SYSTEM ||| VOID

A universe conversion for Steve Jackson Games' Triplanetary to the universe of The Expanse. This game is essentially a free play-aid/alternate expansion for Triplanetary and can't be played stand-alone. You need to have SJG's Triplanetary rules to be able to play System /// Void.

System /// Void can be played at the Strategic + Tactical scale like a mini campaign game, or Tactical scale only. Combat does not take place at Strategic scale (*exception may be modified Nuke rules TBD*).

GAME SCALES
System /// Void can be played entirely at Strategic scale, Tactical scale, or a combination of the two. Strategic scale only is the most like standard *Triplanetary* (combat resolution can be more destructive). Tactical scale only is for one-off battles that have the most *Expanse*-like feel. The combination of the two uses Strategic scale for solar system positioning and Tactical scale for individual combats, to give a more dramatic arc or campaign game feel.

Strategic Scale
Strategic time and space scale is the same as standard *Triplanetary*. Movement is as *Triplanetary* except as noted. Combat does not take place at Strategic scale if tactical scale is being used.

Tactical Scale
At this scale, every full turn is a little over under half a minute. Every hex is approximately 10 km across. This makes acceleration of 1 hex roughly a sustained burn of 2 G acceleration over the duration of the turn in the chosen direction.

SEQUENCE OF PLAY
Sequence of play is slightly modified from standard *Triplanetary*.

Strategic Scale Sequence
1. Astrogation Phase
2. Movement Phase – tactical scale may be entered in this phase
3. Strategic Combat - used only if tactical scale is not in this game.

4. Resupply phase

Tactical Scale Sequence
1. Tactical Astrogation Phase
2. Ordnance Phase
3. Tactical Movement Phase
4. Combat Phase
5. Tactical Resupply phase *Tactical resupply phase rules are TBD to adapt to the shorter turn duration*.

MOVEMENT
Strategic scale movement
Movement at the strategic scale is as standard *Triplanetary*, but Epstein drives are much more efficient. One hex acceleration uses 0.5 units of fuel.

High acceleration (strategic)
Two hex acceleration (like the overdrive maneuver in standard *Triplanetary*) is a "high acceleration" maneuver at the strategic scale, and uses one unit of fuel. The crew must be Juiced for the turn (see below), and can't engage in high acceleration for one full turn after (this includes tactical scale engagements that might take place the turn after high acceleration. For entering tactical scale while Juiced, see below.

Three hex very-high acceleration is possible for ships with a max acceleration of 6 or above, at the cost of 1.5 fuel. The crew may not attempt any high acceleration maneuvers for at least 3 more strategic turns. Ships engaging in very high acceleration may not choose to enter combat that turn, but they may be attacked by other forces (and they may counterattack). If they enter tactical scale the turn of very-high acceleration the ship rolls on the Torpedoes column in the Other Damage table and

starts the tactical scenario with the crew incapable of functioning for D# turns.

Entering tactical scale

If a player's movement during their strategic turn passes through the hex of another player's ship or ships, they may initiate combat if the velocity difference is 2 or less. If the velocity difference is 3, or if the course passes one hex away from the target ship(s), they may engage by expending a point of fuel. If the difference is 4 or the course passes 2 hexes away (or if the difference is 3 *and* the course passes 1 hex away), they may engage by using High Acceleration. If a ship enters tactical scale after a high acceleration maneuver, the crew is considered Juiced for the first two turns (and in recovery for the next two, if it does not engage in any further high acceleration maneuvers).

Initial tactical situation

The initial tactical situation (ITS) includes the relative velocities and initial positions of a tactical scenario. The ITS depend on how the tactical scale was entered – or, if the game has no strategic component, may be established by the scenario starting conditions.

Baseline ITS.

This is the way ships enter the field in the most benign of circumstances, and assume attacking and defending ships facing each other, with the attacker approaching head on. Place the attacking ship and the defending ship facing each other 40 hexes apart on the map, with speeds in hexes that are 2x that in the Strategic scale. The defender may rotate their start heading (and velocity vector) by one hex at this point, before the start of the first tactical turn. If there are more than one ship on a side, additional ships may be placed with the same heading on any hex within 2 of the first ship (including the same hex).

Chase ITS.

