

# **G.O.B.S. More!**

Supplemental Rules for *Generic Outlandishly Big Spacefleets!*

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Well Sparky, we're back again, with more ways to commit mayhem in space. For those of you from other planets, **G.O.B.S.!** is a system for fighting enormous space battles with lots of miniature spaceships (or spaceship miniatures, whichever comes first). **G.O.B.S. More!** is a supplement to this system. So, obviously, you'll need to get **G.O.B.S.!** before you can use **G.O.B.S. More!** (Funny how that works.) Oh, and yeah, they're still both free.

So what does **G.O.B.S. More!** add? Spinal mount weapons (also known as honkin' big damage dealers), tractor beams (for slinging each other around), asteroids (for something to sling each other into), nebulae and wormholes (for added tactical fun), defense satellites (for added mayhem) and space stations (for target practice). I've also included some modified fighter rules to add a little more strategic and tactical planning to the game, and to simplify the fighter movement rules (which were kinda screwy). Oh, and yes, I've included some new fleets and races, with unique attacks and other goodies. So fire up your antimatter drives, charge weapons, and go blast your opponents into space dust!

## **Rules Changes (Why? Because I Said So!)**

The Grav Beams are powerful weapons, and in this supplement they become more powerful. To reflect this, each Grav Beam now takes up *two* weapons spaces rather than one. So, for example, a fighter could only carry one Grav Beam and no other weapons, a Frigate could mount either two Grav Beams, or one Grav Beam and only two other weapons, and so on. (Yes, this does prevent the fleet of Grav Beam shuttles tactic. Sorry about that, Sparky.)

## **Fighter Flight & Fight**

All fighters move last and attack first. Fighters have the option to move a portion of their thrust points, attack, and then move again *before any enemy unit attacks them!* (This replaces that rather useless jinking move stuff.)

## **Firing Arcs (No, No... We're Not Shooting Noah!)**

Fighters no longer have 360° fire arcs. Instead, their weapons are fixed forward. A fighter's "arc" is one unit wide, extending from the front of the fighter to the range of the weapon. This applies regardless of the size of the fighter. As an option, one of a fighter's weapons may be mounted facing to the rear, with the same arc, to provide protection for its "six." This rear-firing weapon, however, must subtract 1 from all target rolls (regardless of fleet or racial abilities). The rear-gun option must be noted and announced at the beginning of the battle for each fighter so configured.

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All other vessels are assumed to have turreted weapons capable of an effective 360° degree field of fire. (Remember, not only can the weapons turn, the ships can... this is simply assumed.)

### **Now, On to the Good Stuff! (What, That Other Stuff Wasn't Good?)**

#### **Spinal Mount Weapons (Or Honkin' Big Damage Dealers)**

Large capital ships can take a spinal mount weapon in place of 4 weapon systems (Count 'em, Sparky, I said, "Four."). (Planetsmashers do not take spinal mounts; their "planet smashing" weapon is considered a spinal mount weapon, and may be used according to these spinal mount rules.) A spinal mount weapon has a range of 12 units long by 3 units wide extending from the front of the vessel in a straight line. All objects in this region are potentially affected by the spinal mount weapon. Yes, that's *all* objects, friendly, enemy or otherwise.

Spinal mount weapons *always* hit anything in their field of fire. However, range, defenses, target size and target mobility may reduce the effectiveness of the attack. All spinal mount weapons have a base damage of 6d6. (Yes, that's a lot.) However, for every three units of distance from the shooting ship's nose, damage is reduced by one die. So at a range of 1-3 units, the damage is 6d6. At 4-6 units it's 5d6. From 7-9 units it's 4d6, and at 10 units or more it's 3d6. Easy, right?

The defensive roll for any target is considered to subtract from the total damage done by the spinal mount. A spinal mount weapon is always considered an energy weapon (whether you call it a Meson Accelerator, a Supernova Blast, or the Emperor's Ultimate Weapon of Doom and Bad Hair Days).

Spinal mount weapon damage is likewise modified by the target's size class, as per standard weapons.

Spinal mount weapons are slow to charge, and the firing is relatively easy to anticipate (If saying, "Dang, Clem, I think they's fixin' to shoot us!" counts as relatively easy anticipation). Any target located within 1 unit of the edge of the weapon's field of fire may be able to avoid the blast. In these cases, the target's total maneuver rating is subtracted from the damage of the blast, even if the target has not actually maneuvered in the round.

So, see, you *can* survive an attack by that Super Secret Unstoppable Destructo-Blast Death Ray... but it won't be easy.

#### **She Thinks My Tractor's Space-y, or You Gotta Know When to Hold 'Em**

Sometimes you just want to grab an opponent, hold 'em in place, and beat the galactic snot out of 'em. Other times, you want to throw 'em into the nearest massive dense object. Either way, gravity-grabbing is for you. How do you do it? Why, with those trusty Grav

Beams, of course! Their ability to manipulate gravity is not limited to ripping chunks out of ships— Grav Beams can manipulate the whole ship!

When attacking with a Grav Beam, the attacking vessel may opt to use the Grav Beam's grabbing function instead of inflicting damage on the target. For the Grav Beam's grabbing function to work, the target must be *smaller* than the ship attempting the grab. (So ships cannot grab objects of their own size or larger.) If the Grav Beam attack is successful, the attacking vessel may choose to use the grabbing function rather than damage the vessel.

**Special Note:** If a Grav Beam grabs a target, no other weapons on the vessel may fire at that target for that turn (the grabbing effect disrupts other weapons fire).

