

GLIMM'S WORKSHOP

# SWORD OF TERRA BETA ONE

A GAME OF STARSHIP COMBAT

# INTRODUCTION

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Sword of Terra is a strategy game in which players command fleets of powerful starships in combat against one another.

## INSPIRATIONS

Sword of Terra is inspired by the starship conflicts of science fiction movies and video games. In particular, the following sources have influenced the aesthetics and mechanics of the game: *Descent: Freespace*, *Master of Orion*, *Star Wars*, and *Wing Commander*.

## COMPONENTS

In order to play Sword of Terra, you will need the following:

- This document
- A large, flat playing area – at least 24” by 24”
- Tokens or miniatures to represent ships, wings of small craft, and missile salvos
- Several ten-sided dice
- A ruler

## BASIC MECHANICS

A game of Sword of Terra takes the form of one or more engagements where two or more players control opposing groups of starships. An engagement has victory conditions for each player, and once one player achieves his or her victory conditions, the engagement ends.

## UNITS

In addition to starships, players can control space stations and wings of small craft. In these rules, the term unit can refer to any of these.

## ROUNDS AND PHASES

An engagement is divided into rounds. During each round, players can move and make attacks with each of their units.

Each round is also divided into several phases:

1. **Initiative Phase:** Determine which player has the initiative for the round.
2. **Movement Phase:** Move units and missile salvos.
3. **Attack Phase:** Declare and resolve attacks.
4. **End Phase:** Check victory conditions.

## DICE

The basic dice mechanic in Sword of Terra is a die roll where a player adds a value to the roll of a ten-sided die and then compares the result to a second value. If the roll is equal to or greater than the second value, then it is considered a success. Otherwise it is a failure.

In the rules, you’ll see phrases like “a roll of X versus Y.” This means that the player will add X to the roll and compare against Y.

Sometimes, the rules require two players to make an opposed roll. In this case, both players roll a ten-sided die and add the specified value. The player with the higher value wins the roll and the other player loses it. In the case of a tie, both players should roll again.

## MEASUREMENTS

Measurements should be taken from the center of tokens, and all distances are provided in inches.

# UNIT STATISTICS

In Sword of Terra, the primary unit is a starship. A player will control a force of several starships. In addition, there are wings of small craft and space stations that can also be used.

## SHIPS

Each ship has several statistics that determine its capabilities in Sword of Terra.

A ship's **Target Number** determines how difficult it is to hit with direct fire weapons. In order to hit a ship, the attacker must make a roll of a weapon's Accuracy against the Target Number of the ship.

A ship's **Armor Ratings** determine how resilient it is to weapon hits. Each ship has three Armor Ratings: fore, side, and aft. When a ship is hit by a weapon, the attacker must make a roll of the weapon's Power against the ship's appropriate Armor Rating in order to cause damage.

A ship loses one (or more) of its **Hull Points** each time it is damaged. When it has no remaining Hull Points, a ship is destroyed and removed from the game.

A ship's **Threshold** is the number of Hull Points that it can lose before it starts to take damage to other systems by means of Damage Effects.

**Thrust** represents how quickly a ship can move and maneuver. Each point of Thrust allows a ship to move one inch forward, and Thrust is also used to make turns.

A ship's **Turning Cost** is the amount of Thrust used for a turn of up to 90 degrees in either direction.

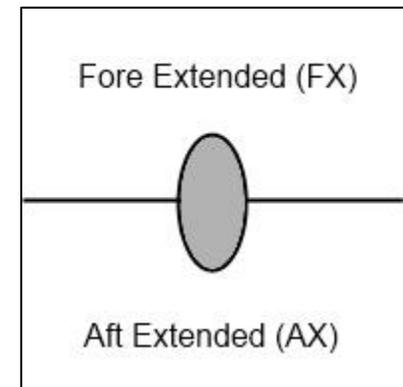
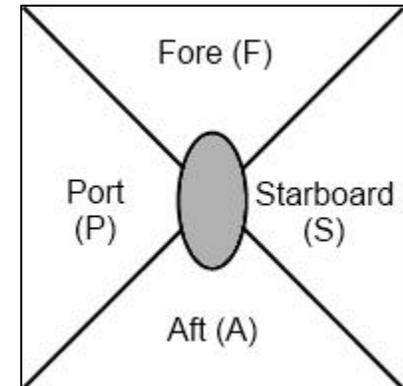
**Turning Distance** is the minimum number of inches that a ship needs to move in a straight line between turns.

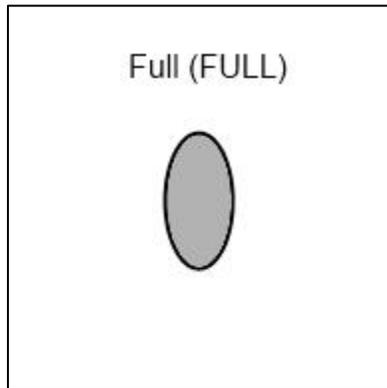
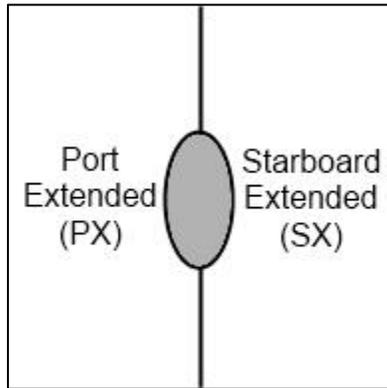
A ship's **Hanger Capacity** determines the number of small craft wings that can be deployed with it. Its **Hanger Doors** statistic determines how many wings can be launched in a single round and in which firing arcs those wings launch. Ships can also have **Shuttle Bays** which are effectively hangers that hold a single light small craft and a door to launch the craft.

A ship's **Weaponry** and **Systems** describe what equipment a ship has and what firing arc each weapon uses.

## FIRING ARCS

There are four basic firing arcs in Sword of Terra: fore, aft, starboard, and port. Each of these firing arcs covers 90 degrees. Some ships also carry weapons mounted with extended firing arcs that cover 180 degrees or, in some cases, all 360 degrees.





## SMALL CRAFT

Small craft have many of the same statistics as ships. They have a **Target Rating** that determines how difficult they are to hit, and an **Armor Rating** that represents the effectiveness of their armor. A small craft's **Thrust** determines how quickly it can move. Small craft also have **Weaponry** and **Systems**.

