Interdiction

Rulebook

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Introduction

Interdiction is a turn-based strategy game. Each player acts as the commander of a fleet of space ships and has control over the key ships of their fleet.

Each player is tasked with eliminating the other player's fleet. The players are considered to be aboard their Athena-Class Capital Ship and, thus, lose upon its death and/or the elimination of every other ship in their fleet.

Good luck Commander.

Object of the Game

A player wins when they destroy an opponent's Athena-Class Capital Ship and/or every opposing ship other than their opponent's Athena-Class Capital Ship. If both players would reach one or both of these objectives during the same Movement phase, then the game ends in a tie.

Game Components

1 Game Board (in 4 pieces)

10 Heracles-Class Frigates

4 Hades-Class Interdictors

2 Hermes-Class Interceptors

2 Ares-Class Destroyers

2 Athena-Class Capital Ships

4 Missiles

2 Turn Order Boards

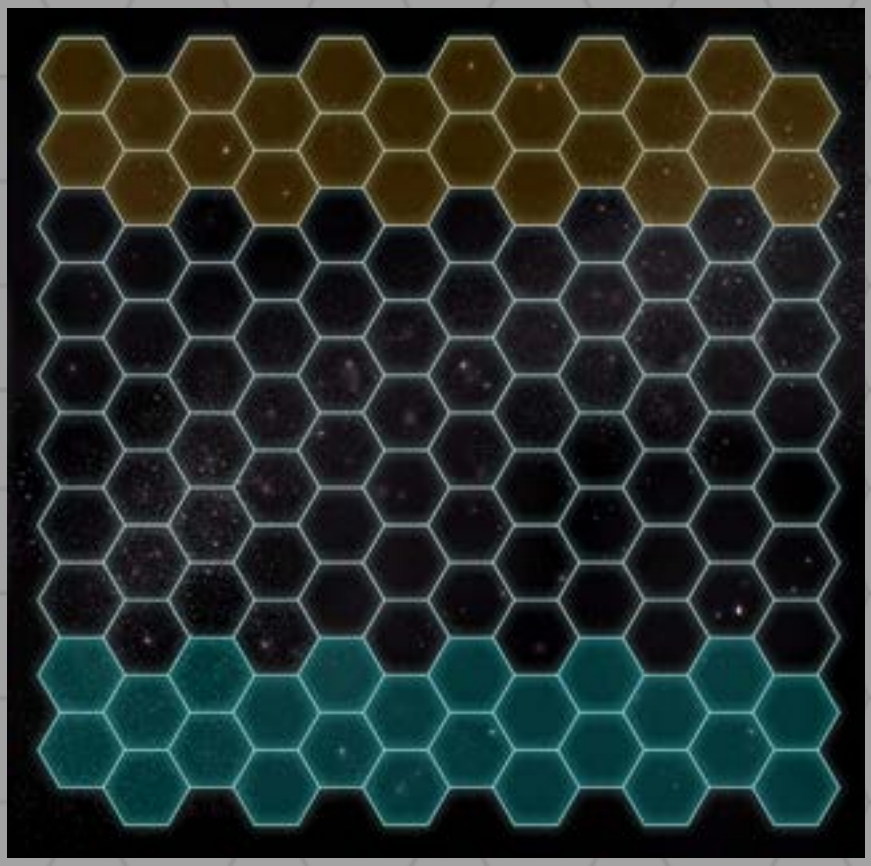
4 Missile Salvo Order Boards

2 Order Screens (not included in print and play)

4 Missile Order Screens (not included in print and play)

Setup

Before any pieces are placed on the board, a start player is randomly determined. A player's fleet is made up of 5 Heracles-Class Frigates, 2 Hades-Class Interdictors, 1 Hermes-Class Interceptor, 1 Ares-Class Destroyer, 1 Athena-Class Capital Ship. Players place order screens in the middle of the board so as to completely block their side of the board from their opponent's view. Players then place their ships in the two rows closest to them, highlighted in their player color, with any facing they choose. After both players have completed these steps, the board screen is removed and play commences.



The orange player sets up all of their pieces in the orange highlighted area with any facing. The blue player does the same, but in the blue highlighted area. Missiles do not start on the board and can only be placed on the board by an Ares being ordered to fire.

Gameplay

Giving an Order

Three bits of information are needed in an order, all of which are indicated on the player's turn order board. Missile salvos are an exception to this as all of their orders are indicated on one of the two missile salvo order boards on the same turn as an Ares-Class Destroyer is ordered to fire. Only one ship can be given an order per turn. A ship is given an order by placing order markers on the order board spaces corresponding to:

1. the number of the ship that will move
2. to where it is moving
3. the facing it will have after movement (this is not indicated by a separate order marker, rather, it is indicated by the direction of the order marker that indicates where the ship is moving)

Facing can only change one hexagonal facet per turn unless the piece does not change hexes in which case it can change facing up to two hexagonal facets. Missile salvos are a separate case and their orders for the next four turns after being fired are indicated on the corresponding missile order board.

