



Version 1.3.0

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## Star fighter mass combat game

A game of tactics and intuition, players strive to out-maneuver and out think their opponents in Star fighter combat. The players may control single Star fighters or entire squadrons. The rules are flexible enough for multiplayer combat and more detailed scenarios.

In this game each Star fighter has attributes:

Max Speed, Speed, Impetus, Armor and Shields,

Max Speed: This is the maximum movement rate.

Speed: This will change during the game and is the speed a Star fighter is traveling at per turn.

Impetus: This is how fast you can change speed per turn.

Armor: How tough the Star fighter is.

Shields: How protected the Star fighter is.

Weapons mounted on the Star fighter have the following attributes:

Accuracy, Range, Fire rate and Damage

Accuracy: This is how easy it is to hit an enemy craft.

Range: How far the weapon can reach.

Fire rate: This is the number of shots you may take per turn.

Damage: This is how destructive the weapon is.

Weapons also have a fire arc.

The following are the normal fixed mount fire arcs:

Front arc: This is 45 degrees to the right and left of the Star fighter's front.

Rear arc: This is 45 degrees to the right and left of the Star fighter's rear.

Right arc: This is 45 degrees to the forward and rearward of the Star fighter's right side.

Left arc: This is 45 degrees to the forward and rearward of the Star fighter's left side.

Various Turret arcs:

Half Turret Front arc: This is 90 degrees to the right and left of the Star fighter's front.

Half Turret Rear arc: This is 90 degrees to the right and left of the Star fighter's rear.

Half Turret Right arc: This is 90 degrees to the forward and rearward of the Star fighter's right side.

Half Turret Left arc: This is 90 degrees to the forward and rearward of the Star fighter's left side.

$\frac{3}{4}$  Turret Front arc: This is everywhere except 45 degrees to the right and left of the Star fighters rear.

Like the half turret arcs,  $\frac{3}{4}$  Turret arcs can also be rear, left or right.

Standard Turret: full 360 degrees coverage around the ship

### Setup

Each player will have a record card for their Star fighter.

- Set the Armor and Shields to their maximum values
- Set the speed to the starting speed, usually set by the scenario.

### Scenario

Determine the Scenario to be played.

#### Duel

This is your basic one on one combat. Each player controls a single Star fighter. The object of the game is to destroy the enemy fighter or cause it to leave the table. The fighters should be of equal capability although unequal games can be really enjoyable. Starting speed is half speed +/- impetus.

#### Encounter

Two forces have it out with each other.

Each player controls multiple Star fighters up to a certain point cost. The object of the game is to destroy the force or cause it to leave the table. Like the Duel, the forces should be of equal capability although unequal games can be really enjoyable. This scenario also includes combat between a single fighter and a Star fighter force. Starting speed is half speed +/- impetus.

## Game Turn

One Turn in the game is broken up into various segments.

1. Draw segment: choose 3 action cards
2. Battle phase 1
  - a. Roll for initiative.
  - b. Move - player who lost initiative must choose and display an action card and move his fighter as per the instructions. Player who won initiative now chooses and displays his action card and moves his fighter as per the instructions.
  - c. Resolve Shooting
3. Battle phase 2
  - a. Roll for initiative.
  - b. Move - player who lost initiative must choose and display an action card and move his fighter as per the instructions. Player who won initiative now chooses and displays his action card and moves his fighter as per the instructions.
  - c. Resolve Shooting.
4. End phase

## Initiative

Roll a D6 for each Star fighter. The higher roll wins initiative.

## Move

Follow the instructions on the card.

Collisions are very rare. If a Star fighter ends its move in the same location as another Star fighter then the player may choose to move his Star fighter beyond the other fighter or stop short. This will not cause the end speed of the Star fighter to change from the normal value. If the player chooses to go beyond the other fighter then roll a D6. On a roll of 1 a collision occurs and both fighters take a hit doing 1 damage.

## Shooting

Check the range and fire arc of the weapon you are using. For each weapon you are firing, roll a number of dice equal to your Fire Rate. If any of them beat your Accuracy after modifiers, they count as hits. Reduce the targets Shields by the number of hits multiplied by the Weapon Damage. If you reduce the Shields to 0 then start reducing the Armor. When the Armor is reduced to 0 then the target Star fighter is destroyed.

