

ONE PAGE RULES PRESENTS

ORION'S GATE



Introduction

From the creative mind of Austin Peasley we bring you Orion's Gate, a single-page miniature spaceship wargame set in the distant future. Gameplay is focused on creating unique ships and fighting space battles with tactical depth.

All you need to play is a flat 6'x4' playing area, a measuring tape in inches and a couple of six-sided dice. Then you will need some miniature spaceships in either mass battles scale (like Battlefleet Gothic) or in skirmish battle scale (like X-Wings). The system can also be used for dogfights and naval battles. Give it a try!

Find more free games at onepagerules.wordpress.com, and more awesome art at thanebobo.deviantart.com. You can follow Austin's blog at basementscientist.wordpress.com.

If you'd like to get news & updates you can follow us here:

- Facebook: facebook.com/onepagerules
- Reddit: reddit.com/r/onepagerules
- Twitter: twitter.com/OnePageRules

If you wish to get involved in development or have any questions feel free to contact us:

- Forum: onepagerules.proboards.com
- E-Mail: onepageanon@gmail.com

Thank you for playing and happy wargaming!
One Page Anon (Rules), Boris Samec (Cover)

Index

1. *Cover*
2. *Introduction & Index*
3. *Rules*

Orion's Gate – Core Rules v1.2.0

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. Have fun!

Units: Each unit consists of one or more models on a single base, from scouts to battleships.

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
Scouts	-	1
Fighters	1	2
Destroyers	3	6
Battleships	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 worth of units in his fleet, and each fleet may only have one battleship.

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 ships 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. Scouts Phase
2. Fighters Phase
3. Destroyers Phase
4. Battleships 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
Scouts	10"	15"	-
Fighters	8"	12"	12"
Destroyers	6"	9"	9"
Battleships	4"	6"	6"

Scouts 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 primary 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 it takes 1 damage. If the target is hit in the back then you get +1 Strength and deal +1 damage.

Damage – Scouts 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
Scouts	6"	6	0
Fighters	12"	4	2
Destroyers	18"	2	4
Battleships	24"	0	6

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

Type	Evasion	Toughness
Scouts	13+	7+
Fighters	11+	9+
Destroyers	9+	11+
Battleships	7+	13+

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
Scouts	-
Fighters	D3+2
Destroyers	D3+4
Battleships	D3+6

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, nebulas, 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.

Dangerous Terrain (suns, black holes, etc.): If a unit moves into Dangerous Terrain it takes D6 damage.

Ship Components

Passive Components: These components give ships a bonus at all times, regardless of action.

Active Components: These can be used after having fired the ship's primary guns as long as it did not use a Cruise/Ram action. Note that each component uses its own accuracy and strength, which does not stack with the ships original stats.

Passive Components

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

Armored Plating: This component is destroyed after taking 4 damage instead of 2. Note that you may only take 1 armored plating per ship.

Barracks: The ship gets +1 when boarding or being boarded by enemy ships.

Boarding Pods: The ship has +3" range when trying to board 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.

Inhibitor: Enemy ships within 12" halve their move.

Precision Sensor: The ship gets +1 Accuracy.

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

Salvage Arm: Whenever a friendly ship within 6" is destroyed you may remove 1 damage from this ship. Note that you may only take 1 salvage arm per ship.

Shield: The ship gets +1 Toughness.

Active 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.

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 close range interceptors, which attack all enemy units within 6", have Accuracy 6 and Strength 0.

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.

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

Repair Bay: Remove one point of damage from a friendly ship within 3". Note that you may only take 1 repair bay per ship.

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

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. Note that you may only take 1 tsunami cannon per ship.

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

Advanced Rules

Firing Arcs

An advanced way to play the game is to give ship components a limited firing arc, which increases the importance of strategic movement.

Follow the regular fleet customization rules, however in addition to defining in which order each ship component is placed, you also have to define it to be facing either the Front, Left or Right side of the ship. Each component can only target enemy units within a 90° arc of that side of the ship. Primary guns can fire in any direction as usual.

Destroyed Components

An advanced mechanic that you can use in your games is to have destroyed components leave behind debris which obscures ships.

Whenever a ships component has been destroyed you may place one piece of obscuring terrain 1" in size within 1", at least 1" away from enemy ships.

Boarding Parties

An advanced action that ships can take is to launch boarding parties to capture enemy ships. Scouts may not board or be boarded by other ships.