Unlike ships, small craft do not track Hull Points. Instead, each wing has a number of small craft

with each small craft effectively having a single Hull Point. The default number of craft in a wing depends on the craft's **Class**. **Light** craft are deployed in wings of 5, and **Heavy** craft are deployed in wings of 3.

Wings of small craft do not track facing during combat, so they do not have Turning Cost or Turning Distance statistics.

## STATIONS

Stations have the same statistics as ships, except that they may only spend Thrust in order to change facing and not to move.

## WEAPONRY

Weapons are divided into three categories in Sword of Terra – direct fire weapons, missile weapons, and mine-laying weapons. Each category has a different set of core statistics, and weapons of both types can have special rules that apply to them.

All weapons have a **Damage Type** statistic that indicates how they damage their target.

Common examples are: ballistic, explosive, gravity, laser, and plasma.

## DIRECT FIRE

**Range** determines the maximum number of inches between a weapon and its target. A

weapon's **Range** is divided into three segments. When used to attack targets in the **Long Range** segment, the weapon takes a -1 penalty to accuracy. When used to attack targets in the **Short Range** segment, the weapon gets a +1 bonus to accuracy. Attacks made at **Medium Range** take neither a bonus nor a penalty.

A weapon's **Accuracy** determines how easy it is to hit a target with it. In order to hit a target, an attacker must make a roll of a weapon's Accuracy against the target's Target Number.

A weapon's **Power** represents its ability to penetrate armor plating and damage its target. When a weapon hits, the attacker must make a roll of the weapon's Power against the target's Armor Rating in order to cause damage.

## MISSILE

Statistics for missile weapons are divided into two groups. Missile statistics are the same for all weapons using the same type of missile, where launcher statistics vary between launchers using the same class of missile.

## MISSILE

**Thrust** determines how quickly a missile closes with its target. For each point of Thrust, a missile moves one inch each round. Unlike ships, a missile does not need to use any Thrust to turn.

Like ships, missiles have a **Target Number** that determines how difficult they are to hit and an **Armor Rating** that determines how difficult they are to destroy.

A missile's **Power** works in the same way as for direct fire weapons.

## LAUNCHER

A launcher's **Salvo Size** is the number of missiles in each salvo created by it.

**Ammunition** is the number of salvos that a missile launcher may fire during a game.

## MINE-LAYING

Similarly to missile weapons, statistics for mine-laying weapons are divided into two groups. Field statistics are the same for all weapons that deploy the same type of field, where launcher statistics vary between launchers that deploy the same type of mine field.

## FIELD

**Density** determines how likely a unit moving through the field is to trigger a mine explosion. When a unit moves through a field, the field's controlling player makes a roll of the field's Density against the unit's Target Number.

The field's **Power** works in the same way as for direct fire and missile weapons.

## LAUNCHER

**Ammunition** is the number of mine fields that the launcher can deploy during a game.

## SPECIAL RULES

Some weapons have special rules that modify how they are used in play.

**Burst** weapons affect a relatively large area. When a burst weapon is used to attack a missile salvo, it makes one attack against each missile in the salvo. For example, if a Burst weapon is used to attack a salvo containing 3 missiles, then the attacker would make 3 rolls of Accuracy versus the missiles' Target Number and a damage roll for each hit, potentially destroying all of the missiles in the salvo.

**Disruptive** weapons are more likely to cause structural damage than other weapons. These weapons provide a bonus on damage effect rolls. For example, if a Disruptive 1 weapon triggers a damage effect roll, the attacker adds 1 to the roll before consulting the damage effect table.

**Dissipating** weapons are less effective at long range. They take a -1 penalty to Power at medium range and a -2 penalty at long range.

**Fast-Closing** missiles are equipped with a booster that engages once the missile is close to its target. This allows the missile to spend extra Thrust if doing so would allow it to reach its

target during the current round. For example, a Fast-Closing 4 missile with a normal Thrust of 10 would be able to move up to 14 inches in the movement phase as long as it reaches its target.

**Heavy Damage** weapons are more destructive than normal weaponry. When a Heavy Damage weapon damages a ship, it causes more than one Hull Point of damage. For example, a weapon with Heavy Damage 3 would deal 3 Hull Points of damage. Even though a ship loses more than one Hull Point from the weapon, the weapon still only triggers a single Damage Effect roll.

**Large-Only** weapons may not target missile salvos or wings of small craft.

Weapons with **Multiple Fire Modes** can be used to make different types of attacks. Each attack type can have different statistics, but only one attack type can be used in a given round. Ammunition-using weapons with multiple modes must track ammunition separately for each mode.

**Rapid Fire** weapons make more than one attack each round, but each attack must be against the same target. For example, if a weapon with Rapid Fire 2 is used to attack a ship then it makes 2 attacks against the ship. It is important to remember that a missile salvo is a single target even if it contains multiple missiles.

**Smart** missiles are capable of acquiring a new target if their current target is destroyed before they reach it.

**Spray** weapons fire a spray of projectiles or energy that is densest at close range. These weapons make 3 attacks against targets at close range, 2 at medium range, and only 1 at long range.

## **SYSTEMS**

In addition to weaponry, some units are also equipped with special systems that provide advantages in combat. These systems generally have special rules that are provided in their descriptions.

# ENGAGEMENTS

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A game of Sword of Terra generally consists of a single engagement. An engagement encompasses a meeting of two or more groups of warships where each has victory conditions that it is attempting to achieve.

## SETUP

For this playtest, the ships are not divided by faction, and there is no mechanism other than player estimates to determine whether the forces in an engagement are balanced. For that reason, players should mutually agree on which ships to use in each game.

To begin an engagement, each player should set up the tokens for their ships within 4 inches of a single edge of the playing area.

## VICTORY CONDITIONS

For this playtest, there are only two potential victory conditions:

- All opposing ships are destroyed.
- All opposing players have surrendered.

## GAME OVERVIEW

As mentioned in the introduction, an engagement is divided into rounds. During each round, players can move and make attacks with each of their units.

Each round is also divided into several phases:

1. **Initiative Phase:** Determine which player has the initiative for the round. The player that has the initiative has several advantages during the round.
2. **Movement Phase:** Move each unit and then move each missile salvo towards its target. Small craft can also be launched or retrieved by carriers during this phase.
3. **Attack Phase:** Declare attacks for each unit. Once all attacks have been declared, resolve those attacks. Finally, resolve attacks for any missile salvos that have reached their targets.
4. **End Phase:** Check victory conditions for each player. If a player has achieved his or her victory conditions, then he or she wins the engagement.