## Shooting Modifiers

Basic Stealth	-1
Advanced Stealth	-2
Turret	-1
Jammer	-1
Basic Targeter	+1
Advanced Targeter	+2
Target speed*	-1

\*Fighters get a -1 to accuracy if their target is traveling faster than 6 inches at the end of the turn.

## Tailing

### Requirements for Tailing

The tailing Star fighter must be in the rear arc of the target Star fighter.

The target Star fighter must be in the front arc of the tailing Star fighter.

The distance between the two Star fighters must not be greater than the max speed of the tailing Star fighter.

### Benefits of tailing

The tailing Star fighter always wins initiative.

The tailing Star fighter gets to view the cards of the target Star fighter before choosing his own.

## **Example Maneuvers:**

### **Standard S**

Accelerate - Increase your speed by 1 Impetus. Move forward full speed.

Decelerate - Decrease your speed by 1 Impetus. Move forward your speed.

Turn Right - Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Right. Move forward  $\frac{1}{2}$  speed.

Turn Left - Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Left. Move forward  $\frac{1}{2}$  speed.

Loop - Decrease your speed by 1 Impetus.

## **Special Maneuvers**

### **Rear Side Thrusters H**

Hard Right - Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Right. Move forward  $\frac{1}{2}$  speed. Reduce speed by 1 Impetus

Hard Left - Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Left. Move forward  $\frac{1}{2}$  speed. Reduce speed by 1 Impetus

Rake Right - Turn  $45^{\circ}$  Right. Move forward full speed.

Rake Left - Turn  $45^{\circ}$  Left. Move forward full speed.

### **Forward Side Thrusters K**

Skid Right - Move forward full speed. Turn  $45^{\circ}$  Right. Reduce speed by 1 Impetus

Skid Left - Move forward full speed. Turn  $45^{\circ}$  Left. Reduce speed by 1 Impetus

Sideslip Right - Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Right. Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Left.

Sideslip Left - Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Left. Move forward  $\frac{1}{2}$  speed. Turn  $45^{\circ}$  Right.

### **Rear Thrusters R**

Boost - Increase your speed by 2 Impetus. Move forward full speed.

Hell Turn Right - Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Right. Move forward  $\frac{1}{2}$  speed. Turn  $180^{\circ}$ . Reduce speed by 1 Impetus

Hell Turn Left - Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Left. Move forward  $\frac{1}{2}$  speed. Turn  $180^{\circ}$ . Reduce speed by 1 Impetus

Power Loop - Increase speed by 1 Impetus

### **Forward Thrusters F**

Flipper - Move forward full speed. Turn  $180^{\circ}$ . Reduce speed by 2 Impetus.

All Stop - Reduce speed to 0

S Turn Right - Turn  $90^{\circ}$  Right. Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Left. Reduce speed by 1 Impetus

S Turn Left - Turn  $90^{\circ}$  Left. Move forward  $\frac{1}{2}$  speed. Turn  $90^{\circ}$  Right. Reduce speed by 1 Impetus

### **Pilot Skill P**

Immelman - Turn  $180^{\circ}$ . Reduce speed by 1 impetus.

Long Loop - Move backward  $\frac{1}{2}$  speed. Reduce speed by 1 Impetus.

$\frac{1}{2}$  loop - Turn  $180^{\circ}$ . Move forward  $\frac{1}{2}$  speed.

Barrel Roll - Move forward  $\frac{1}{2}$  speed. Increase speed by 1 impetus

Tumble - Move full speed anywhere within your front fire arc, facing any direction. Reduce speed by 2 impetus.

## **Star fighters & Fire Arcs**

Interceptors and Fighters usually have their guns facing the forward fire arc.

Escorts usually have Pilot guns facing the forward fire arc and the Gunner guns in a turret.

Bombers usually have pilot guns facing the forward fire arc and the gunner's guns facing the rear fire arc.

## Star fighter special abilities

**Stealth:** This Star fighter uses a stealth device to fool other Star fighter's sensors or it has a small profile or is harder to hit. Stealth applies negatives to enemy accuracy rolls.

Basic Stealth gives a -1 Accuracy & scan, Advanced Stealth gives a -2 Accuracy & scan

**Escape Mechanism:** The cockpit is a self contained escape pod or a transportation mechanism is activated, if the Star fighter is destroyed.

Pilots are not killed when the Star fighter is destroyed in campaign games.

