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## ADDITIONAL/OPTIONAL RULES

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### CINEMATIC EFFECTS – SPECIAL WEAPONS

Submitted by Les Braun

To more closely reflect the action shown in the TV series and movies, some special weapons automatically destroy *everything* along their firing path regardless of the number or size of the targets. These weapons include:

Wave Motion Guns  
Desslok Cannons  
Magna Flame Guns (special - see below)

The firing path is a straight line from the firing ship to the maximum range of the special weapon. Every unit, friend or foe, in this line of hexes is removed from play when the weapon is fired. The restriction to one target with Gamilon and Cometine special weapons is ignored when using cinematic effects, however, the Magna Flame Gun is limited to a single row of 5 hexes due to the way the weapon is fired (its maximum effective range is still 30; not 30 + 5).

When using cinematic effects, there is no 80% 'function roll' required for special weapons. Once enough power is stored they can be fired at any time. Cinematic special weapons also ignore the 60% damage rule. As long as the weapon is not damaged and there is enough power accumulated, it can fire. There is no spread effect for special weapons using this rule.

Very large targets such as planets will block the firing path of a special weapon. They will not be destroyed from this attack however. Even using cinematic effects, very large targets such as planets can only be destroyed by repeated special weapon attacks. The number of hits required is up to the players running the game.

Ships using this rule must use all available power to fire the special weapon and therefore cannot be moving faster than a speed of three or use any other weapons on the turn the special weapon is fired.

Some targets may have special protection which allows them to ignore the attacks from the listed special weapons. Some of the items providing such protection are Type 2 Supra Armor, Gatlantia screens, extraordinary crew (with a successful roll - see below), and so on.

Note that this rule can be very overpowering and seriously unbalance games by allowing a single vessel to destroy whole groups of opposing ships. It should only be used if all players are in agreement (and the opposing force is given enough extra units to compensate).

### CINEMATIC EFFECTS – EXTRAORDINARY CREWS

Submitted by Les Braun

Some crews are of such extraordinary skill and courage they receive the following bonuses. One example of an extraordinary crew is the Star Force on board the Yamato.

They always use the 'Smaller Scale' rules (page 89) to their advantage. For example, any damage caused by them on a target will be as listed on the weapon stat table (such as a 'G' battery at 7 hexes causes 8 points of damage). Any damage scored against

them must be rolled for (a 'B' battery at 7 hexes rolls 1D4). Their ship receives the 'two hits per hull box' advantage; the opposing ships do not. And so forth.

They add +30% to hit chances to all weapons in all range brackets. This bonus is extended to any battle/support craft the ship may carry (the pilots are part of the crew).

They can perform extraordinary repairs. All damage can be repaired between scenarios even in the absence of a base. They add 2 to the score needed to repair battle damaged systems (page 71) during the tactical game.

They are very hard to kill because they can come up with instant solutions to dire situations. Therefore they can escape catastrophic effects (such as cinematic special weapons fire, critical hits, and so on) on a 1-2 on a D6. This includes some individuals as well (Desslok, etc).

### SMALLER SCALE ACTION RULES MODIFICATIONS

#### 4. MULTIPLE BARRELED WEAPONS

Submitted by Les Braun

(This rule is an add on to the other 'Smaller Scale' rules on page 89.)

All weapon batteries with multiple barrels have the ability to fire each barrel individually. This rule is primarily intended to give multiple barreled weapons batteries with recharge rates at little more flexibility, though other weapons may use it as well. Note that the use of this rule will require much more bookkeeping to keep track of how weapons were fired, recharge rates for the individual barrels, etc.

Each weapons battery on a ship is listed in the Technical Manual. Find out the number of barrels the weapon has and then decide on the number that will fire from that battery at the target. Roll to hit the target as usual, but if a hit is scored, the damage applied is equal to the 'fractional' number of barrels fired. For example, a Gamilon destroyer decides to fire only one barrel from its two barrel 'K' battery at a target. This is 1/2 the number of barrels so if a hit is scored, just cut the listed damage done in half. A weapons battery with three barrels firing just two barrels would do 2/3 the listed damage, and so on. The listed damage is rounded down when using this rule. For example, a two barreled 'I' battery is listed as doing 5 points of damage at a range of 4 hexes. If only one barrel was fired and hit the target, the damage would be cut in half and rounded down to 2 points. This rule applies to rolled damage as well.

A single battery can only fire once per turn, regardless of the number of barrels it possesses. Any battery placed under the control of the SD Bridge must fire all barrels together. Any hit which knocks out a battery takes all its barrels out of action.

### ADDING/SWAPPING EQUIPMENT SYSTEMS

Submitted by Les Braun

Any ship may add additional systems to its WDF. This additional equipment may be up to 10% of its current point value. For example, a ship with a point value of 100 may add up to 10 points of additional equipment if it so desires.

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A ship may also swap out systems (remove one system and replace it with another) following these rules. Any ship swapping out more than 10% of its original equipment is reclassified as an 'experimental' design.

In any case, a ship may not exceed the additional 10% rule. This rule does not restrict upgrades of current systems (such as upgrading from MSS I to MSS II). Please see master weapons chart for individual equipment point costs.

### TANDEM SPECIAL WEAPONS (page 61 rule modification)

Submitted by Les Braun

This rule should really have been split into two sections. One covering the use of the tandem mount wave motion guns on the Andromeda class ships and the second covering the multiple firing projectors on the other listed units.

To clarify, the Andromeda actually has two Wave Motion Guns (that's pretty obvious). It may fire them independently following the same rules as the Musashi (page 62) with its two Wave Motion Guns OR it may fire them together in a tandem blast using the power requirements and performance listed on the WDF. If fired independently, only one may be fired during a turn and is a Type 18 Wave Motion Gun. Remove the references to the 'linked' system on this ship. Each gun can be powered and damaged independently. (Note: the Andromeda II class has four guns which follow these rules as well)

As to the second section, 'linked' equipment was just a way of combining the graphics on the WDF with a set of rules. Most 'linked' systems should actually have only one circle on the WDF (just like the large two barreled 'K' battery on the Gamilon SDD). This indicates that one hit to the system will knock it out. Take for example the Smite device on the Gamilon ships; it is only one system, even though there are two emitters drawn on the ship. These redundant 'linked' systems should be removed to avoid confusion when applying damage to these ships.

Linked special weapons are covered under their own section on page 61 and do not follow these rules.

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