#### Results of a successful grab:

All attacks on a grabbed objects are treated as if on a stationary object (it gains no advantage for maneuver). Grabbed ships may continue to use weapons and shields, but suffer a -1 penalty to all attacks. A grav beam that is currently holding an object may not inflict damage on that object, or be used to attack other objects as long as the hold is maintained.

#### Towing a grabbed object

Grabbed objects are towed by the grabbing ship; if the grabbing ship moves, the grabbed ship follows it, maintaining the same distance between the two ships as when the grab occurs, and moving at the same rate as the towing vessel. (The grabbed vessel also maintains the same heading and relative location to the grabbing ship.) An object may be towed off the map; if this happens it is treated as captured or destroyed, and counts towards the victory conditions of the towing side. Note, however, that the towing vessel cannot return to the battle, though in this instance it is not counted as lost. If the vessel being towed and the towing vessel are from the same fleet, they are lost in terms of the battle, but not in terms of any strategic campaign. Furthermore, as such a tow indicates a "rescue" situation, the ships involved only count halfway towards the enemy's victory conditions. (Ah, the many benefits of recycling!)

#### Moving a grabbed object

Instead of moving itself, the grabbing vessel may instead opt to move the grabbed object. This movement is always 1 unit in any direction, up to 10 units away from the grabbing ship. If a grabbed object is moved 11 or more units away, for any reason, the grabbing effect ends and the object is free. Grabbed objects are moved during the movement phase of the *grabbing vessel's* class, not the grabbed vessel's normal movement phase. Obviously, any object moved by a grabber beam can't move on its own in the same turn.

If a grabbed object is moved into another object, a collision may occur. In this case, treat the grabbed object as having a maneuver of 2. If it "wins" the roll, the grabbing player may decide whether it collides or not.

### Escaping from a grab

Before all movement in a turn, grabbed ships may attempt to escape from a grab. Both the grabbee and the grabber roll a d6 and add their size class to the result. The lowest result wins. If the grabbee wins, he escapes. If the grabber wins, the target continues to be trapped. Ties cause 1d6 of damage to the grabbed vessel due to structural strain of the escape attempt; the vessel also remains trapped.

For simplicity's sake, a player may grab and release his own vessels without rolling an attack. Similarly, a player may announce that he will allow a grabbing attempt on one of his vessels by another player's vessel, in which case again no roll is necessary.

If a vessel that has grabbed an object suffers weapons damage (or greater), the grabbing effect automatically ends.

Grabbing an already grabbed object: Two or more vessels may engage in a tug of war over a single object. If two opposing vessels successfully grab the same object, they must each roll a d6, modified by their size class. The low roller wins, and gains full control of the object. However, any grabbed object caught in such a tug of war takes damage as the conflicting Grav Beams tear at its internal structure! Roll 1d10 for each vessel pulling on the object, and modify each die by the target's size class. (Yowza, Sparky! It's like kindergarten all over again, and your ship's the only class teddy bear!) This damage is applied in the damage resolution phase. *If all the vessels pulling on an object are allied with each other, they can agree to attempt to rip the object apart; just roll for damage as above. Make a wish, Sparky!*

### Restrictions on the grabbing ship

Each Grav Beam may only grab one object at a time. A grabbing ship may release a grabbed target at the beginning of the movement phase.

A grabbing ship may attack as normal once it has an object grabbed; however, its maneuver rate is automatically reduced to a 1 if the grabbed object is less than 2 size classes in difference from its own. (For example, a Heavy Cruiser, size class 0, can tow a fighter, size class 3, without penalty, but suffers a reduction in maneuver when towing anything larger than a gunboat.)

### Teaming up

Two (or more) ships of the same class may team up to grab a much larger target. This is the only instance where smaller ships may attempt to grab a larger target, or a target of the same size class. The ships in a team must be the same class, and must all possess functioning grav beams. Two ships are required to grab a target of the same Size Class. To grab larger targets, the number of ships required *doubles* for each difference in size. (Carriers are treated as battleships when attempting to grab; as targets they retain their usual Size Class.) For simplicity's sake, I've included a useful chart:

### Useful Grab-Team Chart!

	Fi	Sh	Gu	Pt	Fr	LC	HC	Bs	Dn	Cr*	SDN	PS
PS	128	64	64	32	32	16	16	8	8	8	4	2
SDN	64	32	32	16	16	8	8	4	4	4	2	1
Cr*	64	32	32	16	16	8	8	4	4	4	2	1
Dn	32	16	16	8	8	4	4	2	2	2	1	1
Bs	32	16	16	8	8	4	4	2	2	2	1	1
HC	16	8	8	4	4	2	2	1	1	1	1	1
LC	16	8	8	4	4	2	2	1	1	1	1	1
Fr	8	4	4	2	2	1	1	1	1	1	1	1
Pt	8	4	4	2	2	1	1	1	1	1	1	1
Gu	4	2	2	1	1	1	1	1	1	1	1	1
Sh	4	2	2	1	1	1	1	1	1	1	1	1
Fi	2	2	1	1	1	1	1	1	1	1	1	1

\*Carriers grab as battleships.

To read the chart, find the initials for the target's class in the leftmost column. Move along the corresponding row to the column for the ship class that will attempt the grab. The number of ships of that class needed to grab the target is listed where this row and column intersect.