**Thrusters:** The Star fighter has extra thrusters or a unique configuration to increase manoeuvrability. This allows for some extra manoeuvres to be performed, depending on the arrangement of the thrusters etc.

The configurations are Rear Side Thrusters, Forward Side Thrusters, Rear Thrusters and Forward Thrusters.

**Jump Drive:** Allows interstellar travel. Also called Hyper Drives and FTL (Faster than Light) Drives.

Star fighters can enter and exit combat using these drives.

Entering combat: Choose a point on the table you wish the Star fighter to appear. Roll a D3. On a 1 the Star fighter is short, on a 2 the Star fighter is accurate and on a 3 the Star fighter is long. If the Star fighter is not accurate roll 2D6 to find out how many inches it is off target and place the Star fighter at that point instead. If the Star fighter is off the table, it will appear on the closest table edge, next turn.

Exiting combat: You must move using two accelerate manoeuvres (even if you are at max speed) the next turn you are removed from the board unless there is a Star fighter directly in front of you that is not also jumping.

**Storage:** Storage for cargo. Mainly used for scenarios and campaigns.

**Transport:** Storage for Passengers. Mainly used for scenarios and campaigns.

**Turret:** This is a rotating weapon mount. The weapon can fire in extra fire arcs at -1 accuracy.

Fire arcs used will depend on the mounting of the turret but they can be 180°, 270° or 360°. Turrets that fire in a 90° arc can use the normal weapon rules without purchasing a turret

**Streamlining:** This allows the Star fighter to travel in an atmosphere. Mainly used for scenarios and campaigns.

**Cloak:** The cloak hides the Star fighter both visibly and by sensors.

The Star fighter cannot attack or be attacked while cloaking is on. If the Star fighter is successfully detected by a scan then it can be shot at with a -1 to accuracy. A Cloaked Star fighter can de-cloak at the start of a Battle phase.

The Cloaked Star fighters always win initiative.

**Jammer:** This confuses enemy targeting systems.

The Jammer applies negatives to enemy accuracy. Jammer -1 Accuracy

**Targeter:** A fire control upgrade that increases the accuracy of all weapons.

Basic Targeter gives +1 Accuracy and an Advanced Targeter gives +2 Accuracy

**Scanner:** This is deep Star radar, used to detect ships and can be used at close range to detect cloaked Star fighters.

Long range scanning is used mainly for scenarios and campaigns. Short range will discover cloaked Star fighters on 4+ on a D6 roll.

**Booster:** Usually an afterburner or some sort of infusion to momentarily speed up the Star fighter.

A booster is used with a manoeuvre card. For that Battle phase only the speed is doubled. This is the only time a Star fighter can exceed its Maximum speed. When determining the speed of the Star fighter for next round, choose the speed that is closest to the Double speed value, rounding down if a tie. Then apply any speed effect mentioned on the manoeuvre card.

**Continuous Shield:** This can be a force field or ablative armor or some other type of device that protect the integrity of the Star fighter.

Used as per the normal rules.

**Stutter Shield:** Same as above but has an intermittent effect.

Roll a D6 for each hit, on a 4+ reduce the shields, otherwise reduce the armor.

**Star fighter Points:** these are used as a balancing tool. Remember as in real life the advantage goes to the player with the most Star fighters.

### Star fighter Construction

Star fighter Chassis = ((Max Speed/2) + Impetus) x (Armor + Shields\*)

\* ½ Shields value for Stutter Shields

Weapon = ((7- Accuracy) x Damage x Fire rate) + Range/2\*

\* Divide by two for weapons in rear fire arc.

To purchase multiple weapons add the costs together.

Basic Stealth +6 points

Advanced Stealth +12 points

Escape mechanism +1 point

Rear Thrusters +20 points

Forward Thrusters +15 points

Rear Side Thrusters +10 points

Front Side Thrusters + 10 points

Jump Drive +3 points

Turret +5 points per extra 90 degree fire arc

Cloak +2 points

Jammer +3 points

Basic Targeter +3 points per weapon

Advanced Targeter +6 points per weapon

Scanner +4 points

Booster +10 points

### Pilot Skills

Accuracy +1 to hit with one weapon attack

Ace Immelman Maneuver

Ace Long loop

Ace ½ Loop

Ace Barrel Roll

Rogue Tumble

Tactics +1 to Initiative rolls. A pilot cannot be a wing leader unless he has this skill

Lucky Each level of luck allows the pilot to reroll any 1 Die roll he makes during a battle.

