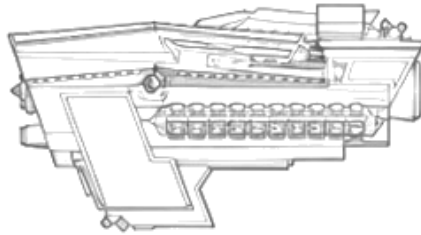


Free Void Flotilla Easy Print Rules

Version 1.2.6 — Core Rules



1 What is Free Void Flotilla?

Free Void Flotilla (FVF) is a spaceship miniature wargame set in our future where flotillas of space ships fight for control of an expanding frontier. Players consider their ships' thrust and vectors while avoiding torpedoes and throwing devastating waves of cannon fire at one another. This document is the core rules. Scenarios, Mods and faction special rules are covered in later sections, and every ship can be given mods to create a personal tailored force.

2 What do you need to play?

A voidscape

A playing area of around 24" by 17". An A2 or ANSI C sheet of paper works well. Use one for every 300 points each player brings. For example, a 600-point game (300 each) uses one sheet, and a 1,200-point game (600 each) uses two sheets side by side.

Dice

Free Void Flotilla uses standard six-sided dice, known as D6s. You'll want at least 10.

A measuring tool

Anything marked in inches. A 6" ruler works well.

Void elements

Around three pieces of scenery to fight over. If you're playing on paper, you can simply draw them on.

A flotilla each

Each player needs a flotilla of ships of equal points, built using the rules. See Building a Flotilla. Every ship is mounted on a 2" base.

Escorts

Escorts are small craft that attach to ships and void elements. In the rules they work like tokens, but we sell them as small models. Any small marker will do in their place.

Tokens

- **Specific shapes:** Vector tokens, salvo bases (1") and chaff tokens need to be specific shapes. You can download them as free STL files, or find them in most of our box sets.
- **Must be red:** Burn, fracture, target, torpedo, Chaff and vector tokens of velocity 5 and 6. Red tokens make a ship easier to spot and hit (see Guns). Vector tokens of velocity 1 to 4 must not be red.
- **Anything distinct will do:** Fold and engine leak tokens, plus the objective and cargo tokens some scenarios use. These can be improvised, but our box sets often include them too.
- **A spare ship base:** Used for drifting bodies and exploded ships.

Optional: Ship cards, to track tokens and turn order, and a pencil and paper.

3 Turn Sequence

Each turn has five phases, played in this order:

1. **Ships:** Activate ships, highest Mass first.
2. **Guns:** Fire guns, lowest Mass first.
3. **Escorts:** Move and use escorts.
4. **Torpedoes:** Move salvos and resolve impacts.
5. **Voidscape:** Move drifting bodies, resolve Skirmishes, void elements rules.

1. Ships

Activate ships in order of Mass, starting with the highest. Activate all ships of one Mass before moving on to the next. Within each Mass, the attacker activates all of their ships of a given mass before the defender activates theirs.

For example: the attacking player activates their mass 5 ships, one after the other, then the defender activates their mass 5 ships, then the attacker activates their mass 4 ships and so on until all ships have been activated and deactivated.

When a ship activates:

1. Move it, if it has a vector (see Movement).
2. Manoeuvre, then roll for G-force damage if needed (see Manoeuvres).
3. Take one action (see Actions).

A ship in contact doesn't manoeuvre, and it must choose 'No Action'. Ships in the Rally Zone activate as normal but don't move. Once a ship has finished, it is deactivated, and you choose the next ship.

2. Guns

In this phase, each ship with guns attacks if it can, starting with the lowest Mass. Within each Mass, the attacker's ships go first. Apply damage straight away. A ship that is destroyed before its turn to fire doesn't get to attack.

For example: the attacking player uses the guns of their mass 1 ships, one after the other, then the defender uses their mass 1 ships, then the attacker uses their mass 2 ships and so on until all ships that can use guns have done so.

3. Escorts

The attacker moves and uses all of their escorts, then the defender does the same (see Escorts).

4. Torpedoes

The attacker moves all of their salvos, then the defender moves theirs. Resolve any impacts as they happen (see Torpedoes).

5. Voidscape

Move drifting bodies, resolve Skirmishes on contested void elements (see Escorts), roll for torpedo tokens on gravity wells, and resolve any other void element effects (see Void Elements) and scenario special rules.

Tip: If you're using ship cards, you can lay them out in a line in Mass order and move a marker along the line as you go. That way you won't lose track of which ship is next to move or fire. Ship cards are also handy for holding tokens.

4 Ship Bases and Terms

Ship Bases

A ship's base is 2" across and marked to show which way the ship is facing. The markings matter for manoeuvring and for firing guns.

- **Front line and rear line:** The front line points straight ahead from the centre of the base. The rear line points straight behind.
- **Arcs:** The base is divided into four equal arcs: front, right, rear and left. The front line runs through the middle of the front arc.
- **Halves:** The front half is everything in front of a line across the middle of the base, from side to side. It contains the front arc and the front parts of both side arcs. The rear half is everything behind that line.

Vector and Velocity

A ship can sit still in space but, if it's moving, it has a direction of travel, called its vector, shown by a vector token placed against the edge of its base like an arrow. The number on the token (1 to 6) is its velocity, the number of inches it moves each turn. A ship with no vector token is stationary and counts as having velocity 0. Vector tokens of velocity 1 to 4 are colourless. Tokens of velocity 5 and 6 are red. It's usually best not to go above velocity 6. Fast ships are hard to slow down and tend to race off the voidscape. If a ship's velocity does go above 6, stack a second vector token in the same position and add their velocities together. Together they still count as a single vector.

Vector Degrees

A vector degree isn't a normal degree. It's the width of one vector token. Exactly 16 vector tokens fit around a ship's base, so the base is 16 vector degrees around. This makes each arc 4 vector degrees and each half 8. When a rule says to move a vector 1 degree, move it one token-width around the base. Two vector tokens placed touching are exactly 1 degree apart.

