SPACE WARFARE – CADET VERSION

GENERAL RULES
Space Warfare is tactical combat between two opposing fleets of starships. It is an introduction to tabletop wargaming.

Each ship completes movement and combat within one Turn. The number of Turns should be 10 to keep the game reasonably short.

Distances are measured between the centers of the ships. Players agree on ship center locations prior to beginning the game.

A ship can either move or shoot during a turn, but not both.

For two players and a kitchen table top battlefield, 5 ships per side is about right. For more than two players, try two ships per player.

VICTORY CONDITIONS
The winner has the most ships remaining at the end of the game.

WHAT YOU NEED TO PLAY
- Miniature starship models, each about 2 inches long. Draw ship top view on the back side of a business card and cut it out. Construct provided card models or buy small plastic starships.
- A few common six-sided (1d6) dice.
- soda straws with some cut in half to be used as rulers to measure movement distance and attack range.
- Accessories, like planets, moons, and asteroids
- A flat playing surface about the size of a kitchen table.

INITIATIVE
Initiative means determining who makes the first move for the game. Both players roll a 1d6 with high roll going first.

PLAYER SEQUENCE
If there are more than two players, prior to beginning each team rolls a 1d6 to determine the player order. A tie is rolled again. Team player order remains the same for the rest of the game.

MOVEMENT
A ship can move or remain motionless. A ship can move up to one movement unit, which is 4 inches. You can change the movement unit length [soda straw] if the play surface is bigger or smaller than a kitchen table.

A ship can move in any direction and along any path up to the length of a movement unit. A ship may rotate to face any direction as part of the movement. A ship may remain stationary and can rotate to face any direction, but that would be considered a movement.

A ship can not move through an asteroid, moon, planet or any other large object. Another ship is not an obstacle. The moving ship can not end up on top of another ship or object but can be placed adjacent to it.

For two players, there is no particular order for the ships on one side to move or to attack. For more than two players, each side follows the player ranking as determined earlier. When all ships have had the opportunity to move or attack, the opposing side gets to do the same to complete the Turn.

COMBAT

A ship can fire once per turn. A ship can attack an enemy ship that is within range and if there is no obstruction, like a moon, between them. A ship between an attacker and the target is not an obstruction.

A part of an object in the line between the two ship centers is considered an obstruction.

Weapons range is 8 inches. The attacking ship rolls a 1d6 to determine success. Odd is successful and Even is a miss. The destroyed ship is removed from the table.

A ship can only fire from the front or the rear arc and has no side weapons. The front arc is 90 degrees (45 degrees on both sides of the centerline), the rear arc is also 90 degrees. This was done because firing from any side eliminates any reason to move or maneuver.

PLANETS, MOONS, AND NEBULAE

Planets and nebulae are a great addition to the table-top and can be made from paper picnic saucers or circles cut from scrap paper or cardboard. Paint oceans, clouds, craters, etc. on them with spray can paint or brushed on water colors. Space them no closer than one movement length unit apart.

PLAYING SURFACE

Use a flat surface like a kitchen table, folding banquet table, or an open floor area. Clearly establish the borders of "space" before play. If a ship leaves "space", which would be the edge of the table, it re-enters at the edge of the opposite side and completes the 4 inch movement.

RESOLVING A STALEMATE

If it is near the end of the game and two Turns pass with no combat, the game ends as a draw.

MODERN SPACE WARFARE
(DRAFT)

This is Phase II, intermediate level, in the Space Warfare tactical combat game series.

SET UP

Playing surface:
An area about the size of a dining room table. Black fabric with white star field from spackled latex house paint makes an excellent background [tablecloth].

Playing pieces:
Starship models about 2 inches long. Starships.zip is a selection of free paper cardstock models to print, cut out, and assemble.

Planetary objects
Use paper saucers & plates or circles cut from cardboard, etc. Paint them with spray paint or water colors. Asteroids are irregularly shaped like potatoes. Cut them from felt squares available at craft and hobby stores.

EQUIPMENT:

Two ordinary 6 sided dice (2D6).
Tape measure, ruler, or cut-to length soda straws.
Paper dixie cups.
Colored beads.

DESIGNING A SHIP

Before Turn 1 each starship receives the following basic set of features and weapons:

Hull (armor)	10 points
Phaser	1 each
Warp drive	3 points
Shields	10 points

Before Turn 1, each ship also adds one System from the Added System Chart. Roll 2D6 to select the additional System. This helps makes each new game different and interesting.