If the attacker is coming up behind the defender through any of the 3 aft hexes of the defender, it may expend 1 fuel point (if not used to maneuver strategically to enter tactical scale), or engage overdrive (if not otherwise used) to increase starting speed from 2x strategic to 3x strategic. Defender's chooses starting velocity vector to be directly away

from attacker, or one hex to either side of directly away.

Angled intercept ITS.

If ships close distance with headings other than head-on, the starting orientations mimic the orientations of the ships when they crossed at strategic scale. Defender may alter facing by 1 hex facing before the start of the first tactical turn, as per Baseline OTS.

Fast Intercept ITS.

If the velocity difference upon entering combat is 2 or greater (the expenditure of fuel to engage in combat - see 'Entering tactical scale' - on the attacker's part reduces effective velocity difference to 2) on the strategic scale, then whichever ship was faster (had the longer velocity vector), starts the scenario at 3x strategic velocity instead of 2x.

Combinations of Fast, Angled, and Chase ITS are possible.

Tactical scale movement

At tactical scale, movement is essentially the same as strategic, but the time and space scale is vastly compressed. A tactical turn is a bit less than half a minute, and one hex of velocity change is essentially 2G of acceleration.

Tactical Astrogation

Tactical maneuver is as standard *Triplanetary*. Fuel consumption at the tactical scale, except where noted, does not take place. An entire tactical combat scenario takes one fuel point, paid at the end of the tactical combat scenario by surviving ships.

High acceleration and Juicing

"High acceleration" at the tactical scale is a change of velocity vector of 3 hexes or more (6G acceleration or above). Epstein drive ships can achieve varying high gravity accelerations depending on their mass and engine capacity (see Ships of *System /// Void* table). High accelerations require crews to be Juiced. A ship planning on high acceleration must Juice the crew the turn before, or suffer a check on the Asteroid Damage column of the Other Damage table immediately upon acceleration and every turn thereafter that the ship maneuvers at high acceleration and the crew is not Juiced. The turn a crew is being juiced they may not engage in offensive combat (but may defend the

ship). A non-Juiced crew operating at high acceleration has a combat strength modifier of -3.

A Juiced crew operates at reduced combat effectiveness (1- on Juicing turn, -2 while accelerating, -1 for two turns after). For every turn beyond the first that a crew operates while Juiced, roll on the Gun Combat Damage table, starting on the left most (1:4) column. For every hex of acceleration above 3 (every 2G above 6), shift the column one to the right. Treat every D rolled on damage as a -1 Combat Strength modifier (added to the Juicing modifiers) until 6 is reached, then D is regular damage to the ship, where getting to D6 again or rolling an E would be death of the crew. When acceleration drops below 6 again, Either ship damage _or_ Combat Strength modifier may be reduced by one each turn.

A ship that Juices during a tactical scenario may maintain is status as juiced (with the -1 Combat penalty) even after decelerating and then retain the effect if engaging in high acceleration again. If a ship comes out of Juiced status during a scenario, it may Juice its crew a second time, but all negative effects are doubled. A ship that used Overload to close to tactical scale enters the scenario Juiced.

Gravity

Planetary gravity affects the strategic, but not the tactical scale.

Solid Bodies

Most planets would be represented as one edge of the hex map. Hexes adjacent to planetary surfaces may have atmospheres. (different thicknesses will have different effects). Smaller bodies (Ceres, smaller asteroids) are 'terrain' on the map. That may be larger than one hex in size.

Intersecting with a solid body at greater than velocity 2 results in destruction of a ship. Intersecting with a solid body at velocity 2 requires overdrive deceleration to land, or expenditure of 1 fuel point to crash land (ship won't be able to take off unless it is repaired by a base or other scenario dependent method). Intersecting with a solid body at velocity 1 allows landing with expenditure of 1 fuel point, or crash landing with no fuel points.

Atmospheres

Planets with atmospheres extend a certain number of hexes from the designated side of the map representing the planetary surface. Ships passing through atmospheres may take damage. Roll against the asteroid column of the of the Other Damage table, adding 1 to the roll for each hex of velocity above 3, and for the deepest atmospheric zone touched by that turn's movement. The outermost atmospheric zone is always 0. Earth's atmosphere (6 zones deep) and increases by 1 every layer, with zone 5 being the lower troposphere. Venus' and the Gas Giant's atmospheric zones also increase by 1 every hex of depth, and Titan's increases by 1 every 4 hexes depth. Deep atmospheres of the Gas and Ice giants don't have surfaces, but do have crush depths which, if reached, destroy the ship.