5 Movement

Moving

First, remove all burn tokens and chaff tokens from the ship. Then, if the ship has a vector, move it straight in the vector's direction a number of inches equal to its velocity. A ship with no vector doesn't move.

Tip: To make it easier you can rotate the ship so its front line is facing the vector and move the ship the right number of inches straight forward. A Free Void Flotilla ship base is exactly 2" across, so you can use the base itself to help measure.

Moving off the Voidscape

If the centre of a ship's base is off the voidscape after it moves, place the ship in your Rally Zone. Treat it as if it had folded out (see Folding). Moving off the voidscape can be a legitimate tactic.

Contact

Ships in Free Void Flotilla never collide. Space is vast, and even ships that seem to touch on the table are passing above or below each other. When two ships end up too close, though, crews burn hard to get clear, and enemy crews open fire at point-blank range with their PDTs.

A ship can move over other ships freely. If a ship would end its move with its base overlapping another ship's base, it is in contact. A ship in contact keeps moving in the same direction until its

base no longer overlaps any other ship's base. For every full extra inch it moves, add 1 burn token and increase its velocity by 1. That turn, a ship in contact doesn't choose a maneuver, and it must choose No Action. If the ship it ended on is an enemy ship, both ships automatically make a close quarters assault (see Point Defence Turrets). After this, if the ship has 2 or more burn tokens it must roll for G-force.

Manoeuvres

After a ship moves, if it isn't in contact, choose one of the three manoeuvres below for it to perform. Fold tokens build up only while a ship keeps drifting. If a ship makes any manoeuvre other than Drift, remove all of its fold tokens.

Drift

You may rotate the ship to face any direction. Its vector and velocity stay the same (if it has them), so it can face one way while travelling another. You may place 1 fold token on the ship (or its card), unless something stops it gaining fold tokens (see Void Elements).

Accelerate

First, rotate the ship:

- If it has a vector, rotate it so its vector is somewhere in the ship's front half.
- If it has no vector, rotate it to face any direction. It counts as having velocity 0.

Then place any number of burn tokens, and use one of these options:

Standard: Move the vector up to 1 degree towards the front line, but not past it. Increase velocity by 1 for each burn token.

Sharp Turn: You can only use this if the vector is in one of the ship's side arcs and you placed at least as many burn tokens as its velocity. Move the vector up to 2 degrees towards the front line, but not past it. Increase velocity by 1 in total.

Change Direction: You can only use this if you placed at least twice as many burn tokens as the ship's velocity. Move the vector to the front line, and set velocity equal to the number of burn tokens. (A ship with no vector always uses this option.)

Example: A ship with velocity 3 has its vector in its front right side arc. With two burn tokens, it can only use Standard. The vector moves 1 degree towards the front, and velocity goes up to 5. With 3 burn tokens, it can use Sharp Turn instead. The vector moves 2 degrees, and velocity goes up to only 4. With 6 burn tokens, it can use Change Direction. The vector moves straight to the front line, and velocity becomes 6. Whichever option it uses, the ship then rolls for G-force damage for its burn tokens.

Flip and Burn

A ship can only Flip and Burn if it has a vector. Rotate the ship so its vector is somewhere in the ship's rear half, then place any number of burn tokens. Reduce the ship's velocity by 1 for each burn token:

- If velocity is still above 0, you may also move the vector up to 1 degree towards the front line.
- If velocity reaches exactly 0, remove the vector. The ship has stopped.
- If velocity would go below 0, remove the vector and place a new one on the ship's front line. Its velocity is equal to however far below 0 it would have gone.

Example: A ship with velocity 4 flips so its vector is in its rear half. With 2 burn tokens, velocity drops to 2, and the vector may move 1 degree towards the front line. With 4 burn tokens, velocity

drops to 0 and the ship stops. With 6 burn tokens, velocity would drop to -2 , so the ship gets a new vector on its front line with velocity 2.

Roll for G-Force Damage

After a manoeuvre, if a ship has more than 1 burn token, it rolls for G-force damage. Roll 1D6 for each burn token. For each result that is equal to or lower than the ship's Mass, the ship takes 1 fracture. If it takes any fractures, it tests criticality.

Example: Laurie's Mass 2 frigate is at velocity 4. It Flips and Burns with 3 burn tokens. Velocity drops to 1, so Laurie rolls 3D6, one for each burn token. Laurie scores 1, 2 and 5. Two results are equal to or lower than Mass 2, so the frigate takes 2 fractures and must test criticality. If Laurie had used 6 burn tokens instead, velocity would fall past 0 and the ship would reverse onto a new front-line vector at velocity 2, and Laurie would roll 6D6, one for each burn token.

6 Actions

After its manoeuvre, a ship may take one action before it is deactivated. A ship in contact must choose No Action (see Contact). Choose one:

- **Target:** Place a target token on a ship in LOS (see Guns).
- **Torpedoes:** Arm, disarm or fire your torpedoes (see Torpedoes). A ship can do only one of these each turn, even if something lets it take more than one action. The exception is a frigate's Dedicated Torpedo Rack, which lets it fire and then arm again as a free action in the same turn (see Building a Flotilla).
- **Repair:** Remove one fracture token.
- **Chaff:** Place a chaff token on your ship's base. A chaff cloud covers exactly a third of the edge of the ship's base.
- **Fold:** If the ship has more fold tokens than its Mass, it may make a controlled fold (see Folding).
- **Use Device:** Use one of the ship's Devices. Each Device can be used only once per game (see Mods: Devices).
- **No Action:** The ship does nothing.
- **Other:** Some scenarios and situations may give extra action options.

7 Folding

Controlled Fold

As an action, a ship with more fold tokens than its Mass may make a controlled fold. For example, a Mass 1 ship needs at least 2 fold tokens, and a Mass 4 ship needs at least 5. (Ships in orbit or in an area void element can't gain fold tokens. See Void Elements.) When a ship folds, choose one:

- **Fold out.** Remove the ship from the voidscape and place it in your Rally Zone. Your Rally zone is just a place off the table where you can keep ships.
- **Fold in.** Place the ship anywhere on the voidscape within LOS of a friendly ship, but not on a void element or on another ship. A ship can fold in from the Rally Zone or from somewhere else on the voidscape.

