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                        EAT ELECTRIC DEATH!
         "To boldly blow up stuff where no one has blown up stuff before!"
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Contents
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Introduction
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In the 22nd century, Terran colony ships were programmed to search for
earthlike planets along trajectories calculated to visit stars with the best
likelihood of habitable worlds. One such ship with its crew and passengers
in cryostasis traveled over 2300 light years before a suitable planet was
found.

Hope is a temperate world located in the Glory system on the edge of a vast
nebula often referred to as the Purple Void. The nebula is unique in that it
contains many unusual star types and other peculiar phenomena...

It is the year 4594, over 100 years since the colonists first arrived. A new
era of deep space exploration has begun. Technology has improved and mankind
is no longer dependent on slow cryoships and robot probes. Yet, just as the
galaxy seems to open up to the eager Terran upstarts, they soon learn --the
hard way-- that they are not alone.

This is the setting of EAT ELECTRIC DEATH!

Overview
========

EAT ELECTRIC DEATH! is a space battle game based on the combat system from the
computer games, Weird Worlds: Return to Infinite Space and Strange Adventures
in Infinite Space.

The game is played on a hex board. One hex equals an area of approximately 250
meters in diameter. One game turn equals about 20 seconds.

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Components
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Board

A 19 x 13 hex mapboard that represents, scenario by scenario, different portions
of a disputed area of space located near the coreward border of Terran "Sector
Prime."

Cards

 7 Alien race reference cards
35 Ship reference cards
 1 Battlestation reference card
14 Secret Weapon cards

Counters

60 Ships
 1 Battlestation
42 Damage counters
20 Shield counters
 6 Repair counters
12 Asteroids
 2 Cloak counters
 1 Zorg ambassador
 2 Dummy Zorg ambassadors
 2 Wormholes

Pouch

 To aid choosing damage counters randomly

Dice

 Two 10-sided dice
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Ship Reference Cards

Each ship card displays a picture of the ship and lists its name, its class, its
identification number (if it is larger than a fighter and there are multiple
ships of the same class), its weapons, its special systems and its stats:
movement speed, hits and total shield strength.

For each specific weapon, the card displays its firing arcs, range and an attack
value along with an illustration of the weapon type.

Weapons with "beam" in their name are beam weapons and do system damage in
beams-only attacks. Weapons with "gun" or "cannon" in their name shoot
projectiles. Weapons with "rocket" or "missile" in their name fire missiles
which can be shot down by point defense.

Carrier and battlestation reference cards have fighter bays indicated by a
circled number with an arrow or arrows and an illustration indicating the type of
fighters housed in the fighter bay. The number indicates the number of fighters
it may launch. The arrows indicate the direction fighters must initially move.
See the Fighter Bays rules section below for more details.

[See info sheet: Ship Cards]

There are four firing arcs: forward, backward, left and right. They represent the
direction and area limitation of fire. Note that fire arcs overlap along the
edges.

[See info sheet: Firing Arcs]

Each weapon on board a ship fires once per turn in one or more of these
directions. For example the Terran corvette can fire its neptunium railgun to the
left or forward, and its impaler missiles can fire to the right or forward.
Weapon ranges vary from one hex away (point blank range) to seven (long range).

Besides weapon, movement speed and special systems information, ship reference
cards also indicate the numbers of various counters associated with it (hits,
shield, repair --and fighters in a fighter bay, if present).

For example, a ship begins the game with shield counters according to the shield
strength indicated on the card. As it takes hits --damage from opponent weapon
fire-- the shield counters are removed, one by one, until exhausted.

From that point on the starship or battlestation takes unprotected, unshielded,
"hull hits," so damage counters are drawn and placed on or near the ship reference
card. A ship is destroyed when the number of damage counters equals the "hits"
value on the card.

Note that fighters have a "hits" value of 1, so they do not need individual
reference cards. They are destroyed as soon as they take any damage.

Shield Counters

A starship or battlestation with a listed shield value begins the game with that
number of shield counters on or near the ship card. When the ship takes a hit, one
shield counter is removed from the card and discarded. Again, if the ship has no
shields left, it will take damage (see below).

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Damage Counters
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When a starship or battlestation without any shield counters takes a hit, the
player must draw a random damage counter and place it on or by the ship card in
full view of all players.

The damage counters may either be a simple hit (represents hull damage) or may
cause different kinds of special system damage (referred hereafter as "system
hits") in addition to a hull hit. Less critical effects are more common.

Once the number of damage counters equals the "hits" value on the card, the ship is
destroyed. Note that the last damage counter (that would automatically destroy the
ship anyway) is always drawn because a "reactor blows" event is possible and may
affect nearby ships.

For example, if a ship has a hits value of three and has accumulated two damage
counters then the next hit it takes will destroy it, but may also blow its reactor,
whereupon the "reactor blows" rules are applied.

Note that attacks are simultaneous, so the effects of the damage (including the
possible destruction of a ship and the "reactor blows" event) are only applied
AFTER all ships on both sides have fired their weapons during an attack phase. You
may wish to temporarily stack newly acquired damage counters in a separate pile on
or near the appropriate ship reference card.

To make it easier to keep track of ships that have been destroyed but have yet to
fire, turn the ship counter over. Each counter has a ship silhouette on the back
side to indicate its facing.

Once the attack phase is over, all destroyed ship counters are removed.