Torpedoes entering an atmosphere pursuing a ship also roll on the asteroid column, and are destroyed if they receive any damage before being able to attack the ship.

Weapon fire through atmosphere hexes grants defensive bonus to the target equal to the atmospheric level of each hex the fire must pass through.

Atmospheric skimming/deceleration/entry rules TBD adaptation of Stefan Jones X-24 for streamlined ships. Landing and Takeoff are multiturn events at tactical scale. Orbit is TBD

COMBAT

Combat in *System ||| Void* can be done at strategic *or* tactical scale. If you are not using tactical scale at all, combats are resolved simply and quickly.

Strategic scale combat

As strategic scale is likely part of a campaign game players may agree at the start of the game to assign a certain number of "Narrative points" per player – or even per ship. This allows the possibility for survival of key assets to further the story – or up the drama of the game.

Total Combat Strength

Combat is entered the same way as "Entering tactical scale" above. All ships involved in the

combat sum their combat strength together into Total Combat Strength:

• Base Combat Strength

• Add 1 to offensive combat strength only for each Light Railgun, 2 for each Heavy Railgun.

• Add 1 to offensive combat strength only for each 2 Torpedo launchers (round up).

• Add 1 (or the designated number) to defensive combat strength only for Stealth or other special defenses.

• Modify for relative velocity as standard *Triplanetary*. Range penalties do not apply in Strategic combat – all ships involved are in the same hex.

• Each ship that is Juiced upon entering combat takes its combat strength penalty.

• Add defensive bonus for lower combat aggression level, if applicable (see Combat Aggression Factor below.

• A player may spend one Narrative Point (if it belongs to a ship, that ship must be in the combat) to add 1d6 to their attack *or* defense combat strength.

Combat Aggression Factor

Each side secretly chooses an aggression level on a scale of 1 to 3. Combat Aggression Factor is determined by Combat Aggression Factor table. A player with 1 or 2 lower combat aggression level adds 1 or 2 points, respectively, to their *defensive* total combat strength.

Combat Aggression Factor Table

Attacker-> Defender	Agr. Lvl. 1	Agr. Lvl. 2	Agr. Lvl. 3
Agr. Lvl. 1	1	1	2
Agr. Lvl. 2	1	2	2
Agr. Lvl. 3	2	3	3

Determine combat odds for attack and counter attack based on each side's Total Combat Strength, then roll on the Gun Combat Damage table for each.

D# results for both attack and counter attack are multiplied by combat aggression factor. In this accounting, D6 and above counts as E. One Narrative point may be spent to change a ship from Destroyed to D5 (if Narrative points are assigned per ship, then a ship can only spend its own

Narrative point to prevent its destruction), or other agreed upon action.

Combat costs one fuel point per ship, taken at the end of combat. This represents not just fuel spent, but minor damage/loss/wear on the ship.

Strategic Combat can be engaged in the same hex by a following player on the same turn, but only between that player's ships and the ships in the hex that player is attacking. Ships damaged in the previous combat do not get any repairs, as it is the same turn.

Example of Strategic Combat in one turn

The Mars Navy Battleship Big Danger is attacked by 6 Unknown Stealth ships (Bastet Frigates), entering combat via Baseline ITS. Each stealth ship has an Offensive Combat Strength of 6 (4 + 1 for its Lght Railgun + 1 for its pair of Torpedo tubes), and a Defensive Combat Strength of 5 (4 +1 for stealth). The Big Danger's Offensive Combat Strength is 24 (15 + 4 for its railguns + 5 for its Torpedo tubes), and its Defensive Combat Strength is 15. This puts both the stealth ship attack at 36 vs. 15, or 2:1 Combat Odds, and the counter attack at 24 vs. 30, or 1:2 Combat Odds. At the start of combat, both the Big Danger and the stealth ships choose an aggression level of 3, making the Combat Aggression Factor 3 for this combat. The Stealth squadron rolls a 3 on its attack for a D2 result multiplied by 3 for combat aggression for D6. The Big Danger counter attacks all stealth ships, rolling lucky: 6, 6, 5, 5, 2, 1, for D3, D3, D2, D2, -, -, multiplied by 3 for D8, D8, D6, D6, -, -. Or E, E, E, E -, -. The Big Danger is destroyed (expending a Narrative point to tell the story of that destruction via boarding and self-destruct to prevent capture and allow the Don Quixote to escape), and 4 stealth ships are destroyed.