Treat a team grab attempt as one attack. Note that if successful, *all* ships aiding in the attempt are considered to have simultaneously grabbed the target. If any of these ships loses its grab, for any reason, *all* the ships involved lose their hold on the target. Multiple grabbing ships can only tow an object if the towing ships all maintain the same speed and maneuver in the same way; otherwise the hold will be lost. Keep this in mind!

### Asteroids (Or Rockin' the Night Away)

You want asteroids? Ooo! By all means! Asteroids can be any size you like. They have a constant speed of 1d6 (roll separately at the start of the game for each asteroid). However if you roll a 6, roll a second time. If the second result is a 6, the asteroid is stationary (No, that doesn't mean it's made of paper. That would be a *stationery* asteroid!). Otherwise, its speed is indeed 6.

After an asteroid is placed, roll a d8 to see the direction it will travel. Treat the results as the 8 cardinal points on a compass, counting clockwise. (You'll need to decide which edge of the map is "North," of course.) The number rolled corresponds to a point on the compass, and indicates the direction the asteroid will travel. Asteroids always travel in a straight line. If an asteroid leaves the battlefield, it (or an asteroid remarkably like it) reenters on the opposite edge at the same speed on the next turn. (No, that doesn't make sense. It didn't make sense in the old video game either, but you loved it anyway. Pretend it's a really fast orbit, or it's an asteroid belt with lots of close-together asteroids like in *The Emp...* uhm, some movie we've all seen that blatantly ignores physics.) Asteroids move *after* all other objects move.

## Collisions

If an asteroid contacts a ship (or vice versa), the ship rolls 1d6. If the result is less than (but not equal to) the ship's maneuver rating, the ship dodges the asteroid. If not, whammo. Roll 8d6 and modify by the ship's size class. Damage is applied immediately, before any combat. Damage caused by an asteroid is *not* added to the final cumulative damage for the combat round. (Heck, the ship's probably not going to survive the impact anyway...)

During the combat phase, any ship may target an asteroid with any and all weapons, including torpedoes. For attack and damage, treat all asteroids as vessels of size class -2 (Superdreadnoughts) with a maneuver of 0. Asteroids do not have armor of any type. Damage may destroy an asteroid, slow it down, or even change its direction of travel. For each column reached on the damage chart, reduce the asteroid's speed by 1, if it is headed more or less towards the attacking vessel(s). If it is headed away from the attacker, increase the speed by 1. If the resulting speed would be negative, the asteroid changes course. Roll a d8 again for the asteroid's new direction at its new speed (which will be the absolute value of the negative number). For example, an asteroid with a speed of 3 takes 21 points of damage. This equals 5 columns on the damage chart (using the "Superdreadnought" row), so the asteroid subtracts 5 from its speed.  $3-5 = -2$ . The asteroid probably has a new course (roll a d8), and its speed is now 2 on this new direction of travel.

Of course, if the damage reaches the "Kaboom" column, the asteroid is destroyed.

Asteroids are too dang big to be affected by Grav Beams, at least in a combat situation. What's that? You want to move an asteroid? Then change the gravitational constant of the universe. Simply, really. Oh, all right. If you want to do a special scenario, allow for a "small" asteroid or two which can be moved. Treat them as having the size of a Heavy Cruiser, but their impact only does 6d6. ("Only," he says...) Still, you could fling 'em at each other, just to see what happens.

Yes, asteroids block line of sight, so you can hide behind them (you little chicken, you!).

Yes, asteroids can be sucked in by another object's gravity. If an asteroid moves into an object's gravity range, compare the current speed of the asteroid with the graviton strength at that range. If the speed is greater, the asteroid keeps moving, but its speed is reduced by 1. If the speed is lower, the asteroid crashes. Remove it from the map. (The graviton strength that applies is the largest strength which would have affected the asteroid during the move. For example, if an asteroid began its move outside of an object's graviton range, then moved through its 1 strength range, its 2 strength range, and back into its 1 strength range (cutting an arc through a circle, as it were), the 2 strength range would apply.)

Asteroids do not have enough gravity to affect ships at the scale **G.O.B.S.!** covers. (Don't argue, Sparky, it's easier this way.) Okay, if you want, you can make certain unique

asteroids “hyperdense.” Roll a d10 and apply that gravitational strength to the asteroid. Use this option sparingly, as it may have unusual effects during play!

### **Space Stations (Or, Who Left A Wagon Wheel Up Here?)**

If you don't want these to be planetsmashers, treat 'em as superdreadnoughts that can't move. If they're not meant to be overtly military, treat 'em as battleships that can't move. A variant might be a carrier-type station with lots of fighters. All space stations cost 100 points less than their ship counterparts.

### **Defense Satellites (Or, SDI's Second-Cousin Once Removed)**

A quite common (and cheap) defensive tactic is to litter the skies with armed defense satellites capable of automatic weapons fire without human (or alien) minders. In reality (if a **G.O.B.S.!** universe can be called such a thing), defense sats are effectively semi-intelligent stationary drones—that is, they automatically fire at the closest enemy target in range. They're smart, but not too smart—as they automatically fire at the closest enemy target in range *regardless of what it is, how damaged it is, and whether or not they have a chance of doing anything to it*. So, for example, a weapons sat could sit there and blast away with four FAST guns at a Superdreadnought slowly cruising by, and never do a blasted thing to it, while the starship's contingent of fighters zip by, just past their protective mothership, and the sat ignores them, though those same four FAST guns just might blow one fighter into smithereens.

