

Battle Beyond Space FAQ and errata.
Version .9 (First Draft for review and comment)

The FAQ is divided into 3 sections. The first, errata, is going to cover core alterations and omissions that replace existing text. These entries will be repeated in the following two sections.

The second section are clarifications on general rules.

The last section is going to be all about the powers, which includes some clarifications and some extra rules to cover particular cases.

A: Errata: Yep we have bugs.

1. Game End and Tiebreaker. If multiple players are tied with the same basic score, use the following set of criteria to break ties:

- a: The player who captured the most sensor probes.
- b: The player with the most remaining ships.
- c: I got nothing. High fives and make fun of the losers.

2. Vonyan teleport ability. This requires nerfing as it can be too powerful in a 3 player game if the Vonyan goes first.

Once per game, one of your squadrons can teleport instead of its normal move. The squadron moves up to 6 spaces in any direction, ignoring the ships' facing. All ships in the squadron must move the same direction and distance. The squadron teleports instead of its normal move, then fires and may then turn as usual. **This power may not be used on the first turn of the game.**

3. 2 player. The game does work relatively well with 2 players. Set up on the 3 player board on only two of the starting areas.

4. Dreckach defense shield. Replace the word "shot" with "damaged".

B: Basic rule clarifications:

1. Setup: All players set up at the same time. Players are allowed to change their ship positions after seeing how an opponent is setting up. In practice, the adjustments settle quickly. If players are in a deadlock about how to set up, then setup should be done in player order.

All of the ships of a player are placed on the board. There should be one free space.

2. Player turn and cards: Cards are not revealed to other players until the player is taking his turn. There is no phased round of any type, a player displays his card, moves and fires a fighter squadron, then moves and fires a capital ship.

3. Sensor Probes: You may not shoot sensor probes, and they block shots. A sensor probe is only collected when it is landed on.

4. Extra Components: There are a few extra asteroids and counters. A couple of utility counters are also not described in the rules. There is a set of elite fighter tokens (undamaged and damaged) for the blue player, as well as a set of shield markers to track the 3 turns which the Valkyrie shield lasts.

5. Simultaneous movement and firing: When you move your fighter squadron, all ships are considered to move at the same time. Also, the fighters all fire at the same time.

This means that a fighter will not "clear a path" and destroy an enemy fighter to clear a path for another fighter to hit a target behind it. The enemy fighter is just hit twice.

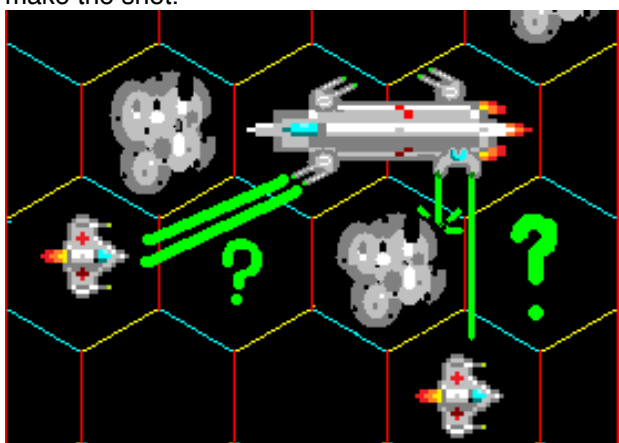
6. 3-way collisions: These are possible. Only one "thing" can survive in a hex.

Case 1: 2 friendlies hit a fighter. One friendly is exchanged as a kill with the enemy. Moving player chooses which friendly fighter survives.

Case 2: 2 friendlies hit a cap ship. Each hit does a point of damage to the cap ship. It is possible that a friendly ship will survive if two fighters hit a damaged cap ship.

7. "Partial Cover" when shooting from a cap ship:

A cap ship can "bend" its shots. As long as there is an empty space between it and the target, it can make the shot.



C: Special Power Clarifications:

Earther (Blue)

1. Elite Pilot

The Elite Pilot is effectively a third cap ship with a very powerful movement mechanism. The Elite Pilot should be considered to be a capital ship for the purpose of handling collisions.

2. Self Destructing Ship

This can be set off at any point on the player's own turn, but NOT in the middle of fighter movement. The exploding fighter must therefore either explode where he was at the start or conclusion of his move.

However, the ship is allowed to explode as he collides at the end of movement. Resolve the collision, then use it as the point of origin of the 2-hex explosion.

3. Shoot 10 hexes and through asteroids. The power sounds better in theory than in practice. Once players get used to the game, they remember to keep their capital ships out of the line of fire.

Vonyan (Yellow)

1. Teleport ability. This requires nerfing as it can be too powerful in a 3 player game if the Vonyan goes first.

Once per game, one of your squadrons can teleport instead of its normal move. The squadron moves up to 6 spaces in any direction, ignoring the ships' facing. All ships in the squadron must move the same direction and distance. The squadron teleports instead of its normal move, then fires and may then turn as usual. **This power may not be used on the first turn of the game.**

2. Move one asteroid per turn. The asteroid is only moved on the Vonyan player's turn, and only either before or after capital ship movement (never in the middle of moving a cap ship).

An asteroid trying to hit an undamaged elite fighter will destroy the asteroid and damage the fighter (just like a capital ship).

An asteroid landing on a sensor probe removes the probe from the game.

Moving the central asteroid changes the spaces used for 2 point scoring at the end of the game. If the central asteroid is destroyed, the empty space is still considered to be the center of the 2-point "ring" of points.

Valkyrie (Red) Apparently red is perfect. Go Red!

Dreckach (Green)

1. Capital Ship Defense Shield:

This power can be activated either on the Dreckach's turn, or another player's turn when the capital ship is first DAMAGED. (The card text reads "shot", which implies that collision damage is not applicable.)

The 3 shield tokens are placed on the card when activated, and one is removed at the end of each Dreckach turn. When the tokens are gone, the shield is no longer active.

The Dreckach can collide with enemy fighters to destroy and collect them as kills. This only happens in the spaces where he ENDS his movement. He is also allowed collide with and destroy asteroids in the same manner, but NOT enemy capital ships (this would be too powerful).

If the central asteroid is destroyed, the empty space is still considered to be the center of the 2-point "ring" of points.