

#### [4.9] SPACESHIP ATTRIBUTE CHART

CLASS	NUMBER OF PODS	VELOCITY RATING	MANEUVER RATING	ENERGY CAPACITY	BURN RATE	STREAMLINED	ARMOR CLASS	BURSTER CLASS	ARMOR CLASS	FORCE FIELD CLASS	CIV LEVEL	TARGET PROGRAM
<b>BATTLECRAFT</b>												
Terwillicker 5000	0	2	7	15	1	Yes	1	1	0	7	-2	
Terwillicker-X	0	3	9	15	1	Yes	2	2	0	8	-4	
<b>SPACESHIPS</b>												
Dagger	2	2	6	48	4	Yes	2	2	1	8	-4	
Sword	5	3	8	78	6	No	2	2	2	8	-4	
Spear	8	1	4	144	12	No	2	2	2	8	-4	
Piccolo	1	3	8	30	3	Yes	1	1	0	7	-2	
Flute	4	3	6	66	6	Yes	1	2	1	8	-4	
Clarinet	7	2	7	104	8	No	1	1	0	8	-4	
Corco Gamma	3	1	4	54	6	Yes	1	0	0	7	-2	
Corco Zeta	6	1	3	80	8	No	1	0	0	6	0	
Corco Iota	9	2	5	120	12	No	1	1	1	7	-4	
Corco Mu	12	1	4	176	16	No	1	0	0	7	-2	

See 4.0 for detailed explanation of use.

#### [5.8] POD ATTRIBUTE CHART

POD TYPE	LAZER/PARTICLE WEAPONS	GUIDED MISSILE	INTELLIGENT MISSILE	BATTLE COMMANDS	CIV LEVEL	TARGET PROGRAM	JUMP	SEE 5	NUMBER OF FIRES	ARMOR		
Hunter	Yes	2	0	1	0	0	8	-4	Yes	X	1	2
Light Weapon	Yes	5*	3*	0	0	1	6	-2	No	-	1	1
Heavy Weapon	Yes	6	5*	3*	1*	7	-4	No	-	1	2	2
Arsenal	Yes	8	7	5*	2*	1	8	-4	No	-	2	2
Battle Comm	No	0	0	0	0	2	8	-6	No	X	1	2
Tractor Beam	No	0	0	0	0	0	7,8	-	No	X	0	0-2
Battlecraft	No	0	0	0	0	0	-	-	No	X	0	0-2
Standard Jump	No	0	0	0	0	0	7	-	Yes	X	0	0-2
Augmented Jump	No	0	0	0	0	0	8	-	Yes	X	0	0-2
Energy	No	0	0	0	0	0	-	-	No	X	0	0-2
All Others	No	0	0	0	0	0	-	-	No	-	0	0-2

See 5.0 for detailed explanation of use. \*Launch of missiles requires Prepare Missile Command in previous Command Phase.

#### [8.6] FIRE RESULTS TABLE

ENERGY UNIT COST	Type of Fire	0	1	2,3	4,5	6,7	8,9	10,11	12-14
0	Laser Burst	7	6	5	4	3	2	1	-
2	Laser Barrage	9	8	7	6	5	4	3	1
1	Particle Burst	A	9	7	4	1	-	-	-
3	Particle Barrage	A	A	9	7	4	1	-	-

A: Hit is automatic; no die roll is conducted. Proceed to the Hit Table. (-): Hit is impossible; no die roll is conducted. If the Target Value is greater than 14, a hit with any type of fire is impossible. See 8.6 for explanation of use.

#### [9.7] MISSILE INTERCEPTION TABLE

MISSILE CIV LEVEL	0	1,2	3,4	5-7	8-10	11 OR MORE
6	8	6	4	2	1	1
7	9	7	5	3	2	1
8	A	8	6	4	3	2

A: Interception is automatic; the die is not rolled. See 9.6 for detailed explanation of use.

#### [8.3] RELATIVE VELOCITY CHART

CURRENT VELOCITY ON TARGET UNIT	0,1	2	3	4	5	6	7	8	9
0,1	1*	2	3	4	5	6	7	8	9
2	2	3	4	4	5	6	7	8	9
3	3	4	4	5	6	7	8	9	9
4	4	4	5	6	6	7	8	9	10
5	5	5	6	6	7	8	9	9	10
6	6	6	7	7	8	8	9	10	11
7	7	7	8	8	9	9	10	11	11
8	8	8	9	9	9	10	11	11	12
9	9	9	9	10	10	11	11	12	13




\*If the velocity of both units is 0, the relative velocity is 0.

If the compared directions of the target unit and the firing unit do not fulfill the conditions of statements 1 or 2 in 8.3, use this chart to determine the relative velocity of the units. The current velocity of each unit is cross-referenced to yield their relative velocity.