## INITIATIVE PHASE

At the beginning of each round, the players make an initiative roll. This is an opposed roll using the player's faction Command Rating (for this version, assume all factions have a command rating of 0). The player that wins the roll has won the initiative for the round and gets several advantages such as being able to observe enemy actions before acting.

## MOVEMENT PHASE

The movement phase is when units (ships, stations, and small craft wings) and missile salvos may move around the battle area.

## UNIT MOVEMENT

Starting with the player that lost the initiative, the players take turns moving one unit at a time until all ships have moved. A player may declare that a unit is not moving at all during one of their movement turns.

A unit has several statistics that influence its movement. Thrust determines how much a unit may move in a round. A unit may move 1 inch forward in a straight line for each point of Thrust. In addition, a unit may turn up to 90

degrees in either direction by using thrust equal to its Turning Cost. Between turns, a unit must move in a straight line a number of inches equal to its Turning Distance. Wings of small craft do not track facing and do not need to spend any Thrust in order to turn. Stations on the other hand may only use Thrust for turning.

### **MINE FIELDS**

During movement, any unit that enters a mine field provokes an immediate attack from the field. The mine field's controlling player makes a roll of the field's Density versus the unit's Target Number. If the roll is successful, then the unit triggered one of the mines. For wings of small craft or missile salvos, make a number of attack rolls equal to half of the number of craft or missiles rounded down. For example, a wing of 5 small craft would be subject to 2 attacks when moving through a mine field.

For each triggered mine, make a roll of the field's Power against the target's Armor Rating. If the roll is successful, then resolve the damage immediately by removing a Hull Point from the unit and rolling on the Damage Effect table if necessary.

### **CARRIER ACTIONS**

Ships and stations that carry small craft may deploy one wing of small craft per hanger door during its movement. The craft are placed within 3 inches of the ship and must be within

the same firing arc as the door. Small craft cannot move during the same round that they are launched.

Wings of small craft may also return to the hanger of a ship or station by using their movement to reach a point within 1 inch of the ship or station. The player may then remove the token and mark that the wing is once again in the hanger. Any missile salvos targeting the wing automatically change their target to the ship or station carrying the wing.

### **SALVO MOVEMENT**

Once all of the units have moved (or declared that they are remaining stationary) each player moves any of their missile salvos that have been launched. Missile salvos must move in a straight line towards their target a number of inches equal to their Thrust statistic (or less if they are closer to their target). Like small craft, missile salvos do not need to spend thrust to change direction.

### **ATTACK PHASE**

During the attack phase, units are able to fire their weapons and missile salvos that have reached their target deal damage.

### **DECLARATION**

Starting with the player that lost initiative, the players take turns declaring attacks for one unit at a time.

There are three types of weapons in Sword of Terra. Direct fire weapons have limited range but always reach their target in the same round that they are fired. Missile weapons have unlimited range, but launch salvos that can take several rounds to reach their target and are vulnerable to weapons fire. Mine-laying weapons create an area of mines that restrict the movement of units. Each type of weapon has its own rules.

### **DIRECT FIRE WEAPONS**

In order to attack with a direct fire weapon, the target must be within range and in the correct firing arc for the weapon.

If both of those conditions are satisfied, then the attacking player makes a roll of the weapon's Accuracy versus the target's Target Number. If the roll is successful, then the weapon is a hit.

If a weapon hits, then the attacking player makes a roll of the weapon's Power against the target's Armor Rating. If that roll is also successful, then the target takes damage and marks off one Hull Point box. When a wing of

small craft is attacked, a successful damage roll destroys one craft in the wing.

If a ship or station has previously lost a number of Hull Points equal to or greater than its Threshold and this attack caused additional damage, then the attacking player makes a Damage Effect roll to determine a side effect of the attack. The attacking player rolls a ten-sided die and uses the Damage Effects table to find the effect for the roll's result. It is important to note that these effects do not take effect until the Attack Resolution step. This means that even if a unit loses a weapon due to an attack this round, it can still use that weapon during this round's attack phase.

In addition to attacking units, a player may use a direct fire weapon to target a missile salvo. This works the same as attacking a wing of small craft.

## MISSILE WEAPONS

In order to attack with a missile weapon, the target must be in the correct firing arc but it can be at any range. The attacking player then places a missile salvo token adjacent to the firing unit and moves it towards the target a number of inches equal to half of the missile's Thrust.

Unlike direct fire weapons, missiles cannot target other missile salvos.

## Damage Effects

- 1. Crew Shaken.** The hit jostles the ship's crew, making them less effective for a few seconds. The ship takes a -1 penalty to accuracy with all of its weapons during the next round.
- 2. Crew Shocked.** The damage from the hit throws the crew around and forces them to focus on protecting themselves. The ship cannot make any attacks during the next round.
- 3. Crew Stunned.** The crew is stunned as the ship takes the powerful hit. The ship cannot move or attack during the next round.
- 4. Maneuvering System Hit.** The small thrusters and guidance systems that allow a ship to maneuver in space are damaged by the hit. The ship adds 1 to its turning cost for the rest of the engagement.
- 5. Targeting System Hit.** The hit damages the sensitive electronics that aid the ship's gunners. The ship takes a -1 penalty to accuracy with all of its weapons for the rest of the engagement.
- 6. Engines Hit.** The ship's main engines are damaged forcing it to reduce its thrust. The ship reduces its thrust by 1 for the rest of the engagement.
- 7. Weapon or System Destroyed.** The hit destroys one of the ship's weapons or special systems. The attacking player chooses one weapon or special system on the ship, and that weapon or system cannot be used for the rest of the engagement. The chosen weapon must be capable of firing into the arc where the ship was hit.
- 8. Engines Destroyed.** The ship takes a critical hit to its main thrusters and is forced to come to a stop. The ship is reduced to 0 thrust for the rest of the engagement.
- 9. Critical Hit.** Structural braces are taken out by the hit causing the ship's structure to shudder. The ship takes an extra point of damage from the hit.
- 10. Catastrophic Hit.** The damage sets off an internal explosion as a fuel tank or ammunition feed ignites. The ship takes two extra points of damage from the hit.

Missile salvo tokens generally have a number on them that represents the number of missiles in the salvo. This makes it easier for players to track the number of missiles in each salvo.

## MINE-LAYING WEAPONS

A mine-laying weapon creates a mine field adjacent to the unit. The mine field remains stationary once deployed.

## RESOLUTION

After all units have declared their attacks, the effects of those attacks are applied. At this point, any unit with 0 remaining Hull Points (or 0 remaining small craft in the wing) is destroyed and removed from the game. In addition, any missiles that were destroyed are removed from their salvos at this point.

