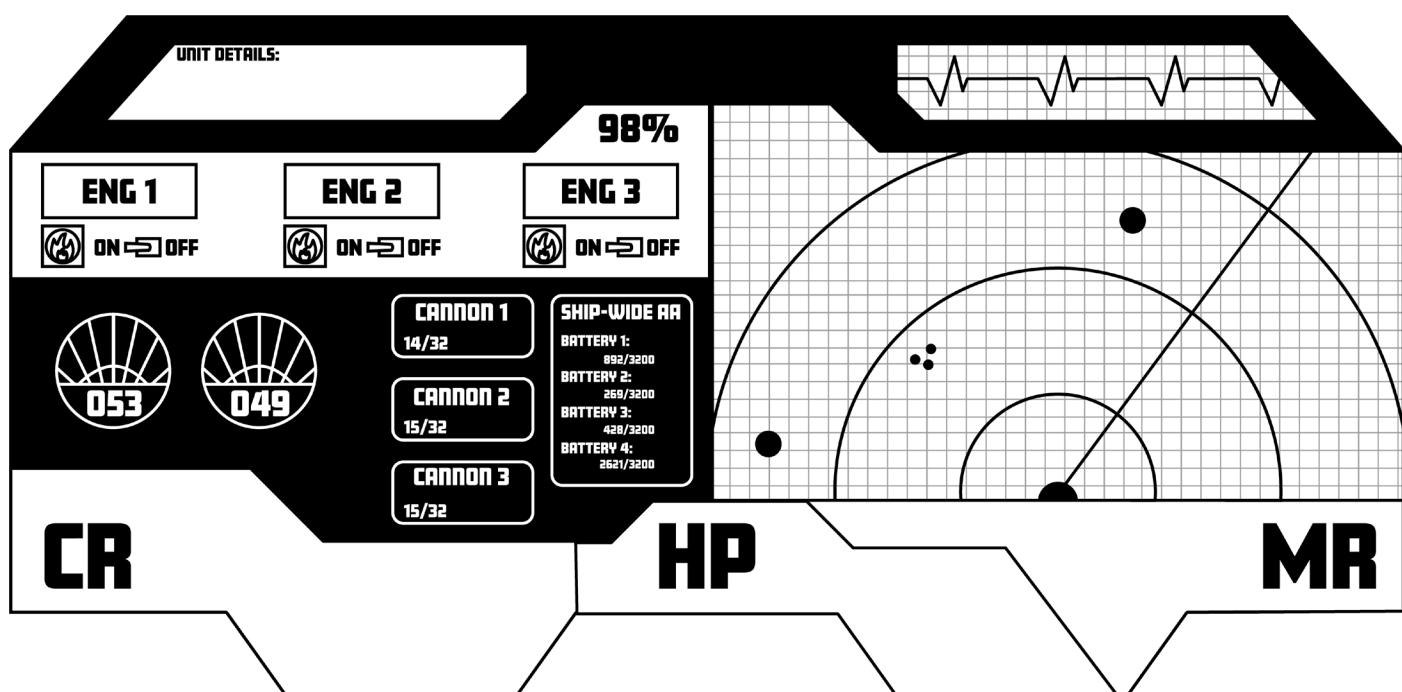
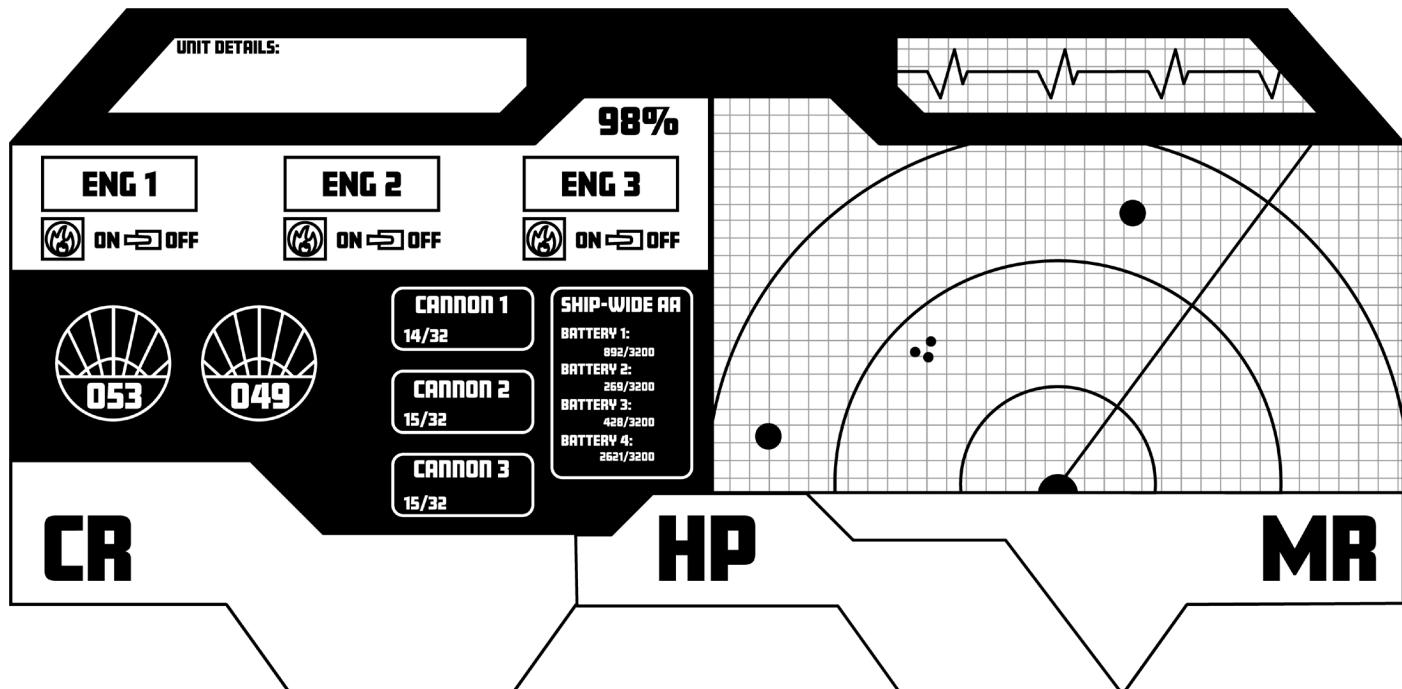
RATTLED MARKERS



