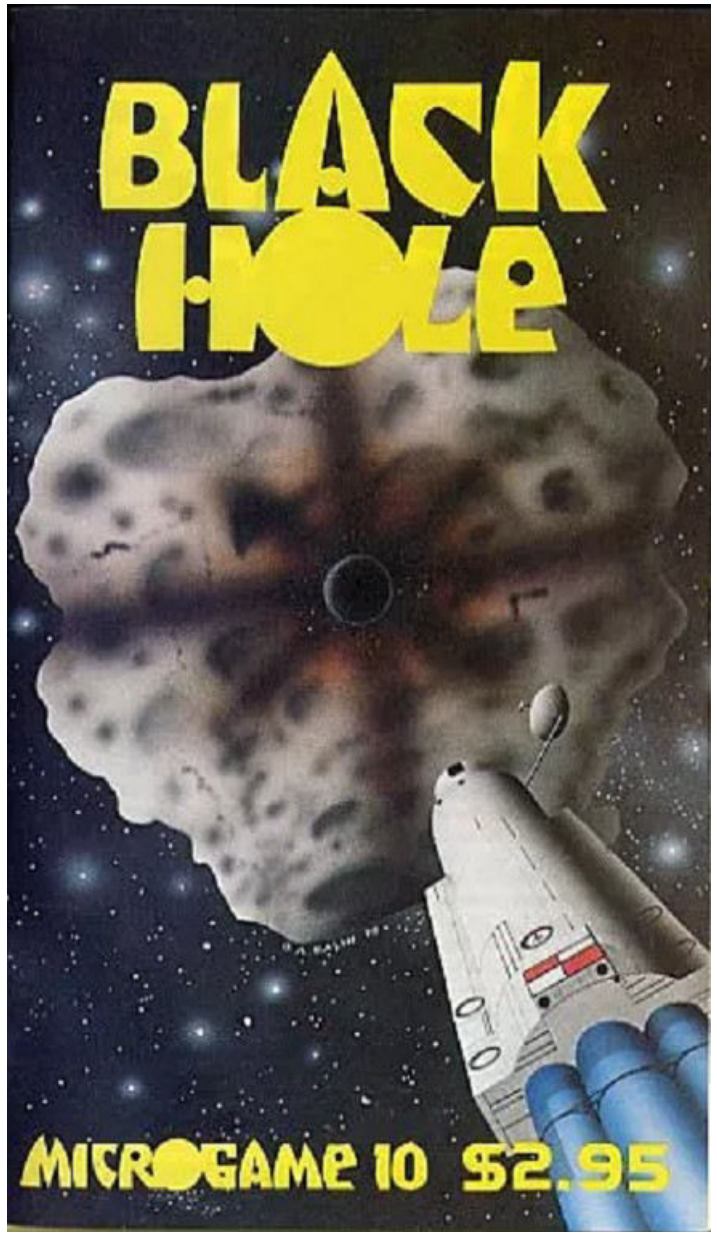
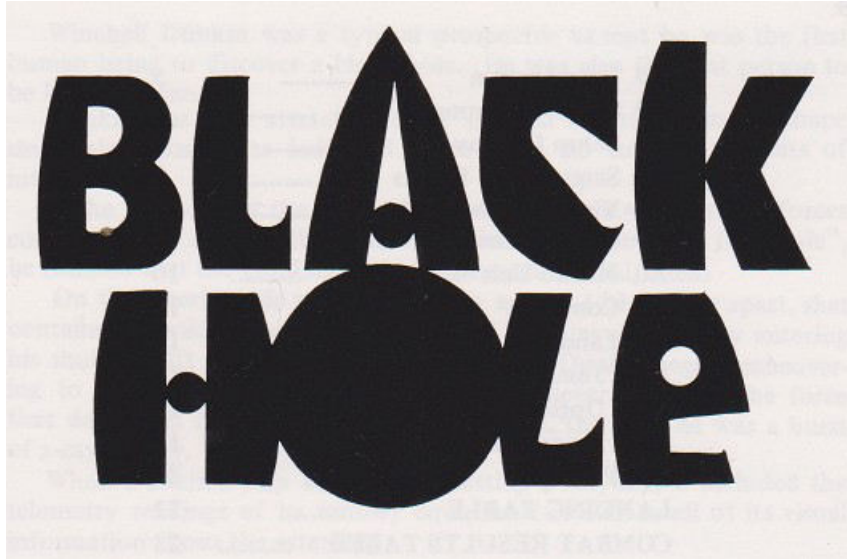


# BLACK HOLE



MICROGAME 10 \$2.95



## Module Notes

### The Rules

#### 10.0 Jump

Use of PSV Jump Tracker – alternative to: The player writes their respective target hexes on a piece of paper and places the units beside the map.