When playing with squadrons the Wing leader gets the Tactics Skill for free.

If a Pilot survives 5 combats without having his star fighter destroyed then he may take a randomly selected skill. Ace skills or Rogue skill cannot be duplicated.

### Pilot Quirks

Sneaky Pilot will not fire weapons until 6 inches away, Initiative +1

Intent Will only attack 1 enemy at a time and will not change targets until that enemy is destroyed.

Independent Will not stay in a squadron.

Staid Will not do special maneuvers.

Anxious Will always attack the nearest opponent over other targets

If a pilot survives a destroyed star fighter he will develop a Quirk on a D6 roll of 4+. Randomly select a Quirk

If a pilot already has a Quirk then the new Quirk replaces it.

If a Pilot survives 5 combats without having his star fighter destroyed then he will overcome his Quirk.

## Squadron Movement

Squadrons all use the same initiative as their Wing leader. They do not need to use the same manoeuvre cards although they quite often do. Star fighters in Squadrons should try to stay within 12" of each other. This is to maintain Squadron Coherency.

## Extra Scenarios

Escort – One side must protect a single fighter while the other side must destroy it  
2 players, multiple Star fighters up to a certain cost. The escorting player must achieve an objective.  
The attacking player must destroy the force before the objective is reached.

Plunder - Attack a planet

Risk - Attack a Capital ship.

Capitol ships that fighters attack are considered stationary relative to fighter speeds.

Each Capitol ship is made up of various sections. A small destroyer may have an engine, bridge and sensors section as well as 1 or two weapon sections. Larger ships like a light cruiser may have 3 engine sections, 2 Bridge sections, 2 sensor sections, 4 weapon sections and 2 Fighter bays.

Risk scenarios usually involve disabling a ship section e.g. disable the engines.

## Capitol Ships

Sections	Armour	Cost	Effect
Engine	12	12	Moves Ship
Fighter Bay	10	5 per fighter	Supplies fighter
Weapon	10	10+ cost of weapons	Weapon
Bridge	15	15	Controls ship
Sensors	5	5	Scanners and Targeters

Weapons mounted on capitol ships or ground installations do not have a –1 accuracy for being in a turret as the Targeters are much better. A fixed arc weapon gains a +1 accuracy for the same reason.

## Weapons

WEAPON	Accuracy	Range	Fire Rate	Damage	Cost
Laser	3	8	1	1	8
Laser Cannon	3	10	1	1	9
Pulse Laser	3	8	2	1	12
Turbo Laser	4	8	2	1	10
Laser Blaster	5	6	3	1	9
Laser Beam	5	8	1	5	14
Heavy Laser	6	10	1	5	10
Mini Gun	4	6	2	1	9
Pulse Cannon	4	8	2	1	10
Autocannon	4	8	3	1	13
Heavy Cannon	5	10	2	2	13
Kinetic Penetrator	6	12	1	5	11
Plasma Gun	3	4	1	2	10
Plasma Cannon	3	6	1	2	11
Plasma Bomb	5	6	1	2	7
Ion Gun	3	8	1	1	8
Ion Cannon	3	10	1	1	9
Ion Beam	5	8	1	5	14
Missile	5	12	1	1	8
Bomb	5	12	1	2	10
Torpedo	5	12	1	1	8
Warhead	6	12	1	10	16
Nuclear Warhead	6	24	1	25	37

## FACTIONS

### The Spiral Empire

The Emperor overthrew the various galactic councils almost 100 years ago. He has ruled with a hard hand for the entirety of that time and is rumoured to be immortal. He managed to combine one entire arm of the Galaxy into a single realm, mostly by overwhelming force. The Empire's large number of capitol ships and prolific fighters contributed much to its success. Unfortunately life is cheap in the Empire and the fighters rely more on speed and manoeuvrability rather than shields or armour.

The Standard Fighter of the Spiral Empire is the H-Fighter. It is a good mix of speed and manoeuvrability. It has reasonable firepower with two forward firing lasers, but is fragile and does not use any shield technology.

Name	Max	Imp	Arm	Sh	Weapons	Special
H-Wing	10	4	1	0	2x Lasers	FST, Basic Stealth
<b>Cost - 41</b>						

The first variant of the H-fighter was the GT or Ground Target Version. The cockpit section was extended to house a plasma bomb launcher. This unfortunately made the fighter slower and less manoeuvrable, losing all the advantages it had in combat.