## **MISSILE SALVOS**

Any missile salvos that have reached their target make damage rolls during this step. For each missile in a salvo, the attacking player makes a roll of the missile's Power against the target's Armor Rating. If the roll is successful, then the target is damaged and loses a Hull Point.

As with direct fire weapons, the attacking player also makes a Damage Effect roll for each missile that inflicts damage beyond the target's Threshold. Effects from missile damage take effect immediately.

## **END PHASE**

After the Attack Phase, the round ends and players check for victory conditions. If either player has achieved his or her victory conditions at this point, then he or she wins the engagement.

If neither player has won the scenario, then a new round begins.

# A GALAXY AT WAR

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Sword of Terra is set in a galaxy where humanity developed faster-than-light travel and quickly colonized numerous star systems. During the rapid colonization of these far-flung worlds, each new colony established its own planetary government and was largely autonomous. Unfortunately, this rapid expansion caused large amounts of political turmoil as the government of Earth sought to maintain control over the destiny of humanity.

Regional fighting eventually escalated into the galaxy-wide conflict known as the Unification War. This war pitted Earth and its allies against rebellious colonies and saw brutal fighting across all of known space. After years of warfare, the government of Earth declared victory as the last few major colonies surrendered. For the first time since the colonial expansion, all of humanity was united under the banner of a single government, the United Terran Systems.

Nearly a century after the Unification War, the United Terran Systems fractured as various systems broke away to form the Confederation of Free Colonies. This secession sparked a conflict known as the Great Colonial War that has left humanity divided into several factions.

## FACTIONS

### UNITED TERRAN SYSTEMS

The largest and most powerful faction in the known galaxy is the United Terran Systems. From the Terra System, birthplace of human civilization, it stretches to cover over a hundred colonized worlds. The United Terran Systems Navy emphasizes mixed taskforces of ships, the use of lasers and other long range weapons, and disciplined coordination.

### CONFEDERATION OF FREE COLONIES

The second largest faction is the Confederation of Free Galaxies, which seceded from the United Terran Systems during the bloody Great Colonial War. The worlds of the Confederation felt that they had increasingly diminished input into the UTS government in the years leading up to their secession, and their new government's structure gives each world greater power over its own fate. The Navy of the Confederation focuses on big, durable warships, ballistic weaponry, and a close-range focus.

### TENGOKAN ALLIANCE

Near the conclusion of the Great Colonial War, several worlds seceded from the UTS in protest of its handling of the war against the Confederation. Most of these worlds united under a new government known as the Tengokan Alliance. The Alliance Navy has a strong preference for carriers, fighters, tactics emphasizing speed and stealth, ion weapons, and automation systems.

### AZURAN LEAGUE

The planet Azure isolated itself from the rest of the known galaxy nearly three decades before the Great Colonial War for largely unknown reasons. When a UTSN Battle Group jumped into the system during the war, the Azuran League met the intrusion with overwhelming force including ship designs and technology unknown to the rest of humanity. The Azuran League Navy makes heavy use of its unique technological advances such as pulse drives, gravity beams, and force fields.

### INDEPENDENT WORLDS AND OUTLAWS

In addition to the major factions, there are numerous small, independent colonies and pirate fleets operating along the known galaxy's

frontier. These minor factions generally cannot afford or maintain large warships, but instead make use of jury-rigged civilian ships, small military vessels, fighters, and bombers. From a technological point-of-view, they are generally limited to weapons and systems that were available before the Great Colonial War.

## JUMP DRIVES

Jump drives are the technology that has allowed humanity to colonize the stars. The drives function by folding time-space in order to allow a ship to instantly traverse the massive distances between stars.

Jump drive technology does have some limitations. The drives require long recharging periods in order to function safely, so travelling between distant star systems can still be time consuming. Jump drives are also quite large and expensive, which means that small craft cannot be made jump capable and instead rely on larger carriers for transport between systems.

## NAVAL FORCES

The primary fighting force of each faction is its navy of war ships. Each faction controls numerous battle groups and defensive fleets that protect the systems under its control.

## WAR SHIP CLASSIFICATIONS

### BATTLE CRUISER

A battle cruiser is a large warship that mounts heavy direct fire weapons. It is more maneuverable than a battleship, but has lighter armor. In addition, battle cruisers are more likely than battleships to carry either anti-ship missiles or torpedoes. Battle cruisers are generally the command ship of a battle group.

### BATTLESHIP

A battleship is a large, heavily-armored warship that mounts heavy direct fire weapons. It is designed to serve as the center piece of a battle group and engage enemy warships at close range.

### CARRIER

A carrier is a large warship designed to carry and support a large contingent of fighters and bombers. Like battleships, carriers often serve as the center piece of a battle group. Most carriers are capable of carrying between 25 and 40 small craft.

### CORVETTE

A corvette is a small warship that is used in a system patrol and defense role. They generally are capable of high speeds in order to be able to respond to emergency situations, but often are relatively lightly armed and armored.

### CRUISER

A cruiser is a medium warship that is designed for long-range engagements. They are often armed with torpedoes and other long-range weapons which are used to support the rest of the battle group during an engagement.

### DESTROYER

A destroyer is a small escort ship that is primarily intended to protect other ships in its battle group from bombers and incoming missiles. Unlike escorts, most destroyers mount at least one anti-ship weapon system.

### DREADNOUGHT

A dreadnought is a very large warship that resembles an oversized battleship. While often slow, dreadnoughts are designed to sustain large amounts of punishment while unleashing a devastating barrage of firepower. Some dreadnoughts include carrier features, allowing them to carry a handful of fighter and bomber wings. Dreadnoughts are rare and the few that exist are often the flagship of an entire fleet.

### ESCORT

An escort is a very small warship that is designed to repel fighter and bomber wings. Escorts lack anti-ship weaponry, so they rely on the rest of their battle group for protection from warships.

### **ESCORT CARRIER**

An escort carrier is the smallest type of carrier and is generally only capable of carrying 10 to 15 small craft. The most common usage of an escort carrier is to provide fighter support to a battleship-led battle group.

### **FRIGATE**

A frigate is a small warship intended to operate independently from a battle group as an escort for merchant vessels.

### **GUNSHIP**

A gunship is a very small warship equipped with a single anti-ship direct fire weapon. Gunships are designed to be maneuverable enough to accompany fighter and bomber wings in assaults against enemy warships.

