

# VOID::Instruction Manual

## ::Overview::

Void is a game of strategic space combat. Players must manage a fleet of 6 vessels in order to coordinate defense and attack efforts in order to eliminate competing players located across a void of space separating them.

## ::Objective::

Defeat opposing players by either destroying their fleet or invading their home colony. In order to invade a colony, a player must enter the orbital perimeter (red lines) with a functioning (non-disabled) ship.

## ::Modes::

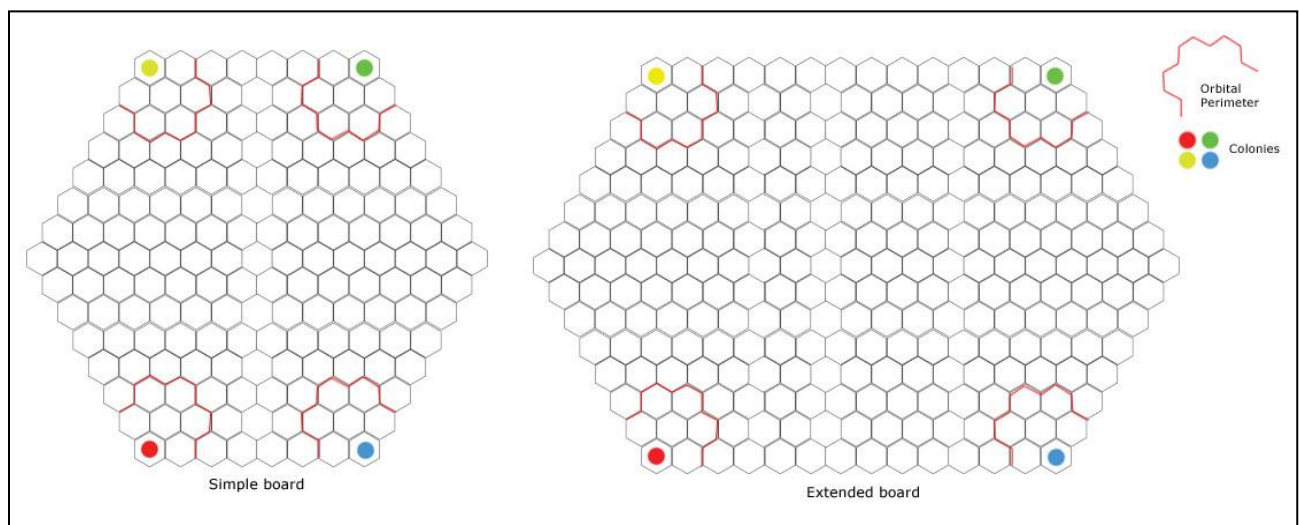
Void can be played in the following configurations:

- 1 vs. 1
- 2 vs. 2
- 4 free-for-all

## ::The board::

Void has two board configurations: Simple and Extended. The Simple Configuration uses a smaller board, making the game more fast paced and aggressive. The Extended Configuration adds an additional distance between the colonies, making the game take longer.

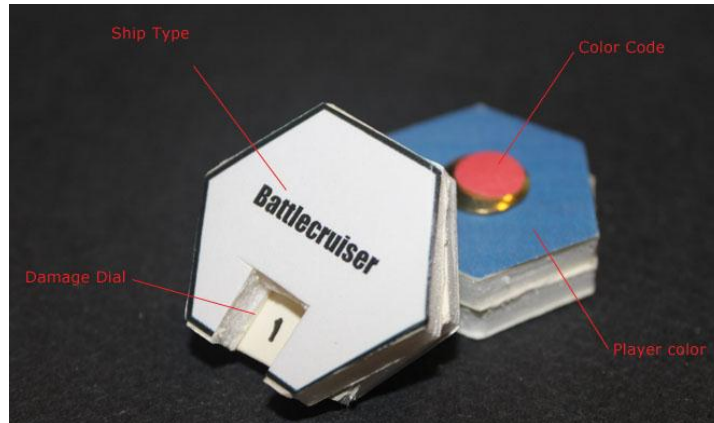
There are no specific rules governing the size of the board, but it is recommended the simple board is used for 1 vs. 1 and 2 vs. 2 game modes, whilst the extended board be used for 4 free-for-all games.



## ::The Ships::

Each player has 6 ships (2 Corvettes, 2 Frigates, 1 Battlecruiser, 1 Repair Ship). Each ship is composed of two pieces. The top piece denotes the player to whom the ship belongs to. The bottom piece defines the

type of ship while at the same time it has a dial used to determine the amount of damage the ship has incurred.



Every time a ship takes damage, the dial is turned to indicate the amount of damage it currently has (1, 2, or 3 points).



