Starwars Miniatures Battlegame

**Turns**
Each turn is divided into several phases:
- Initiative Phase
- Movement Phase
- Capital Weapons Phase

**Miniatures Note:**
All ships are assumed to occupy a single space. This differs from WOTC intent but it is simply a more realistic assessment of the scale.

**Initiative Phase**
At the start of each turn the players roll a d20, the player with the higher roll has the initiative for the turn. In the case of a tie the player who had the initiative last turn keeps it for this turn.

**Movement Phase**
The player with the initiative moves all their ships (while the other player takes response actions), then the other player moves (and the player with the initiative takes response actions). How a ship moves depends on if it is a Capital Ship, a Cruiser, or a Fighter.

**Capital ships** may make one of two different types of move. With a **standard move** they move up to one space forward, and make one turn of 90 degrees. These can be performed in any order and the turn is optional (though they must move one forward). Or they can perform a **full power move**, in which they move two spaces straight forward. If the capital ship performs a full power move they cannot fire their capital weapons in the capital weapons phase, but they can still fire rapid weapons during the movement phase.

![Standard Move options (left) and Full Power Move (right)](image)

Fighters and Cruiser may make either a standard move or a full power move. For standard moves they move two spaces forward, and make up to two 90 degree turns. Turns must be separated by at least one forward move. For a full power move they can also move three spaces straight forward without turning (cruisers that do this cannot use capital weapons). In addition Fighters have an extra move option, the Fighter Attack is 2 spaces straight forward, but the fighter can fire any heavy or rapid weapons at a target in its threat zone at any point during the move.
Full Movement and Collisions

Ships must make their full forward move, though they 90 degree turns are optional. So a fighter that makes a normal move MUST move 2 spaces forward, with or without turns. A fighter that makes an attack move must move the full 2 spaces either before, after, or either side of shooting.

Ships may not voluntarily move into a space containing an enemy ship, but it is possible that because of their choice of move they will find themselves with no turns available and facing into a space with an enemy ship. If the moving ship is slower the other ship is moved 1 space by its controlling player (but keeps its present facing) to avoid the collision. If the moving ship is the same speed or faster then it makes a forward move, but deviates to avoid the collision. It must make a diagonal move to avoid the other ship if it can. If neither space is available then it makes a ‘jump’ move to the other side of the ship.

Response Actions

Each time a ship is moved during your movement phase your opponent may have the opportunity to take a response action. No matter how many possible response actions they have they can only take one of them.

Countermoves. If a ship starts, finishes, or moves adjacent to an enemy ship then that ship may be eligible to make a counter-move. To be eligible the ship must have the same or higher speed and the ship that moved, and it must have moved into a space other than the one directly behind the ship.
Example: When the X-Wing moves as shown, TIE fighters A and C can both make countermoves. B cannot because the X-Wing only ever moves in the space directly behind it. Star destroyer D cannot counter move because it is slower (speed 2) than the X-Wing (speed 4).

**Shoot Rapid Weapons:** Any ship may fire rapid class weapons (but not heavy or capital class) if an enemy ship finishes its movement in its threat zone. Remember, you can only make 1 response action, so no matter how many threat zones a ship finishes in it can only be shot at once.

![Typical threat zones for C – Cruisers, D – Star Destroyer, F - Fighter](image)

**Capital Weapons**
In this phase both players fire the Capital weapons for ships which did not make a full power move. The player with initiative fires first, the other player fires second, but all fire is considered simultaneous (unlike the movement phase) so even destroyed ships get to return fire.

Capital weapons have unlimited range and can be fired at any distance. Capital weapons can be fired into any facing except rear. Fighters and Cruisers do not block line of sight but capital ships do. Capital weapons cannot target fighters, they simply move too fast to be targeted (and likewise most capital ships are immune to fire from rapid weapons).

Other than the differences in when Rapid, Heavy, and Capital weapons fire, and the differing restrictions on their targets all follow the same basic procedure to hit. Once a target has been chosen roll 1d20 and add the attack value, compare this with the defence value of the other ship.
The defence value of ships varies. Fighters base their defence value on the facing they present to the enemy but the defence values of all other ships are based on their deflector screens. These have three ratings, maximum for attacks that are made from more than three spaces away, half for attacks from two or three spaces, and none for attacks that are made from adjacent spaces.

Reducing a Ships Deflector Screens.

