IRONVOID

TACTICAL STARSHIP COMBAT

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Commit your reactor once a turn, then live inside the plan for eight impulses while the shields come apart.

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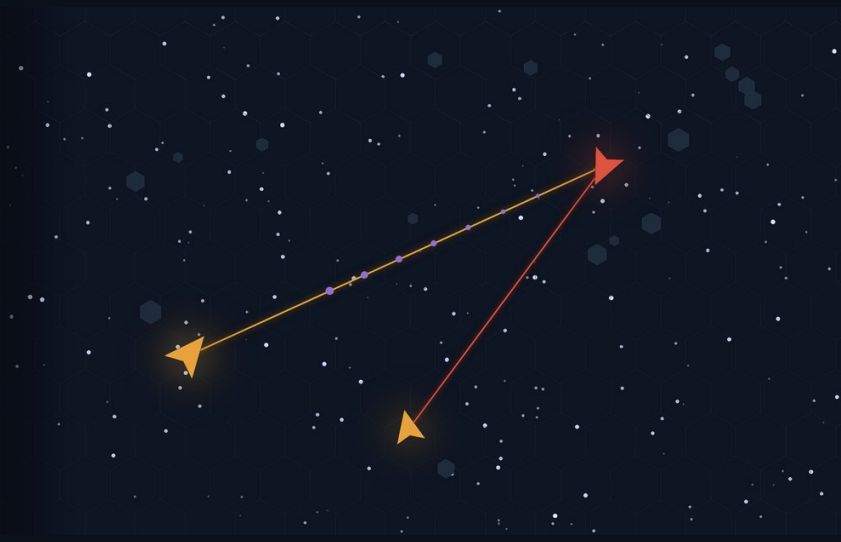

PLAYER MANUAL AND COMPLETE RULES

VERSION 1.0.0

TRONSOFT GAMES PACKAGE SPECIFICATION v1.4

PORTAL COMPATIBILITY v6.12 AND LATER

TRONSOFT GAMES

Contents

WHAT IS IN THIS MANUAL

1. The Engagement

ONE SHIP, ONE ENEMY, NO HELP COMING

Ironvoid is a duel. You command a single warship against a single enemy warship in an unmapped volume beyond the last surveyed jump line. There is no fleet, no reinforcement and no withdrawal to friendly space. The engagement runs until one of the two ships is finished.

A battle is fought in **turns**. Every turn is divided into **eight impulses**, and every turn begins with an **energy allocation** that is locked for the whole turn. That single constraint is the game: you decide what your ship is going to be for the next eight impulses before you know what the enemy has decided, and then you have to fly the consequences.

Victory

A ship is finished in one of two ways.

- **Frame destroyed.** Hull damage has reduced the frame to zero. The ship breaks up.
- **Colours struck.** The command deck has been hit three times. The surviving officers surrender the ship rather than take a fourth.

You win when either happens to the enemy, and lose when either happens to you. If neither ship is finished within the engagement limit the battle is recorded as broken off, which is a draw.

> Every hit that gets through a shield facing rolls on the internal damage table, and the command deck is part of that table. A ship can therefore be taken without ever reducing its frame to zero — grinding down one facing and pouring fire through the hole is a legitimate way to win.

What a battle looks like

A typical engagement opens at range 16 to 20. The first two turns are an approach: both ships are choosing a speed and a heading, deciding which facing they intend to present, and charging weapons that will not be in range for several impulses yet. Contact usually happens somewhere around range 8 to 12, and the fight is normally decided within three turns of that.

Most engagements last five to nine turns. They rarely end gradually: a ship that takes several internal hits in one turn can only repair one of them before the next turn starts, so an engagement that has looked even for four turns is often settled in the fifth.

2. The Console

READING THE SCREEN

Left panel

Your ship. The shield rosette sits at the top, then bars for frame, reactor output, drive, sensors and batteries, then the weapon list. Every mount shows its type, arc, state and a **FIRE** control. A greyed control means there is no firing solution.