Whenever a ship folds, it loses all fold tokens, chaff tokens and target tokens. It keeps its velocity, fractures and all escorts attached to it, friendly or enemy.

Fold In

When a ship folds in, turn its vector to face any direction, keeping the velocity it has. It gains 6 burn tokens, which show how visible it is after arriving. It doesn't roll for G-force damage.

In the Rally Zone

A ship in the Rally Zone chooses manoeuvres and actions as normal, and they work exactly the same way, including burn tokens, changes to velocity and G-force damage. The only difference is that the ship doesn't actually move, because it's off the voidscape. Once it has enough fold tokens, it can fold in.

Emergency Fold

A badly damaged ship may be forced to make an emergency fold. This isn't an action and doesn't need fold tokens. It happens automatically when a ship has 7 or more fractures after testing criticality. In a one-off game, a ship that makes an emergency fold is removed and counts as destroyed. See Fractures and Damage for the full rule.

8 Guns

Ships with guns can fire them if they have a target in range and line of sight. Starting with the lowest Mass ships (the attacker's ships first within each Mass), each ship selects targets and fires, then you move on to the next ship. Damage from guns is applied immediately, so a ship destroyed before its turn to fire doesn't get to shoot.

A ship that is in contact cannot fire its guns; they are too busy trying to survive contact.

You can only shoot ships that are on the voidscape. Ships in the Rally Zone can't be shot.

Line of Sight

Two ships have line of sight if you can draw a straight line from the centre of one base to the centre of the other without that line crossing a gravity well or drifting body. Other ships do not block line of sight. Gas clouds and chaff don't block line of sight; they put a ship in cover (see Cover).

When shooting at a ship in orbit, measure range and line of sight to and from the edge of the gravity well (see Void Elements).

Range

Every ship has a gun range of 6", plus 1" for each target token on the enemy ship. Close range is always 3". If your base is within range of the enemy's base, you can shoot.

Example: Jordan's destroyer has 2 target tokens on it. Laurie's cruiser can shoot it from up to 8". Close range is still 3".

Tip: once a ship already has 3 red tokens, more target tokens no longer add attack dice, but each one still adds 1" range. The Target action can still be worth taking for the extra reach.

Target Tokens

When you take the Target action, place one target token on the chosen ship. Target tokens stack with no limit.

The ship's controller removes all target tokens from it when the centre of its base is in, or enters, a gas cloud, or when the ship folds. Otherwise target tokens stay on the ship for the rest of the game.

Red Tokens

Red tokens make a ship brighter and easier to hit with guns. The red tokens are:

- Target tokens
- Burn tokens
- Torpedo tokens (including the Loaded token on the ship)
- Fracture tokens
- Chaff tokens
- Vector tokens of velocity 5 or 6

Firing

Each shot is resolved in full on its own, including its own dice, cover saves and criticality test. A destroyer or cruiser firing twice resolves two separate shots.

Count how many dice you roll:

- Start with your ship's gun value.
- +1 die per red token on the target, up to a maximum of +3 dice from red tokens.
- +1 die if you are at close range (within 3").
- +1 die if your ship is in the target's rear arc. Ships in orbit never grant this bonus.
- +1 die if your ship sits on the target's vector line: Draw a line from the centre of the target's base along its vector; if that line crosses your base, you are on it. Ships in orbit never grant this bonus.
- +1 die if at least one of your escorts is attached to the target.

Roll that many D6. Each result greater than the target's Mass scores 1 fracture.

If cover applies to this shot, resolve Cover before placing any fractures (see Cover).

Place any fractures that remain. If the target gained one or more fractures from this shot, it tests criticality (see Fractures and Damage).

Cover

A ship can count as in cover against a gun shot from one or more of these sources:

- the attacker's line of sight passes through a gas cloud
- the attacker is shooting from orbit (see Void Elements). Every gun shot fired by a ship in orbit gives the target this cover source, even if the target is in open void.
- the attacker's line of sight passes through a chaff token (from any ship, including the shooter's own)

Count how many of those sources apply to this shot (maximum 3). After the attacker has scored one or more fractures, the target rolls 1D6 for each of those fractures. The result needed to ignore a fracture depends on how many cover sources apply:

- 1 source: 5 or 6
- 2 sources: 4, 5 or 6
- 3 sources: 3, 4, 5 or 6

Only the fractures that remain are placed on the ship. Criticality is only tested for fractures the ship actually ends up with after this shot.

Example: Laurie's cruiser in orbit fires at Jordan's destroyer. The shot also passes through a gas cloud and through Jordan's chaff. That is 3 cover sources, so Jordan ignores each scored fracture

on a 3+.

Corvettes

Corvettes have a bow turret with a gun value of 1. It can fire once, at one ship in the corvette's front arc or either side arc.

Destroyers and Cruisers

Destroyers and cruisers have broadsides. They fire their guns twice each Guns phase. Each shot must be at a ship in one of their side arcs. The two shots can be at the same ship or at different ships, and each shot is resolved separately.

- Destroyers have a gun value of 2.
- Cruisers have a gun value of 4.

A ship in the void can spin freely, so either side arc can fire at a ship on the left or the right.

Frigates and freighters have a gun value of 0. They cannot fire guns.

Note: Why chaff is red and still protects you: think of a chaff cloud like a squid's ink, or a shotgun blast of glitter fired into someone's face. If an enemy is looking straight into the cloud and their line of sight passes through it, sensors scramble, the shot is harder to place, and the target gets cover. The cloud still marks where you are, so the chaff token is red and can add attack dice up to the usual cap. From the other side of your ship though, the cloud does not hide your hull, an enemy on that side does not look through the chaff cloud. They see exactly where the blast came from back to the ship that fired it, so they get the red-token bonus and you get no cover against them. Use chaff when you can put the cloud between you and the guns you fear. Once you already have 3 or more red tokens, new chaff stops adding attack dice and only helps as cover against shots that pass through it.