#### [8.7] HIT TABLE

- Part of Target Hit**
- Critical Hit. If the unit is a revealed missile, it is destroyed. If the unit is unrevealed (of any type), treat as "no hit."
  - Bridge, Engine. If the unit is a missile (revealed or unrevealed), it is destroyed.
  - Force Field, Pod 8
  - Pod 1, Pod 9
  - Pod 2, Pod 10
  - Pod 3, Pod 11
  - Pod 4, Pod 12
  - Pod 5, Pod 13
  - Pod 6, Pod 14
  - Pod 7, Pod 15
- See 8.7 for detailed explanation of use.

#### [9.5] MISSILE CHART

MISSILE TYPE	CIV LEVEL	VELOCITY RATING	MANEUVER RATING	ENERGY UNITS
<b>G</b>  A-06	6	1	5	7
<b>I</b>  22	7	2	5	9
<b>M</b>  31	8	2	6	10
	6	2	5	6
	7	2	6	7
	8	2	7	9
	7	2	6	6
	8	2	7	7

See 9.5 for detailed explanation of use.

12 Ship Classes  
5 Scenarios  
★ 200 Playing Pieces  
★ 10 Combat Pods  
★ 4-Section Map  
★ Playable alone or with the Universe System

# DeltaVee

Expanded  
2nd Edition



Tactical Combat  
Space Combat  
System for  
**UNIVERSE**  
The Role-Playing Game of the Future



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## Read This First

The rules to *Delta Vee* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General rule or Description which summarizes the rule in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

## Rules Questions

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI  
Rules Questions Editor for Delta Vee  
257 Park Avenue South  
New York, NY 10010

Each player controls his spaceships by issuing Maneuver Commands (so that the ship may alter its velocity or direction of movement) and Battle Commands (so that weapons and other systems aboard the ship may be prepared for use). A spaceship's combat abilities include laser fire, particle fire, four types of missiles, and battlecraft (two-man fighter craft launched from larger ships). The attributes of each spaceship are recorded on a Spaceship Log before beginning play. During the game, energy expended, missiles launched, and damage incurred by the ship are recorded on the ship's log.

*DeltaVee* is the tactical space combat system for SPI's science fiction role-playing game, *Universe*. Although there is little open warfare in the vast human interstellar empire of the 24th Century (contact with another space-faring race has yet to be established), there are many types of illegal ship traffic and disputes among self-governing worlds. These types of small conflicts form the background for the scenarios in *DeltaVee*. Interstellar travel in *Universe* is accomplished by hyperjumping with the aid of a psionic navigator. In *DeltaVee*, hyperjumping is very rare, since all its battles occur within the confines of a star system, where hyperjumping is impossible.

**Note:** One 20-sided die is necessary for playing *DeltaVee*. When using the die, always treat a result of 0 as 10.

## [2.0] Game Components

### GENERAL RULE:

The game components consist of these rules, including charts, tables, and logs; four identical game maps; and 200 playing pieces. One 20-sided die and pencils with erasers are also required in order to play the game.

### CASES:

[2.1] **The perforated game mapsheet is separated into four game maps which are placed end-to-end or side-to-side to form the playing area.**

All maps are identical, and each consists of a hexagonal grid to regularize the positions and movement of the playing pieces. Each hexagon ("hex") on each map has its own four-digit identity number. The set-up instructions for each scenario describe how many maps are initially used and how they are placed in relation to each other. Each map used at the start of a scenario is assigned a letter (A through D), to aid in deploying the playing pieces. Once play begins, additional maps may be added to the playing area or maps may be moved to accommodate the movement of the playing pieces (see 6.2).

[2.2] **The charts and tables are used to summarize and resolve certain game functions.**

These charts and tables include the Spaceship Attribute Chart, Pod Attribute Chart, Command Summary, Relative Velocity Chart, Fire Results Table, Hit Table, Missile Attribute Chart, and Missile Interception Table.

[2.3] **Players use the Spaceship Logs to record the status of their spaceships, battlecraft, and missiles during the course of play.**

Each player uses one Spaceship Log for each of his spaceships in play. There are two types of Spaceship Logs. Type 1 is used for small ships, and Type 2 is used for large ships. The log used for a particular spaceship is stated in the scenario instructions. Photocopies of the Spaceship Logs must be made for repeated play.

[2.4] **The playing pieces represent the spaceships, battlecraft, and missiles that may be used by the players.**

The game also includes Velocity markers, Planet markers, Asteroid Field markers, and other game markers.

[2.5] **The spaceships, battlecraft, and missiles are assigned to the players by the scenario instructions.**

These three types of counters are collectively called units.