ADDED SYSTEM CHART

Die Roll	System	Bead color
2 or 3	phaser, 1 ea	red
4	photon torpedo, 1 ea	blue
5	warp drive, 3 units	white
6 or 7	shields, 5 pts	green
8	hull, 5 pts	yellow
9	long range scanner, 1 ea	purple
10	security team (marines), 1 ea	black
11	cloaking device, 1 ea	purple
12	elite crew, 1 ea	silver/gray

For example, a second warp drive adds 3 more units to get 6 total movement units.

THE RULES

Victory is determined by meeting any one of the following conditions:
- who has the most ships left at the end of the game.
- who has destroyed all opponents.
- meeting a victory condition defined the players before the game begins (i.e. successfully escort a diplomatic ship through an asteroid belt infested with enemy warships).

The game is played by two sides alternating Turns. A game lasts for 10 Turns but can be longer if all players agree.

A player can command a fleet of ships of one type, i.e. Klingons. A fleet can be a team with one player per ship.

Turn sequence:
- Initiative
- Cloaking/decloaking
- Movement
- Combat

A ship can move, attack, or do nothing during a Turn.

Combat can occur when two or more opposing ships are within attack range. Combat can result in no damage, some damage, or total target ship destruction. Ship damage accumulates during the game and is not repaired.
Planets, asteroids, black holes, etc., can not be moved, flown through, fired through, destroyed, or occupied.

Measure distance from center of ship to center of ship. Players agree on the ship's center spot location. Distances are in Unit lengths, with one Unit being one inch. If the play area is large, change the Unit to 2 inches, or more.

To start the game locate ships at opposing edges of the field, unless the chosen scenario will place them somewhere else.

USE BEADS TO TALLY SYSTEM POINTS
- Beads replace tedious pencil & pad record keeping.
- One System point on a ship is one colored bead.
- Each System has a unique color, i.e. red for Phasers and green for Shields.
- Beads are placed in a small cup assigned to the ship.
- Beads are removed from the cup as combat damage occurs.
- Use cheap colored plastic beads readily available from a dollar store, craft, or fabric store.
- Change the System color assignments if available bead colors are different than those suggested on the above chart.

SHIELDS
- Shields are not specific to any particular side of the ship and are assumed to be activated at all times.
- Shields absorb all attacks until Shield points are gone.
- A Combat roll of 11 by the attacker causes shield damage plus damage to one System. A second die roll (by the Target) determines which System takes the hit (see Added Systems Chart).
- A Combat roll of 12 by the Attacker causes shield damage plus damage to one System chosen by the Attacker.
- When Shield points = 0, all further successful attacks result in System damage.

HULL
- A successful hit reduces Hull points by one.
- After the Hull total drops below 5 points, a successful attack also requires the Target to roll 2D6 to see if another System also receives damage- odd number is a hit, even number a miss. If it is a hit, roll 2D6 a third time, go to the Critical Damage Table, see which System takes the hit, and assess the resulting damage as usual.
- When Hull points = 0, the ship is destroyed.

PHASER
- Phaser range is 2 units.
- A Phaser can fire once per Turn.
- Roll 1D6- odd number for success and even for failure.

PHOTON TORPEDO
- Torpedo range is 4 units.
- One torpedo can be launched per Turn.
- Roll 1D6- odd number for success and even for failure.

WARP DRIVE
- The number of Warp points define speed, i.e. Warp = 3 means 3 movement units allowed per Turn.
- Damage to the Warp drive reduces the number of movement points resulting in slower speed.
- When Warp = 0, a ship can not move but can still use any other still functioning systems.

SCANNER
- A ship so equipped can scan at the beginning of a Turn in search of cloaked enemy ships.
- A Scanner can detect a cloaked enemy ship within range (6 units radius) on a 2D6 roll of 10 or more. A discovered cloaked ship is then uncloaked and placed on the field. Combat most likely follows.
- A Scanner also adds +1 to the attack total, as it increases the accuracy of the weapons.

CROSSING THE BOUNDARY
- A ship can leave the battlefield at any time and avoid any further damage while gone.
- Upon leaving, roll 1D6 to determine how many Turns must pass before the ship can return.
- A ship returns at the same side of the table from which it left and at the furthest corner from an enemy ship.
- The returning ship stays at the table edge until the next Turn.