During the combat unit movement phase, any PSV which is jumping is moved to the top of the map. Also a note of its target hex is made in the PSV Jump Tracker Map. If PSV1 (the first PSV to go into jump) is aiming for hex G-30, a 30 PSV jump tracker marker would be placed in the G cell of the PSVL-1 (or PSVM-1) row of the PSV Jump Tracker Map.

The following combat unit movement phase:

- firstly any PSVs at the top of the main map which are currently in jump have their jump movement resolved and these units land back on the map – markers are deleted from the PSV Jump Tracker Map;
- secondly any new PSV units going into jump are moved to the top of the main map and their target hexes are noted in the PSV Jump Tracker Map.

#### 11.2 Space Ships – missiles – optional rule

Use of Ship Launched Missile tracker– alternative to: The player writes the target hexes of his missiles on a piece of paper.

Missile Launch Phase:

- any new missile fired from a ship has a marker added to the Missile Tracker Map indicating: the target hex; missile type (the row on the tracker map).

Missile Movement Phase:

- all missiles on the Missile Tracker Map impact this turn (the turn following the missile launch turn) in the appropriate hex on the main map and the row markers are removed from the Ship Launched Missile Tracker Map. The impact hex is determined using the landing table and the landing-jump diagram.

# PSV Jump Tracking and Spaceship Missile Tracking

The trackers show:

3 Blue PSVs in jump: PSVL-1 to E13; PSVL-2 to K22; PSVM-1 to H5

2 Blue ship launched missiles targetted: SMU1 at A22; DMU1 at E30

Black Hole 1.0 - VASSAL 3.5.7

File Tools Help

1D6 PRC Blue Victory Points White Victory Points Blue PSV Jump Tracker White PSV Jump Tracker Blue Ship Launched Missiles White Ship Launched Missiles LoS

PSV Jump/Missile Trackers

- Blue Units
- White Units

1-10 11-20 21-30

30

- Blue PSV-L (6) created in psvJumpTracker \*
- Blue PSV-M (6) created in psvJumpTracker \*
- 22 created in bluePSVJumpZone \*
- 5 created in bluePSVJumpZone \*
- 22 created in blueMissileTracker \*
- 30 created in blueMissileTracker \*

bluePSVJumpTracker 1.0

PSV Jump - BLUE

Procedure:

Move first jumping PSV off the map (to PSV jump tracking zone - top of map) - this is PSVL-1, (or PSVM-1)

Open the PSV jump map (button) for your side.

Note in PSV jump map the target hex for PSV1 by drag/drop of counter from Game Piece Palette to location in map. If the target hex is K-25, drag 25

Repeat this for each PSV which is jumping this turn.

PSVL-1	E	F	G	H	I	J	K	PSVM-1	E	F	G	H
PSVL-2	E	F	G	H	I	J	K	PSVM-2	E	F	G	H
PSVL-3	E	F	G	H	I	J	K	PSVM-3	E	F	G	H
PSVL-4	E	F	G	H	I	J	K	PSVM-4	E	F	G	H
PSVL-5	E	F	G	H	I	J	K	PSVM-5	E	F	G	H
PSVL-6	E	F	G	H	I	J	K	PSVM-6	E	F	G	H

blueShipLaunchedMissileTracker 1.0

Blue ship launched missiles target hexes	A	B	C	D	E	F
SMU1	22					
SMU2						
SMU3						
DMU1				30		

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BLACK HOLE Map

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## **Appendix A – Board Game Geek**

<https://boardgamegeek.com/boardgame/3465/black-hole>

## **Appendix B – Game reviews**

Space Gamer 24:

BLACK HOLE – A Designer's Introduction – Robert Taylor

<https://archive.org/details/space-gamer-24/page/n7/mode/2up>

The Winchell War: or Battling in the Donut - Ricatoni

<https://boardgamegeek.com/thread/477753/winchell-war-or-battling-donut>

Jim Eisert – video

Review: Black Hole

<https://www.youtube.com/watch?v=OKPVweTneYI&t=197s>