List of damage counters:

 Hull hit
 --------
 20x HIT              - only count toward the destruction of the ship

 System hit
 ----------
 4x  WEAPONS DISABLED - the ship is unable to use weapons during the next attack phase
 4x  THRUSTERS DOWN   - the ship is unable to move during its next movement phase
 4x  -1 MOVE          - reduce the ship's movement points by one
 2x  -2 MOVE          - as above but reduces movement by two
 4x  -1 ATTACK        - reduces the attack value of each weapon on board the ship by one
 2x  -2 ATTACK        - reduces the attack value of each weapon on board by two
 2x  REACTOR BLOWS    - the ship is destroyed, explosion damages neighboring ships

WEAPONS DISABLED is placed face up on the ship card as normal. During the following
attack phase (after the one that caused this damage), the ship cannot fire any weapons
and this damage counter is turned face down. From this point on, the damage counter is
counted as a hull hit.

Note that a WEAPONS DISABLED status means that point defense weapons are disabled
during the following turn as well.

THRUSTERS DOWN works the same way, except its effect comes into play during the
following movement phase. Rather than moving the ship, the player turns over the
counter. After that, the damage counter is treated as a hull hit.

If a ship receives more than one WEAPONS DISABLED or THRUSTERS DOWN damage counter
during the same turn, it is still only affected for one turn, however, system hits
are always counted as persisting hull hits.

Note that system hit damage effect modifiers (-1, -2, etc.) on damage counters are
cumulative. (-1 + -2 = -3, etc.)

Also note that while movement may be reduced to 0 by effect modifiers, weapons
always have a minimum attack value of 1.

REACTOR BLOWS destroys the ship. In addition, each ship in an adjacent space takes
one hit (loses one shield, or takes one damage counter if shields are gone). If this
happens during the combat phase the explosion occurs after all ships have fired. If
this happens during the movement phase (by ramming) the explosion occurs immediately.


Repair Counters
---------------

Some ships can perform "damage control" by expending repair counters. Note the
repair value listed on some ship cards. The ship begins the game with that number of
repair counters assigned to its card. After the ship takes damage, the player may
choose to repair it by removing both a repair counter and one damage counter from
the ship card.

Note that repair counters can repair "system hits." Repair counters cannot,
however, repair shields or prevent a reactor from blowing.

Repairs can be done at any time except during the attack phase. If the ship is
destroyed during an attack phase, it cannot be repaired.

If a ship is being rammed by more than one opponent ship, it may be repaired
"between rams" if possible (if it possesses repair counters).

Note that ramming is considered a singular action, so a ship may not be repaired
if destroyed by a single ram.
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Standard Setup
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1. Choose a scenario, and decide which side --which race or races-- each player
wants to play.

2. Players decide whether or not to use Secret Weapon cards. If so, each player
randomly chooses one card (in an alliance game, each side draws one card) and
places it on the table, face-up.

3. Set up the board with the green-shaded area toward the "good guys" player(s)
(Terran, Zorg, Klakar and Moon Marauder) and the red-shaded area toward the "bad
guys" player(s) (Garthan, Urluquai, Tan Ru and Yellow Kawangi).

4. Take the appropriate alien race and ship reference cards, and the ship counters,
as allowed by the scenario.

5. When a carrier or battlestation is included in a scenario, place the indicated
number of fighters assumed to be in its fighter bay on the appropriate carrier or
battlestation reference card.

6. Place the indicated number of shield and repair counters on or near the
appropriate ship reference cards.

7. Place the wormhole counter(s) and the battlestation counter if indicated by a
scenario.

8. Each player, or side, rolls one die. The player with the highest die roll will
a) place the first asteroid, b) place all of his or her ships first on the board
and c) begin the turn sequence as player A.

9. Place asteroids according to the asteroid rules below unless a scenario states
not to do so.

10. Place the "good guys" ships anywhere within the green zone and the "bad guys"
ships anywhere within the red zone.

11. Prepare to fight! Begin the turn sequence.



Turn Sequence
=============

1a. Player A Movement Phase
1b. Simultaneous Attack Phase - Player A fires first
2a. Player B Movement Phase
2b. Simultaneous Attack Phase - Player B fires first
3.  Rinse and repeat

Movement Phase
==============

Basic Movement Rules
--------------------

Movement speeds of ships range from one to six spaces per turn based on their
size and mass.

Movement Factor     Ship Type

   0                stationary structures (battlestation)
   1                very large, slow starships
   2                common starships (corvette, frigate)
   3                fast starships (for example, the Garthan corvette)
   4                certain starships possessing an ion impulse thruster
   5                common fighters
   6                fast fighters

During his movement phase, a player moves his ships one at a time. Each ship may
use movement points up to the number indicated by the speed value listed on its
card. A ship may remain stationary and not move, or use only a portion of its
movement points if the player wishes. Unused movement points are not accrued
from turn to turn.

For each point of movement, the ship may (a) turn one facing AND (b) move one
space. This is called a movement sequence.

Note that the turn is always executed first, then the movement. So, after each
movement point is spent, the ship points in the direction it moved.

A movement point may be spent to move only (one hex), or turn only (one hex
side), but in either case the movement point is used up.

For example, a ship with two movement points could maneuver like this during its
movement sequence:

1. Turn left (1a)
2. Move forward (1b)
3. Turn right (2a)
4. Move forward (2b)

Or like this:

1. Turn left (1a)
2. Turn left (2a)
3. Move forward (2b)
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However, this is not allowed:

1. Move forward (1b)
2. Move forward (2b)
3. Turn right (3a)

Note that a ship must finish its moving sequence completely before another ship may be moved.