STATUS EFFECT MARKERS



UNIT DATA TERMINALS



TACTICAL PHASE

Carry out any pre-round actions or abilities. For the first round this is also the time to do any actions that are post deployment but before the first activation. In subsequent rounds, the tactical phase is used to update the turn number, score victory points from the previous round using the mission card to see scoring conditions. Finally remove any activation markers from the board so that all units are ready to activate for the next phase.

ACTIVATION PHASE

The main portion of a game turn. Players take it in turns activating units using the following actions in any order desired.

Movement - Move and rotate your unit using the above movement table. Units with different movement will be specified on their unique data cards. Measure all movements from the same part of the base.

Units don't have to move the full distance or rotate the full amount but cannot split either. Rotation can be done before or after movement but not both.

Attacking - Attacks are carried out in 4 steps. Every weapon on a unit can be used in an activation as long as they meet the criteria for making attacks. You can also split multiple weapons of the same type between targets.

1) CHECK TARGETS

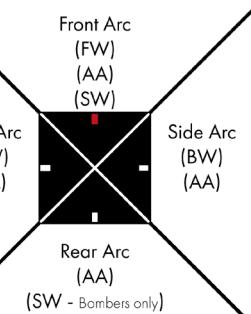
First check the weapon's firing arc and see if the target is within arc. Then check the target is in range using the range on the weapon profile.

HR-2 GATLING GUNS (FW)				
R	SC	AP	D	Crit
6"	4	1	1	KNT

2RP

MOVEMENT AND ROTATION

Size 1	Move up to 12"	Rotate up to 180°
Size 2	Move up to 9"	Rotate up to 135°
Size 3	Move up to 6"	Rotate up to 90°
Size 4	Move up to 3"	Rotate up to 45°



2) HITTING THE TARGETS

To hit your target, first roll a number of D6 equal to your Shot Count multiplied by how many weapons you are firing at the target. The target result on the dice roll is the Accuracy of your unit's Computer. Discard dice that don't meet the target.

LIGHT CRAFT OS COMPUTER		3RP
ACC	Ability:	-1 to Acc rolls for size 2+ units targeting this unit unless it's using AA weapons.

3) PENETRATING THE TARGETS

To see if the weapon penetrates the target, subtract the weapon's Armour Penetration value from the target unit's Armour value. The resulting number is the target needed to roll on the dice that succeeded hitting the target.

PLASTEEL PLATE ARMOUR		3RP
AR	Ability:	No Ability

HR-2 GATLING GUNS (FW)				
R	SC	AP	D	Crit
6"	4	1	1	KNT

2RP

A roll of a 1 always fails but a 6 does not always succeed if the target to roll ends up being higher than 6+ (e.g. 8-1 = 7+).

$$6 - 1 = 5+ \text{ to penetrate}$$

4) DAMAGING THE TARGETS

Finally, is to do damage for each successful penetration. Do damage to the target's HP equal to the weapon's Damage. Next check the successful penetration rolls for any 6's. Each 6 is a Critical hit. Check the Crit Effect table for extra effects. Then the player being targeted needs to roll a D6 for each damage taken. Reduce the target unit's Crew by 1 for each result of 2+.

Use Abilities - Follow the rules as they appear on the unit's data sheet or in the Common Abilities section. This includes using any ship's hangars. Abilities can only be used once by a unit per activation unless specified.

Misc Slots - Some happen passively or as a buff as part of the unit building. Others need to be triggered or have an ability to follow. Use these as if you were carrying out an ability.

DAMAGE CONTROL PHASE

Simultaneously resolve any status effects on your units and make morale checks. Status effects, such as EMP, Inc, or warzone effects, are resolved by rolling a D6. For each 6 lower the effect by 1. Morale tests are made for all units who has the same or more attrition points than morale value. Roll a D6 for each of these units. On a 4+ the unit returns to full morale and carries on as normal. Anything under 4 causes the unit to be Rattled. Rattled units cannot attack this turn and must move away from enemy units. Failing two consecutive morale tests removes the unit from play as it flees. For the next turn, repeat the 3 phases with the player with less models, or whoever went second last turn, going first next turn.

THANK YOU

The below section is for all of those who made a contribution to the creation and continued growth of the game!

MEMBERS AND BACKERS

Ed the Kiwi
James Karpinski
Renzo Quevedo
Evan
Luke Swan
Arson Connor
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Hunter Taylor

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RULES CONTRIBUTORS AND SPECIAL MENTIONS

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Amber Howard

A second massive thank you to Brian York for backing the top pledge on our Kickstarter

Game design, layout, editing, and illustration by James Lakin

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