Facing

Facing is an extremely important aspect of Interdiction. Every piece on the board has facing, and has a front, front-side, back-side, and back. The front of a ship is indicated by the highlighted semi-circle on the piece. A piece's facing is relative to how the piece on the board is turned, and is not affected by the orientation of the board or other pieces. As part of an order a player can order any given piece to turn after moving. A player can order a piece to turn one hexagonal facet to the left or right or not turn at all. After moving their piece, the player then turns the ships front to face the adjacent side of the hex in the appropriate direction.

Taking a Turn

1. **Movement Phase**
2. **Combat Phase**
3. **Order Phase**

Once a player has ended every phase of their turn, their turn ends and their opponent's begins from phase one.

Movement Phase

During the Movement phase, the player reveals and executes the orders they gave to a ship and any missile salvo orders they may have for the turn. When revealing a missiles salvo's order, a player can use an order screen to shield from view all but the order being acted out during the current turn. Ships move first, then missiles starting with the missile that was fired first. If a ship is ordered to move through or onto a friendly ship, it moves only as far as it can without this occurring and changes it's facing as ordered. This rule also applies when a piece is ordered to move off the board. If, when attempting to move to another space, a ship would pass through an opponent's piece, it stops at the first opponents ship, follows normal rules of removal, and changes facing as directed. If a piece is given an order but the piece was removed from the game between the time that the order was written and the time the order would be executed then the order does nothing. These are all different from an order that includes an action impossible for the piece to perform in any circumstance; the result of such an order is that the entire order is ignored. The player moves and turns their pieces accordingly and then moves to the Combat phase.

Combat Phase

If a ship moves onto a hex with another ship, the other ship is removed from the game. There are two exceptions to this rule, for missiles and Hades-Class Interdictors. When a missile moves onto a hex with another piece or another piece moves onto a hex with a missile, remove both the missile and the other piece. If two missiles and a ship end movement in the same space they are all removed from the game. If a Hades-Class Interdictor moves onto a hex with another ship, remove the Hades-Class Interdictor from the game instead of the other ship. If one Hades-Class Interdictor moves onto the hex of another Hades-Class Interdictor, then both Interdictors are removed. For more details, refer to the Ship Details section for each ship.

Order Phase

After all pieces that need be removed have been, the player uses their turn order board to give orders to a specific ship in their fleet. If an order marker is placed on the "Fire" space it indicates that an Ares-Class Destroyer fires a missile and the orders for the missile are also given at this time. Players use an order screen to hide their orders during this phase. Once an order is given to a ship or missile the order cannot be changed. A player cannot choose not to give an order to any of their ships (though an order can be given to do nothing).

Example 1:

Heracles 2 has been ordered to move two forward and change its facing one hexagonal facet on the order board in Figure 1. In Figure 2, the ship acts out the order, its starting position represented by the translucent ship picture and its ending position represented by the opaque ship picture.

Figure 1

Figure 2

Example 2:

In figure 3, the Ares has been ordered to fire a missile and has given its orders for the missile. In figure 4, the missile's flight path and facing changes are shown.

Figure 3

Figure 4

Example 3:

In figure 5, if the blue player gives an order to any of his ships, other than the Athena, he must tell the orange player what ship is moving as they are within four spaces of the orange player's Hades. If the order was given to Hermes, Ares, or Hades the blue player must tell the orange player exactly what the order is. If these rules are not followed, the blue player will not get to act out their order when it is revealed.

Example 4:

In figure 5, the orange player's Hades can reorder missiles D and B but not missile A. The blue player can reorder only missile D. Orders for a missile still take place on the player who launched its turn even if the orders were changed. Because of this, if both player reorder missile D on their turns the player who did not launch it would have their choice of orders acted out due to the timing.

Figure 5

Ship Details

For each ship's movement capabilities, an example of the notation is "Movement: 2, 1, 0, 0". These numbers represent the maximum number of hexes a ship can move forward, forward-diagonally, backward-diagonally, and backwards respectively in relation to its facing. A piece can only move in one of the four directions in a single turn.

Ship Movement Table

	Forward	Forward Left or Forward Right	Backward Left or Backward Right	Backward
Heracles-Class Frigates	2	1	0	0
Hades-Class Interdictors	2	1	1	1
Hermes-Class Interceptors	3	0	1	0
Ares-Class Destroyers	2	1	1	0
Athena-Class Capital Ships	2	1	1	0
Missile Salvo	1	0	0	0

Heracles-Class Frigate

• Movement: 2, 1, 0, 0

Hades-Class Interdictor

• If this piece moves onto a hex with an opponent's ship, remove it from the game, unless the opponent's ship is one of their Hades-Class Interdictors, in which case remove this Hades-Class Interdictor and your opponent's Hades-Class Interdictor from the game.

• If a Hades-Class Interdictor is within 4 spaces of an enemy ship which is being given an order this turn and the enemy ship is closer to this Hades-Class Interdictor than its Athena-Class Capital Ship, then the player must reveal which order is being given to that ship.

