

ONE PAGE RULES PRESENTS

# ORION'S GATE



## Introduction

Hello and welcome to Orion's Gate!

From the creative mind of Austin Peasley we bring you Orion's Gate, a single-page ruleset played with spaceship miniatures that was designed to be fast to learn and simple to play.

Gameplay is focused on creating unique ships and fighting space battles with tactical depth, focusing on strategic movement and deployment of special ship components.

Whilst the system was designed with mass battles miniatures in mind (like Battlefleet Gothic), you can also play wit with skirmish battle sized miniatures (like X-Wings). The system can also be used for dogfights and naval battles. Give it a try!

You can find various supplements to this ruleset and other one page rules at [onepagerules.wordpress.com](http://onepagerules.wordpress.com). You can follow Austin's blog at [basementscientist.wordpress.com](http://basementscientist.wordpress.com). You can find more awesome art at [thanebobo.deviantart.com](http://thanebobo.deviantart.com) and [rosscarlisle.tumblr.com](http://rosscarlisle.tumblr.com).

If you'd like to get news & updates you can follow us at [facebook.com/onepagerules](https://facebook.com/onepagerules), [reddit.com/r/onepagerules](https://reddit.com/r/onepagerules) or [twitter.com/OnePageRules](https://twitter.com/OnePageRules).

If you wish to get involved in the game's development or have any questions you can head over to our forums at [onepagerules.proboards.com](http://onepagerules.proboards.com), or write me an e-mail at [onepageanon@gmail.com](mailto:onepageanon@gmail.com).

Thank you for playing and happy wargaming,  
*Austin Peasley (Rules), One Page Anon (Rules), Boris Samec (Cover) and Ross Carlisle (Logo)*

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# Orion's Gate – Core Rules v1.0

by Austin Peasley & OnePageAnon (<http://onepagerules.wordpress.com/>)

## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Units:** Each unit consists of one or more models on a single base, from squadrons to capitol ships.

**Line of Sight:** If you can draw a straight line from the attacker's front to the target without passing through any solid obstacle, then he has line of sight.

## Building your Fleet

**Point Cost:** Units have a different point cost based on their type, which you can find on this table:

Type	Components	Point Cost
Squadron	-	1
Cruiser	1	2
Battleship	3	6
Capitol Ship	6	12

**Customizing your Fleet:** When you build your fleet you can customize your ships by selecting which components they take and noting it down on a piece of paper. Note that you can take the same component multiple times on each ship.

## Before we begin...

**Fleet Composition:** Each player may take up to 12pts or 24pts worth of units in his fleet (you decide). Each fleet may only have one capitol ship.

**Setup:** The game is played on a flat 4'x4' surface, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

**Objective:** After 4 rounds the game ends, and both players sum the point value of all enemy units they destroyed. The player with the most points wins.

## Playing the Game

The game is played in rounds, in which players alternate in activating units throughout several phases. The player that won deployment goes first during each phase on the first round, and in each new round the player that finished activating last in the previous round goes first during each phase.

### Phases

During each phase the first player has to activate all of his units of that type before play passes to the second player. Once all units have acted during a phase the game passes to the next phase, and this continues until all phases have been played. This is the phase order:

1. Squadron Phase
2. Cruiser Phase
3. Battleship Phase
4. Capitol Ship Phase

## Activation & Movement

The player declares which unit he wishes to activate, and it may either Hold, Move, Cruise or Ram. This allows the unit to move based on its type:

Type	Move	Cruise	Ram
Squadron	10"	15"	-
Cruiser	8"	12"	12"
Battleship	6"	9"	9"
Capitol Ship	4"	6"	6"

Squadrons may move and turn in any direction. Other ships may only move straight and pivot once by up to 90° at any point. Units may only move within 1" of other units when using a Ram action. Note that units may also simply not move, which allows them to pivot on the spot by up to 180°.

## Shooting

After having moved, units that are in range and have line of sight of an enemy unit may fire their deck guns at it as long as they didn't Cruise or Ram.

**To Hit** – The attacker rolls 2D6 and adds its Accuracy value, and compares it to the target's Evasion value. If the result is equal or higher, then the target is hit.