BOARDING ACTION
- An attacker must have a Security Team to initiate a boarding action.
- The attacker pulls along side a Target (within 1 unit) and initiates the Boarding Action.
- Roll 1D6- odd number for success and even for failure.
- If successful, the boarded ship is consider captured and is removed from the game.
- Captured ships are not towed away or used by the attacker.
- If the boarding fails, the Target can immediately return fire. Combat is resolved as usual.
- Shields do not prevent a boarding action.
- See also OPPORTUNITY FIRE for what can happen while trying to get close to a Target ship.

ELITE CREW
- An Elite Crew adds 1 point to the Initiative roll.
- An elite ship under attack will first roll 1D6 to see if it evades the attack completely- odd number is successful, and even number is failed evasion.
- If the attack is successful, combat is then resolved as usual.

PLANETS, MOONS, ASTEROIDS AND SUNS
Place objects close together, like 3 Units apart, to make it more difficult to get a lock on a target and make movement and evasion more challenging.

INITIATIVE
Initiative means selecting which side goes first.
- Each side (or ship) rolls a 1D6 to establish who begins each Turn.
- High roll down to low sets the order of players. Ties are rerolled.
- For multiple players on a side, roll 1D6 to establish the player order.

MOVEMENT
- A player can move any, all, or none of the ships during the Turn.
- A ship can move up to the maximum movement Units.
- A move can be in any direction or path, including turns, but can't exceed the total Units allowed.
- Changing the ship facing direction while moving does not consume additional movement points.
- Changing ship facing direction without moving is considered a move.
- A ship in orbit is placed at the rim of the object but does not have to move again until leaving orbit.
- When a ship enters or leaves orbit, the player announces it.
- The ship can leave orbit in any direction, from any point, with movement length measured from the planetary rim.

COMBAT
- Weapons are located at the front and the rear of the ship. Ships thus have to maneuver for attack as well as for defence.
- A ship can attack a Target that is within weapons range. A ship does not have to attack just because a Target is within range.
- If attacked, a Target can immediately return fire, with damage assessed at the end of the attack Turn.
- Roll 2D6 to determine if the Target is hit or not- odd number is a hit and even is a miss.
- After Shields are gone, the Target ship rolls 2D6 to determine which System takes the damage.
- If the attack die roll was a 12, the Attacker selects the System to take the hit.
- An attacking weapon can be used once per Turn. A ship with 2 phasers can fire both in the Turn.
- A Target can return fire with weapon System points available at the start of the Turn.
- The Target ship can turn as needed to return fire and does not require any movement points.
- When combat for the Turn is completed, System points for all involved ships are reduced accordingly.
- Destruction of a Targeting Computer means that ship can no longer use phasers or torpedoes.
- Attacking a ship in orbit requires an additional 2D6 roll- odd for success, even for failure. The planet could be in the way, as the model ship isn't continually moved to simulate orbit motion.
- When a Target is blocked by a planetary object in line between the centers of the ships, the Target is considered shielded by the object and can not be attacked. Any ship in the line of fire is not considered an obstacle and can be fired around without receiving any damage.

OPPORTUNITY FIRE
If an Attacker passes through the weapons range of an opponent, the opponent may elect to fire on it. Combat and any resulting damage is immediately resolved. The Attacker may elect to return fire, but that will count against available weapons for that turn. The Target does not use up combat points.

Attacks by multiple ships on a Target are resolved one attacking ship at a time. This is repeated for each attacking ship/weapon. Damage is noted down but not assessed until the end of the Turn and after the Target returns fire. A quicker alternative method is to tally all attack and defense points and assess the resulting damage as one action. If there are multiple Target ships, the defender determines which ship receives which damage.

DAMAGE

- Damage is assessed by removing a colored bead from the Target ship cup.
- Damage is not repairable, so beads are not replaced.
- Cups and the beads in them (except for cloaked ships) are visible to all players.
- Roll again if the System to be damaged is already destroyed.

Critical Damage Table

Die roll (2D6)	System damaged
2	Phaser
3	Torpedo
4	Warp Drive
5	Hull
6	Scanners
7	Cloaking Device
8	Security Team
9	On-board targeting computer
10	Shields
11	Shields plus one System (roll to determine which system)
12	Shields plus the Attacker selects the System to receive damage

