



SUBSPACE LATTICE

Command the Fleet. Control the Lattice.

FLEET TACTICS · SIGNAL WARFARE · SOVEREIGN SPACE

Every ship is a weapon.

Every signal redraws the battlefield.

THE BATTLE FOR THE LATTICE

You do not conquer space.

You make it yours.

Your fleet is small, and every move changes what it can see, where it can strike, and which systems still work. Push too far and your relay breaks. Hold back and the opposing net claims the sector. Victory belongs to the commander who turns position into pressure—and pressure into one decisive opening.

ESTABLISH THE SIGNAL

Keep your Escorts linked and project Sovereign Space from the Command Hub. Your Formation is your reach—and your lifeline.

TURN SPACE INTO A WEAPON

Catch enemy ships inside your net to Target Lock their systems. Shape firing lanes for Beams and leave gaps only you can exploit.

FORCE THE FINAL MOVE

Strike the enemy Hub—or integrate the sector until hiding is no longer possible. The lattice makes every stalemate temporary.

SUBSPACE LATTICE

Command the Fleet. Control the Lattice.

Official Player Manual

Every ship is a weapon. Every signal redraws the battlefield.

Subspace Lattice is a two-player tactical strategy game with no dice, no luck, and no fog of war. You command a small, specialized fleet of ships. Your goal is not just to destroy the enemy, but to project your Sensor Net across the board, claiming space until the opponent has nowhere left to run.

I. The Battlefield & Setup

- » The game is played on an 11x11 sector grid.
- » The center square is a Gravity Well.
- » Pieces cannot occupy or move through the Gravity Well.
- » Each player starts with eight core pieces: 1 Command Hub, 3 Escorts, 2 Infiltrators, and 2 Beams.
- » White moves first.
- » To balance this advantage, White begins with one extra Escort placed forward, known as the Initiative Relay.
- » Players alternate turns, moving exactly one piece per turn.
- » You capture an enemy piece by landing on its square, which removes it from the board.



2. Sovereign Space (The Sensor Net)

Your fleet projects a living, visible territory called a Sensor Net (or Sovereign Space). Controlling this space is the key to winning.

- » The Hub: Your Command Hub naturally radiates a 3-square zone of control in all directions.
- » Escort Links: Your Escorts can expand this net by radiating a 1-square zone, but only if they are linked to the Hub.
- » Forming Links: An Escort is “linked” if it is within 2 squares of the Hub, or if it connects to the Hub through a chain of other friendly Escorts spaced no more than 2 squares apart. Break the chain, and the forward Escorts stop projecting territory.
- » Contested Space: If both your Sensor Net and the enemy’s Sensor Net overlap on the same square, that space becomes Contested. Contested squares do not count toward either player’s territory clock.



3. Target Lock

Your Sensor Net is also a weapon. If an enemy piece ever sits inside your active Sensor Net, that piece becomes Target Locked.

- » A Target Locked piece is heavily crippled.
- » Regardless of what type of piece it is, a Target Locked piece loses its normal abilities and can only move exactly one step orthogonally (up, down, left, or right).



4. The Fleet

Unless a piece is Target Locked by the enemy, it moves according to these rules:

- » Command Hub: Your most vital piece. It moves one step in any of the eight directions.
- » Escort: The backbone of your network. It moves one step orthogonally (up, down, left, or right).
- » Beam: Your heavy artillery. It slides in a straight orthogonal line as far as you want, similar to a rook in chess. However, its entire movement path—including its final destination—must remain strictly inside your own Sensor Net. It cannot slide through empty, un-networked space.
- » Infiltrator: Your deep-strike specialist. It can warp directly to any empty square or enemy-occupied square on the board, jumping over other pieces. However, an Infiltrator cannot warp into a square covered by the enemy's Sensor Net.

5. How to Win

There are three ways to claim victory in the lattice:

1. **Surgical Strike:** Capture the enemy Command Hub. The game ends immediately.
2. **Sector Integration:** Smother the opponent by expanding your territory. If your Sensor Net successfully covers 45% of the board's available space, you trigger the endgame clock. You must hold this 45% threshold for one complete turn without the opponent breaking your net. Note: This victory condition only becomes active after 100 total moves have been played.
3. **Domination:** If you force your opponent into a position where they have no legal moves on their turn, you win.