### **LIGHT CARRIER**

A light carrier is a medium warship that is capable of carrying between 15 and 25 small craft.

### **MISSILE SHIP**

A missile ship is a small warship equipped with anti-ship missile launchers. These ships are generally used to provide long-range support to a battle group.

### **SUPER CARRIER**

A super carrier is a very large warship capable of carrying at least 40 small craft. Unlike smaller classes of carriers, a super carrier also

often mounts at least some anti-ship weaponry. Like dreadnoughts, super carriers are rare and generally only put into service as fleet flagships.

### **TORPEDO SHIP**

A torpedo ship is a small warship that is generally armed with a single torpedo tube. Several torpedo ships are sometimes used in a battle group in order to fill the role of a cruiser. In addition, torpedo ships are inexpensive enough that planetary governments can regularly afford them and use them for system defense.

# WEAPONS OF WAR

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This chapter provides an overview of weapon systems and war ships that were in use throughout the known galaxy at the outbreak of the Great Colonial War.

## WEAPON SYSTEMS

### ASSAULT CANNONS

Assault cannons are the most common direct fire armament for fighters and other small craft. They use a solid propellant to fire an armor-piercing shell towards their target. Because of their small size, assault cannons are generally of limited use against the thick armor plating of warships.

### ATROPOS ANTI-SHIP MISSILE

Designed as an alternative to heavy torpedoes for anti-ship warfare, the Atropos missile is light enough to be carried by a small craft but powerful enough to punch through the armor plating of warships.

### AUTOCANNONS

Autocannons are weapons similar to assault cannons, but they have a much higher rate of fire. Because they are bulkier than standard

assault cannons, they are rarely mounted on small craft and are instead used by warships as anti-fighter or anti-missile weapons.

### FALCON ANTI-FIGHTER MISSILE

Incredibly fast-moving, the Falcon missile is designed to quickly close with and destroy small craft. While the warhead is powerful enough to have a small chance of breaching a ship's armor plating on a lucky hit, most crews see such use as a waste of ammunition. Instead, the missiles are often launched at approaching wings of bombers in hopes of destroying them before they launch their own payloads.

### FLAK CANNONS

Designed to provide long range firepower against fighters and bombers, flak cannons fire a shell that explodes close to its target releasing a cloud of deadly shrapnel. This burst is quite effective against wings of small craft and salvos of missiles, but it has very little chance of damaging a warship.

### HYDRA ANTI-FIGHTER MISSILE

When a hydra anti-fighter missile reaches its target, it scatters small warheads throughout

the area which then explode in a cloud of fire. These small explosions are largely ineffective against warships, but their wide dispersion makes them ideal weapons against wings of small craft.

### LASER CANNONS

Laser cannons offer superior range and accuracy compared to ballistic weapons, but they are generally less capable of penetrating warship armor. Because of their reduced damage potential, many crews prefer ballistic weapons over lasers and some ships have even been retrofitted to replace laser cannons with other weaponry.

### MINE LAYING SYSTEMS

Mines are used to control the area of engagement by restricting the movement of enemy ships. There are two popular types of mines in use by the navy of the United Terran Systems: anti-fighter mines and anti-ship mines. Anti-fighter mine fields are denser, but each individual mine packs less explosive than an anti-ship mine. The dual-purpose mine layer is capable of deploying either anti-fighter or anti-ship mines, but must track ammunition for the two types separately.

## **NAVAL AUTOCANNONS**

Naval autocannons are light naval cannons with a high rate of fire. They are popular because they are reasonably effective against a wide spectrum of targets, and especially effective against light warships and civilian ships.

## **NAVAL CANNONS**

The primary warship-to-warship weapon, naval cannons use solid propellant to fire an armor-piercing shell that is capable of penetrating even the thickest armor plating.

## **TORPEDO TUBES**

Torpedoes are the most lethal missile weapons in existence. While slower than most other missiles, a torpedoes warhead is capable of destroying many small warships, such as gunships and escorts, in a single hit.

SWORD OF TERRA – BETA 1

Direct Fire Weapons					
Weapon	Type	Range	Accuracy	Power	Special Rules
Assault Cannon, Heavy	Ballistic	4/8/12	5	6	
Assault Cannon, Light	Ballistic	4/8/12	5	5	
Assault Cannon, Twin	Ballistic	4/7/10	5	5	Rapid 2
Autocannon, Heavy	Ballistic	4/8/12	5	5	Rapid 3
Autocannon, Light	Ballistic	4/8/12	5	4	Rapid 3
Flak Cannon, Long-Range	Ballistic	8/16/24	4	5	Burst
Flak Cannon, Short-Range	Ballistic	6/12/18	4	5	Burst
Laser Cannon, Heavy	Laser	10/20/30	1	11	
Laser Cannon, Light	Laser	10/20/30	1	8	
Laser Cannon, Medium	Laser	10/20/30	1	10	
Naval Autocannon, Heavy	Ballistic	6/12/18	0	9	Rapid 3
Naval Autocannon, Light	Ballistic	6/12/18	0	7	Rapid 3
Naval Autocannon, Medium	Ballistic	6/12/18	0	8	Rapid 3
Naval Cannon, Heavy	Ballistic	8/16/24	0	14	
Naval Cannon, Light	Ballistic	8/16/24	0	11	
Naval Cannon, Medium	Ballistic	8/16/24	0	13	

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Missile Weapons						
Weapon	Type	Thrust	Power	Target Number	Armor Rating	Special Rules
<b>Atropos</b>	Explosive	10	11	12	7	Large-Only
<b>Falcon</b>	Explosive	14	6	12	6	
<b>Hydra</b>	Explosive	12	6	12	7	Burst
<b>Torpedo</b>	Explosive	8	15	11	8	Damage 3, Large-Only

Mine-Laying Weapons					
Weapon	Type	Density	Power	Special Rules	
<b>Anti-Fighter</b>	Explosive	8	6		
<b>Anti-Ship</b>	Explosive	4	12		
<b>Dual-Purpose (Anti-Fighter)</b>	Explosive	8	6	Multiple Fire Modes	
<b>Dual-Purpose (Anti-Ship)</b>	Explosive	4	12	Multiple Fire Modes	

## SMALL CRAFT

### DAUNTLESS HEAVY FIGHTER

The Dauntless heavy fighter is designed primarily as a fleet defense craft. It lacks the speed to engage with enemy craft in open space, but is more than capable of circling friendly ships in order to repel attacking bombers. The nose-mounted twin assault cannon gives it roughly twice the firepower as an Eagle fighter.