Centre

The tactical plot: a 23 by 15 hex field, your ship in amber, the enemy in its own colour, debris as dark hexes, seekers as small glyphs. Beneath it is the **impulse ribbon** — eight cells, one per impulse, with the impulses you move on marked. Under that is the command bar.

Right panel

The enemy as your sensors read it, using the same rosette and bars; the seeker track list; and the combat log, which records every allocation, movement, shot, hit and system loss in the battle.

The shield rosette

The rosette is the readout you will spend the most time looking at. It is a hexagon of six wedges, one per shield facing, numbered clockwise from the bow:

Facing	Bearing	Notes
1	Dead ahead	Usually the strongest facing on every hull
2	Starboard bow	
3	Starboard quarter	
4	Dead astern	Always the weakest facing
5	Port quarter	
6	Port bow	

Each wedge is shaded by how much of that facing remains, so a failing side is obvious at a glance without reading a number. Reinforcement bought this turn is shown as **+n** on top of the base value and disappears at end of turn.

3. Sequence of Play

THE ORDER EVERYTHING HAPPENS IN

A. Energy allocation. Both ships commit power simultaneously. You build your plan on the allocation sheet; the enemy commits at the same moment and you do not see what it chose. Allocation is locked for the whole turn.

B. Impulses 1 to 8. Each impulse runs in this order:

- **Movement.** Any ship scheduled to move on this impulse advances one hex along its current facing. Turns are made between impulses, before movement.
- **Seekers.** Every seeker on the plot advances toward its target. A seeker that reaches its target impacts; a seeker that runs out of endurance burns out.
- **Fire.** Weapons may be fired at any point during the impulse, by you and by the enemy.

C. End of turn. Shield reinforcement expires. Battery power carries over. Weapon charge carries over, at a small holding cost. Each surviving ship's damage control party then patches exactly one damaged system — see chapter 8.

> Because reinforcement expires and repair does not, the two are completely different purchases. Reinforcement is armour for one turn that you expect to need *this* turn. Repair is permanent, costs twice as much, and always goes to your worst facing whether you want it there or not.

Simultaneity

Allocation is simultaneous, but the impulse sequence is not strictly simultaneous — within an impulse the player may fire before or after the computer does, depending on when the controls are used. This never changes movement or arcs, both of which are resolved for the impulse before any weapon may fire.

4. Energy Allocation

COMMITTING THE REACTOR

Your reactor produces a fixed number of power points per turn, shown at the top of the allocation sheet. Every point must be committed before the turn begins. **Unspent power is lost.**

Line	Cost	Effect	Limit
Speed	1 / point	Sets which impulses you move on	Drive rating
Weapon charging	varies	Cold, standard or overload, per mount	Per weapon
Shield reinforcement	1 / point	Temporary armour on a chosen facing	6 per facing
Shield repair	2 / point	Permanent, worst facing first	Shield generator
ECM	1 / point	Pushes enemy lances and torpedoes one range band out per point	—
ECCM	1 / point	Cancels enemy ECM point for point	Sensor rating
Batteries	1 / point	Stored for use during the turn	Battery capacity

Life support and the holding cost of any weapon already charged are drawn from the pool first, before you allocate anything. On a damaged ship with several charged mounts this can be a meaningful bite out of the turn.

Presets

Preset	Builds
Standard Patrol	Moderate speed, standard charge on the main battery, a little repair
Alpha Strike	Everything into weapons, including overloads; minimal speed
Evasive	High speed and ECM, weapons cold or held
Batten Down	Repair and reinforcement, low speed, guns held

Presets are a starting point, not a strategy. Click one, then adjust the individual lines. The remaining-power figure updates as you go and the commit control stays locked until the plan is legal.

Charging and overloading

Every mount cycles through three states. **Cold** is free and cannot fire. **Standard** arms in one turn. **Overload** costs extra power, does far more damage, and cannot reach past a short range.

