

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.

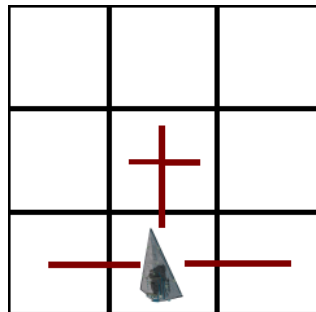
Initiative Phase

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.

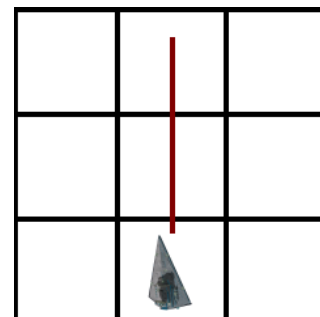
Movement Phase

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.

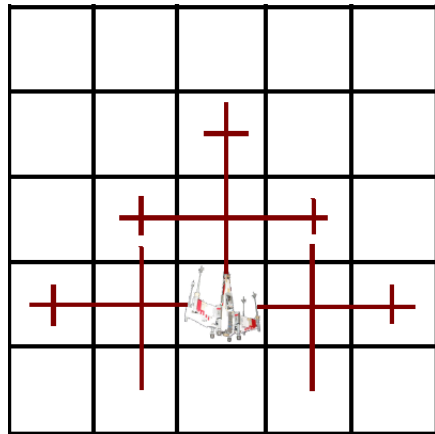
Capital ships may make one of two different types of move. With a **standard move** they move up to one space forward, and make one turn of 90 degrees. These can be performed in any order and the turn is optional (though they must move one forward). Or they can perform a **full power move**, in which 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.



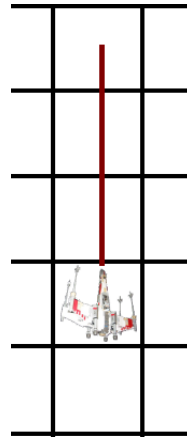
Standard Move
options (left) and **Full Power Move** (right)



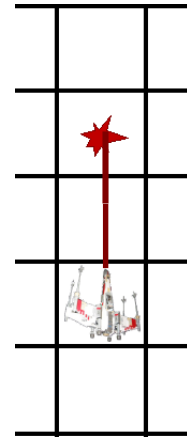
Fighters and Cruiser may make either a standard move or a full power move. For standard moves they move two spaces forward, and make up to two 90 degree turns. Turns must be separated by at least one forward move. For a full power move they can also move three spaces straight forward without turning (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.



Standard Move



Full Power Move

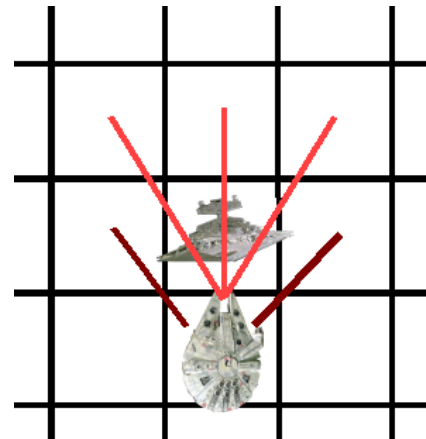


Attack: Fighters Only

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.

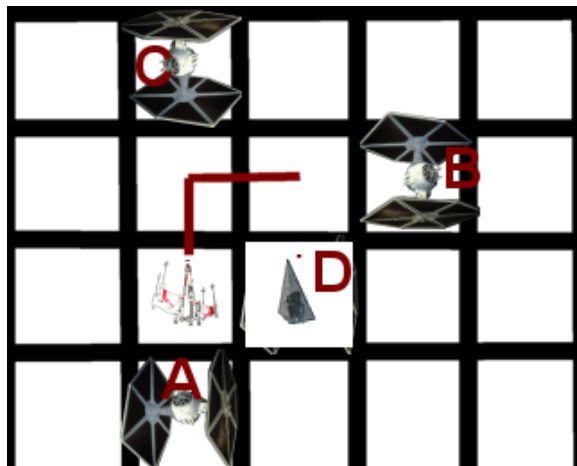


Possible Evasion Moves

Response Actions

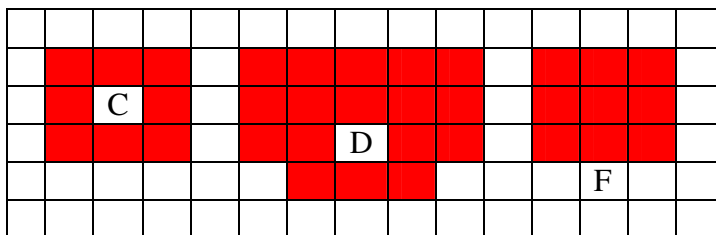
Each time a ship is moved during your movement phase your opponent may have the opportunity to take a response action. No matter how many possible response actions they have they can only take one of them.