The easiest way to bypass a deflector screen is close the range and get inside it. This is the tactic favoured by fighters which will wait until point blank range to discharge their weapons. However there are two other options for larger ships. If you can get ships with capital weapons into different arcs of a target ship the ship will have to spread its deflector screens to cope, and so they will be reduced by one level (this applies even if one of your ships doesn’t fire on that target, it’s the threat that counts). Also if you can get into the rear arc of a ship it can never use its deflectors at full power (the highest it can have is half)
04/03/2007

**Scenario 1 – Escape from Hoth**

**Forces**
The Empire player has an Interceptor class Star Destroyer with a flight of three TIE fighters. The Rebel player has two X-Wings, a Troop Transport, and supporting fire from a planetary Ion Cannon.

**Set-Up**
The Empire player starts first by deploying their Star Destroyer anywhere on the board. The fighters being on board the Star Destroyer. The Rebel player then places the Troop Transport and both X-Wings within two spaces of the edge of the planet.

**Stats**

<table>
<thead>
<tr>
<th>Ship</th>
<th>Type</th>
<th>No Screens/ Front</th>
<th>Minimum/ Side</th>
<th>Full/ Rear</th>
<th>Weapons</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Destroyer</td>
<td>Capital (2)</td>
<td>12</td>
<td>22</td>
<td>27</td>
<td>Main Guns (Capital) +5 Turbolasers (rapid) +1</td>
<td>Takes 3 hits to destroy. Cannot be damaged by snub weapons. Carries 3 fighters and may launch 1 a turn.</td>
</tr>
<tr>
<td>TIE Fighters</td>
<td>Fighter (4)</td>
<td>18</td>
<td>20</td>
<td>12</td>
<td>Lasers (rapid) +2</td>
<td>Fast: Full power 4 move.</td>
</tr>
<tr>
<td>Troop Transport</td>
<td>Ship (3)</td>
<td>14</td>
<td>20</td>
<td>23</td>
<td>Turbolasers (rapid) +0</td>
<td>Takes 2 hits to destroy. Unwieldy: May only make 1 turn. Gains +4 to its defence against Snub weapons.</td>
</tr>
<tr>
<td>X-Wing</td>
<td>Fighter (4)</td>
<td>21</td>
<td>18</td>
<td>12</td>
<td>Lasers (rapid) +3 Torpedos (Heavy) +0</td>
<td></td>
</tr>
</tbody>
</table>

**The Ion Cannon**
The Ion Cannon may fire up to two bursts from the planet. It fires at +16 (as a capital weapon). It cannot do any damage but if it hits a Star Destroyer the vessel cannot move or fire in the next round.

**Victory**
The Imperial Player wins if they destroy the Troop Transport. The Rebel player wins if they exit the Transport from the opposite table edge.
For this scenario I actually did a battlemap for the surface of the Death Star, but this isn’t really necessary. Simply designate a long row of squares as the trench. The last square in the row is the target port. And then place on the table a bunch of counters to represent the turbo laser towers. Turbolasers should be concentrated near the port end of the trench.

**Set-up:**
The rebel player sets up 3 Y-Wings, 8 X-Wings, beneath the trench on the left hand edge, or up to five spaces along the bottom edge. The Imperial player places three TIE fighters anywhere on the top edge. Vader and his two fighters are kept off the table as is the Falcon.

<table>
<thead>
<tr>
<th>Ship</th>
<th>Type (Speed)</th>
<th>No Screens/ Front</th>
<th>Minimum/ Side</th>
<th>Full/ Rear</th>
<th>Weapons</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vader’s TIE Advance Fighter (4)</td>
<td>20</td>
<td>20</td>
<td>16</td>
<td>Lasers (rapid) +4 (Threat zone B)</td>
<td>Fast: Full power 4 move.</td>
<td></td>
</tr>
<tr>
<td>TIE Fighters</td>
<td>Fighter (4)</td>
<td>18</td>
<td>20</td>
<td>12</td>
<td>Lasers (rapid) +2 (Threat Zone C)</td>
<td>Fast: Full power 4 move.</td>
</tr>
<tr>
<td>Y- Wing Fighter</td>
<td>Fighter (3)</td>
<td>21</td>
<td>16</td>
<td>12</td>
<td>Lasers (Rapid) +0 Torpedos (Heavy) +3 (Threat Zone D)</td>
<td></td>
</tr>
<tr>
<td>X-Wing Fighter</td>
<td>Fighter (4)</td>
<td>20</td>
<td>18</td>
<td>12</td>
<td>Lasers (rapid) +3 Torpedos (Heavy) +0 (Threat Zone C)</td>
<td></td>
</tr>
<tr>
<td>Falcon Cruiser</td>
<td>Cruiser (4)</td>
<td>18</td>
<td>20</td>
<td>22</td>
<td>Turbolasers (rapid) +2 (Threat Zone A)</td>
<td>May make a fighter attack move.</td>
</tr>
</tbody>
</table>
Turbolasers: The Turbolasers are not ships. They cannot be targeted, and ships can move into the same space. However they have a threat zone marked E, and can shoot their turbolasers (rapid) +1 as a response action. The turbo lasers at the end of the trench have threat zone that covers the entire trench, but cannot fire if there are imperial ships in the Trench.