A starship may never end movement so as to occupy a space that contains another starship, asteroid, wormhole, battlestation or cloak marker. Starships and fighters may not enter a hex that contains an asteroid.

A starship which attempts to enter a hex that contains another starship is considered to be ramming its opponent. See ramming rules below.

If any ship enters a hex containing a wormhole, it is considered to be navigating through the wormhole to travel instantly to another hex on the board. See the wormhole rules below.

Note that fighters may "fly over" starships, a battlestation, a cloak marker or each other, and starships may pass "below" a fighter or cloak marker, but again, no ship may end its movement in an already-occupied hex. These are "move through" maneuvers.

Ramming

Ramming occurs whenever a starship (fighters may not ram or be rammed) attempts to "move into" a space already occupied by another starship. The ramming ship actually remains in the space it is ramming from and its movement ends.

When ramming occurs each ship takes TWO hits. If either ship is "ram-hardened" it will only take one hit. System hit effects take place immediately.

Note that ships move --and thus, ram-- one at a time.

Fighter Bays

Carrier and battlestation fighter bays displayed on the ship card show a number that indicates how many fighters it contains and, in effect, the total number of fighters launched from that carrier or battlestation that may be on the board at any given time. The fighter counters "in the bay" may be stacked on the appropriate carrier or battlestation reference card until deployed.

During the movement phase the player can launch any and all fighters stored on his carrier or battlestation.

When launching, the fighter begins its movement in the same space as the carrier, facing the direction of the fighter bay "launch arrow." The fighter begins its movement by moving forward one space (costs one movement point), and then moves normally.

Note that while fighters must launch from a carrier in the forward direction, the battlestation can launch fighters in any of the six hex side directions.

A carrier may launch a fighter, move and then launch another fighter, etc., but remember that each ship may only be moved once per turn.

When a carrier or battlestation-based fighter is destroyed, it is returned to the appropriate fighter bay (place it back on the appropriate ship reference card) and can be launched again during a subsequent movement phase.

Teleporting Fighters

Zorg fighter pilots have the mental ability to fold space and instantly travel short distances. A Zorg fighter can choose to teleport instead of moving normally during its movement phase. The fighter has unlimited teleport range and may be moved to any unoccupied hex the player chooses but it retains its former orientation (facing).

Cloaking Ships

When cloaked, a ship may not attack or be attacked.

A ship equipped with a cloaking device begins the game cloaked so it is not placed on the board during setup. Instead, the player who owns the ship may "uncloak" the ship and place it in any unoccupied hex in any orientation on the board later in the game during his or her movement phase. This action expends its movement points for that movement phase.

When a ship cloaks, it is removed from the board and a cloak marker is placed in the space it was in. Cloaking occurs after the ship has uncloaked or moved, and doesn't cost movement points.

Uncloaking a ship counts as movement; you cannot uncloak and move the ship during the same movement phase. A ship that begins its movement phase uncloaked may move normally.

A cloaked ship with a cloak marker may uncloak during its movement phase, and must be placed within a number of spaces from the cloak marker depending on its speed (movement point number).

Note that if a cloaked ship cannot uncloak anywhere else, it will return to the same space as the cloak marker, so, no ship may end its movement in the same space as a cloak marker.

Also note that if a ship with a cloaking device cannot move due to damage effects it may not cloak.

Attack Phase
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During the attack phase, each player may do any number of "attacks" as allowed by the weapons on board his ships. Each weapon may only fire once per attack phase.

The player who just moved attacks first if any opponent ships are within weapon range. Since combat is considered to be simultaneous, the attacks may be performed in any order. Successful attack results only take effect after the entire attack phase is complete.

The moving player resolves all attacks before any opponents resolve attacks.

Targeting

When attacking, the player first designates which ships are firing at which target, and the weapons used. The target must be within the range and within the firing arc area of each weapon used in the attack.

Multiple weapons (even on multiple ships) can be used in a combined attack against a single target as long as they are all capable of hitting it; or they can all attack individually if desired. In any case, each weapon can only fire once per attack phase. (See the "combined attack" section below for more details.)

Note that some weapons are limited in what they can target. Fission missiles cannot be used to attack fighters. The particle vortex cannon and nova cannon cannot be used in a combined weapon attack.

Attack Roll

The attack roll is simply a roll of the ten-sided die. If the resulting number is equal to or less than the attack value of a single weapon or combined weapon attack then the attack succeeds and the targeted enemy takes one hit. The opponent draws one damage counter randomly and places it on or near the affected ship reference card.

If the attack value is ten or higher, you score an automatic hit for each ten points, then roll the die for the remainder.

For example, an entire small fleet firing on a single enemy could have the combined attack value of 25. The target will automatically receive two hits. Then the die is rolled and if the result is five or less the target will take a third hit.

Taking Hits

When a ship takes a hit, a number of things can occur:

1. If the ship has any shield counters on its card, one of them is removed.
2. If there are no shields but the ship can survive a hit, draw a damage counter.
3. If there are no shields, and the ship has accrued enough damage counters so that the hit would destroy it, then the ship is eliminated. (A last damage counter is still drawn. A "reactor blows" result is still possible.)

Important! If the attack consists only of beam weapons (not combined with projectiles or missiles), the ship taking damage must draw a "system hit" damage counter. In this case, if you draw a counter that only reads "HIT" you must discard it and re-draw until you get a damage counter that lists a system damage effect.

Note that fighters only have one hit. One successful attack will destroy a fighter. Fighters therefore do not accrue hit counters. Do not draw a damage counter to check for a "reactor blows" result in this case.