#### Satellite types

There are three types of defense satellites: weapons sats, torpedo sats and web sats: Weapons sats may be armed with any weapon system desired except grav beams and coil guns (they're just too big). All of the weapons must be of the same type, and cost double the usual rate (to account for their automated firing systems). A weapons sat may carry up to four weapons (or two grav beams). Grav beam sats cannot grab anything.

#### Torpedo satellites

Torpedo sats are armed with torpedoes. (Wow! Figured that out all by yourself, did ya', Sparky?) They may carry up to 6 torpedoes, which must all be of the same type. Only a single torpedo may be launched by each satellite each turn. This torpedo will target the closest enemy vessel in potential range. Once all six torpedoes are launched, the satellite is useless.

#### Web satellites

Web sats are only used by Spider fleets (see **New Fleets & Races**), and must be deployed in groups of two or more. Web sats maintain web-lines between them, with each sat serving as the end of a web-line. The web-lines must be straight; if an object intervenes between two satellites before a web-line is formed, that web-line may not be formed.

A single satellite may support up to six web-lines, but each of these must be to an independent satellite. Web-lines may not pass through space stations, ships, satellites,

asteroids, or planets. The range of a satellite's web is five units. If two web sats are greater than five units from each other, they may not form a web-line.

Satellite web-lines do not dissipate unless one of the satellites creating the web is destroyed, in which case the web-lines connected to that satellite vanish immediately. Web satellites may also instantaneously drop their web-lines (which vanish immediately) to let friendly vessels (including allies) pass through an area. Note however, that if an enemy vessel manages to move through such an opening in the same turn as a friendly vessel, the enemy vessel will automatically avoid the web-line. In all other respects, the web-lines cast by satellites perform exactly like the web-lines left by Spider ships.

#### Armor & other notes

All satellites may only be armored with shield systems.

All satellites are size class 3, have no maneuver or thrust, and use the same damage chart line as fighters (ignore results that would not apply).

#### **Wormholes (Or, The Light at the End of the Tunnel is a Locked-on Phaser Bank)**

A battlefield may possess wormholes. There are two possibilities for wormholes:

1. Paired wormholes: two linked wormholes occupy the battle space. They must be at least 12 units apart from each other, but are each only 1 unit in diameter. Any object entering one wormhole arrives instantaneously at the other wormhole, moves 1 unit away (in any direction) and stops.

2. Single wormholes: These are paired with another wormhole located across the galaxy (or the universe). Any object entering the wormhole leaves the map, and may reenter 1d6 turns later at the same location, or not at all if the controlling player so wishes. If you like, a second battle space may be set up in another room (or at another table), with its own wormhole, from which the object emerges in the same manner as a paired wormhole. (This is a great setup for a refereed team game, with one team at each table. The referee transfers the traveling ships, which immediately come under the control of the team's admiral for that table. You might allow short coded messages between the teams, even if ships aren't travelling through, such as "Sending reinforcements" or "Secure the wormhole NOW!" or, quite brilliantly, "HELP!")

Objects that move through a wormhole may not continue to move on the same turn in which they pass through the wormhole. (Except for the 1 unit move out of the wormhole.) They may attack and be attacked, but suffer a -1 penalty to all attacks in the same turn they move through the wormhole. Subsequent turns are fought as usual.



## **Nebulae (Or, Big Clouds of Gas, Minus the Chili Dog.)**

A nebula is a broad expanse of widely dispersed dust and gases, often encompassing stars and covering light-years in dimension.

But that's not what Hollywood thinks, so we're going to ignore reality as well.

In the **G.O.B.S.!** universe, a nebula is a huge expanse of clouds, eerie schismatic light with no definable sources, and weird, inexplicable energy surges, including lightning, violent plasma eruptions, powerful cosmic winds and occasional spatial and temporal anomalies of extreme scope and impact. Oh, and they disrupt shields and sensors. No, we don't know why.

### Size

"Huge expanse" is of course quite nebulous in meaning (well, of course it would be!). A nebula must cover an area at least 10 units by 10 units in size. Larger nebulae are of course possible, as are odd shapes. A nebula may cover the entire battle space if you like.

### Effects of a nebula

Any ship may enter a nebula. On doing so, that ship suffers certain combat and movement restrictions, as well as gaining certain advantages.

Objects in a nebula must reduce their thrust and maneuver by 1 each as long as the object remains in a nebula.

An object inside a nebula may not be attacked by any object outside the nebula. Likewise, objects in a nebula may not attack objects outside the nebula. Objects which are both inside the same nebula may potentially attack each other, with the following restrictions:

The range of all weapons is reduced to half normal. All attacks suffer a -2 penalty. Torpedoes may only be fired at objects which they can reach in one move, and must make an attack roll as a coil gun. If this attack misses, the torpedo travels in a straight line until it impacts another object (roll attack again, at an additional -1 penalty) or leaves the map. Damage is not affected by the nebula.

Shields will not function in a nebula. All other defensive systems function as normal.

