

ALPHA BANDIT 002

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ZERO

MOBILE FRAME



Objective: As Doomsday counts down, Capture opposing ships to raise your score and lower theirs. Destroy them to lower their score.

Assume everything not mentioned here is the same as in Rapid Attack.

Players have **tactical assets** and **high value assets**. Tactical assets are **ships** and **mobile frame companies**. **HVAs** might be unarmed cargo containers, diplomats, and civilian shuttles.

players	#TAs	#HVAs
2	5-8	3
3	4-7	2
4	3-5	2

Ships are clumsy and slow, but take less damage and can fight at far greater range than mobile frame companies. They can only capture HVAs, but not other ships.

Mobile frame companies are fast, flexible, and maneuverable, but fragile. Only they can capture and defend enemy ships. They neither grant nor cost points.

Ship design

- » Design the base of each ship and HVA as a rectangle to make its heading clear.
- » Ship weapons have one of 3 ranges:
 - » **Antiframe** "A" (1-4)
 - » 2Ra systems gives 2R&d8
 - » Damages ships & frames on 5-6
 - » **Missile** "M" (5-9)
 - » 2Rm systems gives 2R&d8
 - » Damages ships on 4-6
 - » **Laser** "L" (10+)
 - » 2Rl systems gives 2R&d8
 - » Does damage to ships on 5-6
- » **Frame catapults** are facilities for repairing, refueling, & launching frames. Each carries 1 company.
- » **Defense**
 - » 2B makes any chosen ship or company within A range take hits as though in cover.
- » **Sensor**
 - » 2Y allows that ship to spot anywhere on the table
- » **Maneuver**
- » **Small ships**
 - » If a ship has fewer than 4 systems, it can maneuver more tightly. (See: Maneuvering Ships & HVAs)

Initiative & Starting Score

- » Every player's points-per-asset (ppa) starts at **5**.
- » Who has the **most tactical assets**? (-1 to ppa)
- » Who has the **fewest tactical assets**? (+1 to ppa)
- » Who has the **most shipboard systems**? (-1 to ppa)
- » Who has the **fewest shipboard systems**? (+1 to ppa)
- » **Score = PPA x (Ships + HVAs)**

High Value Assets

- » Move like ships
- » Have 1G
- » Move like ships in regular initiative
- » Captured by frames and ships instantly (as in :RA)

Maneuvering ships & HVAs

- » All ships start with a maneuver plotted 3 units straight forward.
- » Each pip on the maneuver die can be used to change the plot by:
 - » rotating one ruler unit one click.
 - » If a ship has fewer than 4 systems, each pip may click a ruler unit 1 or 2 times.
- » Go 1 faster
- » Go 1 slower, down to 0

Cover

- » A ship is in cover from a ship or other big object if it is behind another ship within F range
- » A ship is in cover from a frame company if it has a company on it on the side facing the attacker.
- » **Missiles** hit cover on a **4**.
- » **Lasers & Antiframe** hit cover on a **5**.

Collision

- » When two ships come within F range, if either wants to collide, one of them rams the other.
- » If the ship moving currently wants to collide, it is the ramming ship.
- » Otherwise, the other ship is the ramming ship.
- » Roll 1 die for each unit of speed of the last ship to move.
 - » 1-2 damages the ramming ship
 - » 4-6 damages the defending ship
- » Attacking ship may have its frames attach to the defending ship
- » If the attacking ship has no frames or doesn't opt to attach them, the defender may attach any frames of their own to the defending ship
- » For each damage a ship takes, the opposing player rotates the ship one click.

Frame companies

- » You get one company per catapult in your fleet.
- » Frame companies have **2W1G1Y1B1Rf**
- » Frames move however they want, as per :RA rules.
- » Attach each company to a ship with a catapult at the start of the game.
- » Frames attack at Frame range. **(1-2)**
 - » Hit dice do damage on **4-6** against other frame companies
 - » Hit dice do damage on **5-6** against ships
- » Each **fleet** has one **ace**.
- » For an ace, add a R, G, B, or Y d8 to a company.
 - » For **Rd8**, the company may now attack at A range, as well as F.
 - » For **Gd8**, the company gets one maneuver point to use on the ship to which it is attached, on the company's turn and the ship's. It also gets a say in whether the ship collides. It may also move through enemy companies.
 - » For **Bd8**, the company gives a defense die (blue or white) to any ship or company within F range. It can replace the defense die or,

if it hasn't been rolled yet for that asset, will replace it only if the ship's defense is worse.

- » For **Yd8**, place the die in addition to this frame's spot. Either can be replaced by a better spot. When you use the spot, add them together. Spots at A range.
- » Decide which company they're in when you build your fleet.
- » On its turn, a ship may launch frames to any out-of-cover asset on the table by declaring it the target of the launch.

Launching Frame Companies

- » When rolling a ship's dice, roll **one black die for each catapult**.
- » You may abort any launches if you wish, after seeing the dice.
- » For each company, set a small black die — the fuel die — to the value of one of your launch dice. That is the number of turns that company has to bingo fuel. When that die turns down from 1, it has run out of fuel and cannot do anything until it is picked up by another ship
- » Its engines also go cold; no one can target frames that have run out of fuel.

- » Place your frame on the target asset. The company has attached itself to that ship.
- » Use the company now in the normal initiative order.
- » If a ship to which a company is attached moves, the company may move with it.
- » A company may move with normal movement dice in any direction through or past any ship.
- » A company may not move through another company.
- » An attacker can target companies at F or A range only.

Capturing

When a ship has more than one player's companies attached to it at the end of the round, before changing the Doomsday Clock, see if the ship has been captured.

- » Each player with companies present on the ship declare if they are capturing, defending, or aiding another particular player's company.

- » Roll one yellow die for each company you have on the ship.
- » If you were aiding another player, give the dice you rolled to the player you aided.
 - » Each die reading 5-6 is a success.
 - » Each die reading 4-6 damages the company of your choice.
- » The owner of the ship rolls one blue die for each A-range weapon on the ship.
 - » Each die reading a 5 or 6 damages the company of your choice.
- » The player with the most successes has captured the ship. Ties go to the current owner of the ship.
- » If all capturing companies run out of fuel, depart, or are destroyed while holding a ship, the ship reverts immediately to the original owner.
- » If a company runs out of fuel and is picked up by an enemy ship, the company may not leave the ship that has captured it unless the ship is captured by a friendly company.

» Landing

- » For every company attached to a friendly ship with a catapult, before you change the Doomsday Clock:
 - » Roll 1d6
 - » The frame company is now back up to that strength in dice. (e.g. a damaged company has 2W1G remaining and lands. It rolls a 4, and returns one die of the player's choice to the company.)
- » The ship may relaunch the company normally next turn.
 - » The company so-launched may keep its existing fuel die or use the catapult roll instead.

Comments or questions?

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