Name	Max	Imp	Arm	Sh	Weapons	Special
H- Wing GT	8	2	1	0	2x Lasers, 1x Plasma Bomb	FST, Basic Stealth
<b>Cost - 45</b>						

This brought about the next version, the FC or Fire control version. It replaced one of the lasers with a targeting beam that could be used to direct Plasma bomb fire from other fighters.

Name	Max	Imp	Arm	Sh	Weapons	Special
H- Wing FC	10	4	1	0	1x Laser	FST, Basic Stealth
<b>Cost - 33</b>						

The final variant is the RC or Reconnaissance version that replaces one laser with a scanner

Name	Max	Imp	Arm	Sh	Weapons	Special
H- Wing RC	10	4	1	0	1x Lasers	FST, Basic Stealth
<b>Cost - 33</b>						

Because the H-fighter GT was so susceptible to attack a more powerful and up-armoured fighter was developed. The H-Advanced was the prototype and although it was not 100% successful, provided a lot of information for future designs. As well as doubling the armour they changed the lasers to laser cannons. A few commanders of the Empire forces chose the H-Advance as their personal fighter because of its survivability and extra firepower.

Name	Max	Imp	Arm	Sh	Weapons	Special
Advanced	9	3	2	2	2x Laser Cannon	FST
<b>Cost - 56</b>						

The H-Avenger is a slightly reconfigured version of the Advanced. The changes were cosmetic and took advantage of other mass produced components to make production cheaper.

Name	Max	Imp	Arm	Sh	Weapons	Special
Avenger	9	3	2	2	2x Laser Cannon	FST
<b>Cost - 56</b>						

The H-Bomber was one of the first of the new designs created from the H-Advanced. It carries a large amount of ordinance but still only has only one launcher. It replaced the H-Fighter GT.

Name	Max	Imp	Arm	Sh	Weapons	Special
H-Bomber	9	3	2	0	2x Lasers, 1x Plasma Bomb	
<b>Cost - 38</b>						

One of the real surprises from the H-Advance design was the H-Interceptor. By removing the shield generators, the speed of the Interceptor was increased dramatically. Because of the faster speed, four lasers replaced the two laser cannons to give a greater spread of fire.

Name	Max	Imp	Arm	Sh	Weapons	Special
Interceptor	12	3	2	0	4x Lasers	FST, Basic Stealth
<b>Cost - 66</b>						

The final development of the H-Advanced was the H-Defender, realistically a natural progression of the H-Interceptor. This is the first fighter that totally disregarded the two-panel H-wing configuration and used a three-panel Y configuration. The extra power provided by the third panel is used to run shields, two Ion cannons and a Plasma bomb launcher.

Name	Max	Imp	Arm	Sh	Weapons	Special
Defender	10	4	2	3	4x Lasers, 2x Ion Cannons, 1x Plasma Bomb	FST, Basic Stealth
<b>Cost - 118</b>						



### The Protectorate

A large fleet of humans from another Galaxy set up the protectorate on the borders of the Spiral Empire. They are hoping that the Empire may assist them in defending themselves against the Android Collective that has been hunting them for the past five generations. The Protectorate relies on only a few well-designed fighters and a multiple role shuttlecraft.

The standard fighter of the protectorate forces the Cobra MkII is the same fighter they were using when the Android collective started their genocidal mission. Fleeing from the Androids did not allow time or resources to be spent on development until the protectorate was established. There are many Cobra IIs still in active service and those factories that haven't been converted to make Cobra MkIIIs are still churning out this faithful little fighter

Name	Max	Imp	Arm	Sh	Weapons	Special
Protectorate Cobra MkII	10	3	4	2	2x Turbo Lasers	FST, B Targeter
<b>Cost - 88</b>						

The Cobra MkIII is only a new addition to the protectorate arsenal. With new high performance engines and an increase in armament, the Cobra III is a match for any Star fighter out there. The simple progression from the Cobra II shows how powerful the original design was.

Name	Max	Imp	Arm	Sh	Weapons	Special
Protectorate Cobra MkIII	12	4	4	2	2x Pulse Lasers, 2x Turbo Lasers	FST, B Targeter
<b>Cost - 128</b>						

The Shuttle was originally built to provide transport for dignitaries, however the clever chassis design incorporating high storage capacity and clever access to exterior surfaces, just begged for adoption to other roles. Although there were reconnaissance, fire control, ground attack and various hybrid versions developed, the fighter has still retained its original name of "The Shuttle".

