

REBEL MOON DEFENSE

A board game for 2 players by Cameron Browne and Stephen Tavener

INTRODUCTION

The Imperials have discovered the last Rebel outpost on a moon colony surrounded by an asteroid belt, and launched a devastating Chaos Bomb to destroy it. The bomb appears at a nearby star gate and heads straight for the base, but the Rebels have had time to place automated weapons and booby traps on some of the asteroids.

Will the Chaos Bomb reach the moon and annihilate the Rebels? Or can they destroy it and evacuate their base?

MATERIAL

- 1 x Board showing the jump gate (top left) and the target Rebel moon (bottom right)
- 3 x Chaos Bomb shields (red/orange/yellow)
- 1 x d6 die showing shield strength
- 3 x d6 combat dice
- 15 x Asteroids (grey)
- Installation markers in each of 3 colours (red/orange/yellow) consisting of a coloured disc marked on one side with its type (firing grid):
 - o 3 x Laser
 - o 3 x EMP Device
 - o 3 x Leech Mine
 - o 3 x Contact Mine
 - o 3 x Asteroid Killer
- 3 counters in 3 colours (yellow, orange, red)

SET UP

The Chaos Bomb arrives at the jump gate.

Construct the Chaos Bomb on the starting cell (top left) by placing the shield die to show 6, then adding the outer red, orange and yellow shields around it in that order. The Imperial player takes the asteroids and the Rebel player takes all of the installation discs.



PLACEMENT PHASE

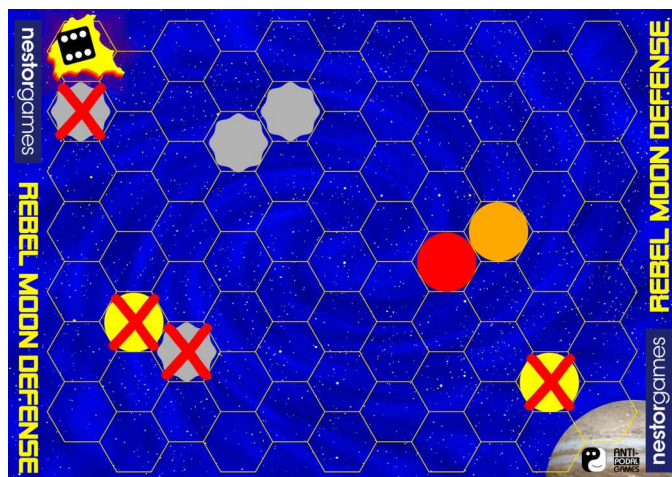
The Chaos Bomb uses its scanners to locate safe asteroids, while the Rebels place as many installations as they can.

Starting with the Imperial player, players take turns to place their pieces, subject to the following restrictions:

1. Asteroids may not be placed next to installations, but may be placed next to other asteroids.
2. Installations may not be placed next to asteroids, but may be placed next to other installations.
3. Nothing may be placed adjacent to the start or end points.
4. There must always be a path through the asteroid field, no matter how indirect

Players may pass at any time. When both players pass, the placement phase is complete.

Note that it is unlikely that the Rebel player will place all of the installations on the board; choose wisely!



Placement rules: No asteroid adjacent to any installation, nothing next to start or end cells. Illegal placements are marked.

MOVEMENT PHASE

Scan completed, the Chaos Bomb begins to move through the asteroid field. Its success will depend on how many of the Rebel weapons can be brought to bear during the combat.

The movement phase consists of a number of turns. In each turn, both players take an action in the following order:

1. Chaos Bomb movement.
2. Rebel Installation activation.

The movement phase continues until either the Chaos Bomb is destroyed (Rebel victory), or the Chaos Bomb reaches the destination hex (Imperial victory - the colony is wiped out).

1. Chaos Bomb movement

The Chaos Bomb may perform the following steps in order. All are optional:

- (a) Change direction (rotate by up to 60 degrees).
- (b) Move one space forward.
- (c) Activate an upgrade, if it has any (see **Appendix 1: Chaos Bomb Upgrades**). In the base game, the Chaos Bomb begins with *Boosters* only.

2. Rebel Installation activation

Next, the Rebel player may activate one installation:

- (a) If it is a face-down installation marker, the Rebel player turns it up.
- (b) The Rebel player takes the appropriate action (see **Appendix 2: Rebel Installations**), adjusting the board and/or Chaos Bomb shield levels accordingly.

Note that the Rebels can activate ANY installation, even if it cannot hit anything. Sometimes this is useful to clear the way for a more potent attack next turn. The rebel player is not required to activate an installation.