9 Escorts

Escorts are comparatively small vessels that join larger ships and assist in various tasks that only they can do. They are very vulnerable, so they only travel alone when they can hide from enemy ships in a gas cloud or in the tail of a comet.

Escorts do not occupy any space on the voidscape. They are always attached to something, such as a ship or a void element. Though they are represented by miniatures, they act more like tokens.

When attached to friendly ships

When a friendly ship an escort is attached to is impacted by a salvo, the escort can try to destroy some of the torpedoes before they reach the ship. After the torpedo player has rolled for each torpedo token, but before the ship rolls its PDTs, roll 1D6 for each of your escorts attached to that ship. Treat these rolls like PDT results for assigning and nullifying in Impact! (see Torpedoes — Impact!). Every 6 allows another roll, and each 6 also destroys 1 of those escorts. These escort rolls do not reduce the ship's PDT value; only the ship's own PDT roll does that (see PDTs).

Using escorts against torpedoes is optional: you may use any number of the attached escorts, or none.

Moving Escorts

In the Escorts phase, each of your escorts may take one action: move or Harass. The attacker acts with their escorts first, then the defender.

To move, the escort leaves its current object and attaches to another object (for example from a ship to a void element, or from a void element to a ship).

1. You need line of sight between the two objects. Measure from the two nearest points. An unfriendly ship or other line-of-sight blocker in the way means you do not have line of sight.
2. Roll 1D6. If the result is equal to or greater than the distance in inches (rounded down) between the two objects, the escort moves and attaches. If the distance is greater than 6", the move is impossible.

If a ship with escorts attached is in a void element, or is in orbit around a gravity well, those escorts may attach to that void element or gravity well as their action without a distance roll. Make it clear to your opponent that they are no longer attached to the ship.

Moving to or from unfriendly ships

Escorts can attempt to move onto an unfriendly ship, or away from one they are already attached to. When they do, that ship may use its PDTs to defend itself (see PDTs).

When attached to unfriendly ships

Attached escorts ride with the ship when it moves, folds or changes orbit. They leave only if they are destroyed, or if their controller moves them away. They stay attached if the ship leaves the voidscape for the Rally Zone.

While one or more of your escorts are attached to an enemy ship, your ships get +1 die when firing guns at that ship (see Guns).

Harass

Instead of moving, an escort attached to an enemy ship may harass it. Harass is a shared action for your escorts on that ship: when one of them harasses, every one of your escorts still attached to that ship that has not already acted this Escorts phase takes part. Those escorts all count as having acted (they can't also move). Escorts that already acted earlier this phase (for example by moving onto the ship) stay attached but do not add Harass dice.

The ship may use its PDTs to defend itself first (see PDTs). Then the escort's controller rolls 1D6 for each escort taking part in that Harass. Every result greater than the ship's Mass deals 1 fracture. If any fractures were dealt this way, the ship tests criticality once.

Tip: in larger games, lay each escort on its side after it has acted, then stand it up again next turn, so you can see which escorts still have an action.

Objectives and Escorts

Escorts normally carry salvager teams, explorer drones and assault troops. They board stations, enter wrecks and retrieve important items or information.

Unless a scenario says otherwise, only escorts take and hold objectives. If a ship can claim an objective without escorts, that is unique to the scenario.

Attached to a void element

Escorts attached to a void element do not harass and do not help against torpedoes. They may still move in the Escorts phase. If the void element is a drifting body, escorts attached to it move with that drifting body.

Escorts attached to a gravity well (including those that hopped off an orbiting ship) can control that well and claim objective tokens from it as normal.

Skirmish

In the Voidscape phase, after drifting bodies have moved, resolve Skirmish on every void element that has at least one escort from each player attached.

1. Both players roll 1D6 for each of their escorts on that element.
2. Each result of 5 or 6 destroys one enemy escort on that element (the rolling player chooses which).
3. Every 6 allows another roll, which can destroy further escorts.

If several void elements need a Skirmish, resolve them one at a time in any agreed order.

If only one player has escorts on a void element, there is no Skirmish there.

Control

After any Skirmish on that element, you control a void element if you have more escorts attached to it than your opponent. If both players have the same number, neither player controls it. Ships (Destroyers, etc) do not control void elements by themselves.

Hold/Take objectives

If a scenario says an objective is held or scored by controlling a void element, check control at the end of the Voidscape phase, after Skirmishes. You score or keep that objective only while you control it.

If a scenario places objective tokens on a void element, check at the end of the Voidscape phase, after Skirmishes:

- You may claim one objective token from that void element for each escort you have there beyond your opponent's number.
- Assign each claimed token to one of your escorts on that element (you choose which escorts carry them). Leftover escorts carry nothing.
- An escort can carry only one objective token.
- If there are fewer tokens left than you are allowed to claim, you take only what is there.

Examples:

- You have 4 escorts, the opponent has 1. You may claim 3 tokens.
- You have 3, the opponent has 3. You claim nothing.
- You have 2, the opponent has 0. You may claim 2 tokens.
- You have 5, the opponent has 2, but only 1 token remains. You claim that 1 token.

Carrying objective tokens

The escort keeps the token when it moves to another ship or void element.

An escort carrying an objective token may move onto a friendly ship and stay attached there. The token stays with the escort. The ship does not hold the objective itself unless the scenario says the token can be transferred.

If the escort is destroyed, place the token on the object it was attached to. If that object has left the voidscape, the token is lost unless the scenario says otherwise.

Banking an objective (Rally Zone, board edge, and so on) is always defined by the scenario.

10 Torpedoes

Arming

As an action, a ship with the Torpedo (X) rule may arm or disarm its torpedoes. To arm, place 1 torpedo token on the ship's base. To disarm, remove it. A ship with a torpedo token on its base is Loaded.