### Storms and other anomalies

Nebulae are dangerous places to hang out. At the end of each turn roll a d6. If the result is a 6, roll on the following chart and apply the listed effects:

## Nebula Anomaly Chart

- 1 Lightning surge. All objects in the nebula suffer a 1d6 lightning strike. Add damage to all combat damage for the turn.
- 2 Plasma storm. All objects suffer the equivalent of a double strength plasma cannon attack. Roll for a plasma cannon attack as normal on each object (there is no to hit penalty). For each object hit, roll 2d10 damage, and add to all combat damage for the turn.
- 3 Cosmic wind. All objects in the nebula are blown 1d6 away from their current location. (This may be outside the nebula.) Roll separately for each object, and modify the result by the object's Size Class. If the result is negative, the object does not move. Roll 1d8 for each object to determine the direction it is blown (use the cardinal points of a compass). If two or more objects end up in the same place, roll for collisions as normal, adding a penalty of 1 to the roll for objects blown by the wind.
- 4 Temporal reversal! All damage from the turn is ignored for objects in the nebula. Try again next turn!
- 5 Cosmic spin cycle. All objects must turn 180° from their current heading.
- 6 Spatial rift! Roll 1d8 for each object in the nebula. If the result is greater than the object's maneuver rating, the object is sucked into a spacial rift and hurled through an interdimensional warp across the galaxy (or at least the map). Roll 1d8 for each object so affected to determine the direction of this move. The object must move 20 units in that direction. The object does not pass through any of the intervening space, but if it arrives in the same location as another object a collision automatically occurs. If the object is moved off the map, the object disappears from local galactic space, leaving only the following cryptic message (roll d6):
  - 1 "Croatoan."
  - 2 "My God, it's full of stars... no wait, they're... AAAAAUUUGGGHHH!"
  - 3 "I knew we should-a toined left at Al-be-koiky."
  - 4 "For the last time, no, I'm not going to stop and ask directions!"
  - 5 "Well I never!"
  - 6 "Mommy!"

(Okay, yes, you can ignore the message. Mighty callous of you, I must say, but certainly within your prerogative.)

## **New Fleets & Races (Or, There are Stranger Things Out There, Horatio.)**

Enjoy! (Note: A few of these races were first posted on the web site, and are included here for your convenience. Isn't that nice of us, Sparky?)

### **Amazonians**

Babes with blasters. They're hot, they're fast, but they sure aren't easy. Perfect for when your battles need "that woman's touch." Amazonians love carriers ("Motherships," of course!). Their fleets tend to be built around an appreciation for speed and maneuvering ability over brute force. Ships over the size of a battleship (excluding carriers) cost an additional 25% of their standard price, rounding up. (This penalty applies only to the base cost, not the cost of weapons and armor).

In combat (though not in movement), all Amazonian ships add 1 to their maneuver modifiers against attacks. On, uhm, "regular" occasion, however, Amazonians get a little testier than usual, and will unload with a firepower opponents might not expect. At the beginning of a battle against Amazonians, roll 1d4. If the result is 4, the enemy has encountered the Amazonians on the wrong week. In this case, Amazonians add 1 to all damage dice rolled for successful hits. However, they also lose their combat maneuver modifier advantage.

### **Avians**

Yeah, they're birds. *Big* birds. (And no, they're not yellow and they don't sing sappy children's songs.) They do have sharp talons, nasty curved beaks, extremely intimidating stares and an obsessive sense of honor. One canary joke, and you'll have your own entrails for dinner.

Avians are nimble: all Avian ships add 1 point to their maneuver ratings.

Avians gain +1 to initiative when fighting Spiders and the Hive. (Mmm... lunch!)

Avians lose 1 from initiative when fighting Felines and Snakes (due to racial fear), but add 1 to each damage die.

Avians have exceptionally good targeting systems, and may add 1 to all attack dice rolls.

Avians specialize in nimble vessels. All Avian fleets must include the full complement of fighters for each capital ship, and must include at least two carriers. Avians do not build planetsmashers, superdreadnoughts or dreadnoughts, as such vessels are deemed too clumsy and unwieldy to the Avians.

Avian vessels may not be armored with densifiers. ("Light" and "fast" are cultural watchwords for Avians—the concept of even temporarily making something denser or thicker is outside of their mindset.)

## **The Hive**

They chitter. They skitter. They eat. And they kill. And kill. And kill... oh, yes, and one more thing. They *breed*.

Somehow they've bred starships. Big, mean, ugly things out of your worst nightmares (or a creepy space-horror flick, take your pick). And they've flown these ships across the galactic expanse, with only two objects in mind: Feed and breed. (No, they're not Frat boys.)

### **Weapons, Armor & Fleet Restrictions**

Hive ships can have any weapon except Grav Beams or Quantum Torpedoes— that evolutionary development is beyond them. But yes, they can do lasers and phasers and everything else. They can have any armor except shields. They don't make planetsmashers (they need planets to feed on and breed on).

### **Hive Advantages:**

They're quick— treat all Hive ships as having 1 better maneuver rating than their standard counterparts.

Hive ships are also better at damage control; they simply breed new parts! Hive vessels may repair damaged systems on a 4 or better on a d6. (Yes, they *are* hard to kill...)

The Hive is unaffected by the Clowns' unique -2 initiative modifier. While other fleets can't take Clowns seriously, the Hive have no concept of logical vs. illogical behavior, and don't understand humor at all. They just eat you, whether you're silly or not. (They'd be great to make fun of at parties, only they eat all the guests.)

### **Special Attack: Infestation**

Hive vessels may infest enemy vessels and attempt to mutate them into Hive vessels. To do this, the Hive vessel must make contact with the enemy. Both vessels then roll a d6 and add their maneuver value. If the target vessel's result is equal to or higher than the Hive vessel, nothing happens. If the Hive result is higher, the Hive ship latches on and begins consuming (and altering) the enemy vessel ("the host"). Each round, roll a d6 of damage, adding a d6 for each round the Hive vessel ("the parasite") remains attached. (So 1d6 the first round, 2d6 the second, and so on.) Apply this damage as normal; however if the result is a KA-BOOM *and the object has not been damaged by any other weapon or device*, then the object has been "absorbed" by the Hive. The former host is now a Hive vessel that operates with half the weapons, thrust and maneuver of the original vessel. (The Hive player chooses which weapons the new vessel retains.) The vessel also retains its original defensive systems (even shields). Control of the vessel now goes to the Hive player. The parasite vessel lets go to fight and move as usual (subject to any damage it may have sustained, of course). Any racially specific advantages and disadvantages of the absorbed ship are lost and replaced with Hive advantages and disadvantages.