Combined Attack

When a single target is attacked by multiple weapons in a combined attack, the weapon attack values are added together and a single die is rolled.

For example, if a Terran corvette with a neptunium railgun (attack 3) and an impaler missile (attack 2) and a Terran fighter with a neptunium railgun (attack 3) decide to combine all their weapons against a single target, it becomes a single attack value of 8.

You can combine any number of valid shots into any number of attack rolls as long as each weapon only fires once.

For example, an Urluquai player may want to separate weapon shots into a missiles-only attack and a beams-only attack (for the system damage effect). If you're lucky, the more attack rolls = the more damage you could do (but the odds may get worse).

Note that some weapons (Nova Cannon, Particle Vortex Cannon) may not be used in a combined attack.

Point Defense

Some weapons (for example, the neptunium railgun) can be used to defend a ship against incoming missiles when the enemy ship firing them is within the point defense weapon's firing arc. In this case, the point defense weapon's range is not used.

Each weapon marked as "point defense" (PD abbreviation) on the ship reference card may be used to negate one incoming missile attack of the defender's choosing per attack phase.

In the case of combined attacks, this simply reduces the combined attack value by the missile's attack value.

Note that using a weapon for point defense does not prevent it from being used in an attack.

Also note that only the ship being targeted by missiles can use the point defense rule.

Example 1: A Muktian* corvette with a Fission missile (attack value 4) and a Cone Cannon (attack value 3) attacks a Terran Corvette. The combined attack value (7) is reduced to 3 (just the Cone Cannon) because the Terran Corvette has a point defense weapon.

Example 2: The same Muktian corvette combines its attacks with another one that is further away and can only use its Fission missile. The total attack value is now 11, but the Terran point defense shoots down one of the two missiles and reduces the attack value to 7.

* The slug-like Muktians ARE an official Weird Worlds alien race but only appear in this example to tantalize you.

Self-Destruction

During an attack phase but before any ships fire, each player can decide to self-destruct one or more of his starships. (Fighters may not self-destruct.) The effects of this action are the same as the "reactor blows" damage counter, with the exception that the self-destructing ship is removed immediately and not allowed to fire during this attack phase. Damage to neighboring ships takes effect after the combat phase as usual.

Either (or both) players may elect to self-destruct ships during an attack phase.

Special/Advanced Rules
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Asteroids

Asteroids are standard space terrain and are included in all scenarios unless otherwise stated. An asteroid takes up one hex and acts as both an obstacle and cover.

Asteroids are placed on the map before ships. The player with the highest die roll during setup places the first asteroid anywhere on the map. Then, moving in a clockwise direction around the table, each player in turn places an asteroid until all twelve asteroids have been placed.

An asteroid may not be placed within or adjacent to the flotilla starting areas, a space adjacent to a previously placed asteroid, a wormhole or as defined by a scenario. An asteroid may not be placed on a lettered hex if the hex is used in a scenario.

An asteroid can be destroyed using a special attack roll. This action counts as an attack. Roll two dice and add them together. If the sum is equal or less than the attack value of single or combined weapon attack, the asteroid is obliterated.

Asteroids may not be rammed.

An asteroid may also be destroyed by a nova cannon. See the nova cannon rules for specifics.

An asteroid is the only object in the game that may block an attacker's line of sight. When a ship is in a space adjacent to an asteroid, it cannot attack or be attacked by ships on the other side. The area on the other side that is affected is a "strip" three spaces wide in the direction away from the ship.

[See info sheet: Asteroid Line of Sight - The Terran Corvette (circled, near the bottom) is adjacent to an asteroid, and thus hidden from enemies within an area three spaces wide extending from the other side of the asteroid (shown in gray). The two circled ships cannot see each other or fire at each other.]

Fission Missile

A fission missile may not be used to attack a fighter.

Micrometeorite Gun

If the range to an opponent is 2, the Micrometeorite Gun attack value is 3. If
the range to an opponent is 1, the Micrometeorite Gun attack value is 6.

Particle Vortex Cannon

A particle vortex cannon attacks all enemy ships within its range and unique
area of effect.

[See info sheet: PVC Area of Effect]

The PVC fires along a straight line to a distance of 7 hexes (note the arrow),
and attacks each enemy ship within an area that extends two spaces to each side
of that line.

The Tan Ru player (or any player possessing the particle vortex cannon
prototype) rolls a die for each of the ships within this area (circled) and
hits, doing damage, if the die roll is 5 or less.

Note that when firing a PVC you may pick any straight line within its firing
arc, so a forward-firing PVC (present on a Tan Ru Decimator, for example) may
fire either straight ahead or 60 degrees to either side.

The PVC attack may not be combined with other weapons to attack.

Also note that the PVC may not be used to destroy asteroids.

Yellow Kawangi

When the Yellow Kawangi ship is destroyed, the massive shockwave will damage
nearby ships. Use the same rules as the "reactor blows" damage counter.

Nova Cannon

The nova cannon attack value equals 7 minus the speed of the adversary ship
being attacked. It does three hits of damage if it hits!

A nova cannon may target fighters.

It cannot be used in a combined attack with other weapons.

A nova cannon may also be used to destroy asteroids during an attack phase. In
this case, a roll of 7 or less is successful, whereupon the asteroid is
removed from the board at the end of the attack phase.

Destroying an asteroid counts as an attack. A nova cannon may not attempt to
destroy an asteroid and fire at an enemy ship during the same attack phase.