Torpedo Salvos

A torpedo salvo is a 1" round base with a marked front. Like a ship, it can have a vector and a velocity. Its vector points in the direction of its front, and its velocity can be 1 to 6. A salvo is armed if it has a vector token. A salvo with no vector token is unarmed.

Firing Salvos

As an action, a Loaded ship may fire a salvo:

1. Remove the torpedo token from the ship's base.
2. Place a salvo fully within 3" of the ship's base and in its front arc. The salvo can't be placed on any ship's base, but it can be placed in an area void element.
3. Place torpedo tokens on the salvo equal to the ship's Torpedo (X) value.

A newly fired salvo has no vector, so it is unarmed. It can't cause an impact with any ship, including ships it was placed over or next to.

Moving Salvos

In the torpedo phase, the attacker moves all of their salvos, then the defender moves theirs.

- A salvo with a vector moves straight forward a number of inches equal to its velocity.
- A salvo with no vector (because it was fired this turn) doesn't move. Instead, turn it to face any direction and give it a vector with a velocity of 1 to 6. It is now armed.

If any part of a salvo's base moves off the edge of the voidscape, the salvo is destroyed. Remove it and all of its tokens.

Reserve Thrust

Each salvo has enough reserve fuel to change direction once. After a salvo finishes its move, if it has no burn tokens and one of your ships has LOS to it, you may change its vector. Remove its current vector, turn it to face any direction, give it a new velocity of 1 to 6, and place 1 burn token on it. Burn tokens stay on a salvo until it is destroyed. (Each burn token adds +1 to the target's PDT results on impact; see Impact!)

Torpedoes and Void Elements

Gravity Wells

When a salvo moves over a gravity well, the salvo is destroyed, but its torpedo tokens are not. Place them on the gravity well. They no longer belong to either player, and any burn tokens are lost. At the end of each voidscape phase (not the torpedo phase), roll 1D6 for each torpedo token on the gravity well. If a result matches the Mass of any ship in orbit of that gravity well, that token hits that ship. If more than one ship in orbit has that Mass, roll off to decide which one it hits. Each ship that is hit takes an impact (see Impact!). Treat all of the tokens that hit it as a single salvo with that many torpedo tokens and no burn tokens. The tokens are discarded after the impact. Any tokens that don't hit a ship stay on the gravity well for the next turn. No ship has Mass 6, so a roll of 6 never hits. Over a game, tokens can build up and turn a busy gravity well into a minefield.

Debris Fields

When a salvo moves in a debris field, roll 1D6 for each of its torpedo tokens before resolving any impact. On a 1 or 2, that token is destroyed. If a salvo loses all its torpedo tokens, the salvo is destroyed.

Drifting Bodies

If a salvo moves over a drifting body, or a drifting body moves over a salvo, the salvo and its tokens are destroyed. The drifting body barely notices.

Shooting at Salvos

You can fire guns at a torpedo salvo as if it were a ship, with these changes:

- Line of sight works as normal but a salvo has no arcs, rear arc or vector-line bonus.
- Red tokens on the salvo still add dice, up to the usual +3 (torpedo tokens and burn tokens count; a salvo has no fracture, target, chaff tokens).
- A salvo has no Mass. Instead of scoring fractures, every result of 6 destroys 1 torpedo token on the salvo. Remove destroyed tokens. If a salvo loses all its torpedo tokens, the salvo is destroyed.

Impact!

If a ship moves over an unarmed salvo, the salvo is destroyed.

If an armed salvo moves over a ship, or a ship moves over an armed salvo, there is an impact:

1. The salvo's controller rolls 1D6 for each torpedo token on the salvo. These are the torpedo results.
2. The ship's controller rolls a number of D6s equal to the ship's PDT value (see PDT). Add +1 to each PDT result for each burn token the salvo has. These are the PDT results.
3. The ship's controller assigns their PDT results to torpedo results. A PDT result that is greater than or equal to the torpedo result it is assigned to nullifies that torpedo result. Each PDT result can nullify only one torpedo result, and any PDT results that aren't used are ignored.
4. If any torpedo results are not nullified, the ship takes fractures equal to their total value, then tests criticality.

Example: Laurie's salvo is armed with 3 torpedo tokens and has 1 burn token. It moves over Jordan's destroyer, which has a PDT value of 3. Laurie rolls 3D6 for the torpedoes and gets 6, 4 and 1. Jordan rolls 3D6 for the PDTs and gets 4, 3 and 1. The salvo has 1 burn token, so Jordan adds +1 to each, which makes them 5, 4 and 2. None of Jordan's results can reach the 6, so Jordan assigns the 5 to the 4 and the 2 to the 1. Both of those torpedo results are nullified, and the spare 4 is ignored. The 6 is not nullified, so Jordan's destroyer takes 6 fractures and tests criticality. Ouch!!!

11 PDT - Point Defence Turrets

PDTs are the ship's short-range weapons. They swat torpedoes, strafe enemies that pass through your base, and cut up escorts crawling over the hull.

A ship's PDT value starts equal to its Mass. The critical hit 'PDT Lost' permanently reduces PDT by 1, to a minimum of 0 (see Fractures and Damage). Other effects can change PDT as their own rules say. If your PDT value is 0, you roll no PDT dice.

Rolling PDTs

When a rule tells you to roll PDTs, roll 1D6 for each point of your current PDT value.

- Every face-up 6 on a die lets you roll an extra die, which can also roll a 6 and grant further dice.
- After that roll is fully resolved, each face-up 6 you rolled (including extras) reduces your PDT value by 1, to a minimum of 0. PDTs jam, run dry or burn out under fire, so the next time this ship rolls PDTs it uses the new, lower value.
- Modifiers that add to a PDT result (for example +1 per burn token on a salvo in Impact!) do not turn a die into a 6 for extra dice or for reducing PDT. Only a face-up 6 counts.

What the dice do depends on what you are firing at (below).