A Hive vessel that has latched on travels with the vessel it is attempting to infest. The Hive vessel is treated as having no speed or maneuver throughout this process, even as it moves and maneuvers with its “host” vessel. The Hive vessel may attack no other targets during the infestation process, and may not repair any damage received during its time as a parasite.

More than one parasite may attack a single vessel. For each parasite, add 1 die per round to the infestation attack. All parasite vessels must physically contact the host vessel; once touching they must always be oriented in the same manner as their initial contact, until the target is absorbed or the parasites are resisted.

### Resisting the Parasite

Vessels with Hive ships latched on to them may fight back. Instead of attacking other vessels, the host may attack its newly acquired parasite. This attack is a roll of 3d6, regardless of the weaponry of the host vessel. If the two vessels are of different sizes, the roll is modified as follows: If the host is larger, add 1 damage point for each level of difference in size. If the Hive vessel is larger, subtract 1 damage point for each level of difference. (For example, a Hive frigate latches on to an enemy dreadnought. The enemy dreadnought may roll 3d6 and add 4 damage points each turn to fight off the Hive frigate. If the Hive frigate had latched on to a gunboat, the gunboat would still roll 3d6, but would have to subtract 2 points of damage.) This damage is applied to one parasite at a time.

Once a Hive vessel that is latched on receives damage equivalent to a TD result, the vessel must release the host and move at least 1 unit away. It may not attempt to infest that same vessel again.

Other vessels may attack a Hive ship that has latched on, but for every 4 points of damage done to the Hive vessel, 1 point of damage is done to the vessel it is trying to infest (round fractions down).

### **Breeding**

Hive superdreadnoughts and carriers may also “breed” one new fighter per turn, instead of moving or attacking. The fighter’s weapons and armor must match weapons and armor found on its mothership. These fighters will not have torpedoes. These fighters are in addition to any fighters the ship supports at the beginning of the battle.

**Weaknesses:** Hive aliens are nasty, fast and brutal, but they’re not all that smart. Hive fleets must subtract 1 from all initiative rolls. Also, certain alien beings are resistant to the Hive’s special abilities. Hive vessels may not infest Spider vessels— the Spiders catch and eat Hive borders without even blinking. (Okay, so Spiders can’t blink anyway. You still get the point.)

*Inspired by The Hive Fleet, designed and sold by Studio Bergstrom:  
<http://www.geocities.com/Area51/Meteor/4155/thumbs/orderform.html>*

*Studio Bergstrom is not affiliated with me or G.O.B.S.! in any way... but I’m happy to recommend this fleet!*

### **Retronians (Eviltyrannians and Pluckiheronians)**

Their ships are incredibly improbable, yet incredibly cool. Long, sweeping fins with no apparent practical purpose. Huge jets of flame searing out from equally impressive (though inexplicable) rocket nozzles. Bright primary color schemes, tastefully applied to beautifully streamlined hulls, dotted all over with viewing ports. Even the weaponry are works of art.

But the Retronians don't stop with just looks. Oh, no, they pack a Saturday matinee punch as well. They favor "ray gun" weapons— lasers, disruptors, plasma cannons, grav beams and the like, each of which receives an extra point of damage for successful hits. (In this case, it's a single point for each hit, not for each damage die.) This bonus does not apply to mass attack weapons (cannon, coil guns, FAST guns), which Retronians rarely use anyway. Retronians will use torpedoes, though again, these do not gain the damage bonus.

### **Factions**

There are two distinct factions of Retronians: the Pluckiheronians and the Eviltyrannians. These two groups are completely at odds with each other, and will not fight together (though they will always fight each other). Pluckiheronians may not build planetsmashers or superdreadnoughts; Eviltyrannians *must* build at least one superdreadnought or planetsmasher (the Emperor's flagship).

*Pluckiheronians* are incredibly lucky, and have a tendency to survive what appears to be certain death; at the beginning of each turn, the Pluckiheronian fleet rolls 1d10. The result is the number of the enemy's attack or damage dice the Pluckiheronians may declare null for that turn. This declaration must be made when the dice are rolled, and the Pluckiheronian gets to pick each die so nulled. These dice then do not apply. (If a die is modified for some reason, the modifier is also nulled.) The dice nulled can be from different attacks (or different damage rolls), and do not have to be picked all at once, but once the turn is over, any unused nulling opportunities are lost; each turn forces a new roll.

*Eviltyrannians* are not so lucky, but they compensate with more firepower. They may add 2 points of damage to all hits (ray guns only), instead of just one. However, they tend to underestimate opponents, and must subtract 1 from all initiative rolls.

All Retronian fleets must add 10 to the cost of every vessel, just to cover the style. (Fins cost money!)

## **Spiders**

Arachnophobia, anyone? With suitably creepy looking ships, a chittering language that sounds way too much like that thing in the third Lord of the Rings movie, and poison-dripping fangs... well, maybe not the last... these fleets will send chills through any opponent. (Except Avian and Feline types. For some reason, these races see Spider ships and think, "Mmm, Lunch." Spider fleets facing these racial types suffer a -1 initiative penalty.)