Weapon	Standard	Overload	Overload arms in	Overload reach
Arc Emitter	1	—	—	—
Light Emitter	1	—	—	—
Disruptor Lance	2	4 more	1 turn	4 hexes
Rift Torpedo	4	4 more	2 turns	6 hexes
Missile Rack	3	—	—	—
Plasma Bloom	5	—	—	—

> A rift torpedo overload takes **two full turns** to build. If you start one and the tactical picture changes, you have committed a large part of two turns' reactor output to a weapon that only reaches six hexes. Overload when you already know you are going to be close.

5. Movement

SPEED IS A SCHEDULE

Speed does not say how far you travel in a turn. It says **which of the eight impulses you move on**. A ship at speed 8 moves on every impulse. A ship at speed 4 moves on four of them, spread as evenly as the chart allows. A ship at speed 1 moves once, on impulse 8.

This matters because weapons fire between movements. Two ships closing at different speeds do not simply meet in the middle; they pass through a series of ranges at different moments, and the ship with the better schedule gets its shot at the range it wanted.

Speed	Moves on impulse	Hexes / turn
0	. . . . .	0
1	 8	1
2	. . . 4 . . . 8	2
3	. . 3 . 5 . . 8	3
4	. 2 . 4 . 6 . 8	4
5	. 2 3 . 5 6 . 8	5
6	1 . 3 4 5 . 7 8	6
7	1 2 3 . 5 6 7 8	7
8	1 2 3 4 5 6 7 8	8

Impulse chart. Computed from the shipped rules engine.

Turn mode

Turn mode is the number of hexes a ship must travel in a straight line before it may change facing by one hexside. The command bar tells you whether the helm will answer now or how many hexes remain.

Hull	Turn mode	Meaning
Aegis	2	May turn after every 2 hexes of straight flight
Ravager	4	May turn after every 4 hexes of straight flight
Solace	3	May turn after every 3 hexes of straight flight

> Turning is the slowest thing in the game. If you want a particular facing pointed at the enemy on impulse 6, you must begin the turn several impulses before that, which means you must have bought the speed to do it during allocation — one turn earlier still.

Sheering

A ship that would move into a debris hex sheers instead: it is deflected to an adjacent clear hex, and the deflection does not respect what you wanted. A dense debris field will take a fast ship's heading away from it.

6. Weapons and Fire

ARCS, SOLUTIONS AND DAMAGE

A weapon may fire when it is charged, the target is inside its firing arc, and nothing blocks the line between the two ships. If any of the three fails, the **FIRE** control is greyed and the panel says why.

Arc	Covers
FA	Forward — the three hexsides ahead
P	Port beam
S	Starboard beam
RA	Rear
360	All facings. Light emitters only.

Direct fire: emitters

Arc emitters and light emitters roll a die and cross-index it against the range band. They are devastating at point blank and close to worthless past sixteen hexes. They always connect — the roll decides how much damage, not whether it lands.

Directed energy: lances and torpedoes

Disruptor lances and rift torpedoes always do their full damage, but must roll to hit, and that roll gets harder with range. Enemy ECM pushes you further out on the range band table; your own ECCM cancels it point for point, up to your sensor rating. Sensor damage lowers that ceiling permanently.

Weapon	Damage	Overloaded	Character
Arc Emitter	range table	—	Direct fire. Damage falls off hard with range.
Light Emitter	range table	—	All facings. Weaker, but tracks seekers.
Disruptor Lance	9	18	Flat damage at long reach; accuracy drops with range.
Rift Torpedo	18	30	Heavy. Overloading gutters a cruiser.
Missile Rack	seeker	—	Launches a Hunter missile. Can be shot down.
Plasma Bloom	seeker	—	Unstoppable seeker that bleeds strength every hex.

> A charged weapon that does not fire keeps its charge into the next turn, but you pay a holding cost every turn it stays charged. Holding three overloaded mounts through a long approach is expensive.