• If a Hades-Class Interdictor is within 4 spaces of an enemy ship which is being given an order this turn, but the enemy ship is equal to or closer to its Athena-Class Capital Ship than to this Hades-Class Interdictor, than the player must announce which ship the order is being written for. If a player fails to comply with one or both of these rules they do not make any moves or turns with the ship indicated on the card when it is revealed the following turn. Missile salvos are not subject to any of these rules. If a player is forced to show their opponent that their Ares-Class Destroyer has been ordered to fire, then the orders of the missile salvo fired by that order are

revealed in addition to the revealing of the order to the ship. This takes place after orders are written and before the end of a players turn.

• If a Hades-Class Interdictor is within movement range of a missile, no matter who fired it, that missile's orders can be read and then changed to anything the player chooses. This doesn't count as an order for the Hades-Class Interdictor. This missile still moves on the turn of the player who fired it and can only be given a number of orders equal to four minus the number of orders that this particular missile has already followed through on.

• Movement: 2, 1, 1, 1

Hermes-Class Interceptor

• Movement: 3, 0, 1, 0

Ares-Class Destroyer

• Instead of moving and turning this ship may be ordered to fire, indicated by placing an order marker on the "Fire" space. When this order is executed, place a missile in front of this ship with the same facing as this ship. Remember that, "in front" means in relation to the Ares-Class Destroyer's facing not in relation to the board.

• When a player gives an order to an Ares-Class Destroyer to fire, the player must place order markers on all of the turn orders for the missile salvo that will be fired before ending their Orders phase.

• This ship cannot be ordered to fire the turn after it was ordered to fire.

• Movement: 2, 0, 0, 1

Athena-Class Capital Ship

• If this ship is removed from the game, the player who lost it loses the game unless both players lose it in the same Movement phase in which case the game ends in a tie.

• Movement: 2, 1, 1, 0

Missile Salvo

• If this piece is ever on the same hex with any other piece, all pieces on the hex are removed from the game including the missile salvo.

• When a missile salvo is fired, it is given the same facing as Ares-Class Destoryer it is fired from.

• A missile salvo can turn, but not move, on its first turn as it has already moved forward to the hex in front of the Ares-Class Destroyer that turn.

• A missile salvo is removed from the board immediately after its fourth Combat phase. This rule applies even if

the orders for the missile salvo have been changed by a Hades-Class Interdictor.

- Movement: 1, 0, 0, 0

Appendix

Athena-Class Capital Ship

The heart and soul of a fleet, the Athena-Class Capital Ship, exists as a command vessel and counter to the Hades. Upon the creation of the Hades, orders could no longer be sent to fleets from massive distances. The Athena was built in response to enhance signal strength of commands and increase their security. It was also necessary to protect the Commander the ships housed and, thus, the Athena is extremely mobile and well-armed. The Athena also allowed for orders to be sent far more quickly from commanders to individual ships, albeit from a more dangerous position for the Commander.

Ares-Class Destroyer

No other ship in a fleet embodies brute force like the Ares-Class Destroyer. Upon advances in point-defense technology missiles became mostly obsolete. Though other weaponry still sufficed most of the time, there still appeared to be a complete lack of a replacement for long range missiles. The Ares filled this void, not by replacing long range missiles, but by carrying almost nothing but. In order to overcome point-defense systems, the Ares fires its entire ordinance at once in salvos of monolithic size. The Ares has allowed for the braking of formations from a safe distance and continues to play an important role despite the advent of the Hades. With such a specialized ship, flaws are inevitable. The Ares is the slowest and least mobile ship in most fleets, a problem only slightly offset by its reverse thrusters.

Hades-Class Interdictor

The Hades-Class Interdictor is the pinnacle of electronic warfare technology. Though a battlecruiser, the Hades carries no weapons other than a plethora of sensors and computers systems. The sheer size and sophistication of the Hades makes it not only possible for it to know what ships enemy orders are being sent to and hack missiles, but it makes both tasks trivial. The Hades can even, given the right circumstances, intercept and decode orders to enemy ships. These three qualities make the Hades essential to a fleet's victory and explains the large number that are usually deployed despite their high cost. In addition to being the eyes and ears of any fleet it also boasts the best mobility of almost any ship in existence, allowing it to weave its way in and out of dangerous positions on the front line.

Heracles-Class Frigate

The backbone of many fleets the Heracles-Class Frigate is well armored and astonishingly well-armed for a Frigate. Famous for its ability to destroy far larger vessels the Heracles often forms up close to the front line so as to deter larger ships from pressing the offensive. Due to its immense power needs and bulk for a frigate, the Heracles leaves something to be desired in the way of mobility. Once they have joined battle, a Heracles usually does not stop until it or the enemy fleet has been destroyed.

Hermes-Class Interceptor

A weapon of sleek design, the Hermes-Class Interceptor is almost always the fastest ship in any given fleet. The Hermes uses high powered weaponry that is used sparingly to deliver catastrophic blows to even the most powerful ships. Though not particularly well armored, the Hermes uses its superior speed and burst damage to destroy any ship caught unawares. In contrast to its speed the Hermes has poor mobility, as most engine power is directed towards its forward movement. This is offset by small engines facing towards the front sides of the ship that are used to retreat to safety without sacrificing the enormous advantage it gets when facing the enemy head on.