### SAMPLE SPACESHIP COUNTER

Front



Back



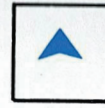
All spaceship counters are identical, except for an identifying letter. The specific attributes of each spaceship are detailed in the scenario instructions, the Spaceship Attribute Chart, and the Pod Attribute Chart. The status of each spaceship during play is recorded on its Spaceship Log. The arrowhead on each spaceship counter indicates the direction in which the spaceship is moving. Each spaceship counter must have a Velocity marker under it at all times. The back of each spaceship counter is used when the spaceship's force field is active (see 7.4).

### SAMPLE BATTLECRAFT COUNTER

Front



Back



A battlecraft is a small, manned fighter spacecraft that can be launched from a spaceship. All battlecraft counters are identical, except for a letter-number that identifies each battlecraft with the spaceship to which it belongs. For example, battlecraft A1 is the first battlecraft of spaceship A. The attributes of each battlecraft are detailed on the Spaceship Attribute Chart. The status of each battlecraft during play is recorded on the appropriate Spaceship Log. Once a battlecraft has been launched, a Velocity marker must be under it at all times. Until detected, a battlecraft is kept face-down. The owning player may always inspect his unrevealed battlecraft; the enemy player may not.

A missile is a self-propelled warhead that may be launched from a spaceship with the requisite capabilities. There are four types of missiles: *unguided*, *guided*, *intelligent*, and *MIMS* (Multi-Intelligent Missile System). All missile counters of a single type are identical except for an identity number (each guided missile has a letter-number that identifies it with the spaceship from which it is launched). The attributes of each missile are detailed on the Missile Attribute Chart and explanations follow. The

## [7.7] ENERGY EXPENDITURE SUMMARY

**Action or Situation: Energy Expenditure**  
Issuing more than 1 Acceleration, Deceleration, or Direction Change Maneuver Command per Phase: 1 Energy Block if spaceship; 1 Energy Unit if battlecraft.

Missile Maneuver: 1 Energy Unit per Maneuver Command.

Weave Command: 1 Energy Block if spaceship; 1 Energy Unit if battlecraft.

Activate Spaceship force field: 1 Energy Block.

Use Tractor Beam: Energy Units equal to twice the Energy Burn Rate or target unit per each Maneuver Command.

Replenish Battlecraft energy levels: Number of Energy Units needed or desired, up to maximum of 15.

Maneuver Docked Spaceships: Energy Units equal to sum of both ships' Energy Burn Rate.

Particle Burst: 1 Energy Unit.

Laser Barrage: 2 Energy Units.

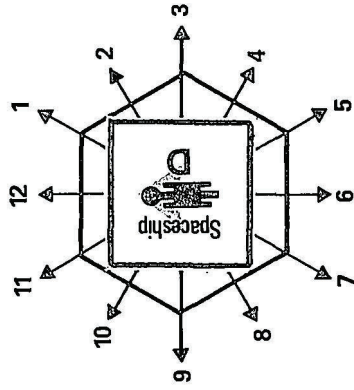
Particle Barrage: 3 Energy Units.

If Engine is Damaged: 1 Energy Block per each and every Maneuver Command.

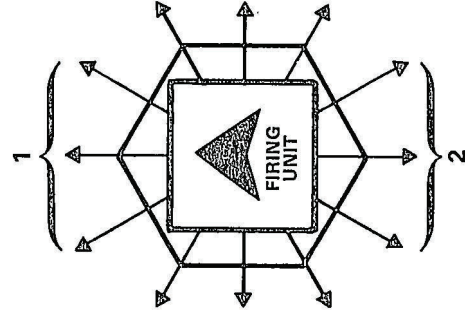
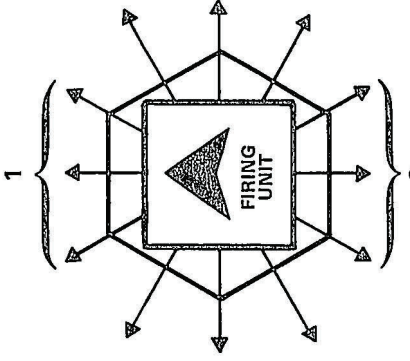
If Energy Pod is Damaged: -10 Energy Units each Command Phase.

If Energy Pod is Destroyed: Total Energy Units expended immediately increased to 144.

[6.1] A unit may point in one of 12 directions.



[8.3] The relative velocity of the firing unit and the target unit is determined by comparing the direction and current velocity of each unit.



# Abbreviated Sequence of Play

1. First Player Movement Phase
2. Second Player Command Phase
  - a. Detection Segment
  - b. Command Segment
3. First Player Fire Phase
4. Second Player Movement Phase
5. First Player Command Phase
  - a. Detection Segment
  - b. Command Segment
6. Second Player Fire Phase

See *Universe 2nd Edition* Logsheets booklet for blank Spaceship Log forms that may be photocopied for play.