7. Seeking Weapons

WHAT FLIES ON ITS OWN

Missile racks and plasma launchers do not shoot at the enemy. They put a **seeker** on the plot, which then flies toward its target under its own power, one move per impulse pair, until it impacts or burns out.

Seeker	Launched by	Damage	Endurance	Can be shot down?
Hunter	Missile Rack	10	20 impulses	Yes — 4 points of damage
Bloom	Plasma Bloom	22 at launch	14 impulses	No

Hunter missiles

A Hunter is a physical object with four points of structure. Only **light emitters** can track it. Select the seeker — click it in the track list on the right panel, or press **T** to cycle onto it — and fire a light emitter. Two good point defence shots will usually kill one.

Plasma blooms

A bloom cannot be intercepted by anything. What it can be is outrun: it loses **2 points of strength for every hex it travels** after a short grace period. A bloom launched at range 3 arrives almost intact and will strip a facing. The same bloom launched at range 12 arrives as a nuisance.

> The correct answer to a Solace is therefore not point defence, it is distance and patience. The correct answer to a Ravager's missile racks is the opposite: close, and shoot the missiles down on the way in.

8. Shields and Damage

SIX FACINGS AND WHAT GETS THROUGH

Damage strikes the shield facing the shot came *from*, computed from the bearing between the two ships at the moment of the shot. A ship that keeps a strong facing toward the threat can absorb enormously more punishment than one that does not, and turning to present a fresh facing is one of the most powerful things you can do.

Order of absorption

- **Reinforcement** bought this turn, on that facing, up to 6 points.
- **The facing's own remaining strength.**
- **Everything left over goes into the ship** and rolls on the internal damage table.

Repair and reinforcement

	Reinforcement	Repair
Cost	1 power per point	2 power per point
Duration	Expires at end of turn	Permanent
Placement	Any facing you choose	Worst facing first, automatically
Cap	6 per facing	Limited by shield generator
Use when	You know where the next hit is coming from	You have a facing that must not be allowed to fail

The internal damage table

Every point of damage that gets through rolls once on this table.

System	Weight	Chance	Consequence
Frame	34	34%	Straight frame loss. At zero the ship breaks up. Never repaired.
Reactor output	15	15%	Reduces the power you may allocate. Repairs 2 at a time.
Weapon mount	16	16%	Knocks a mount offline. Repairable, one mount at a time.
Shield generator	10	10%	Reduces how much repair and reinforcement you can apply.
Sensors	8	8%	Lowers the ECCM ceiling and degrades gunnery.
Battery	6	6%	Reduces stored power capacity.
Drive	11	11%	Lowers maximum speed until repaired.

Damage control

At the end of every turn, each surviving ship repairs **exactly one** damaged system, picked at random from whatever is currently broken. The combat log records which one.

System repaired	Recovered
Reactor output	2 points

System repaired	Recovered
Impulse drive	1 point of maximum speed
Sensors	1 point of sensor rating
Battery bank	1 point of capacity
Weapon mount	One knocked-out mount comes back online
Frame	Never. Hull damage is not recoverable.

> This is the single most important consequence in the game: **concentrated damage is worth far more than the same total spread out.** Four internal hits in one turn cripple a ship, because it can only fix one of them before the next turn begins. One hit a turn for four turns achieves almost nothing — the damage control party keeps pace with you and the ship fights on undiminished.

It also means a badly hurt ship is never quite out of the fight. A Ravager that has lost two lances and half its reactor will claw one system back every turn it survives, so an opponent who eases off to repair shields is handing the initiative back.

9. Terrain

DEBRIS

The battle area is seeded with debris at one of three densities, chosen before the engagement. Debris is not decoration.

- **It blocks line of fire.** A shot whose line passes through a debris hex cannot be taken at all. The FIRE control greys out.
- **It deflects ships.** A ship that would enter a debris hex sheers into an adjacent clear hex instead, on a heading it did not choose.
- **It does not block seekers** the way it blocks direct fire, so a debris field favours the ship carrying missiles or blooms.