**To Damage** – If the target is hit you must check if the attack managed to pierce its armor. Roll 2D6 and add the Strength value of the attacker, and if the result is equal or higher than the target's Toughness, then the target takes 1 damage. If the target is hit in the back then you get +1 Strength.

**Damage** – Squadrons are killed if they take any damage, however when other types of ships take any you must assign it to the left-most component on their entry. If a component has taken 2 damage it is destroyed and may not be used any more. Once a ship has lost all of its component it is also destroyed. You can find each unit type's offensive stats here:

Type	Range	Accuracy	Strength
Squadron	6"	6	0
Cruiser	12"	4	2
Battleship	18"	2	4
Capitol Ship	24"	0	6

You can find each unit type's defensive stats here:

Type	Evasion	Toughness
Squadron	13+	7+
Cruiser	11+	9+
Battleship	9+	11+
Capitol Ship	7+	13+

**Components:** Certain components have an active effect that can be used either before or after the unit has fire its deck guns. Each component can be used once per activation, and different components can target different enemy units..

## Ramming

Ramming models may only move in a straight line, and are placed in base contact with their target. The target then takes one automatic hit with a Strength depending on the unit's type. You can find each unit type's Strength on the following table:

Type	Strength
Squadron	-
Cruiser	D3+2
Battleship	D3+5
Capitol Ship	D3+7

Resolve these hits as described in the Shooting section. Then the target is pushed D6" directly away from the direction the Ramming unit came from. After having resolved all hits and pushed the target, the Ramming unit also takes one automatic hit, which is resolved at the target's ramming Strength.

## Terrain

**Obscuring Terrain (*asteroids, nebulae, etc.*):** If a unit that is being targeted for shooting is within or behind Obscuring Terrain it gets +1 Toughness.

**Blocking Terrain (*planets, stars, etc.*):** Units may not move through Blocking Terrain, and units that are pushed into it take one automatic hit at Strength D6. If Blocking Terrain is covering at least half of the target from the perspective of the attacker, then it is treated like a piece of Obscuring Terrain.

## Components

**Cannon:** The cannon may be fired at one enemy unit within 18", has Accuracy 3 and Strength 5.

**Deflector:** As long as the ship didn't move you may place one piece of obscuring terrain (up to 3" in size) within 3" of it, at least 1" away from enemy ships.

**EMP Blaster:** Enemy ships within 12" must re-roll the highest result of all rolls.

**Engine:** The ship moves +D6" when using Move actions, and + 2D6" when using Cruise/Ram actions.

**Giga Cannon:** The giga cannon may be fired at one enemy unit within 6", has accuracy 2 and Strength 8.

**Hangar:** The hangar may release a swarm of fighters, which attack all enemy units within 6", have Accuracy 6 and Strength 0.

**Inhibitor:** Enemy ships within 12" halve their move.

**Mine Launcher:** Place a mine within 6" of this ship. Enemy units moving within 3" of the mine take an automatic hit with Strength D6+1.

**Missile Cluster:** The missile cluster may be fired at up to three enemy units within 12", has Accuracy 3 and Strength 3.

**Plasma Cannon:** The plasma cannon may be fired at one enemy unit within 24", has Accuracy 3 and Strength 5. If you roll a double 1 when trying to hit the shooting ship immediately takes 2 damage.

**Precision Sensor:** The ship gets +1 Accuracy.

**Railgun:** The railgun may be fired at one enemy unit within 48", has Accuracy 0 and Strength 4.

**Shield:** The ship gets +1 Toughness.

**Stealth Generator:** The ship may go into stealth mode, getting +2 Toughness and -2 Accuracy until it goes out of stealth mode again.

**Thorns:** Enemy ships that Ram this ship immediately take 1 damage on a roll of 4+.

**Torpedo:** The torpedo may be fired at one enemy unit within 36", has Accuracy 0 and Strength 6.

**Tractor Beam:** Target enemy ship within 18" is moved D6" toward the ship.

**Tsunami Cannon:** The tsunami cannon may be fired at one enemy unit within 48. When it is fired it has Accuracy 0 and Strength of X\*4, where X is the number of rounds it hasn't attacked.

**Viral Ram:** The ship adds +D3 to its Strength value when using Ram actions.

**Warp Drive:** The ship may be placed anywhere within 2D6" of its position.