Against torpedoes

When a salvo impacts your ship, resolve PDTs as part of Impact! (see Torpedoes). Friendly escorts attached to your ship roll first, then you roll your PDTs. This does not use up your once-per-phase escort PDT roll. Face-up 6s still grant extra dice and reduce PDT value as under Rolling PDTs.

Close quarters assault

When your ship ends in Contact with an enemy ship, both ships automatically make a close quarters assault (see Movement — Contact). If you are in contact with several enemy ships, resolve a separate close quarters assault against each one, rolling your full current PDT value each time.

In each assault, every result greater than the other ship's Mass deals 1 fracture to that ship. Resolve both ships' rolls in that assault before placing fractures, so both shoot even if they would destroy each other. Each ship that took one or more fractures then tests criticality.

You do not use PDTs for Contact with a drifting body (see Void Elements). Face-up 6s still grant extra dice and reduce PDT value as under Rolling PDTs.

Against Escorts

PDTs destroy enemy escorts on a result of 5 or 6. Every face-up 6 also lets you roll an extra die, which can destroy further escorts, and reduces PDT value as under Rolling PDTs. Assign each die to one enemy escort involved in that trigger (you choose the pairing). An escort with no die assigned to it survives that roll. Escorts destroyed this way are removed and never finish the action that triggered the roll. If a destroyed escort was carrying an objective token, place the token on the object it was attached to as usual (see Escorts).

Once per Escorts phase: each ship may make only one PDT roll against escorts in each Escorts phase. When more than one trigger happens, you choose which single trigger you answer with PDTs. Later escort triggers that phase get no PDT roll from that ship.

You may use that one roll when any of the following happens:

1. **Intercept:** One or more enemy escorts successfully complete a move onto your ship. If you roll, do so before they attach. You may wait until the end of the current player's attempts to move escorts onto this ship, then Intercept that whole wave as one trigger. If you Intercept earlier, any further escorts that attach later in the phase are unanswered by PDTs.
2. **Withdraw:** One or more enemy escorts already attached to your ship attempt to move away. If you roll, do so before they leave. Escorts destroyed by this roll never leave; they are removed instead.
3. **Before Harass:** One or more enemy escorts attached to your ship declare Harass. If you roll, do so before Harass dice are rolled. Only escorts that survive take part in that Harass.

Example: Five enemy escorts are attached and declare Harass. You spend your once-per-phase roll Before Harass, roll 4 PDT dice, and destroy 2 escorts. Harass then uses only the 3 escorts still attached.

Tip: if several escorts attach in one player's wave, wait and Intercept them together so you can split your dice across the swarm.

12 Fractures and Damage

Whenever a ship gains one or more fracture tokens, it tests criticality, once, after all of those fractures are placed.

Testing Criticality

1. Roll 2D6 and add them together.
2. If the total is equal to or less than the ship's fractures, the ship explodes (see Ship Explodes).
3. If the ship didn't explode and the roll was a double, it suffers a critical hit (see Critical Hits).
4. After any critical hit is applied, check for Emergency Fold.

Note: 2D6 can never roll under 2, so a ship with 1 fracture can't explode but It can still suffer a critical hit.

Example: Laurie's cruiser has 4 fractures and takes 2 more, so it now has 6. Laurie rolls a 3 and a 3, for a total of 6. That's equal to its fractures, so the cruiser explodes. If Laurie had rolled a 4 and a 4 (total 8), the cruiser would survive but suffer critical result 4.

Ship Explodes

1. Remove the ship model from its base. Attached escorts (friendly and enemy) are destroyed, and every other token on the ship is removed but the vector stays in place.
2. The base stays on the voidscape with its vector and now counts as a Drifting Body (see Void Elements). You can place debris on or around it (included in cruiser box sets).
3. Blast: roll dice for every other ship depending on its distance from the exploding base, measured edge to edge. A ship is only rolled for at its closest distance band.
 1. Within 1": 3D6
 2. Within 2": 2D6
 3. Within 3": 1D6
4. Each result greater than that ship's Mass gives it 1 fracture. Each ship that takes at least 1 hit then tests criticality.
5. Chain reactions: if a blast makes another ship explode, finish rolling the current blast first, then resolve the new one.

Critical Hits

A critical hit uses the number on the double to choose the result. For example, a 5 and a 5 gives result 5. If the ship is Loaded and the fractures didn't come from G-force, any double makes the ship explode instead.

1. **Fold Drive Down.** The ship counts its Mass as double for Controlled Fold. It can't Emergency Fold, so it stays on the voidscape at 7 or more fractures.
2. **Engine Leak.** The ship gains 1 engine leak token. Whenever it makes any manoeuvre other than Drift, roll 1D6 first. If the result is higher than its engine leak tokens, the manoeuvre goes ahead as normal. Otherwise, the ship must Drift. Whenever the ship takes any action other than

No Action, it gains 1 more engine leak token. An engine leak can't be repaired mid-battle. Skipping actions just lets the crew hold the engine together.

3. **Repair Protocols Fried.** The ship can no longer take the Repair action.
4. **Countermeasures Damaged.** The ship can no longer take the Chaff action.
5. **Sensors Damaged.** The ship can no longer take the Target action.
6. **PDT Lost.** The ship's PDT value is permanently reduced by 1, to a minimum of 0.

Engine Leak and PDT Lost stack each time they're rolled. Any other result the ship already has has no further effect.

Emergency Fold

A ship with 7 or more fractures makes an emergency fold (unless its Fold Drive is Down). Remove the ship, its base, its tokens and any attached escorts from the voidscape. In a one-off game it counts as destroyed. In a campaign, an emergency fold has consequences in later games (see Campaigns).

13 The Voidscape

The solar systems of the free void are far richer than our own solar system; each one is full of mysterious moons, dangerous debris from past battles and glittering comets.

These Void elements are represented on the voidscape like terrain on a battlefield. They must be considered when traversing the stars and can be used by a clever commander in a battle. There are three types of Void Elements detailed below.

