Jumpstrike (version 0.7)

1 Introduction

1.1 The Map

Jumpstrike is played on a hex map. **Section 10** contains conversion rules for playing Jumpstrike as a miniatures-based game on a flat surface.

1.2 The Units

The units represented in Jump Strike are starships, and the missiles and combat pods launched by starships. Colonies and bases are not able to effectively fight jump-capable ships, and are thus beyond the scope of these rules.

Units in Jumpstrike may be represented by counters or miniatures. It is suggested that only ships be represented by miniatures, as the number of pods on the board might otherwise be overwhelming. **Section 13** contains a selection of counters which may be employed. It is important to ensure that the various ships, pods and missiles may be distinguished from one another to prevent confusion.

2 The Turn Sequence

2.1 The Basic Turn Sequence

Each turn of Jump Strike covers about 1/30 of a second of real time. For campaign purposes, turns can be considered to cover 10 seconds each, in order to allow for approach, interception, maneuvering, and retreat. During each turn, all players follow the sequence of play as outlined, one phase at a time.

2.1.1 Plotting Phase

In this phase, players plot orders for all ships on the provided record sheets.

2.1.2 Movement Phase

In this phase, players move their ships and pods in accordance with the orders plotted in the plotting phase.

2.1.3 Combat Phase

In this phase, players may attack one another with pods, missiles, and ships.

2.1.4 Resolution Phase

In this phase, the effects of the combat phase are resolved, and players check for a winner to the scenario.

3 Plotting

3.1 Introduction

All ships must plot their movement and orders. Due to the very short timeframes involved in the game, movement is plotted ahead several turns. Ships may plot various actions, as described in **Section 3.2** and may plot those actions in any order. A ship must always plot its phase for the upcoming turn, as described in **Section 3.3** and **Section 3.4**.

3.2 Plotting Terms and Notation

Guard Pods: Guard Pods may be redistributed around the ship. This is noted R in the ship's orders. When the ship executes those orders, redistribute the pods during the plot phase of that turn.

Missiles: Missile launches are noted by marking MF# on the turn's orders, where # is the number of missiles launched and F is the facing (forward or aft) of the missiles being launched. A ship may not launch any more missiles in a given turn than it has launchers.

Movement: Ships write F to indicate that they will move in the turn. Pods write a number from 1 to 6, where the number represents the direction of motion. Ships may turn once every 3 turns, and denote a turn by writing TP or TS where TP stands for Turn Port, and TS stands for Turn Starboard. A ship may turn and move in the same turn.

Phase: Every unit in Jumpstrike has a phase. This is a value from 1 to 10, and represents the relative timing of the jumps made by that unit. Attacks are easier for units with matched phase numbers than for units with different phase numbers. A unit may change its phase number by 1 each turn. Pods must have the same phase number as the launching unit.

Strike Pods: Pod launches are noted by marking P#ID on the turn's orders, where # is the number of pod squadrons launched and ID is the ID of the counter assigned to these squadrons.

3.3 Plotting the first turn

Plots are maintained 3 turns in advance. Therefore, on any unit's first turn, it must plot not only its orders for that turn, but for the two subsequent turns.

3.4 Plotting a standard turn

Because orders are plotted three turns in advance, the orders that a unit plots will actually be carried out in two turns. Thus each unit plots the orders for two turns in the future, and carries out the orders on its current turn.

4 Movement

4.1 Introduction

Players simultaneously move their ships in accordance with the written orders. Missiles and pod groups are placed on the board, in the hex occupied by the launching ship when it launched them, with missiles facing in the same direction as the launching ship, if fired from forward tubes, or in the opposite direction, if fired from aft tubes.

4.2 Movement Sequence

Ships and pod groups are moved in a particular order.

4.2.1 First Pod Movement

Players alternate moving pod groups by one hex each. A player may choose not to move a given pod group in the first pod movement phase, but if so that pod group may only move one hex in that turn.

4.2.2 Plotted Movement

After all pod groups have been moved (or their player has declared that they will not be moved), all ships are moved in accordance with their plotted movement orders. Pod and missile launches also take place during this phase. Pods launched during this phase may move only one hex during the second pod movement phase.

4.2.3 Second Pod Movement

Players alternate moving pod groups by one hex each. A player may choose not to move a given pod group during this phase.