Name	Max	Imp	Arm	Sh	Weapons	Special
Protectorate Shuttle	9	3	5	3	2x Turbo Lasers	B Targeter
<b>Cost - 90</b>						

### The Insurgents

Some people aren't satisfied with the government within the Spiral Empire. The Insurgents try to right the wrongs and defend the weak. Because they work below the law of the Empire, they are nomadic and have large capitol ships that are always on the move. They also rely on only a few well-designed fighters to carry out their mission.

This is the mainstay of the Insurgent fighters. The Fleet has three factory ships that can turn out these guys on demand. Four lasers make it very hard for them to miss any target they set their sights on.

Name	Max	Imp	Arm	Sh	Weapons	Special
T-Fighter	9	3	3	2	4x Laser, 1x Torpedo	FST
<b>Cost - 88</b>						

The Y-Bomber is fairly out-dated; however the fleet has a factory ship that can manufacture these with little effort. Updated designs have proven to be unstable in flight, so expect to see these fighters around for a while.

Name	Max	Imp	Arm	Sh	Weapons	Special
Y-Bomber	8	2	5	3	2x Laser, 1x Torpedo, 1x Ion Cannon Turret 270 forward	Turret
<b>Cost - 91</b>						

The I-fighter is the first planetary built ship of the insurgents. They are not that common as they could only purchase a limited number, a quarter of which were disassembled to stock a spare parts facility. The I-fighter is a marvellous ship that can take on anything anyone wants to throw at it.

Name	Max	Imp	Arm	Sh	Weapons	Special
I-Fighter	8	2	4	2	2x Lasers, 3x Ion Cannon, 1x Torpedo, 1x Laser Cannon	FST
<b>Cost - 106</b>						

The Pod fighter is fast attack fighter that fulfils the role of interceptor in the Insurgent fleet. Fast and deadly it relies on its speed to avoid trouble. Without the good armour of other Insurgent fighters, the Pod fighter tends to leave combat fairly soon after receiving damage.

Name	Max	Imp	Arm	Sh	Weapons	Special
Pod Fighter	12	4	1	2	2x Laser, 1x Torpedo	RT, Jammer
<b>Cost - 86</b>						

### The Android Empire

The Androids tried to completely wipe out their creators (the humans who settled the Protectorate). Only total annihilation would keep them safe from Human interference. Unfortunately some humans escaped in numbers that could pose a future threat. The Androids, well aware of human's penchant for revenge have been searching and chasing them for many years. Only the path of Base ships that have failed to return, has guided them to the final location of the Protectorate.

Name	Max	Imp	Arm	Sh	Weapons	Special
Android Prowler Cost - 63	10	3	4	0	2x Laser,	RST

Name	Max	Imp	Arm	Sh	Weapons	Special
Android Raider Cost - 86	9	3	4	2	2x Turbo Lasers, 1x Missile	RST

Name	Max	Imp	Arm	Sh	Weapons	Special
Android Marauder Cost - 124	9	3	6	2	2x Lasers, 2x Turbo Lasers, 2x Laser Cannons	RST

### The Gone

This Race used to occupy the whole Galaxy. As the younger races grew and expanded, the Gone disappeared. It is said the Gone are that advanced that they still occupy the Galaxy we just cannot see their ships or evidence of their civilisation. They have left the surface of the planets and now build their cities in the depths of the Suns. What ships they have are cloaked but they can travel between solar systems by large portals within their cities, powered by the energy around them . . . so it is said.

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Feeler Cost - 78	12	4	3	1	1x Autocannon	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Interceptor Cost - 96	12	4	3	1	2x Autocannon	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Shuttle Cost - 136	10	3	6	4	2x Autocannon	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Fighter Cost - 118	10	4	4	2	2x Autocannon, 1x Laser Cannon	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Bomber Cost - 165	8	3	5	2	2x Autocannon, 1x Warhead	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Defender Cost - 144	12	4	6	2	2x Autocannon, 1x Laser Cannon	RT, Cloak

Name	Max	Imp	Arm	Sh	Weapons	Special
Gone Escort Cost - 179	8	4	6	3	2x Autocannon, 2x Autocannon Turret 360	RT, Cloak, Turret