

The Goal of **OPF** is to have a simple, playable system on **One Printed Page** that will allow friends to savagely destroy each other's Star Fleets!

OPF is designed around an "Opposed Roll" System.

**COMBAT:** Each ship has a "Firepower" (FP) Die Type and a "Defensive" (DV) Die Type.

In order to inflict a point of damage, an attacker must roll HIGHER with his FP Die than the Defender rolls with his DV Die. Each point of Damage a ship has sustained reduces ALL of its Die Types by one type (For example, a Battleship has its Firepower from D10 to D8 after 1 point of damage). *Mark this with a d6 next to the ship base or a token.*

*Example:* The Terran Battleship *Rampart* (FP: D10) Fires at the nearby K'Kon Destroyer *Hakkot* (DV: D6). The Rampart rolls a 7 and the Hakkot rolls a 2. The Hakkot takes a Point of damage and all of its Die types are reduced by one step.

If a particular value is reduced below a d4 it is considered to be 0 and no Dice may be rolled. If all Die Types are 0 the ship is destroyed. If a MV is 0 the ship may no longer Move at all.

An Attack Die may be "Split" into multiple attacks by reducing the Die by a step.

*Example:* the Terran BB "Rampart" Could have split his d10 into 2x D8, or 4x D6, or 8x d4. Each Step down gives you twice the previous attacks.

**RANGE:** Each Range Band after the first reduces a FP Die by 1 step. Range bands are in 10" increments.

*For Example:* the BB Rampart has FP d10 within 10"; FP d8 from 10" to 20"; d6 from 20" to 30", and d4 from 30" to 40". If FP Die are split, each die degrades by range as normal.

**Squadrons:** (Fighters and Bombers) can only sustain 1 point of damage before being destroyed.

Ship Class	Short	FP	DV	MV	Special	COST
Scout	SC	d4	d4	10"/d10	+1 Fleet Initiative per Scout	2
Destroyer Escort	DD	d6	d6	10"/d10	May additionally use DV vs Squadrons	4
Cruiser	CA	d8	d8	8"/d8		6
Battleship	BB	d10	d10	6"/d6		10
Light Carrier	CL	d4	d6	8"/d10	May Carry 4x Squadrons (Cost not included)	4
Fleet Carrier	CV	d6	d10	6"/d8	May Carry 8x Squadrons (Cost not included)	6
Outpost	OP	d6	d8	n/a	May Carry 1x Squadron (Cost not included)	4
Starbase	SB	d8	d10	n/a	May Carry 4x Squadrons (Cost not included)	8
Fighter	FF	d4	d4	12"/d12	May additionally use DV vs Squadrons	2
Bomber	BR	d8	d4	10"/d6	Rolls d4 vs. Squadrons instead of d8	3
Freighter	FR	d4	d4	4"/n/a	No Flank Moves	1
Planet	PL	D10	D10	n/a	16x Squadrons (Cost not included)	14

All Fighters MUST have a Carrier. This may be a Carrier Ship, and Outpost, Starbase, or a PLANET.

### **Turn Order**

Step 1: Roll Turn Initiative Die (D6 plus Scout and Scenario Modifiers (if any) Winner chooses to be Player 1 or 2.

Step 2: Squadron Movement (players alternate moving and firing 1 Squadron at a time. Damage is applied immediately).

Step 3: Fleet Movement (Players alternate moving and firing 1 Ship at a time. Damage is applied immediately)

Step 4: Launch Squadrons (any Carriers may launch Squadrons in their bays. Squadrons placed within 4" of Carrier)

**Arcs:** Ships may fire in any direction with no Penalty. Fire into a target's rear 90" reduces his DV by 1 Die Step.

**Movement:** Ships may move their "Inch" MV with no penalties. Ships may turn at will.

Ships may move faster by declaring they are at **FLANK SPEED (Declared before moving the ship)**. This allows them to move an additional amount determined by rolling the MV Die type listed.

Ships at Flank Speed have FP and DV Die types TEMPORARILY reduced by 1 step for the turn. This is **NOT** damage and only applies to rolls.

**Terrain:** Asteroids (d6) Dust Shoals (d4) and Minefields (d8) attack any ship that crosses their template at the moment of contact. Terrain Templates are CD sized.

Firing across Terrain reduces FP by one Die step PER Terrain template crossed. Each player rolls d6 before game start and may take turns placing that many terrain templates.

**Legendary Commanders:** Your fleet may have ONE Legendary Commander (Cost 2 points). Once a turn, he may improve any Die Type on his ship by one step (**Max D12**)

**Setup:** Roll Fleet Initiative. Loser sets up first within 10" of his table edge. Scouts may set up within 20" of Table Edge.

That's IT! (For now) Please feel free to distribute to each other (BUT NOT CHARGE FOR IT!)

Email me with commentary at: [mwikan@doodlebot.net](mailto:mwikan@doodlebot.net)

Also, please visit my hobby site at The Redoubt: <http://doodlebot.net/redoubt/>

This is a ROUGH first draft, and you get what you pay for! (lol) Make some scenarios you Scallywags!