Generating Void Elements

When you need a random void element, roll 1D6:

1. Gravity Well
2. One Debris Field
3. Two Debris Fields
4. One Gas Cloud
5. Two Gas Clouds
6. Drifting Body

You can draw void elements straight onto a paper voidscape, but simple, beautiful void element pieces make for a better-looking game. Placement, how many go down, and how far they can be from each other or the edge are set by each scenario.

Gravity Wells (moons, planetoids, anomalies and superstructures)

A gravity well is a circle 4-5" across. It blocks line of sight for everything (targeting, guns and so on), except for ships in orbit around it (see below).

Entering Orbit

1. The moment any part of a ship's base touches the gravity well during its move, the ship stops moving.
2. Place the ship anywhere fully inside the circle. The exact position doesn't matter; it just shows the ship is in orbit.
3. The ship keeps its velocity, but its vector's direction no longer matters.

4. The ship then manoeuvres, takes its action and checks orbit (see Orbit Manoeuvres and Staying in Orbit).

Orbit Manoeuvres

A ship that starts its activation in orbit doesn't move. Because direction doesn't matter in orbit, the manoeuvres only change velocity:

- **Drift:** velocity stays the same.
- **Accelerate:** +1 velocity per burn token.
- **Flip and Burn:** –1 velocity per burn token.

G-force applies as normal. What a ship can choose depends on its velocity:

- Below 3: it must Accelerate to at least velocity 3 if it can.
- Exactly 3: it may Drift or Accelerate.
- Above 3: it may Drift, Accelerate or Flip and Burn, but it can't reduce its velocity below 3.

Staying in Orbit

After the ship's action, check its velocity:

- Below 3: the ship crashes and is destroyed. Remove it from the voidscape. It doesn't explode, leave a wreck or cause a blast.
- Exactly 3: it stays in orbit.
- Above 3: it slingshots out. Place it anywhere in base contact with the gravity well, with the ship's front line and its vector facing directly away from the centre of the well. Increase its velocity by 1 without adding a burn token.

Note: a ship that can't reach velocity 3 (for example because an engine leak forces it to Drift) will crash.

While in Orbit

- The gravity well counts as the ship's base, so all measurements are made to and from the edge of the well.
- Ships in orbit are never in contact with each other.
- Ships in orbit can't target or fire guns at other ships in orbit.
- Ships in orbit can fire guns in any direction. Measure from the edge of the well. The ships they target count as in cover (see Cover).
- Ships not in orbit can target and fire at ships in orbit as normal, measuring to the edge of the well.
- Ships in orbit can use the chaff action, if so they always count as in cover that turn and the ships they target count as having at least 2 sources of cover (see Cover).
- Torpedoes fired by a ship in orbit go straight onto the gravity well (see Torpedoes and Void Elements).
- A ship in orbit loses all fold tokens, can't gain fold tokens and can't take the Fold action. It still makes an Emergency Fold if required.

Exploding in Orbit

If a ship explodes while in orbit, its wreck falls into the well. No drifting body is left. Every other ship in orbit rolls 1D6 instead of using the normal distance bands. Each result greater than that ship's Mass gives it 1 fracture, and then it tests criticality. Ships outside the well are not affected.

Area Void Elements

An area void element is a marked area about 4-6" long and 2-4" wide. Ships move over it freely. A ship counts as in an area void element if any part of its base is over it. A ship in an area void element can't gain fold tokens.

Debris Fields (asteroids, mines, graveyards of destroyed ships)

- **Ships:** after a ship moves, if any part of its base passes through or into a debris field, roll 1D6 per point of its velocity. Each result equal to or less than its Mass is 1 fracture, then test criticality if fractures were taken. Roll once for each debris field the ship moved through. Small ships find debris fields easy to move through, large ships less so.
- **Torpedoes:** each time a salvo moves through or into a debris field, roll 1D6 per torpedo token after its move, or before it impacts a ship. Each 1-2 destroys a token. A salvo with no tokens left is destroyed.

Gas Clouds (dust, ice, a micro-nebula)

- If line of sight passes through a gas cloud, including when the shooter or the target is inside it, the target counts as in cover and can't be targeted with the Target action.
- Whenever the centre of a ship's base is in, or enters, a gas cloud, remove any target tokens on it.

Drifting Bodies (drifting hulks, space stations, comets)

A drifting body is a ship base with no ship. It may have a vector with a velocity of up to 4 when placed (at the beginning of the game). You can place a comet or destroyed-ship miniature on the base. Drifting bodies block line of sight. How a drifting body's direction and velocity are set when it is placed is covered by each scenario. When ships explode they also become drifting bodies and they keep whatever vector and velocity they had previously.

Tip: In the voidscape phase you sometimes have things you need to do for void elements. These should be done in the order of when each void element was placed on the table. Towards the end of the game you may have many drifting bodies as ships explode; you may find it useful to number void elements as they appear.

Moving Drifting Bodies

1. In the Voidscape phase, move each drifting body along its vector like a ship, in the order they were placed.
2. If its base crosses any ship, that ship rolls for damage as if it had moved through a debris field. Use whichever velocity is higher, the ship's or the drifting body's.
3. If it would end on a ship or another drifting body, keep moving it along its vector until it's clear. Its vector doesn't change. The drifting body in the way isn't affected.
4. Drifting bodies ignore area void elements and drift straight through them.
5. A drifting body whose base centre goes off the voidscape is removed from the game.
6. Any salvo a drifting body moves over is destroyed (see Torpedoes and Void Elements).

Ships Ending on a Drifting Body

A ship that ends its move over a drifting body follows the Contact rules (see Movement), but doesn't make a close quarters assault. Once the ship is placed, it rolls for damage as if it had moved through a debris field. Use whichever velocity is higher, the ship's after the Contact movement or the drifting body's. PDTs can't be used; it would have no effect.

