

Battle Platform

Antilles

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As humanity spread to nearby stars, they discovered the remnants of an ancient civilization. Huge orbital platforms, relics from some long-forgotten race, drifted silently in space above many crucial planets. The first explorers who approached one of the Battle Platforms could clearly see that it had been abandoned long ago, and they assumed that it was off-line. They were wrong; and they were never heard from again...

Now Earth sends out squadrons of Assault Ships to seek out and destroy the platforms; and the "Paladin" class Assault Ships are the most powerful and destructive weapons ever constructed by humanity. Capable of FTL (Faster Than Light) and "Blip" travel, and armed with twin fusion cannons, they are the only hope of saving millions of innocent lives and ensuring the stars are safe for human colonization.

1.0 Introduction

Deep Space Battle Platform Antilles is a solitaire play game. You, the player, are the Commander of a squadron of seven Paladin Assault Ships. All functions of the Antilles are controlled by random die rolls.

Good Luck, and may random fluctuations be with you...

1.1 Game Components

Battle Platform Antilles is a Desktop Published (DTP) game available for free download. Players will get a hexagonal mapboard, damage allocation chart, color and/or B&W counters, and these rules.

After download, a color or B&W inkjet or laser printer can be used to prepare the game components. If the player so desires, the counters (which represent the Paladins, Bolts and scored hits) can be mounted on card stock.

A 20-sided die (d20) is also needed for game play.

1.2 Game Play

The player's Paladins emerge from FTL to initiate battle with the Antilles. They may be placed anywhere on the mapboard.

Play proceeds with the Antilles launching plasma bolts, recharging shields, and using all its alien-programmed artificial intelligence to remain functional. The player controls the movement and firing of the Paladins, utilizing the twin fusion cannons in an attempt to punch through the Battle Platform's shields and destroy its deadly plasma Bolt Casters.

As the Paladins' squadron Commander, the key to a decisive victory is to destroy the Battle Platform while minimizing your losses. If the Antilles destroys enough of your ships, you may be facing a court-martial... *or worse!*

2.0 The Antilles

The Platform consists of three basic layers: Deflector Shields, Armor, and Bolt Casters.

Each turn, the Antilles will launch one Bolt from each of its operational Bolt Casters. Due either to limited computer capability or some unknown alien battle tactic, the Bolts are launched on random courses.

The Antilles is armed with three types of Bolts: Normal, Fast, and Exploding. (see 2.2 Bolt Types)
The Platform's battle computer randomly selects the type of Bolt, or Bolts, to be launched by each Caster each turn.

2.1 Bolt Casters

Each Bolt Caster fires a large mass of energy plasma. These Bolts are hurled out into space in an attempt to destroy hostile forces.

2.11 Determining Bolt Caster Actions

Roll a d20 and consult the "Active Bolt Caster" Table. The entry on the table will indicate the type of Bolt to be launched and its initial facing. All Bolts start in the hex of the Antilles, facing the indicated direction.

2.12 Bolt Movement

Roll a d20 to determine the Path of the Bolt. The various Paths are illustrated on the display page

Important Note: Determine the facing and carry out all the movement of each Bolt, before determining the facing and movement for the next Bolt.

2.13 Repeat

Roll once on the Active Bolt Caster table for each operational Caster. An Active Bolt Caster counter and track have been provided to assist in noting which Caster is acting for the turn. Place the counter on the track while rolling for the first Caster, then move it along the track as each following Caster acts.

2.14 Special Actions

If the Bolt Caster action is to "Recharge" a Shield, remove one "Hit" counter from one of the Deflector Shield boxes. If no Shields have been hit, then no action is taken by that Caster.

If the action is to Launch and roll again, then launch a Bolt as normal, then roll for another action. There is technically no limit to the number of actions a Bolt Caster may take in one turn.

2.15 Existing Bolts

When resolving the movement for Bolts in play, resolve the movement for the Bolt farthest from the Antilles first. Then execute the movement for the next farthest Bolt. If there are multiple Bolts at the same range, conduct their movement in any order.

Continue until all Bolts have been moved.

2.16 Entering a Hex Occupied by a Paladin

If a Bolt enters the same hex as a Paladin Assault Ship, both the Paladin and the Bolt are destroyed, and removed from play.

2.17 Entering a Hex Occupied by Another Bolt

If a Bolt enters the same hex as another Bolt, both Bolts are destroyed, and removed from play. This will also apply to a newly launched Bolt, if a previous Bolt ended its movement in the hex containing the Antilles.

2.18 Exiting the Map

If at any point during its movement a Bolt passes off the map edge, the Bolt is removed from play.