**Unique weapon:** *Spinneret*. Each Spider ship may carry a single spinneret in exchange for two weapons. The spinneret does not fire during the combat phase, but works during the movement phase. As the ship moves, it creates an energy force field in its wake; this field appears as a glowing field of charged particles. The "web" is virtually permanent, and acts as an energy weapon attack on any enemy vessel that crosses the web-line during the movement phase.

A Spider ship cannot lay a web and attack with other weapons in the same turn.

**Note:** A web is laid in segments, and the individual segments should be indicated on the map. A segment corresponds to the length of movement the spinning ship makes in the turn it lays the web.

Range does not effect the web line; when a ship crosses a web segment, the range is considered "close" range, and no penalty applies, regardless of the distance between the target and the web-spinning Spider vessel. Maneuver *does* effect the web line attack; this represents the target's attempts to fly around the force field, and applies whether the target actually "maneuvers" during the movement phase or not (use the target's full maneuver value). Defensive systems affect the web as normal (it is an Energy Weapon).

A separate attack occurs for each web segment a ship attempts to pass through, even if the segments are laid by the same Spider vessel.

In addition to damage, the web may prevent the target from moving. The target rolls a d6, modified by its Size Class. If the result is higher than its Thrust value, the target cannot cross the web line, and must end movement adjacent to it. Roll separately for each web segment a target attempts to pass through.

If a target manages to move through a web segment, the segment(s) moved through may be disrupted. Roll a d6 and modify with the target's size class. If the result is 2 or less, the web segment crossed are removed from the board. (If a target moves through more than one segment, roll separately for each segment.)

Web Attack Roll: d10. Damage Roll: 2d6

Spinneret Purchase Cost: 100 points

Damage from a web is applied at the end of the combat phase, as usual.

Webs do not prevent any weapons attacks, but they may affect torpedoes.

### **Dissipating:**

At the beginning of each combat turn, roll a d6 for each spinning vessel. On a 5 or 6, the *oldest* web segment from that vessel (the one that has been in place the longest) dissipates, and is removed from the board. Even if a Spider vessel is destroyed, any web section it has lain remain on the board until destroyed or dissipated.

**Spiders have another unique ability:** Any vessel equipped with a spinneret can choose to move *first* within its class, regardless of the initiative die roll.

Spiders are also immune to the Hive infestation attack.

### **Überjocks**

The Überjocks are the result of years of genetic augmentation. They're faster, stronger and quicker than you, and they never let you forget it. In fact, they never shut up about it. Superior this, superior that, blah, blah, blah. They might actually be smarter than you, but since they're constantly bragging, they often miss the moment when "lesser intellects" pull a fast one and kick their tails. But that doesn't mean it's easy to do. Überjocks add 1 to initiative die rolls, treat all maneuver values as 1 better than normal for all ship classes (excluding torpedoes), and add 1 to all attack rolls. Yikes. However, if the Überjocks \*lose\* an initiative roll, they lose all their advantages for that turn, and their maneuver value for that turn is treated as 1 worse than the normal for all ship classes, due to their utter surprise at being outthought by their puny un-augmented opponents.

### **Übergeeks:**

The sworn enemies of Überjocks, the Übergeeks got the brains their augmented cousins brag about having. Übergeeks may buy jammer torpedoes and defensive systems at half price, due to their technical wizardry, and all Übergeek jamming equipment (including torpedoes) works on a 4, 5, or 6 on a d6.

**Special attack:** *H.A.C.K.E.D.* Übergeeks (and only Übergeeks) have developed the Hyperspace Astronav Computer Kinetic Energy Disruptor. Using this device, Übergeeks may attempt to disable enemy computers. Instead of attacking or launching torpedoes, an Übergeek vessel may attempt to disable any one enemy vessel, regardless of range. The H.A.C.K.E.D. weapon is used during the combat phase. Roll a die and modify the result by the target's size class, and *subtract* the attacking Übergeek's size class.\* If the result is 5 or more, the target cannot move, maneuver, launch torpedoes or fighters or attack at all in the following turn (it may still attack in this turn, as such attacks are simultaneous). Note that otherwise, the H.A.C.K.E.D. weapon causes no damage, and is not counted against the Damage Result Chart. The H.A.C.K.E.D. weapon is not affected by any defensives systems, range, or maneuver action.



Any attack that results in Jammer Damage to an Übergeek ship also destroys the H.A.C.K.E.D. weapon on board that vessel. (This damage cannot be repaired.) All Übergeek vessels carry a H.A.C.K.E.D. weapon, at a cost of 10 points per vessel. The H.A.C.K.E.D. weapon is carried in addition to all other weaponry.

\*Note that if that class is negative, this will mean the result increases. For example, an Übergeek Superdreadnought attacks an enemy Dreadnought with the H.A.C.K.E.D. weapon. The Übergeek rolls a 3. The result is 3-1 (for the Dreadnought's Size Class), +2 (The same as subtracting negative two) for the Superdreadnought, for a final result of 4.

**Weaknesses:** Übergeeks, however, are weaker than most other races. All Übergeek vessels are treated as one size class smaller when modifying damage dice. For example, Übergeek Dreadnoughts and Battleships have a modifier of 0 rather than -1, and so on. (They can think, but they're not so good at taking a punch.) Übergeek torpedoes are not subject to this penalty.