#### Dauntless Heavy Fighter

**Class:** Heavy  
**Target Number:** 10  
**Armor Rating:** 12  
**Thrust:** 6  
**Weaponry:**  
 1 Twin Assault Cannon (Full)

### EAGLE FIGHTER

The Eagle fighter is the most widely used small craft in the United Terran Systems Navy. It is fast and maneuverable, giving it an edge over most other fighters and allowing it to quickly intercept enemy bombers or torpedoes. The light assault cannon is generally ineffective against warship armor, but it is more than enough to take down other small craft.

#### Eagle Fighter

**Class:** Light  
**Target Number:** 11  
**Armor Rating:** 11  
**Thrust:** 9  
**Weaponry:**  
 1 Light Assault Cannon (Full)

### HARBINGER BOMBER

The Harbinger bomber is the primary bomber of the United Terran Systems Navy. It is slower than most fighters, but still manages a respectable speed for closing with warships. The light assault cannon provides a deterrent to enemy fighters, while the Atropos missiles are capable of punching holes through even the thickest warship armor.

#### Harbinger Bomber

**Class:** Heavy  
**Target Number:** 10  
**Armor Rating:** 11  
**Thrust:** 7  
**Weaponry:**  
 1 Light Assault Cannon (Full)  
 1 Atropos Missile Launcher (Full)  
*Salvo Size:* 1 missile  
*Ammunition:* 4 salvos

## NOVA SHUTTLE

Widely used by civilians and the military, the Nova is a relatively standard unarmed shuttle. It is less maneuverable than many other military small craft, but serves well to transfer personnel and supplies.

### Nova Shuttle

**Class:** Light  
**Target Number:** 9  
**Armor Rating:** 8  
**Thrust:** 6

## VULTURE FIGHTER

Designed as a bomber escort, the Vulture fighter is somewhat less maneuverable than the Eagle, but has a heavier weapons load out. In addition to the primary assault cannon, the Vulture carries a small payload of anti-fighter missiles that can be used to repel enemy interceptors.

### Vulture Fighter

**Class:** Light  
**Target Number:** 11  
**Armor Rating:** 11  
**Thrust:** 7  
**Weaponry:**  
 1 Light Assault Cannon (Full)  
 1 Falcon Missile Launcher (Full)  
*Salvo Size:* 1 missile  
*Ammunition:* 2 salvos

## SHIPS

### AEGIS ESCORT

An essential component of every UTSN battle group, the Aegis escort provides an essential layer of protection between the larger warships and enemy fighters, bombers, and missiles. It has powerful engines and an assortment of weapons to allow it to attack targets approaching from any vector.

Aegis Escort
<b>Target Number:</b> 7
<b>Armor Rating:</b> 15/15/14
<b>Hull Points:</b> 3
<i>Threshold:</i> 1
<b>Thrust:</b> 6
<i>Turn Cost:</i> 1
<i>Turn Distance:</i> 0
<b>Weaponry:</b>
1 Light Autocannon (Fore-Extended)
1 Light Assault Cannon (Aft-Extended)

### APOLLO CRUISER

One of the first laser-equipped warships, the Apollo cruiser is one of the primary workhorses of the United Terran Systems Navy. In addition to twin laser cannons, it carries a torpedo tube, an anti-ship missile launcher, and several anti-fighter weapons. This mixed armament allows the Apollo to adapt to a variety of combat situations.

Apollo Cruiser
<b>Target Number:</b> 6
<b>Armor Rating:</b> 17/16/15
<b>Hull Points:</b> 8
<i>Threshold:</i> 2
<b>Thrust:</b> 4
<i>Turn Cost:</i> 1
<i>Turn Distance:</i> 1
<b>Shuttle Bays:</b> 1 (1 Aft)
<b>Weaponry:</b>
2 Medium Laser Cannons (Fore)
1 Torpedo Tube (Fore)
<i>Salvo Size:</i> 1 missile
<i>Ammunition:</i> 6 salvos
1 Long-Range Flak Cannon (Fore-Extended)
1 Atropos Missile Launcher (Fore-Extended)
<i>Salvo Size:</i> 3 missiles
<i>Ammunition:</i> 6 salvos
1 Light Autocannon (Starboard-Extended)
1 Light Autocannon (Port-Extended)

### ARES DREADNOUGHT

Considered an engineering folly by many in the United Terran Systems Navy, the Ares dreadnought is the largest vessel ever designed. It was an attempt to build a ship combining a battleship with aspects of a carrier. While the Ares is a formidable warship, it proved slow and cumbersome in battle which allowed enemy craft to easily focus fire on it.

Ares Dreadnought
<b>Target Number:</b> 5
<b>Armor Rating:</b> 18/18/16
<b>Hull Points:</b> 16
<i>Threshold:</i> 5
<b>Thrust:</b> 2
<i>Turn Cost:</i> 2
<i>Turn Distance:</i> 2
<b>Hanger Capacity:</b> 4
<b>Hanger Doors:</b> 2 (1 Starboard, 1 Port)
<b>Shuttle Bays:</b> 2 (2 Aft)
<b>Weaponry:</b>
2 Heavy Naval Cannons (Fore)
3 Medium Naval Cannons (Starboard)
3 Medium Naval Cannons (Port)
2 Torpedo Tubes (Fore)
<i>Salvo Size:</i> 1 missile
<i>Ammunition:</i> 10 salvos
1 Atropos Missile Launcher (Fore)
<i>Salvo Size:</i> 4 missiles
<i>Ammunition:</i> 10 salvos
2 Short-Range Flak Cannons (Fore-Extended)
2 Heavy Autocannons (Starboard-Extended)
2 Heavy Autocannons (Port-Extended)

## CLAYMORE TORPEDO SHIP

Widely used by UTSN System Defense Groups, the Claymore torpedo ship is a small, fast warship capable of confronting even the largest enemy warships. Its payload of three torpedoes is enough to severely damage even large warships if it is capable of scoring hits, but once the last torpedo is launched most Claymores are forced to withdraw from the engagement because their lone autocannon offers little defense.