2.2 Bolt Types

Each of the three Bolt types are unique. Bolts never damage the Antilles.

Normal Bolts

These Bolts have no special movement, or attack rules.

Fast Bolts

Roll a d20 as normal to determine the movement Path for these Bolts. Once completed, roll for a second movement Path.

Exploding Bolts

These Bolts explode when they enter a hex adjacent to a Paladin. This explosion will destroy all Paladins adjacent to the Bolt. If a Paladin is one hex from the Antilles, and an Exploding Bolt moves into its hex after launch, the Bolt will explode upon entering the Paladin's hex. Exploding Bolts are triggered only by enemy ships; they will not explode merely by entering a hex adjacent to another Bolt, and an Exploding Bolt does *not* affect Bolts in adjacent hexes when it explodes.

3.0 Paladin Assault Ships

Each Paladin counter represents one Assault Ship. These ships are roughly fifty meters long, and carry a crew of three: Pilot, Weapons Officer, and Navigator.

3.1 Initial Placement

Place each Paladin on one of the hexes on the map. No more than one Paladin may be placed on each hex. A Paladin may not be placed in the hex containing the Antilles.

3.2 Blip Movement

During the Paladin movement step, each Paladin may be moved to any other hex on the board. A Paladin may never be moved into a hex containing another Paladin, Bolt, or the Antilles.

Important note: Paladins which do not move at the start of the turn add 3 to their attack die rolls.

When a Paladin moves, rotate it to face away from the Antilles as a reminder that it moved. These ships may then be rotated to face the Antilles on the next turn if they do not move.

3.3 Attacking the Antilles

During the Paladin attack step, each Paladin may attempt to fire at the Antilles. Each Paladin is armed with a linked pair of high-energy fusion guns. Each Paladin may fire only once per turn.

The facing of the Paladins is never important. They may fire in any direction.

Count the number of hexes from the Paladin to the Antilles. (*Note: The hex containing the Antilles is counted, the hex containing the Paladin is not.*) Find the numbered column on the “Paladin Attacks” chart equal to the current range of the attack. Then roll a d20 to determine the effect of the attack. The higher the die roll, the more accurate the attack.

Example:

At a range of 2, a Paladin rolls a 17; because it did not move this turn, it adds 3 to its roll. The total is therefore 20, which results in a Bolt Caster being destroyed.

3.4 Firing at Bolts

Instead of firing at the Platform, Paladins may fire at Bolts in play. The chance of destroying a Bolt is based on the range from the Paladin to the Bolt. The die roll needed for success is given in the last line of the Paladin Attacks chart (*Effect B*).

4.0 Damaging the Antilles

Each attack will yield one of four results.

MISS - The attack missed the Antilles.

REDUCE SHIELD - The attack damaged the Antilles’ Deflector Shield. Place one of the “HIT” counters over one of the Deflector Shield boxes.

REDUCE ARMOR - The attack blew a piece of the Antilles’ armor away. Place one of the “HIT” counters over one of the Armor boxes.

DESTROY BOLT CASTER - The attack destroyed one of the Antilles’ Bolt Casters. Place one of the “HIT” counters over one of the Bolt Caster boxes.

Once all the Shield boxes are destroyed, any future Shield hits are scored against the Armor. Once all the Armor boxes are destroyed, any future Armor hits are scored against the Bolt Casters.

5.0 Destroying the Antilles

The Platform is destroyed when all four Bolt Casters have been destroyed. The game immediately ends when the last Bolt Caster is destroyed.

6.0 Victory Points

There are four possible outcomes to the battle:

Antilles Destroyed

Score 50 Victory Points. An additional five Victory Points are scored for each surviving Paladin. Bonus Victory Points are scored for destroying the Antilles before the end of the ninth game turn.

Mission Aborted

If the battle appears to be hopeless, you may abort the mission at the end of any game turn. Score five Victory Points for each surviving Paladin, and one Victory Point for each box destroyed on the Antilles.

Paladins Destroyed

If all of the Paladins are destroyed, score one Victory Point for each box destroyed on the Antilles.

End of Turn Nine

At the end of the ninth turn, if the Antilles has not been destroyed, the surviving Paladins must retreat. Score one Victory Point for each component destroyed on the Antilles. An additional five Victory Points are scored for each surviving Paladin.

6.1 Victory Levels

<i>Victory Points</i>	<i>Outcome</i>
19 or less	Crushing Paladin Defeat
20 to 39	Solid Antilles Victory
40 to 49	Marginal Antilles Victory
50 to 70	Solid Paladin Victory
71+	Decisive Paladin Victory