Tactical scale combat

For tactical scale combat, the Advanced Combat System use is recommended in *System /// Void*, but for play of tactical scenarios within strategic scale games, basic combat may be faster.

Guns

Point Defense Canons

PDCs from *The Expanse* have both offensive and defensive roles in *System /// Void*. Offensively, they

are treated as Guns in standard *Triplanetary*, and defensively they are used as Torpedo defense. For offensive use, PDCs are what give the base Combat Strength of a ship.

Railguns

Larger ships may mount these heavy weapons. Light Railguns add +1 Combat Strength, Heavy Railguns add +2 Combat strength when they are used. Railguns may each fire only every other turn (multiple railguns may be alternated, or fired all at once, their effect is additive, and *only* applies to offensive Combat Strength). Railguns may not be used on the first turn of a tactical scenario nor during any turn ship has accelerates above 4G (2 hexes)– or any turn following an acceleration above 4G.

Range, Line of Sight, and Relative Velocity (measured in hexes), other combat rules are all as standard *Triplanetary*.

Ordnance Launch

Mines

Mines are not used in **System ||| Void** (scenario dependent).

Nukes

Nukes are not used in **System ||| Void** (scenario dependent).

Torpedoes

Torpedoes behave fundamentally like standard *Triplanetary*, but may accelerate at 3 hexes (6G) on turn of launch. After launch Torpedoes have up to 2 hexes of maneuver available as terminal guidance, maneuvered by the attacking player at the same time as ship movement. Torpedoes target specific ships (written by attacking player at launch and not revealed unless successfully scanned by the defender) and ignore other ships in the same hex.

Ships may launch 1 torpedo per launcher during the Ordnance phase of a player's turn. Torpedoes take 0.5 mass of cargo capacity, andcost is 10MCr each.

Torpedoes may be intercepted by a ship's defenses. Divide a ship's combat strength by 3 to determine the combat odds against each incoming missile. Missiles are considered to have combat strength of 1. Any D or E result on the Gun Combat Damage table against a Torpedo destroys the torpedo.

Multiple torpedoes launched on the same turn, targeting the same ship are grouped together – marked "#T" on the map - and travel together. Defenses of a ship may target every incoming torpedo, no matter how many there are.

Stealth

Ships with stealth hulls have +1D Combat Strength. No offensive bonus is granted by stealth.

Ships of System ||| Void

Ship Type (Class name)	Combat Strength	Fuel	Cargo Cap	Torp tubes	Railguns	Missile load	Max Accel	Cost
Transport	See standard Triplanetary			-	-	-	2	
Packet	See standard Triplanetary			-	-	-	6	
Tanker	See standard Triplanetary			-	-	-	2	
Liner	See standard Triplanetary			-	-	-	4	
Colonial Explorer	3D	30	100	-	-	-	2	
Colonial Explorer (Militarized)	12 (15D)	15	50	10	3-Heavy	**	4	
Korf	2	20	5	2	-	6	20	
Frigate 1 (Don Quixote)	4	20	10	2	-	20	20	
Frigate 2 (Bastet)	4 (5D)	20	10	2	1-Light	10	20	

Destroyer (Doctrine)	8	20	20	6	1-Light	30	16
Cruiser 1 (Whirlwind)	12	20	30	10	1-Light	50	10
Cruiser 2 (Bird of Prey)	12	20	30	6	1-Heavy	30	10
Battleship 1 (Big Danger)	15	15	50	10	2-Heavy	100	6
Battleship 2 (Eisenhower)	15	15	50	10	4-Heavy	50	6
Battleship 3 (Godfinger)	16	15	50	9	2-Heavy	100	8

Planet atmosphere zones

Earth	6	[0 1 2 3 4 5 Surface]
Venus	12	[0 1 2 3 4 5 6 7 8 9 10 11 12 Surface]
Mars	1	[0 Surface]
Gas/Ice Giant		[0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 Crush]
Titan		[0 0 0 0 1 1 1 1 2 2 2 2 3 3 3 3 4 4 4 4 Surface]