The port: The port is shielded and can only be harmed by heavy weapons. Its deflector screens are Full – 24, Half - 20, None – 14. If a ship overshoots the port and thus leaves by the right hand edge it may re-enter the map from any other edge in the next turn.

The Trench: Ships in the trench cannot be fired upon by anything not in the trench and cannot fire upon anything not in the trench.

Falcon and Vader: The Imperial player may bring Vader and his two TIEs on at any time from any board edge. The Rebel player may bring Han and the Falcon on at any time from any edge.

Victory: Obviously the rebels win if they blow up the Deathstar and the Imperials win if they don’t.
All of the ships are being based of a set of standard values. This helps to ensure that all ships of a certain class have broadly the same characteristics.

<table>
<thead>
<tr>
<th>Ship</th>
<th>Class (Speed)</th>
<th>No Screens/ Front</th>
<th>Minimum/ Side</th>
<th>Full/ Rear</th>
<th>Weapons</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class 2 Capital Ship</td>
<td>Capital (2)</td>
<td>12</td>
<td>22</td>
<td>27</td>
<td>Capital +5 Rapid +1 (Threat Zone B)</td>
<td>Takes 3 hits to destroy. Cannot be damaged by rapid weapons.</td>
</tr>
<tr>
<td>Cruisers – Frigate Type</td>
<td>Cruiser (3)</td>
<td>14</td>
<td>20</td>
<td>23</td>
<td>Capital +3 Rapid + 0 (Threat Zone A)</td>
<td>Take 2 hits to destroy. Cannot be damaged by rapid weapons.</td>
</tr>
<tr>
<td>Cruisers – Light Type</td>
<td>Cruiser (3)</td>
<td>16</td>
<td>20</td>
<td>22</td>
<td>Rapid + 1 (Threat Zone A)</td>
<td>Take 2 hits to destroy</td>
</tr>
<tr>
<td>Bombers</td>
<td>Fighter (3)</td>
<td>20</td>
<td>16</td>
<td>12</td>
<td>Rapid + 0 Heavy +2 (Threat Zone D)</td>
<td></td>
</tr>
<tr>
<td>Fighters</td>
<td>Fighter (4)</td>
<td>18</td>
<td>20</td>
<td>14</td>
<td>Rapid + 2 (Threat Zone C)</td>
<td></td>
</tr>
</tbody>
</table>

A B C D
The most important design goal was to simulate the way spaceship combat works in the original three Star Wars films, which the rules of the game fail to do on so many levels while retaining the use of all the miniatures and the map components of the game and keeping everything simple. This is very tricky as the ‘physics’ of Starwars battles are somewhat awry. If you watch carefully you will notice that at range Star Destroyers are as fast or faster than fighters (and certainly as quick as the Falcon) but the moment these ships get close to the Star Destroyers they begin to use the large ship as a point of reference manoeuvring around it – incredibly unrealistic but how to simulate it.

The first step was a decision that this needed a mechanism whereby long range fire was of limited value and fighters were deadly at close range effectively allowing screening. Range doesn’t really fit with the mechanism. Defensive screens came up in discussion and that is what I have reworked here. This obviously is the rule for the Star Wars universe, and it works well both for fighters attacking ships and capital ships engaging each other. The only irritation I have is I haven’t found anything equally effective for limiting the range of fighters firing at each other and have had to fall back on the cannot be fired on beyond X.

The second problem was dealing with the movement of fighters. Several options occurred, order writing (too complex for large numbers), alternating movement (hard with small numbers or asymmetric numbers), phased movement (too dry), vectored movement (too complex). So I settled on an action/reaction system to simulate the close in fighting.

01/03/07 The countermove works okay, but one of the issues is collisions and I have put a temporary fix in and need to think about that. Slightly altered stats on fighters to make them harder to hit.

04/03/07 I have amended countermoves slightly. And fundamentally altered the rapid fire weapons to include the concept of a threat area, this was the method I was looking for to match defensive shields for the larger ships. I have altered the Fighter Attack option so the fighters must move, and hopefully will interact nicely with the newer collision rules. The rules have also been tidied to some degree and examples added (though I suspect are still hard to read) and are still comparable with SWMSB in terms of complexity. Death Star scenario now done for Monday.

If you give these rules a go all feeback is welcome to robert@kushan.org