CLOAKING DEVICE

- Players may agree to eliminate cloaking to simplify and speed up the game.
- A cloaking device allows a ship to move unseen on the battlefield.
- A cloaked ship is removed from the playing field and set aside.
- Cloaked movement is documented by secretly writing down distance moved and the new location.
- Note the location carefully, as a ship with a scanner should be able to find you if you are within range!
- Ships initiate cloaking at the beginning of a Turn. A roll of 12 means the cloaking failed to engage.
- A ship can cloak and then move to the new location in a single step.
- Roll 2D6 at the beginning of each Turn to determine if a ship cloaking is maintained. A roll of 12 means the cloaking fails.
- When cloaking fails, the ship is placed back onto the playing field at the new position.
- A cloaked ship can move at no more than one half its uncloaked speed.
- When a ship elects to decloak, it is placed on the battlefield in the new position and can attack and move.
- A ship that unexpectedly loses cloaking can not re-cloak, attack, move, or return fire until the next Turn.
- A cloaked ship receives damage if the attacker rolls 8 or more. A cloaked ship can not attack or return fire.
- A second die roll determines the damage received in the same way as for an uncloaked ship.
- If the attacker also has a scanner, a 2D6 roll of 7 or more (instead of 8+) means a successful hit on the cloaked ship. The cloaked Target announces the damage received and removes the bead from the cup.
- At the end of the game, the cloaking notes may be shown to all players to confirm the moves were honest.

Some features to consider for Phase 3, Advanced Space Warfare:

- Additional Systems (i.e. impulse drive, long range scanners, transporters).
- Combine shield and movement points as a single available 'energy' point total. A ship would have reduced shielding and attack capabilities while moving, for example.
- Shields are managed by 6 quadrants- front, rear, left, right, top, and bottom rather than as a single system.
- Manage an attack from multiple ships on one target or several targets by using a new table to match total defense & attack points & then a die roll to determine a single combat result.
- Instead of beads, each ship has a card to identify Systems and to mark off damage.
- Send or tow a damaged ship to a port (starbase) for repair. Speed is reduced by 50%. Both ships are susceptible to attack enroute. Repaired and captured ships can return to action after several Turns.
- Freighters, research ships, colonists, traders, etc. add variety to the game.
- Raiders:
  - Some ships are raiders disguised as neutrals and possess undetectable weapons.
  - Scanning does not unmask a raider.
  - Once a raider unmasks, usually by attacking, it remains a warship for the rest of the game.
  - A raider does not have as many Systems or the firepower of a starship.
  - Raiders can initiate boarding actions.
- Some ships are neutral and can not be attacked. Neutral ships interfere with combat by getting in the way. Boarding an innocent neutral ship costs the attacker two movement Turns. This simulates the time needed to discover that the ship is not a raider and to placate the enraged innocent ship owner, who is threatening legal action for violating Open Space and Neutrality Laws.
- Ferengi traders can not attack or be attacked, but can board and seize a ship. Either side can 'buy' the salvaged ship from the ruthless Ferengi using ship System points. Ferengi can move a ship but can not operate any of the weapons. Systems and points can be purchased from the Ferengi when ships are adjacent, but that could be very dangerous (Boarding Actions).
- A Ferengi ship can be boarded to inspect for contraband. Roll 2D6- odd means contraband found, and the ship is seized/removed. Even roll results in the above unpleasant innocent neutral ship scenario.
- A ship with no warp drive could still have impulse drive and maneuvarability but couldn't make it to a starbase for repairs. A starbase is never close enough to reach without warp engines.
- A repaired ship re-entering the battlfield has all of the damage points restored.
- Reduce attack range to emphasize the need to get close-in to inflict damage.
- Additional tables and die rolls could introduce internal ship problems that complicate operations, i.e. sensors go off-line, shields fail, main computer gets a virus, holodeck takes over the ship, Q visits, etc.
- A self-destruct option destroys or damages every ship within a given radius. A die roll would determine success. A high level of damage could reduce the chance for a successful self-destruct. This would probably require another damage table item.
- More action by the Security forces and Away Teams to planets to fight or acquire more System points for the ship.
- Starbase:
  - A starbase has no movement, but has more defense and attack Systems than a ship.
  - Victory conditions will require a formidable attacking fleet.
  - Add more damage tables.
  - Assault teams could invade when certain Systems are reduced to a defined level.
  - The starbase is in the middle of the play field.
  - A starbase could be located at the edge of the playing field to repair/resupply ships.
- Scenarios
  - There are only a few ships, each having secret Systems and victory conditions. Ships roll dice to determine Systems. The opponent doesn't see the list until game end.
  - Victory conditions are selected from a list by die roll and are secret until game end. For example:
    - The Romulan mission is to capture a Federation ship (not destroy it).
    - The Romulan ship has phasers but no photon torpedoes.
    - The Federation mission is to complete the reconnaissance of a planet.
    - The Federation ship has no shields (wow, what a tragic roll of the dice!).