Wormholes

Two wormhole markers may be placed on the board and used as entrances/exits to
instantaneously "teleport" any ship from one wormhole to the other. Placement
of wormholes is defined by a scenario. (Though players are encouraged to devise
their own scenarios.)

A ship may pass through (over) a wormhole hex normally or enter the wormhole.

A ship may only end its movement on a wormhole hex if

 1. the player intends to use the wormhole.
 2. it is not blocked.

Upon entering a wormhole hex (origin), the ship must immediately be placed in
any hex adjacent to the opposite wormhole (destination) facing directly away
from the wormhole. The moving player must choose which empty hex to place the
ship in. It may never occupy the destination wormhole hex.

In the unlikely event that all six hexes around a destination wormhole are
occupied by space objects (ships, asteroids, etc.), the wormhole is considered
to be blocked. Ships may only pass through the origin wormhole hex and may not
enter the wormhole itself or end movement there.

Note that wormholes do not affect line of sight.

Secret Weapon Cards

If players agree, "secret weapon" cards may be used to spice up the game.
Secret weapon cards represent technologies researched, discovered as artifacts
or stolen by the various alien races in the game.

Before a game session begins, each player or side draws one random secret
weapon card. It is always displayed face up so all players may see it.

Some secret weapon cards are assigned to a specific ship by the player (place
the secret weapon card near the appropriate ship reference card), some need

not be, depending on the effects of the secret weapon.

Secret weapon instructions and effects are listed on each secret weapon card.

Alliances

In games with more than two players, alliances should be formed such that the
battle only has two sides. The players on the same side then move their ships
during the same movement phase and attack during the same attack phase.

Scenarios
=========

          SECTOR PRIME: THE WAR FOR INFINITE SPACE

After unknowingly entering the Garthan "red zone," Terran
starships began to encounter alien beings bent on the
enslavement and/or destruction of humankind:

The lizardlike Garthans and their ways of slavery and
pain; the malevolent Urluquai who feed on fear and death;
the mindless Tan Ru, pure circuitry and singular in their
purpose to sterilize the life-infested galaxy.

However, allies were encountered as well. Many strange
races from far flung stars exist in peace, eager to
preserve freedom in galaxy:

The proud Klakar and their ancient rituals of commerce
with all friendly races; the metaphysically psionic Zorg
in their timeless pursuit of harmony and oneness with all
beings and all things; the neutrals, the mysterious Moon
Maiden and her Moon Marauder being one of them, always
willing to fight for a mutually beneficial cause.

And the xenophobic Muktians, hiding in their caves, not
appearing in this game.

And so, peace would reign but for the terrible
motivations and warlike ambitions of those who would
lord over others rather than share the prosperity of
all. Inevitably, perhaps, these forces met violently in
what has become known as the War for Infinite Space.

                    HEAD-ON BATTLES

This series of scenarios represent the major events of
the war and help to teach the rules of the game step by
step. However, feel free to play any or all of them in
any order that suits you.

Victory conditions are simple. Destroy all opposing
forces to win. You must have at least one surviving ship
to do so. If both forces/sides are somehow
simultaneously destroyed, the result is a draw.

Use the standard setup rules for all numbered scenarios
except scenario 9, "Ambush at Tiamat."

Terran-Garthan Campaign
=======================

While exploring the fringes of Monstro, an enormous black
hole, the Argosy, a Terran science and survey ship, sent
a troubling distress call: a garbled warning about being
attacked. The Argosy was never heard from again.

And so, having blundered into the Garthan "red zone,"
Terrans come face to face with alien enemies for the
first time.

The Terrans soon discover Garthans to be brutal if
single-minded warriors in space combat. The Garthans
discover that Terran ships are as thin-skinned as the
Terrans themselves. They also discover that humans, when
they will not behave as lowly slaves, are delicious.

Scenario 1: "First Contact"

It all starts here. A Terran recon sortie meets a Garthan
"talon patrol." Threats are issued but neither race
understands the other's language. So, weapon systems are
activated and hijinx ensue.

Terran

 3 Fighters

Garthan

 3 Fighters

+ Introduces basics: movement, combat, combined attacks

Scenario 2: "Red Zone Run"

The Moon Maiden is smuggling contraband for notorious
gangster Lextor Mucron when her ship, Moon Marauder, is
ambushed by a talon patrol.

Terran

 Moon Marauder

Garthan

 3 Fighters

+ Introduces SHIELD and MICROMETEORITE GUN rules

Scenario 3: "Skirmish at Achernar"

The transfer point at Achernar, a vital strategic
hub, must be defended at all costs. Both sides wish
to build a battlestation there but, as the Garthans
say, there can be only one.

Terran

 2 Corvettes
 3 Fighters

Garthan

 2 Corvettes
 3 Fighters

+ Introduces RAM and POINT DEFENSE rules

Scenario 4: "Birds of a Feather"

This battle will seal the Terran-Klakar alliance
and could become known as one of the great fender
benders of the war.

Terran-Klakar Alliance

 Terran Frigate
 Klakar Frigate

Garthan

 3 Corvettes

+ Introduces REPAIR and BEAM WEAPON rules

Scenario 5: "Garthans Strike Back"

After a recent humiliating defeat, the
revenge-crazed Garthans strike back with one of the
prize ships in their fleet.

Terran

 Frigate
 2 Corvettes
 3 Fighters

Garthan

 Carrier (3 Fighters in fighter bay)
 2 Corvettes

+ Introduces FIGHTER BAY rules

Zorg-Urluquai Campaign
======================

Elsewhere, the tranquil Zorg race has encountered its
worst alien nemesis.