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

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.

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

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

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.

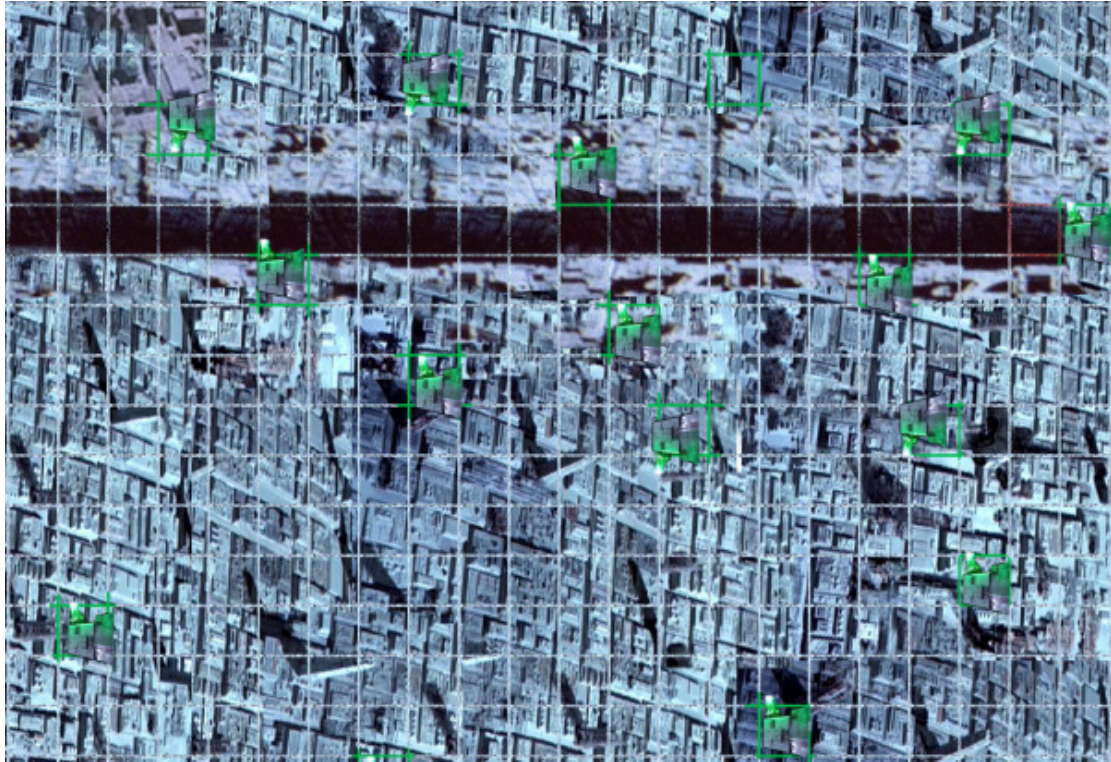
Victory

The Imperial Player wins if they destroy the Troop Transport. The Rebel player wins if they exit the Transport from the opposite table edge.

04/03/2007

Scenario 2: Attack on the Deathstar

For this scenario I actually did a battlemat 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.

Ship	Type (Speed)	No Screens/Front	Minimum/Side	Full/Rear	Weapons	Notes
Vader's TIE Advance	Fighter (4)	20	20	16	Lasers (rapid) +4 (Threat zone B)	Fast: Full power 4 move.
TIE Fighters	Fighter (4)	18	20	12	Lasers (rapid) +2 (Threat Zone C)	Fast: Full power 4 move.
Y- Wing	Fighter (3)	21	16	12	Lasers (Rapid) +0 Torpedos (Heavy) +3 (Threat Zone D)	
X-Wing	Fighter (4)	20	18	12	Lasers (rapid) +3 Torpedos (Heavy) +0 (Threat Zone C)	
Falcon	Cruiser (4)	18	20	22	Turbolasers (rapid) +2 (Threat Zone A)	May make a fighter attack move.

04/03/2007

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 feedback is welcome to robert@kushan.org