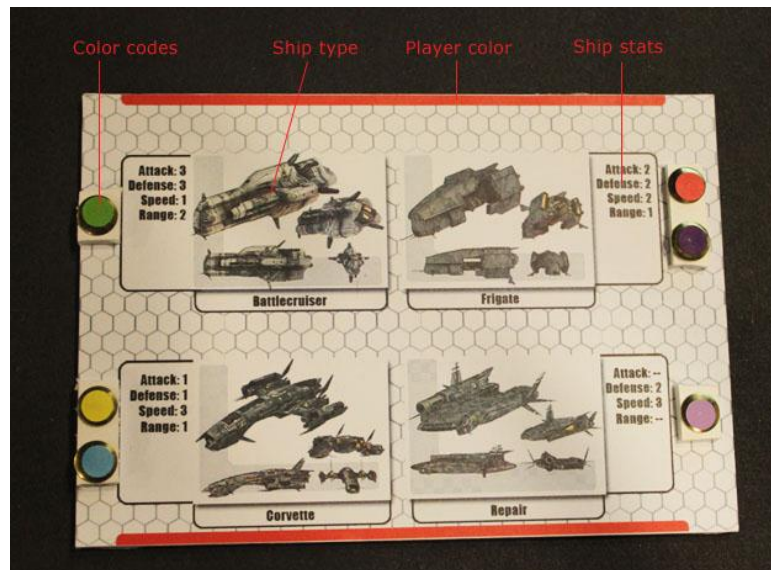
**::Ship types::**

The following table summarizes the 4 ship types available in the game.

Type	Description	Movement (units)	Attack/Defense (points)	Attack Range (units)
Battlecruiser	Long range attack. Heavy weapons and armor.	1	3	2
Frigate	Medium range. Balanced mix of offensive and defensive capabilities.	2	2	1
Corvette	Fast attack ship. Limited weaponry.	3	1	1
Repair Ship	No attack ability but can repair damaged ships. Medium range.	2	--	--

### **::Player Card::**

The player card is used to keep track of ships as well as a Stats sheet for each ship. Player cards should be kept hidden from other players.



### **::Playing the game::**

Each player color codes his ships to his preference by using the thumbtacks and player cards.

Each player must place each of his ships, face down, on the 6 spaces surrounding his home colony (not including the colony space).

During each turn the player will first move his ships and then enter the attack phase if any ship is within range of enemy vessels.

If the game is being played by teams, turns alternate between the two teams.

### **::Movement::**

- Ships can move along any adjacent tiles on the board.
- Each ship can move only the maximum amount of units denoted by its stats.
- All ships can be moved only ONCE during the player's turn.
- It is not mandatory for a player to move all his ships.
- After combat, a ship has the ability to withdraw if it still has movement units left in the turn.

### **::Combat::**

If an enemy ship is within range, a player can choose to attack it or not. Each ship can only attack ONCE per turn. Once a player specifies which ship he is going to attack, both ships are revealed and outcome is determined by the energy levels of each ship.

$$\text{Energy level} = \text{attack/defense} - \text{damage}$$

- The ship with higher energy level wins.
- If two ships of the same energy level engage in combat, the attacker wins. -1 damage is dealt to attacker, unless it already has an energy level of 1.
- If a more powerful ship (higher energy level) attacks a weaker ship (lower energy level), the weaker ship will be disabled. The corresponding damage will be dealt to the more powerful ship.
- A ship with an energy level of 0 must be placed face-up to show it has been disabled.
- A disabled ship can be withdrawn immediately after it has been attacked to its maximum move distance.

#### **::Ranged Attack::**

Battlecruisers have the ability to attack from a distance. If a ranged attack is carried out, no damage will be dealt to the attacker. The exception is if a Battlecruiser range attacks another Battlecruiser, in which case the attacker will be dealt 1 unit of damage. Ranged attacks can only be carried out when the target is in line of sight of the Battlecruiser.

#### **::Support::**

If two ships border each other and an enemy vessel, they can support each other during the attack.

- The player must specify which ship is attacking and which is supporting.
- The Energy level of the two ships are added to determine the outcome.
- Damage is only dealt to the attacking ship, not the supporter.

#### **::Disabled ships::**

If a disabled ship is attacked, it will be permanently destroyed and taken off the map.

#### **::Repairs::**

- There are two ways a disabled ship can be repaired. It can either move all the way back to its home base, or be repaired by the Repair Ship.
- The repair ship can only repair ONE ship per turn.
- Repair ships can also repair partial damage.
- Repairing a ship will stop it from carrying out movement or attacks during the player's turn.

#### **::Revision History::**

##### *Revision A:*

- Added withdraw mechanic. Ship can move after combat if it still has move units left.
- Changed winning condition to simply entering a colony's orbital perimeter instead of dealing 5 attack points to the colony.
- Limited Battlecruiser's ranged attack to line-of-sight only.
- Added rule that units inside their own orbital perimeter cannot attack outwards.
- Limited the number of attacks per ship to 1 per turn.

*Revision B:*

- Added player card to keep track of ships.
- Added Repair ship mechanic. Replaced second Battlecruiser for the Repair ship.
- Expanded board for 4 free-for-all game mode.
- Changed combat mechanics to use Energy levels instead of constant Attack/Defense values.

*Revision C:*

- Added Support mechanic.
- Modified ranged attack. Battlecruisers receive no damage unless they attack another Battlecruiser.
- Added rule stating that damaged ships cannot be used to enter enemy orbital perimeters.
- Repairing a ship ends its movement.
- Added complete destruction. Damaged ships can be attacked and removed from the map. Prevents using damaged ships as a last-stand barrier.

*Revision D:*

- Player can reset his color coding scheme, but by doing so must forfeit his current turn.