From out of the depths of the Purple Void they come,
the Urluquai, to disrupt peaceful contentment and
replace serene contemplation with paranoia, blood
curdling fear and death.

The Zorg are not unprepared, however. Their

martially-trained Star Guardians possess mental
abilities far exceeding those of any other native race
in the galaxy.

Scenario 6: "Here, There and Everywhere"

Urluquai Void Lords do not appreciate the marvel of
mental teleportation, nor do they appreciate keeping
track of annoying little ships flitting about.

Zorg

 3 Fighters

Urluquai

 Corvette

+ Introduces TELEPORT rules

Scenario 7: "Eat Electric Death"

Nobody, not even a Zorg precog-strategist, could have
predicted just how big, how bad and how nasty an
Urluquai carrier could be.

Zorg

 Frigate
 Corvette
 4 Fighters

Urluquai

 Carrier (6 fighters in fighter bay)

+ Introduces massive electric death!

Scenario 8: "It's a Trap!"

A Zorg frigate responds to a rendezvous signal, but where
is the flotilla? Instead, a single Urluquai corvette awaits.
Then, as the frigate moves into range for an easy kill, two
more Urluquai vessels materialize.

Zorg

 Frigate
 6 Fighters

Urluquai

 2 Deep Hunters
 Corvette

+ Introduces CLOAK rules

Scenario 9: "Ambush at Tiamat"

The Urluquai attack pattern known as the Circle of
Death is well known and feared by now. Great measures
are taken to detect and avoid it.

But not this time, cappy.

Zorg

 Frigate
 3 Corvettes

Urluquai

 Deep Hunter
 3 Corvettes
 3 Fighters

The Zorg player sets up first placing ships anywhere
within one hex of hex C at the center of the mapboard.
Traditionally this type of area is called a megahex;
one hex surrounded by six others

The Urluquai player places units (except the Deep
Hunter which begins off of the board) in an encircling
formation on hexes E, F, G, H, I and J around the Zorg
units.

Use standard asteroid placement rules, except that
placing asteroids in the center megahex (hex C and the

hexes adjacent to it) is not allowed.


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Scenario 10: "Battle for Orzant"
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The Zorg desire Orzant as a perfect location for a
combination orbital science outpost and spiritual
retreat.

The Urluquai desire it because a small planetoid
orbits the star harboring lots of cute innocent
lifeforms to terrify, torture and devour.

In fact, both know the strategic significance of
this place, and so, one of the great battles of the
war begins.

Zorg

 2 Frigates
 3 Corvettes
 6 Fighters

Urluquai

 Carrier (6 fighters in fighter bay)
 Deep Hunter
 3 Corvettes

The Tan Ru Menace Campaign
==========================

Contrary to popular belief, conflicts between great
races in space actually do make noise --strange
reverberations in the aether that others may hear
and respond to.

Sometimes this is a fortuitous thing, as when the
Terrans were contacted by the proud Klakar, and
peaceful trade and cooperation between the two races
came to pass.

In other cases it has lead to dire consequences. The
machine world, Quarnix, easily identified the
tell-tale signatures of life this way, whereupon the
Tan Ru "root" dispatched an entire fleet of
preprogrammed sterilization vessels to eliminate the
noisy infestation.

Eventually, the Terrans, the Klakar and newfound
friends, the Zorg, would form the Free World
Alliance and combine their space forces in a valiant
attempt to repel the Tan Ru and end their
dispassionate wanton destruction once and for all.

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Scenario 11: "Incident at Incarnadine"
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A small flotilla of Terran corvettes prowl the
Incarnadine system, scanning for Garthan forces.
Meanwhile, Tan Ru machine ships arrive to destroy
the trio and scavenge the remains.

Terran

 3 Corvettes
 6 Fighters

Tan Ru

 2 Demolishers
 6 Drones


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Scenario 12: "Resistance is Useless"
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The plucky Terrans join forces with the proud Klakar
once again to stop a death-dealing pack of Tan Ru
Demolishers.

Terran-Klakar Alliance

 Klakar Frigate
 2 Terran Corvettes
 3 Terran Fighters

Tan Ru

 4 Demolishers

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Scenario 13: "Decimation"
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Six fighters stranded on the far side of T'han G'har
encounter a fearsome Tan Ru Decimator and face one of
the most powerful weapons in the galaxy.

Terran

 6 Fighters

Tan Ru

 Decimator

+ Introduces PARTICLE VORTEX CANNON rules


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Scenario 14: "Stop the Machines!"
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Terran, Klakar and Zorg band together against a group
of Tan Ru sterilization ships programmed to scour the
border world of Thamber of all technology and life.

The Free World Alliance

 Klakar Frigate
 Terran Frigate
 2 Zorg Corvettes

Tan Ru

 Decimator
 2 Demolishers
 6 Drones


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Scenario 15: "Starship Graveyard"
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The Tan Ru have finally discovered Sector Prime and its
many noisy and infested worlds, each one waiting to
be reduced to rubble and then plundered meticulously.

With no options left, and even though most forces are
engaged elsewhere, the Free World Alliance must destroy
the remnants of the Tan Ru fleet before any machine ships
return to Quarnix and download details of this discovery
to the root.

If this were to happen, more Tan Ru ships would come. In
other words, it would be bad.

 Klakar Frigate
 3 Terran Corvettes
 Moon Marauder
 Zorg Frigate
 6 Zorg Fighters

Tan Ru

 2 Decimators
 4 Demolishers
 6 Drones

This scenario is easily split up for a multiplayer alliance
game.