Sparse debris produces a clean gunnery duel. Dense debris produces a scrappy, unpredictable fight where line of fire opens and closes every impulse and the stand-off hull cannot keep its distance reliably. Choose accordingly: if you are flying the Aegis and want to get close, dense debris is your friend.

10. The Ships

COMPLETE HULL DATA

All three hulls are selectable on either side of the table. You may fly any of them against any of them, including a mirror match.

Aegis — Heavy Cruiser

Terran Concord

Concord doctrine is to arrive, and to arrive close. Twin rift torpedoes with an overload circuit, behind the heaviest forward emitter battery afloat. Turns tighter than anything her size.

Statistic	Value
Reactor output	30
Frame	36
Maximum speed	8
Turn mode	2
Sensors (ECCM cap)	4
Battery capacity	6

Facing	1	2	3	4	5	6
Shield	26	22	18	16	18	22

	Mount	Arc
2×	Rift Torpedo	Forward
3×	Arc Emitter	Forward
1×	Arc Emitter	Port
1×	Arc Emitter	Starboard
1×	Arc Emitter	Rear
3×	Light Emitter	All facings

Ravager — Battlecruiser

Kthari Dominion

Kthari raiders never close if they can help it. Three lances outrange every other gun in service, and the missile racks keep you honest while they work. She turns like a barge.

Statistic	Value
Reactor output	29
Frame	28
Maximum speed	8
Turn mode	4
Sensors (ECCM cap)	5
Battery capacity	6

Facing	1	2	3	4	5	6
Shield	24	20	16	14	16	20

	Mount	Arc
3×	Disruptor Lance	Forward
2×	Missile Rack	Forward
1×	Arc Emitter	Forward
1×	Arc Emitter	Port
1×	Arc Emitter	Starboard
2×	Light Emitter	All facings

Solace — War Cruiser

Veyra Ascendancy

Veyra hulls are built to be shot at. Two plasma blooms force the enemy to run, and the deepest shields and battery reserve in the Reach let her take the exchange when they cannot.

Statistic	Value
Reactor output	27
Frame	36
Maximum speed	7
Turn mode	3
Sensors (ECCM cap)	4
Battery capacity	8

Facing	1	2	3	4	5	6
Shield	28	24	20	18	20	24

	Mount	Arc
2×	Plasma Bloom	Forward
1×	Arc Emitter	Forward
1×	Arc Emitter	Port
1×	Arc Emitter	Starboard
1×	Arc Emitter	Rear
3×	Light Emitter	All facings

11. Tables

EVERY NUMBER THE ENGINE USES

Emitter damage by range band

Roll one die. Cross-index the roll against the range band. This table is used by both arc emitters and light emitters; light emitters apply a reduction.

Range	1	2	3	4	5	6
0–1	9	8	7	6	5	4
2–3	8	6	5	4	3	2
4–5	6	5	4	3	2	1
6–8	5	4	3	2	1	0
9–12	4	3	2	1	0	0
13–16	3	2	1	0	0	0
17–22	2	1	0	0	0	0
23+	1	0	0	0	0	0

Die roll across the top. Damage in points.

Hit numbers for directed energy

Roll one die. A roll **less than or equal to** the number shown hits. Enemy ECM moves you one band further out per point; your ECCM moves you back.