SHIELDS AND DAMAGE

The Chaos Bomb will be under attack on most turns. Fortunately, it starts with three shields.

The shield on top is the active shield. Generally, the Chaos Bomb can only be damaged by weapons of the same colour as the active shield (for exceptions, see Rebel Installations). Each shield has a strength of 6 at the start.

As weapons damage the shield, the die is reduced to show the current shield level. When the shield level drops below 1 it is removed and the shield below is revealed, starting at 6 again.

Once the last shield is gone, the Chaos Bomb (the naked die) continues unshielded. It can now be damaged or destroyed by ANY weapon, regardless of colour.

Note: Some upgrades require the Imperial player to spend shield points. Reduce the die by the required amount. This may result in the active shield being discarded, and partial damage being applied to another shield.

APPENDIX 1: CHAOS BOMB UPGRADES

In the basic game, the Chaos Bomb is equipped with Boosters. The other upgrades are optional variants, and should be agreed before play commences.

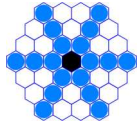
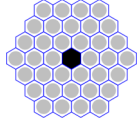
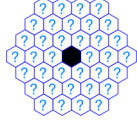
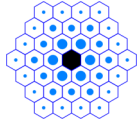
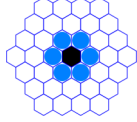
Boosters: Spend 3 shield points to move one additional space. Use this ability only once per turn.

Scanner: Spend 2 shield points to look at any face-down installation within Line Of Sight (LOS). The Rebel player turns it face up. Use this ability only once per turn.

Laser: The Chaos Bomb is equipped with a forwards firing laser. Spend all remaining shield points on the current shield to destroy the first installation or asteroid in front of the Chaos Bomb (any distance).

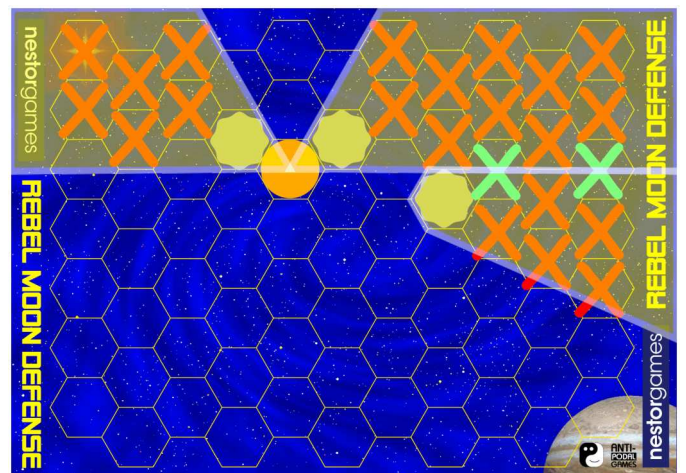
APPENDIX 2: REBEL INSTALLATIONS

All of the following affect only the matching shield and/or an unshielded bomb, *unless otherwise stated*. All installations are supplied in red/orange/yellow, but the colour is purely for bluffing purposes for some. All installations require Line Of Sight to damage the Chaos Bomb (see below).

FIRING GRID	DESCRIPTION
	Laser Directional. 6 damage regardless of range. Single shot: Remove after activation.
	Asteroid Killer Destroys an asteroid within Line Of Sight. Cannot harm the Chaos Bomb. Single shot: Remove after activation.
	EMP Device When activated (turn it up) for the first time, roll 3 dice, and place a counter of its colour on it. On the second attack, roll two dice and remove the counter. On the third attack, remove the device. Damage: Take the highest die, and subtract the distance from the installation to the Chaos Bomb. Example: Roll is 3-5-2. Chaos Bomb is adjacent to the EMP. Damage is 5 (highest die) - 1 (distance) = 4 damage.
	Leech Mine Causes damage regardless of shield colour. 3 damage if adjacent; 2 for next ring out, then 1. Multiple shots.
	Contact mine Adjacent. 6 damage. Single shot: Remove after activation.

DEFINITIONS

Line Of Sight: To see if an installation has Line Of Sight to the Chaos Bomb, imagine a line from the centre of the installation to the centre of the Chaos Bomb's hex. If the line crosses an occupied hex, Line Of Sight is blocked. If the line goes along the edge of two hexes, Line Of Sight is only blocked if *both* sides are occupied. In the following example, **X** denotes hexes that do *not* have Line Of Sight. The green **X** shows a hex that is half occluded by two asteroids; if either were not there, the spot would be vulnerable.



Directional: The weapon can fire along one of the 6 lines radiating from the centre of the hex.

Adjacent: Adjacent 6 hexes only