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Scenario 16: "Endgame: Battle for Sector Prime"
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Eventually a turning point occurs and all great wars must
end. A battle to end all battles is fought, victory becomes
certain and, at last, the adversary is defeated.

The Free World Alliance faces this challenge, meeting the
newly-formed Dark Consortium at full strength and head-on
in a final, terrible conflict: the Battle for Sector Prime.

Yet, all know that the fates of five galactic races hang in
the balance, and all know that many beings, all of them
heroes, will die.

The Free World Alliance

 Klakar Frigate
 2 Terran Frigates
 4 Terran Fighters
 Moon Marauder
 Zorg Frigate
 2 Zorg Corvettes
 4 Zorg Fighters
```

The Dark Consortium

 Garthan Carrier (3 fighters in fighter bay)
 2 Garthan Corvettes
 Urluquai Carrier (6 fighters in fighter bay)
 2 Deep Hunters
 2 Urluquai Corvettes

This scenario is easily split up for a multiplayer alliance
game.

Scenario 17: "The Peril From Beyond"

Just when things have simmered down, unusually powerful
delta wave emanations are detected originating from just
beyond the Rim. Then, a single starship crosses the Fringe
at superluminal speed, its course aimed straight at the
heart of Sector Prime.

Insane technologically superior aliens from another galaxy
have arrived to detonate stars for fuel and destroy
everything in their path.

Again, entire civilizations face daunting peril and
the possibility of destruction. Is there to be no rest for
the battle weary? "Not yet," say the commanders. "The
enemy is upon us and the time to act is now!"

 "The Peril From Beyond vs. The Consortium"

 Yellow Kawangi

  Destroyer

 The Dark Consortium

  Garthan Carrier (3 fighters in fighter bay)
  Garthan Corvette
  Urluquai Corvette
  Deep Hunter

 "The Peril From Beyond vs. The Free Alliance"

 Yellow Kawangi

  Destroyer

 The Free World Alliance

  Klakar Frigate
  Terran Frigate
  Moon Marauder
  Zorg Corvette

 + Introduces Nova Cannon

                 ADVENTURE SCENARIOS

These scenarios represent some of the more "colorful"
events that occurred during the War for Infinite Space.

All game rules are used. Setup and victory conditions are
stated in each scenario.

"Ace in the Hole"

Everyone knows that wormholes come in pairs, and such is
the case near the mystic green star, Verdi. The difference
here is that these particular wormholes are very close
together, forming a very short tunnel through local space.

As fate would have it, the Terrans and the Garthans have
simultaneously discovered this anomaly. A battle to control
this subsector is inevitable.

Use the standard setup rules.

The two wormhole counters are placed diagonally opposite
from each other on hexes A and B, each four hexes from the
center of the mapboard.

Be sure to read the rules section about wormholes.

Terran-Klakar Alliance

 Terran Frigate
 4 Terran Fighters
 Moon Marauder
 Klakar Frigate

Garthan

 Carrier
 2 Corvettes

Destroy all opposing forces to win. You must have at least
one surviving ship to do so. If forces are somehow
simultaneously destroyed, the result is a draw.

"Freak Wormhole"

The attackers seem to come from nowhere. No interstellar drive
signatures are ever detected. After an assault, surviving
alien ships retreat and vanish without a trace. What is going
on?

A science ship is dispatched. (Why is it always the innocent
science ships that get into trouble?) When it too disappears,
the location of a wormhole is revealed --one that previously
did not exist on official star charts.

Entering the wormhole would be foolhardy. Who knows where it
might lead?

However, its entrance into Sector Prime can be held by Terran
forces until a way can be found to either utilize it or
destabilize it and seal the portal forever.

Meanwhile, the last flotilla of alien attackers is speeding
toward the hole in space. It's the Urluquai! They must be
stopped! Valuable strategic information about Sector Prime
must not fall into enemy hands...or tentacles, as the case
may be.

Use the standard setup rules, however, asteroids are not
used in this scenario.

Place one wormhole counter on the D hex, centered six hexes
from the green (Terran) edge of the board.

Obviously, in this scenario Terran player may not "enter"
the wormhole hex, though all ships may move through it as
per the wormhole rules.

Terran

 Frigate
 2 Corvettes

Urluquai

 3 Corvettes

The Urluquai player must exit the subsector by moving at
least one ship onto the wormhole hex to win.

"Battlestation Alpha: Alien Assault"

In a calculated attempt to assert their directive and
scavenge raw materials, Tan Ru machine-ships attack
Battlestation Alpha.

If they had a dark and twisted sense of humor like the
Urluquai, the Tan Ru might call this man-made structure
"Infestation Alpha." But such puns are illogical and such
machines cannot laugh.

Use the standard setup rules.

The Terran battlestation is placed on the D hex,
centered six hexes from the green (Terran) edge of the
map.

Terran

 Battlestation (6 fighters in fighter bay)

Tan Ru

 3 Drones
 4 Demolishers

The Tan Ru must destroy the battlestation to win, even if all
Tan Ru ships are destroyed in the process.

"Smuggler's Run"

Moon Marauder, carrying an important shipment of Illudium
Fosdex must, with the Terrans' help, cross and exit this
subsector by moving from one edge of the mapboard to the

other (and off).

(Moon Maiden knows Smuggler's Run all too well. In fact, this
is where she met, and made her first "arrangement" with, the
Terran Space Patrol when Moon Marauder was once boarded and
searched for illegal cargo.)

Meanwhile, Garthan corvettes appear and attack!

Use the standard setup rules.

Terran

 3 Corvettes
 6 Fighters
 Moon Marauder

Garthan

 4 Corvettes

Garthan forces must destroy Moon Marauder (at all costs,
including ship self-destruction) to win.

"Ambassador Pranja Must Die!"

The Urluquai seek to disrupt the Terran-Zorg alliance.

Use the standard setup rules.

The Zorg ambassador is in transit from Loryx (the Zorg
homeworld) to Hope (the Terran homeworld), on board one of
three Terran ships:

 Frigate
 2 Corvettes

The location of the Zorg ambassador is not initially
divulged to the Urluquai player, who has these forces:

 Deep Hunter
 2 Corvettes

Terran player: Secretly place one ambassador counter
(select the real ambassador or a dummy counter) face-down on
each starship reference card in play. This represents the
ambassador traveling on one starship while clever (?) decoys
are being transported by the others.

 Zorg Ambassador Pranja
 Cardboard Ambassador (dummy)
 Inflatable Ambassador (dummy)

The ambassador must cross the board and exit this subsector to