Lance range	Hits on	Torpedo range	Hits on
0–4	5	0–2	5
5–8	4	3–5	4
9–15	3	6–8	3
16–22	2	9–12	2
23–30	1	13–16	1
31+	no shot	17+	no shot

Impulse movement chart

Speed	1	2	3	4	5	6	7	8	Hexes
0	·	·	·	·	·	·	·	·	0
1	·	·	·	·	·	·	·	●	1
2	·	·	·	●	·	·	·	●	2
3	·	·	●	·	●	·	·	●	3
4	·	●	·	●	·	●	·	●	4
5	·	●	●	·	●	●	·	●	5

Speed	1	2	3	4	5	6	7	8	Hexes
6	●	·	●	●	●	·	●	●	6
7	●	●	●	·	●	●	●	●	7
8	●	●	●	●	●	●	●	●	8

Internal damage table

System	Weight	Chance
Frame	34	34.0%
Reactor output	15	15.0%
Weapon mount	16	16.0%
Shield generator	10	10.0%
Sensors	8	8.0%
Battery	6	6.0%
Drive	11	11.0%

12. Tactics

HOW EACH HULL IS ACTUALLY FLOWN

Flying the Aegis

The Aegis is a knife-fighter and everything about her rewards being close. Her forward emitter battery is the heaviest in service and the emitter table is brutal inside three hexes. Her rift torpedoes, overloaded, will gut a cruiser — but only inside six hexes, and the overload takes two turns to build.

- Close on the diagonal, not head on. A straight approach gives the enemy a stationary bearing and an easy solution.
- Start the torpedo overload one turn *before* you expect to be inside six hexes, not when you get there.
- Turn mode 2 is your real weapon. You can present a fresh facing every second hex; use it, and never let facing 1 be the only thing between you and a lance battery.
- Against a Ravager, dense debris is worth choosing. It breaks up the stand-off game.

Flying the Ravager

Three disruptor lances outrange everything else afloat, and the missile racks keep an opponent busy while the lances work. The problem is turn mode 4 — once she is committed to a heading she is committed for a long time, and a hull that gets inside her will stay there.

- Fight at range 9 to 14. Inside 6 you are losing.
- Fire missiles early. Even if they are shot down they cost the enemy light emitter shots and attention.
- Buy speed and use it laterally. Running straight away simply gives a faster hull a stern chase against your weakest facing.
- Your overloaded lance reaches four hexes. That is a last-ditch weapon, not a plan.

Flying the Solace

The deepest shields, the largest battery reserve, and two plasma blooms that cannot be shot down. The Solace does not out-shoot anyone; she outlasts them, and the blooms make standing still against her a losing proposition.

- Launch blooms at close to medium range. A bloom launched from twelve hexes arrives as a nuisance; one launched from four arrives as a shield facing.
- Buy repair, not reinforcement, on quiet turns. Permanent restoration compounds across a long engagement, and long engagements are the ones you win.
- Your battery reserve is the largest in the game. Bank power on approach turns and spend it when the exchange comes.
- Speed 7 means you cannot dictate range. Accept that and fight the battle you are given.
- **The Ravager is your hard matchup.** It is faster than you and its lances outreach everything you carry, so a clean gunnery duel in open space is a duel you lose. Choose dense debris where you can, use the rocks to break its firing lines, and launch blooms the moment it commits to a heading rather than waiting for a better shot that will not come.

Three things that will save any hull

- **Never let a facing reach zero.** Once it does, every shot from that side goes straight into your systems, and system damage compounds. Turn before it happens.
- **Speed is a commitment, not a resource.** High speed on a heavy hull means being past the enemy and pointing the wrong way for several impulses.
- **Overload only when you already know you will be close.** An overloaded torpedo that never gets inside six hexes is two turns of reactor output thrown into space.
- **Hit hard or do not bother.** Damage control repairs one system a turn. Damage that arrives in a single overwhelming turn sticks; damage that trickles in is repaired as fast as you inflict it.

13. Controls

KEYBOARD AND ON-SCREEN

Key	Action
A / D	Turn one hexside to port / starboard
Space	Advance one impulse
R	Run out the rest of the turn without stopping
1 – 9	Fire the corresponding weapon mount
T	Cycle target between the enemy ship and inbound seekers
B	Draw on batteries
F	Toggle weapons free — computer-controlled gunnery
Enter	Commit power, on the energy allocation sheet

Every keyboard control has an on-screen equivalent. The command bar under the plot carries Port, Starboard, Impulse, Run Turn, Batteries, Weapons Free and Rules. Weapon mounts are fired from the FIRE control beside each mount on the ship panel. Inbound seekers are selected by clicking them in the track list on the right panel.