5 Combat

5.1 Introduction

Combat is resolved in the following order:
Missile Combat
Pod Combat
Ship Combat

5.2 Missile combat

Players alternate choosing one missile to resolve. Move each missile 5 hexes in the direction that it is facing, stopping when the missile first enters an occupied hex. The missile will attack the first unit it encounters in its path. If there are multiple units in the hex, the missile will target the most massive. In the case of a tie, the missile will target one unit at random. A missile attack is handled by rolling 1D10. On a 1or 2, the missile destroys its target. On a 3, the missile disables its target (if a ship) or destroys it (if a pod or missile). On a 4 or greater, the missile has no effect, and is removed from the board. Once a missile has traveled 5 hexes, it is also removed from the board.

5.3 Pod Combat

Players alternate in choosing to resolve any attacks made by one or more of their pod groups. If the pod group is in the same hex as a potential target, the player may choose to have any or all of the pods in that group attack the target. The player must choose how many pods will attack before rolling for the outcome of any attack. A pod attack is handled according to the following formula:

1D10 + Phase + Defense + Range/5 - Tactical Rating

Where:

Phase is the difference in phase value between the attacking pods and the target.

Defense is the defense rating of the target. If the target is protected by guard pods in the direction from which the attack originated, the defender may choose to sacrifice any or all eligible guard pods in order to attempt to prevent the attack. Each guard pod so sacrificed results in a +5 to the ship's Defense value, against that attack only.

Range is the range between the controlling ship and the target. Round down any fractions. The range penalty may never exceed the tactical rating of the ship that launched the pods.

Tactical Rating is the current tactical rating of the ship that launched the pods.

If the modified roll is less than 1, the target is destroyed. If the roll is between 1 and 5, the target is disabled (if a ship) or destroyed (if a pod or missile). If the roll is greater than 5, the pod attack has no effect.

5.3.1 Attacking to Disable *(optional rule)*

Under some circumstances, a pod-equipped ship may wish to disable another ship, instead of destroying it. In that case, the following rule may be used.

Roll the pod attack as normal, and use the following results. On a roll of 2 or less, the target is disabled. On a roll of 3-4, the target is destroyed. On a roll of 5 or greater, the target is unaffected.

5.4 Ship Combat

If two ships end up in the same hex, the players may each choose to attack the opposing ship. The decision to attack is made simultaneously, and any multiple attacks are

resolved simultaneously. For each attack, roll 2D10. On a roll of 2, the attack hit, and the target is disabled.

If a ship ends up in the same hex as a pod group, the ship may attack that pod group after pod combat has been concluded. Roll 2D10. On a roll of 2, one pod is destroyed.

5.5 Combat Summary

Missile Combat:

Roll: 1D10
Result: 1-2: Target Destroyed
3: Target Disabled (ship); Destroyed (Pod)
6 or more: Target Unaffected

Pod Combat:

Roll: 1D10 + Phase + Range/5 + Defence - Tactical
Special: +5 Target Defence for each Guard Pod sacrificed
Range Penalty may never exceed Tactical Bonus
Result: 0 or less: Target Destroyed
1-5: Target Disabled (ship); Destroyed (Pod)
6 or more: Target Unaffected

Attack to Disable:

2 or less: Target Disabled
3-4: Target Destroyed
5 or more: Target Unaffected

Ship Combat:

Roll: 2D10
Result: 2: Target Disabled
3 or more: Target Unaffected

6 Resolution

6.1 Update Tactical Rating

A ship's effective tactical rating is equal to its base tactical rating minus the number of pod groups that it is currently controlling. If a ship has launched pod groups and/or used up pod groups in attack, calculate its new tactical rating by subtracting the number of active pods groups from the ship's original tactical rating.

6.2 Destroyed Ships

If any ship was destroyed, remove that ship and any pod groups launched by that ship from the board.

6.3 Victory Check

Check the scenario victory conditions. If one or both sides have achieved their victory conditions, the scenario is ended.

7 Ship Design

[To be completed]

8 Sample Designs

[To be completed]

9 Scenarios

[To be completed]

10 Tabletop Play

[To be completed]

11 Campaign Play

[To be completed]

12 Sample Record Sheets

12.1 Ship Record Sheet

[To be completed]

12.2 Pod Record Sheet

[To be completed]

13 Sample Counters

[To be completed]