Drifting Bodies and Gravity Wells

When a drifting body touches a gravity well:

- Velocity 1-2: it falls in and is removed from the game.
- Velocity 3 or more: it stops at the edge of the well. Its vector turns to point the opposite way, and its velocity increases by 1.

Either way, every ship in orbit rolls for damage as if it had moved through a debris field. Use whichever velocity is higher, the ship's or the drifting body's final velocity.

14 Building a Flotilla

Ships

In the 31st century there are six main types of void vessels that are seen in most navies. Though the names of these ships have been used throughout human history for different types of ships, they are used to reference ships with very specific roles in FVF.

Below are the five basic Ship types (escorts do not count as ships but are listed here).

- **Corvette:** A light gunboat used for scouting, diversions and outmanoeuvring.
- **Frigate:** A dedicated torpedo ship, used to support a flotilla with rapid firing torpedoes.
- **Destroyer:** A balanced ship, delivers a broadside at close range and torpedoes at range.
- **Cruiser:** A powerful ship that can dominate others and hold a position against force.
- **Freighter:** A large, tough transport ship that can be outfitted with many modifications.
- **Escorts:** A much smaller space craft used as tenders or to assist the large ships.

	Mass	Points	Rules
Escort	0	10	Escorts count as escorts not ships, see escorts.
Corvette	1	50	Corvettes have a bow turret with 1 gun.
Frigate	2	75	Torpedo (3): Frigates may arm/disarm or fire torpedoes. Dedicated Torpedo rack: after firing torpedoes a frigate may arm their torpedoes as a free action. This is an exception to the one Torpedoes action per turn limit, so a frigate can fire and then arm again in the same turn.
Destroyer	3	100	Broadside: a destroyer has 2 guns that can fire twice. Torpedo (1): Destroyers may arm/disarm or fire torpedoes.
Cruiser	4	175	Heavy Broadside: a cruiser has 4 guns that can fire twice. Torpedo (2): Cruisers may arm/disarm or fire torpedoes.
Freighter	5	100	A trading Flotilla can take 1 Freighter for Opts.

Flotilla Type

You first choose what type of flotilla you want to build; this will affect the scenarios you will use, what options you have and how you play the game.

Authority

You lead a chartered flotilla that owes allegiance to one shipyard in the human home system. You have plenty of firepower and the most reliable ships.

You choose one ship class and can only take ships of that class and/or sovereign class ships.

Trader

You are a trader plying your business across the stars and hiring protection. You will have to fight off outlaws, business rivals and worst of all: the taxman.

You take at least one freighter of any type. This freighter is free but you still pay for mods. Other, non-freighter ships and escorts must be either Sovereign class or from one specific class.

Outlaw

You are the leader of a disparate band of outlaws and rogues; using their captured ships to wreak havoc across the stars for your own purpose or profit.

You may choose any ship, other than alien ships, when building your flotilla.

Outlaw flotillas find it hard to repair and replenish their ships; you roll 2D6 for each ship before the game begins, any double rolled you apply the result as per the critical damage chart to that ship.

Alien

You control an exotic alien flotilla with your own unique agenda and way of war.

Currently there are no alien ships available but in the future there will be the option to take an alien flotilla which will have unique rules and additional scenario options.

Solo

You are an independent adventurer who gathers a flotilla to enter deep web space and map out new systems.

There will be later rules for Solo play which will use this flotilla type.

Points Limit

You and your opponent agree on the size of the game you want to play. 300 points is good for a small game but you can take this up to 600 if you double your playing area (A1 paper works) and roll 2 extra times on the void element generator for each game. You can take up to 5 ships at 300 pts and up to 10 ships at 600pts (one ship for every 60pts). Escorts do not count towards this limit.

Choose Ships and Escorts

You select ships and escorts; pay the points cost for them. Depending on the flotilla type you chose you may be limited as to what classes of ship you can take.

Freebuilt Ships

Not every ship comes from a shipyard pattern. A Freebuilt ship is a one-off that you design yourself from a build table, choosing its Mass, guns and torpedoes. Freebuilt ships belong to the Aberrant faction, not to a ship class. You may take only 1 per flotilla, but Outlaw flotillas, and Authority flotillas that choose the Sovereign class, may take any number. See 18.2 Aberrant.

Choose Mods

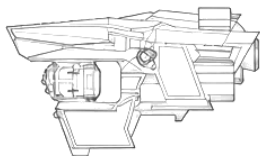
Each ship can take mods (see Mods, when those rules are in use). They cannot take more mods than their Mass value: for example, a cruiser is Mass 4 so can normally take up to 4 mods. Each mod will also have a points cost.

How to Play Your First Few Games

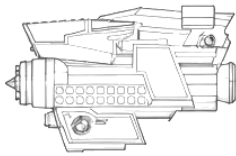
2 players with authority flotillas ≤ 300 pts. Play on an A2/ANSI C sheet of paper.

Roll off to decide attacker and defender.

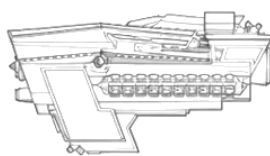
Defender rolls for 3 void elements and draws them onto the paper. The Attacker chooses a long table edge as theirs, the defender takes the other. In mass order (high to low, the defender taking priority) place each ship onto the voidscape with or without a vector and any escorts. Defender ships up to 6 inches from their table edge, attacking ships up to 3. The game ends when one player has no ships left in play. Ships in the Rally Zone do not count as in play. Destroyed ships, including a ship that makes an emergency fold in a one-off game, don't count either. The other player wins.



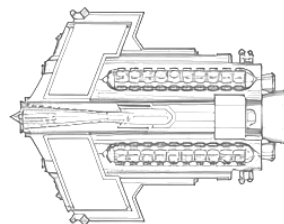
Sovereign corvette



Sovereign frigate



Sovereign destroyer



Sovereign cruiser

Scenarios, campaigns, mods and faction rules are in the free FVF app.

Need tokens? Print the free Ships and Tokens sheet (A4) from the Free Void Flotilla website downloads page, or use the STL files.