Ships may launch a boarding party onto enemy ships within 3" after moving, and may not shoot or use any components during their activation. Both players roll one die and add +2 for each active component on their ship and +1 for each damaged component. If a player has a higher result than the other, then he captures the enemy ship and may use it as one of his own from the next round on. If the result is a tie then both ships take D3 damage instead.

Advanced Terrain & Multi-Table Play

A very advanced way to play the game is to play with multiple tables. To do this you will need to set up two separate tables, each with at least one warp gate or wormhole so that ships can travel between them. We recommend playing with at least 24pts per side to keep the game exciting at this scale. Note that you can use the advanced terrain rules without multiple tables by setting up the warp gates or wormholes on the same table.

Warp Gates: This terrain counts as Blocking Terrain, however units may enter it and be placed within 3" of another warp gate (pick one). If a unit is pushed into a warp gate it must be placed within 3" of the closest other warp gate.

Wormholes: This terrain counts as Blocking Terrain, however any unit that is pushed into it takes D6 damage. If there are any other wormholes the unit is then placed within 3" of the closest other wormhole.

Mysterious Objectives

When using mysterious objectives rules roll on the table whenever a ship moves within 3" of an objective marker for the first time. The result is permanent as long as the marker is alive.

Result	Effect
1-2	None.
3	Ships moving within 3" of the marker roll one die. On a 1 they immediately take D3 damage.
4	Ships moving within 3" of the marker halve their move.
5	Ships within 3" of the marker get +1 Accuracy.
6	Ships within 3" of the marker get +1 Toughness.

Missions

When using the following missions the table and armies are set up as described in the core rules. You can either choose any of these or play with a random objective by rolling one die on this table:

Result	Mission
1	Annihilation
2	Territory Control
3	Artifact Hunt
4	Station Assault
5	Breakthrough
6	Capture the Gate

1 – Annihilation: After 4 rounds the game ends, and both players sum the point value of all enemy ships that they destroyed. The player with the most points wins.

2 – Territory Control: Before deploying armies place D3+2 objective markers on the table. Roll-off to see who goes first, and then alternate in placing one marker each at least 12" away from any table edge and from any other marker. After 4 rounds the game is over, and both players check if they have any ships within 3" of an objective marker, and if no enemy ships are within 3" of that marker it counts as seized. The player with the most seized objectives wins.

3 – Artifact Hunt: Before deploying armies place 3 artifact markers on the table. Roll-off to see who goes first, and then alternate in placing one artifact marker each at least 12" away from any table edge and from any other artifact marker. If a ship moves into contact with the marker it picks it up, and if it is destroyed the marker is dropped on the spot. Ships holding markers may move off any table edge, removing the ship and the marker. After 4 rounds the game is over, and both players sum how many artifact markers they are holding or they moved off the table. The player with the most artifact markers wins.

4 – Station Assault: Before deploying armies place two space stations on the table. Roll-off to see who goes first, and then place one space station within your deployment zone, at least 6" away from any table edge. If a ship is within 3" of an enemy space station, and no enemy ships are within 3" of that space station, then it is destroyed. After 4 rounds the game is over, and if one of the players destroyed the enemy space station whilst keeping his own space station intact, then he wins.

5 – Breakthrough: After 4 rounds the game ends, and both players sum the point value of all ships that they have in the opponent's deployment zone. The player with the most points within the opponent's deployment zone wins.

6 – Capture the Gate: After 4 rounds the game ends, and both players sum the point value of all ships that they have within 12" of the table center. The player with most points in the table center wins.

The game can be played with more than two players by adjusting the rules a little. Essentially the game is still played with two opposing forces, however more than one player takes control of each force.

Army Composition: Split the amount of points the players are allowed to take evenly amongst players on the same side. Each side still follows the same restrictions across all players, meaning that in a 12pts game with two players per side each player may take 6pts worth of ships, but only one of them may take a battleship.

Preparation: Players on the same side deploy ships on the same table edge.

Mission: Points, objectives, deployment zones, etc. are counted for each side, not for each player.

Playing the Game: Whenever one side has the turn only one of the players may activate a single ship, and then activation passes to the other side.

Playing Bigger Games

If you wish to play games that are bigger than described in the core rules you may use this table to determine what unit limits you must follow:

Points	Battleships
12	0-1
24	0-2
36	0-3
48	0-4
60	0-5
72	0-6
84	0-7
96	0-8

Note that the rules were not designed with such large games in mind, and as such your playtime might substantially increase.

Multi-Player Games