reach Haven Station and attend a crucial diplomatic meeting on
Hope. (The ambassador's ship must move off of the board in this
manner.)

Each time a Terran ship is destroyed, the Terran player must
reveal the face-down counter. If it is Ambassador Pranja, the
game ends in an Urluquai victory.

"The Swarm"

Deep-dish hyperwave radar has detected four Tan Ru Demolishers
traveling on a direct course to the Niven shipyards in orbit
around the jungle world of Oo-Topos.

Terran and Zorg fighters are scrambled to thwart the
incursion. Success is paramount! Destruction of the shipyards
may herald a full scale Tan Ru sterilization of the world
itself.

Use the standard setup rules.

Terran-Zorg Alliance

 6 Terran Fighters
 6 Zorg Fighters

Tan Ru

 4 Demolishers
 3 Drones

The Tan Ru must destroy all opposing forces and survive with
at least one Demolisher remaining to win. If all Tan Ru
Demolishers are eliminated, the Terran-Zorg player wins.

This scenario is easily split up for a multiplayer alliance
game.

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Unit Details
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The back side of each ship counter has a ship silhouette pointing in the same direction as its
counterpart on the front side. When a ship is destroyed in combat, flip the counter over and
retain the ship's original facing. This aids in keeping track of "destroyed" ships that have
yet to fire.

#/Ship type        Speed  Hits  Shield  Weapons             Attack   Range  Fire arc    Special


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Terran
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6 fighter          5      1     0       chaingun            3        2      f           ---

3 corvette         2      3     1       railgun             3        2      f, l        railgun may be used for point defense
                                        impaler missile     2        5      f, r

2 frigate          2      4     1       fission missile     3        7      f, l, r     fission missiles may not target fighters
                                        railgun             3        2      f, l        railguns may be used for point defense
                                        railgun             3        2      f, r

1 Moon Marauder    3      3     1       micrometeorite gun  6/3      2      f, l, r     see micrometeorite gun rules
  (scout)

1 battlestation    0      4     2       railgun             3        2      f, l        railguns may be used for point defense
                                        railgun             3        2      f, r        fighter bay (6 Fighters)
                                        railgun             3        2      rear, l     Repair 1
                                        railgun             3        2      rear, r


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Garthan
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6 fighter          5      1     0       chaingun            3        2      f           ---

4 corvette         3      3     1       chaingun            3        2      f, l        ram-hardened
                                        impaler missile     2        5      f

1 light carrier    2      4     1       impaler missile     2        5      f           fighter bay (3 fighters)
                                        impaler missile     2        5      f


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Tan Ru
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6 drone            5      1     0       laser beam          2        2      f           ---
  (fighter)

4 demolisher       2      3     1       laser beam          2        2      f           see micrometeorite gun rules
                                        laser beam          2        2      f
                                        micrometeorite gun  6/3      2      f

2 decimator        2      3     1       plasma beam         3        2      f           see particle vortex cannon rules
                                        plasma beam         3        2      f
                                        particle vortex     5        7      f
                                        cannon

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Zorg
----

6 fighter          6      1     0       plasma blaster      3        3      f           teleport

3 corvette         2      3     1       gauss cannon        2        5      f, l        ---
                                        antichronon beam    3        4      f, r

2 frigate          2      4     1       gauss cannon        2        5      f, l        ---
                                        gauss cannon        2        5      f, r
                                        antichronon beam    3        4      l, r, rear


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Urluquai
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6 fighter          5      1     0       lightning beam      2        2      f           ---

3 corvette         2      3     1       lightning beam      2        2      f, l        ---
                                        fusion rocket       3        4      f

2 deep hunter      2      3     1       quark beam          3        3      f, l        cloak
                                        quark beam          3        3      f

1 carrier          1      4     1       quark beam          3        3      f, l        fighter bay (6 fighters)
                                        fusion rocket       3        4      f
                                        quark beam          3        3      rear


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Klakar
------

1 frigate          2      4     1       proton beam         3        3      f, l        Repair 1
                                        proton beam         3        3      f, r
                                        fission missile     3        7      f           fission missiles may not target fighters
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Yellow Kawangi
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1 destroyer     1     5     2     nova cannon           7-speed  7    f          see nova cannon rules
                                  disintegrator beam    4        4    f, l       Repair 2
                                  disintegrator beam    4        4    f, r       "reactor blows" when destroyed
                                  disintegrator beam    4        4    rear, l
                                  disintegrator beam    4        4    rear, r
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Credits
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