Star Ship Fleet Combat Game

1.   Introduction

This star ship combat rule set will hopefully allow you to play large fleet engagements in two or three hours. They are designed to be quick playing while keeping most of the flavor you will find in other games.

2.   Record Keeping

These rules try to keep record keeping to a minimum. However, we have noticed a few non-rule-related techniques that will speed play:

1. Have a large number of dice.

2. Use dice in three different colors. Designate each die color to represent a different range bands.

3.   Turn Sequence

Both sides roll 2D6 for initiative. The side which rolls highest wins initiative and chooses whether to move first or second.

3. First side moves their ships

4. Second side moves their ships

5. First side marks their targets

6. Second side marks their targets

7. Both players resolve fire simultaneously

8. Perform end of turn tasks such as resolving critical hits and damage conrol

4.   Movement

Each ship can move between 0 and its full movement. It can turn after it has moved half of its movement for the turn, unless it is maneuverable, in which case it can move after ¼ of its movement.

5.   Sighting

If an attacking ship has a line of sight to its opponent, then the attacking ship may engage the opponent ship. Line of sight is blocked by stars, planets, moons and asteroid fields.

Ships with stealth cannot be engaged if the attacking ship is outside of the defending ship's stealth range.

6.   Combat

Combat Sequence

The combat sequence is:

1. Attacker chooses target for each weapon type, determine range and damage dice;

2. If weapon type is fighter, then determine how many fighter dice are sent to engage by the defender. The defender rolls his dice and any roll of 4+ causes one attacker to abort. A roll of six destroys that attacker's fighter die. A roll of one destroys the defender's fighter die;

3. If defending ship has a savings throw, then roll the number of its savings throw or above for each weapon type and ignore any damage from that weapon type if the defender rolls its dodge number or higher;

4. Attacker rolls damage dice for each successful weapon type;

5. Defender rolls its defense roll for each successful point of damage the attacker delivers. Each successful roll allows the defending ship to ignore that point of damage;

6. Apply all successful damage to the defender's hit points:

    1. If the ship has no hit points left then it is destroyed;

    2. If the damage the defender suffers is half of its original hit points, then roll on the critical hit table and note which systems are damaged;

    3. Note the number of hit points it has remaining.

Weapon Types

Ships can have up to six types of weapons: fore spinal mount, fore guns, aft spinal mount, aft guns, missiles and fighters.

Each weapon type has particular arc of operation:

Weapon Type	Arc
Fore spinal mount	Front 90º
Fore guns	Front 270º
Aft spinal mount	Rear 90º
Aft guns	Rear 180º
Missiles	360º
Figthers	360º

Each weapon type has three characteristics.:

- the number of damage dice that it can deliver.
- the weapon's medium range. A weapon's short range is half of its medium range and its long range is 1 ½ its medium range.
- the method of the weapon: matter (m), pulse (p), beam (b) and accurate beam (a).

For fighters, two numbers are listed:

- the number of damage dice that it can deliver.
- the weapon's maximum range.

Each ship must engage one target for each weapon type. Ships must first engage the closest opposing ship that is in its size class or is larger. However, if a smaller ship is in a closer range band than ships of the same or larger class, that ship may be engaged first.

Savings Throws

Some ships have a savings throw. Ships with such an ability will ignore any damage they suffer by another ship's weapon type, if it rolls its savings throw number or higher. However, the technology behind a defending ship's savings throw will not counter all weapons. For missiles and fighters, successfully rolling a savings throw will increase the range band by one. Weapons so increased at long range miss their targets automatically. Consult the chart below to determine whether a savings throw can be rolled:

Weapon Method	Point Defense (p)	Dodge (d)	Shield (s)
Matter (m)	Yes	Yes	Yes
Pulse (p)	Yes	Yes	Yes
Beam (b)	No	Yes	Yes
Accurate Beam (a)	No	No	Yes

Damage Dice

Each to damage die will succeed on a 2+ at short range, 4+ at medium range and 6+ at long range. Fighters will succeed on a 4+.

The number of damage dice a weapon type inflicts is increased by 50%, rounding down, when the attacker is firing on the rear arc of the defending ship, as long as the weapon type is not fighter.

Fighters

Ships with fighters can choose how many of its dice will be used to defend the fleet (Patrol) and how many will be used to attack enemy ships (Strike). Patrol fighters can engage any opposing fighters within half of its range. Strike fighters can engage any opposing ship out to its range; all attacks within that range are

considered to be at medium range. A player must choose how many dice will be used for either purpose during his movement phase.

Escorts

Ships that have the escort ability can share their point defense savings throws with ships within 3 inches of it.

7. Resolving the End of Turn

Critical Hits

Once a ship's hit points are reduced to zero the ship is destroyed. When a ship loses a hit point it must roll on the critical hit table to determine which systems are disabled. If the player rolls Missiles or Fighter, and it has both, then roll a single die, and on 1-3 its missiles are destroyed and on 4-6 its fighters are affected. A critical hit to fighters halves the number of fighter damage dice as of the next turn. If the player rolls a system that it does not have, then reroll until until one system is destroyed.

Roll	Attack from:		
	Front	**Side**	**Rear**
1	Fore spinal mount	Fore guns	Fore guns
2	Fore guns		Aft guns
3		Aft guns	Aft spinal mount
4	Aft guns	Aft spinal mount	Missiles or Fighter
5	Aft spinal mount	Missiles or Fighter	Engine
6	Missiles or Fighter	Engine	

Damage Control

Only large ancient ships may perform damage control. Such ships heal one hit point at the end of each turn. It will also heal one critical hit on the turn after it was inflicted. Also, in subsequent turns, if the ship does not attack or is not attacked, then its heal rate increases by one for each turn it has been in such an idle state.

8. Suggestions and Comments

I welcome your suggestions or comments. Please send them to info@whenimaginationfails.org. Thanks!