***Don't have the main G.O.B.S.! rules yet? Curious about new developments for G.O.B.S.!? Just want to read more silly ramblings by the designer? Go to <http://members.aol.com/thegobspage> or write to me at [thegobspage@aol.com](mailto:thegobspage@aol.com)***

### **Assorted Legal Ramblings (Or, Shakespeare Probably Had a Good Idea...)**

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## The All New Handy Dandy Fleet Comparison Chart!

On the following pages you will find a single compiled listing of all the fleets and races so far created for **G.O.B.S.!** This chart is definitive; if you see an obvious discrepancy between this chart and a written description of a fleet or race, the chart takes precedent. If however, a description on the chart is merely unclear to you, the written description applies. (For example, if the chart says a race gains a +1 on attack but the written description does not, the +1 applies. If however the "special rules" printed in italics under a heading leave you scratching your head in bewilderment, go read the longer description in the rules to know what to do.) References such as "x2" or "x.5" are point cost modifiers.

Fleet/Race Name	Initiative Modifier	Thrust Mod	Maneuver Mod	Attack Mod	Damage Mod	Defense Mod	Repair Mod	Weapons Restrictions	Armor Restrictions
Avian	-*	-	+1	+1	**	-	-	-	No densifiers

\* +1 vs. Hive and Spider only. -1 vs. Felines and Snakes.

\*\* +1 per damage die vs. Felines and Snakes.

*Nothing larger than Battleship, except carriers. Must have all possible fighters. Must have at least 2 carriers.*

Boneheads	-	-	-	Re-roll one	-	-	-	Dis, PC x.5	Sh/Def x2
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*Must attack anything in range.*

Bruisers	-1	-	-1	Re-roll two per die	+1	-	-1	Dis x.5	All x2
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*Must attack anything in range. Ships smaller than Heavy Cruiser cost double.*

Clowns	opponent -2	-	-	-	-	-	-	-	-
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*Carriers costs 500, but can support an unlimited number of fighters. (Think TARDIS combined with a clown car.)*

Do-Gooders	-	-	-	-	-	-	Roll twice	-	-
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*May not build planetsmashers.*

Drones	-	-	-	Concentrated fire*	-	+1 re-roll 1/turn	-	-	-
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*\*Concentrated fire means that one die roll applies to all weapons of the same type, per turn. If that hits, they all hit. If it misses, they all miss.*

Freedom Fighters	-	-	-	+1	-	-	-	PC, GB x2	-
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*May re-roll any one die, of any type, per turn. Nothing larger than Battleship, except carriers.*

The Hive	-1	-	+1	-	-	-	+1	No GB, QT	No Sh
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*No planetsmashers. SDN and Cr may breed 1 new fighter per turn instead of other actions. The Hive is unaffected by the Clowns' initiative modifier.  
Special Attack: Infestation. See **G.O.B.S. More!** rules.*

Mean Thinkers	-	-	-	-	-	-	-	Dis, QT x.5	Sh x2
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*May avoid combat for one vessel, moving vessel up to half thrust away.*

Redneccers	-	-	-	-	+1 die per explosion	-	-	Mass x .5 FT, PT, QT x .5 JT, Energy x 2	Dens only
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*Fighters have a Thrust of 10.*

Retronians	-	-	-	-	+2 per hit	-	-	-	-
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*Eviltyrannians*

*Must build at least one planetsmasher or superdreadnought. Must add 10 to all hull costs (for the fins).*

Pluckiheronians	-	-	-	-	+1 per hit	-	-	-	-
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*No Ps or SDN. Must add 10 to all hull costs. May null 1d10 of enemy dice per turn; see **G.O.B.S. More!** rules.*

Fleet/Race Name	Initiative Modifier	Thrust Mod	Maneuver Mod	Attack Mod	Damage Mod	Defense Mod	Repair Mod	Weapons Restrictions	Armor Restrictions
Slackers	-1	-	-	-	-	-	Force re-roll	-	All x .5
<i>Nothing larger than HC, except Carriers. May force opponent to re-roll any one attack die made against each Slacker vessel.</i>									
Spiders	*	-	-	-	-	-	-	-	-
<i>*-1 vs. Avians &amp; Felines. May not be infested by the Hive. Special Weapon: Spinneret &amp; web satellites. See <b>G.O.B.S.! More</b> rules.</i>									
Thinkers	Re-roll	-	-	-	-	-	-	GB, JT x .5 QT, FT, PT x 2 Mass x 2	Dens. x 2
Traders	-	-	-	-2	-	-	-	All x .75	All x .75
<i>No planetsmashers. May swap one die per ship with an opponent when both roll, regardless of die type. Modifiers do not swap, or apply to swapped rolls for either side. Swap may not be refused. See <b>G.O.B.S.!</b> rules.</i>									
Tyrant Lackeys	-	-	-	-1 fighters	-	-	-	-	-
<i>Must have at least one DN or better. Fighters cost half. May re-roll any one die of any type, per turn.</i>									
Übergeeks	-	-	-	*	-	-	-	JT x .5	All x .5
<i>Jammer Torpedoes work on 4 or better on d6. All Übergeek vessels treated as one class size smaller when calculating damage against them. Special Attack: H.A.C.K.E.D. Weapon. See <b>G.O.B.S. More!</b> rules.</i>									
Überjocks	+1*	-	+1*	+1*	-	-	-	-	-
<i>* If they lose initiative, <u>all</u> modifiers are lost for that turn, and maneuver suffers an additional -1 penalty.</i>									