### Claymore Torpedo Ship

**Target Number:** 6

**Armor Rating:** 15/15/14

**Hull Points:** 4

*Threshold:* 1

**Thrust:** 4

*Turn Cost:* 1

*Turn Distance:* 1

**Weaponry:**

1 Torpedo Tube (Fore)

*Salvo Size:* 1 missile

*Ammunition:* 3 salvos

1 Light Autocannon (Fore-Extended)

## FIRESTAR GUNSHIP

Equipped with a long-range laser cannon, the Firestar gunship is designed to provide support for fighter and bomber wings while they close with an enemy fleet. By unleashing its fire power at range, the Firestar is supposed to both soften targets and attract enemy fire in order to allow the small craft to close and deal maximum damage. In addition to the laser cannon, the Firestar is equipped with an anti-fighter missile launcher intended to repel enemy interceptors.

### Firestar Gunship

**Target Number:** 7

**Armor Rating:** 15/15/14

**Hull Points:** 3

*Threshold:* 0

**Thrust:** 6

*Turn Cost:* 1

*Turn Distance:* 0

**Weaponry:**

1 Light Laser Cannon (Fore)

1 Falcon Missile Launcher (Fore)

*Salvo Size:* 4 missiles

*Ammunition:* 2 salvos

## GUARDIAN CORVETTE

Guardian corvettes form the backbone of the various UTSN System Defense Groups. The ship is lightly armored, but is faster than most other warships. It mounts a light naval autocannon, a turret-mounted twin assault cannon, and a dual-purpose mine-laying system.

### Guardian Corvette

**Target Number:** 6

**Armor Rating:** 15/15/14

**Hull Points:** 4

*Threshold:* 1

**Thrust:** 6

*Turn Cost:* 1

*Turn Distance:* 1

**Shuttle Bays:** 1 (1 Fore)

**Weaponry:**

1 Light Naval Autocannon (Fore)

1 Twin Assault Cannon (Fore-Extended)

1 Dual-Purpose Mine Layer (Aft)

*Ammunition:* 3 anti-fighter fields, 3 anti-ship fields

## HIVE ESCORT CARRIER

The Hive escort carrier offers battle groups a small amount of fighter and bomber support. In addition to its three wings of small craft, the Hive has two side-mounted autocannons that protect it against enemy fighters and missiles. The Hive's most noted weakness is that its hanger has a single door which severely limits rate at which its small craft can deploy.

### Hive Escort Carrier

**Target Number:** 6

**Armor Rating:** 16/15/15

**Hull Points:** 6

*Threshold: 2*

**Thrust:** 3

*Turn Cost: 1*

*Turn Distance: 1*

**Hanger Capacity:** 3

**Hanger Doors:** 1 (1 Fore)

**Shuttle Bays:** 1 (1 Aft)

#### Weaponry:

1 Light Autocannon (Starboard-Extended)

1 Light Autocannon (Port-Extended)

## KOMODO BATTLESHIP

The Komodo battleship is an old design, but it still is in service in about half of UTSN battle groups. Three forward-facing naval cannons provide the Komodo with a powerful punch as it closes with its targets. Once it is in the midst of the enemy, it can make use of its additional two cannons mounted on each of its sides. For protection from fighters and missiles, the Komodo mounts four autocannons. Rounding out its arsenal is an Atropos missile launcher.

### Komodo Battleship

**Target Number:** 5

**Armor Rating:** 18/18/16

**Hull Points:** 12

*Threshold: 4*

**Thrust:** 2

*Turn Cost: 1*

*Turn Distance: 2*

**Shuttle Bays:** 3 (1 Starboard, 1 Port, 1 Aft)

#### Weaponry:

1 Heavy Naval Cannon (Fore)

2 Medium Naval Cannons (Fore)

2 Medium Naval Cannons (Starboard)

2 Medium Naval Cannons (Port)

1 Atropos Missile Launcher (Fore-Extended)

*Salvo Size: 3 missiles*

*Ammunition: 7 salvos*

2 Heavy Autocannons (Starboard-Extended)

2 Heavy Autocannons (Port-Extended)

## MIZRAK LIGHT CARRIER

Only slightly larger than the Hive escort carrier, the Mizrak is often regarded as being much more capable. The Mizrak has hanger capacity for four wings of small craft and has a door on each side to allow its four wings to deploy in 60% on the time it takes the Hive to deploy its three wings. The Mizrak also mounts a forward-firing flak cannon intended to soften wings of enemy fighters before they come into contact with its own small craft. For defensive purposes, the Mizrak mounts two autocannons.

### Mizrak Light Carrier

**Target Number:** 6

**Armor Rating:** 16/15/15

**Hull Points:** 7

*Threshold: 2*

**Thrust:** 3

*Turn Cost: 1*

*Turn Distance: 1*

**Hanger Capacity:** 4

**Hanger Doors:** 2 (1 Starboard, 1 Port)

**Shuttle Bays:** 2 (1 Starboard, 1 Port)

#### Weaponry:

1 Long-Range Flak Cannon (Fore)

1 Heavy Autocannon (Fore-Extended)

1 Light Autocannon (Aft-Extended)

## MULE FREIGHTER

Widely used throughout all of settled space, the Mule is a highly capable light freighter. The civilian model is unarmed, but the UTSN has ordered modified versions known as the Mule C that are equipped with heavier armor plating and a defensive turret to help it survive contact with enemy forces.

### Mule Freighter

**Target Number:** 6  
**Armor Rating:** 14/14/13  
**Hull Points:** 4  
*Threshold: 0*  
**Thrust:** 3  
*Turn Cost: 1*  
*Turn Distance: 1*

### Mule C Freighter

**Target Number:** 6  
**Armor Rating:** 15/15/13  
**Hull Points:** 4  
*Threshold: 1*  
**Thrust:** 3  
*Turn Cost: 1*  
*Turn Distance: 1*  
**Weaponry:**  
 1 Twin Assault Cannon (Full)

## MYRMIDON BATTLE CRUISER

Intended as a replacement for the aging Komodo battleship, the Myrmidon battle cruiser trades durability for improved speed while retaining firepower comparable to any battleship. The Myrmidon's primary guns are two heavy laser cannons and four medium naval cannons. Against hardened targets it can also employ two torpedo tubes, but their limited ammunition encourages the crew to limit their use. Finally, four heavy autocannons deter enemy fighters and bombers from approaching.