Weapons free

Weapons free hands gunnery to the fire-control computer, which will take any solution it judges worth taking while you concentrate on flying. It is a reasonable way to learn the movement system before taking on the whole console, and it remains useful in a busy turn. It does not touch your energy allocation — that stays yours.

14. Package and Technical Notes

FOR ADMINISTRATORS AND DEVELOPERS

Package

Field	Value
Title	Ironvoid
Slug	ironvoid
Version	1.0.0
Entry	index.html
Specification	Tronsoft Games Package Specification v1.4
Portal	v6.12 and later
Publisher	Tronsoft Games

Structure

Inline CSS and JavaScript were extracted per specification sections 7 and 8. The JavaScript is separated by responsibility and loaded with `defer` in dependency order.

Path	Contents
`js/data.js`	Hex geometry, weapon tables, hull data, damage table
`js/game.js`	Game state, combat resolution, turn and impulse loop
`js/ai.js`	Computer opponent: allocation doctrine, gunnery, helm
`js/render.js`	Tactical plot canvas rendering and effects
`js/interface.js`	Console panels, energy allocation sheet, input handling
`css/game.css`	Complete stylesheet

Runtime

- No frameworks, no build step, no third-party code of any kind.
- No network requests. The package contains no remote references in HTML, CSS or JavaScript, and no data: or blob: URIs.
- No local storage, session storage or cookies are used. Nothing is written to the player's machine, so no save-data migration applies to this or any future release.
- No audio. The audio feature flag and permission are both false.
- Rendering uses the canvas element and inline SVG. Fonts fall back through a local stack; no font files are bundled or fetched.

Validation

The package includes `validate.js`, a dependency-free Node harness that checks both the rules engine and specification conformance. It is run with `node validate.js` from the package root and exits non-zero on any failure.

- Hex geometry: distance symmetry, triangle inequality, neighbour reciprocity, line continuity.
- Arc partitioning and shield-facing derivation across all bearings.
- Damage table monotonicity and exact accounting of every point of damage applied.
- Impulse chart totals for every legal speed.
- Allocation legality across randomized damage states — no plan may exceed reactor output.
- Seeker endurance, decay and burnout.
- Package conformance: required files present, manifest schema and cross-references, prohibited file types, path safety, remote-reference scan, image dimensions.

Balance

Balance was measured over 18,000 automated computer-versus-computer engagements covering every hull matchup at Veteran and Ace, with both orientations pooled so the figures measure hull design rather than a fixed initiative advantage. The harness that produced them is the same one shipped as validate.js.

Measure	Result
Mirror matches	47 to 51 percent — no side bias
Asymmetric matchups	40 to 65 percent
Mean engagement length	6.8 turns
Unresolved inside the limit	1.3 percent

The one outlier is the Ravager, which holds roughly a 65/35 edge over the Solace at Veteran. This is a characteristic of the matchup rather than a defect: a stand-off hull is a genuinely hard problem for an anvil that cannot outrun it, and the Solace must use debris and the approach geometry rather than expect a fair gunnery duel. Closing the gap by strengthening plasma blooms was tested and rejected — every variant that fixed this matchup pushed the Solace above 70 percent against the Aegis, because the Aegis closes to inside the bloom's grace radius where blooms already arrive at full strength.

Originality

Ironvoid is an original work. Its setting, factions, ship classes, weapon systems, damage tables, movement chart and every numeric value in this manual were created for this title. It reproduces no name, text, data, artwork or component of any other published product. The genre mechanics it uses — energy allocation, impulse movement, facing arcs, directional shields and seeking weapons — are common to the tactical starship duel form and are not owned by any one publisher; their specific expression here is original to this package.