### Myrmidon Battle Cruiser

**Target Number:** 5  
**Armor Rating:** 17/16/15  
**Hull Points:** 10  
*Threshold: 3*  
**Thrust:** 3  
*Turn Cost: 1*  
*Turn Distance: 2*  
**Shuttle Bays:** 3 (2 Fore, 1 Aft)  
**Weaponry:**  
 2 Heavy Laser Cannons (Fore)  
 2 Medium Naval Cannons (Starboard)  
 2 Medium Naval Cannons (Port)  
 2 Torpedo Tubes (Fore)  
*Salvo Size: 1 missile*  
*Ammunition: 8 salvos*  
 2 Heavy Autocannons (Starboard-Extended)  
 2 Heavy Autocannons (Port-Extended)

## NOVIK FRIGATE

The primary ship in use by the UTSN Exploration Groups, the Novik frigate is designed to operate independently from the support of other warships. It's primary weapons are a light naval cannon and a 2-tube Atropos missile launcher. For defense against small craft and missiles, it mounts a light autocannon turret on each side of the ship. The Novik also has an extra shuttle bay compared to most similarly sized craft that is sometimes used to house a single fighter.

### Novik Frigate

**Target Number:** 6  
**Armor Rating:** 16/16/15  
**Hull Points:** 5  
*Threshold: 1*  
**Thrust:** 4  
*Turn Cost: 1*  
*Turn Distance: 1*  
**Shuttle Bays:** 2 (1 Starboard, 1 Port)  
**Weaponry:**  
 1 Light Naval Cannon (Fore)  
 1 Atropos Missile Launcher (Fore)  
*Salvo Size: 2 missiles*  
*Ammunition: 5 salvos*  
 1 Light Autocannon (Starboard-Extended)  
 1 Light Autocannon (Port-Extended)

## SILVER KNIGHT ESCORT

Silver Knight escorts were designed as an alternative to the numerous Aegis escorts in use throughout the UTSN. Equipped with thicker armor and slightly more firepower, the Silver Knight was intended to offer a more durable layer of protection between attacking fighters and the other ships in the escort's group. One drawback of the design is that it is considerably slower than the Aegis, and therefore less able to adapt to changing fields of battle.

### Silver Knight Escort

**Target Number:** 7

**Armor Rating:** 16/15/14

**Hull Points:** 3

*Threshold:* 1

**Thrust:** 4

*Turn Cost:* 1

*Turn Distance:* 0

**Weaponry:**

1 Heavy Autocannon (Fore-Extended)

1 Heavy Assault Cannon (Aft-Extended)

## STORM HAWK GUNSHIP

Designed to support wings of fighters and bombers against hardened targets, the Storm Hawk gunship is a fast and maneuverable warship. It is armed with a single naval autocannon that is capable of targeting both small craft and warships. One weakness of the Storm Hawk is its relatively thin armor plating, but in most cases its speed and maneuverability make up for that deficiency.

### Storm Hawk Gunship

**Target Number:** 7

**Armor Rating:** 15/15/14

**Hull Points:** 2

*Threshold:* 0

**Thrust:** 8

*Turn Cost:* 1

*Turn Distance:* 0

**Weaponry:**

1 Light Naval Autocannon (Fore)

## TOKAI CARRIER

The largest carrier in use by the UTSN, the Tokai is essentially a mobile fortress. It has four hanger doors and is capable of carrying eight wings of small craft. For protection, the Tokai mounts 2 flak cannons, a Hydra missile launcher, and 4 heavy autocannons. A major weakness is that it has no anti-ship weaponry other than the wings of bombers that it carries, so Tokai carriers are rarely deployed without at least one cruiser to support it.

### Tokai Carrier

**Target Number:** 5

**Armor Rating:** 16/16/15

**Hull Points:** 13

*Threshold:* 4

**Thrust:** 2

*Turn Cost:* 1

*Turn Distance:* 1

**Hanger Capacity:** 8

**Hanger Doors:** 4 (2 Starboard, 2 Port)

**Shuttle Bays:** 4 (2 Starboard, 2 Port)

**Weaponry:**

1 Short-Range Flak Cannon (Fore-Extended)

1 Short-Range Flak Cannon (Aft-Extended)

1 Hydra Missile Launcher (Fore)

*Salvo Size:* 1 missile

*Ammunition:* 10 salvos

2 Heavy Autocannons (Starboard-Extended)

2 Light Autocannons (Port-Extended)

## TYPHOON MISSILE SHIP

Designed as an inexpensive defensive ship for use in the UTSN System Defense Groups, the Typhoon’s Atropos missile launcher packs a powerful punch. The ship’s primary weakness is its durability and staying power due to its limited ammunition supply and thin armor plating.

Typhoon Missile Ship
<b>Target Number:</b> 6
<b>Armor Rating:</b> 15/15/14
<b>Hull Points:</b> 4
<i>Threshold:</i> 1
<b>Thrust:</b> 5
<i>Turn Cost:</i> 1
<i>Turn Distance:</i> 1
<b>Weaponry:</b>
1 Atropos Missile Launcher (Fore)
<i>Salvo Size:</i> 4 missiles
<i>Ammunition:</i> 4 salvos
1 Twin Assault Cannon (Fore)

## URSUS DESTROYER

Nicknamed the “Old Bear”, the Ursus has a reputation as a durable and effective warship, even if it serves a somewhat unglamorous role in the navy. Its primary anti-ship weapon is a forward-facing light naval cannon that offers a good mix of range and power. For engaging fighters, it has a flak cannon and two autocannons.

Ursus Destroyer
<b>Target Number:</b> 6
<b>Armor Rating:</b> 17/16/15
<b>Hull Points:</b> 6
<i>Threshold:</i> 2
<b>Thrust:</b> 4
<i>Turn Cost:</i> 1
<i>Turn Distance:</i> 1
<b>Shuttle Bays:</b> 1 (1 Aft)
<b>Weaponry:</b>
1 Light Naval Cannon (Fore)
1 Long-Range Flak Cannon (Fore)
1 Heavy Autocannon (Starboard-Extended)
1 Heavy Autocannon (Port-Extended)

## THE RED HAND

The *Red Hand*, a pirate vessel operating in the frontier regions, is a modified Ursus destroyer. The pirates replaced the original flak cannon with a naval autocannon to improve its anti-ship capabilities. The extensive modifications necessary to modify the weaponry and jury-rigged nature of the ship has made it more susceptible to structural damage.

The Red Hand
<b>Target Number:</b> 6
<b>Armor Rating:</b> 17/16/15
<b>Hull Points:</b> 6
<i>Threshold:</i> 1
<b>Thrust:</b> 4
<i>Turn Cost:</i> 1
<i>Turn Distance:</i> 1
<b>Shuttle Bays:</b> 1 (1 Aft)
<b>Weaponry:</b>
1 Light Naval Cannon (Fore)
1 Light Naval Autocannon (Fore)
1 Heavy Autocannon (Starboard-Extended)
1 Heavy Autocannon (Port-Extended)