INTRODUCTION TO "A STAR WARS BATTLE"
by Mike Crane
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Let me start off by saying that I have really enjoyed the reviews by Jon Aird of the Hot Wheels Star Wars models on the Blog. I too am a sci-fi fan.


Last year, after seeing the Star Wars movie, *Rogue 1,* I began to collect Star Wars models again. Unable to find all of the models that I needed for a wargame at the local department store, with the help of my trusty old computer, I made my own models using wood, paper, and paint. Some of the spacecraft were made in a larger scale to represent assault bombers. The homemade models were mixed with some of the store-bought models that had been collected and I was ready to roll. I made some rules and played a couple of play-test games that were unsatisfying. So, the models were retired into a box. When the new movie came out, I dusted off the models, wrote the current set of rules employing fewer models, and play-tested the new rules with more games. Bingo! This time the rules worked well, and I enjoyed the games.

These rules are not intended to cover the complete Star Wars epic, but simply to provide a guide for playing a small, "one-off" spacecraft battle.

As a boy I was taught two card games. One was *War* and one was *52 Card Pickup*. Well, *War* was much more fun. When looking for a simple way of doing combat the card game of *War* came to mind and has been incorporated into this game as the combat mechanism.

Feeling that few people would be interested enough to invest the time and money it takes to enter a new era of wargaming, I have also made small and large counters for a board game that can use the same rules as those for miniatures with a few minor adjustments. To use the small board game, print the playing board and small counters on card stock. The larger counters will need a playing board made of black poster board with a grid of 1 ½" squares. The counters can be weighted by wrapping cellophane tape around each one or by placing each over a piece of card and taping it to the card by wrapping it with a piece of cellophane tape.
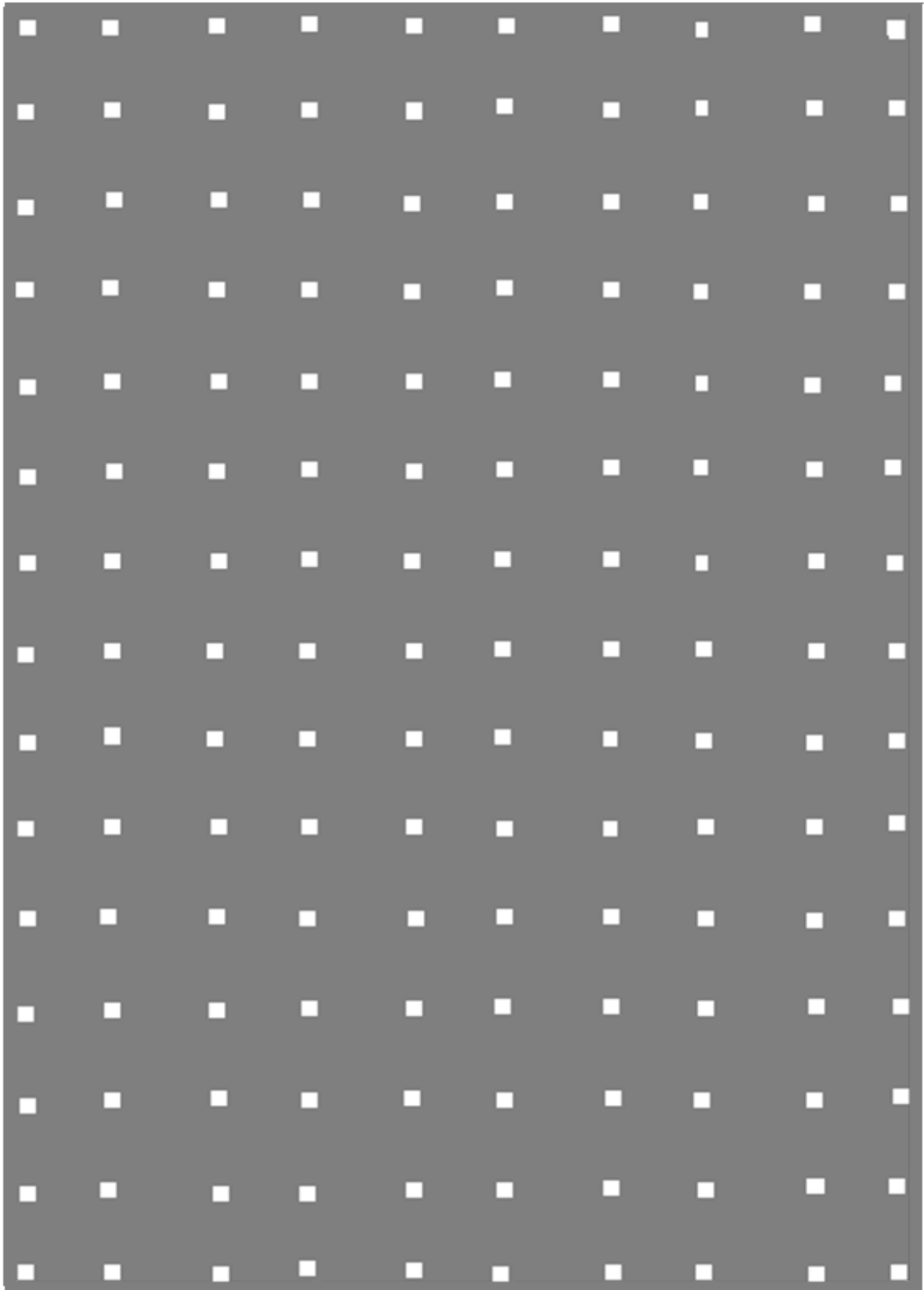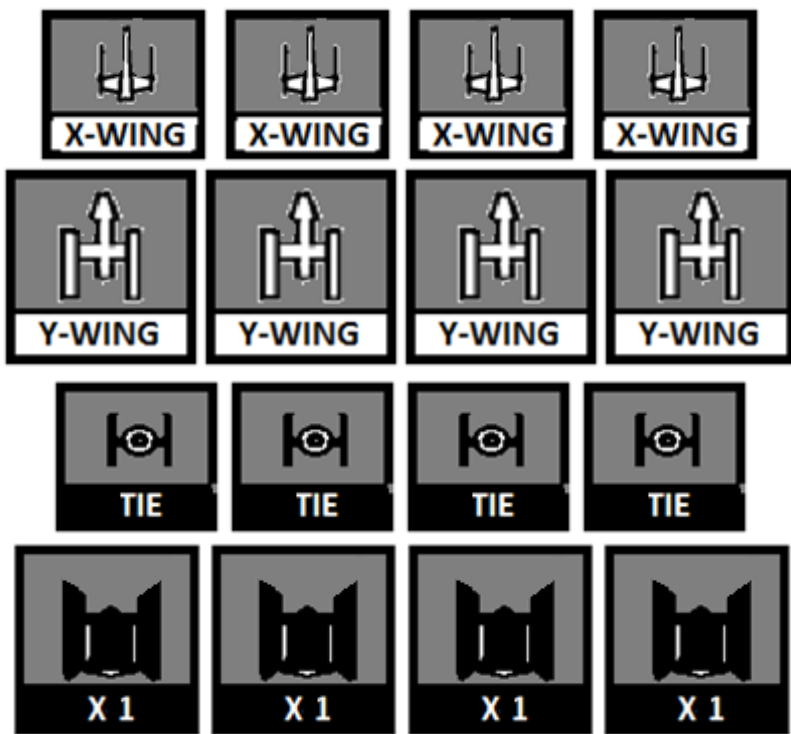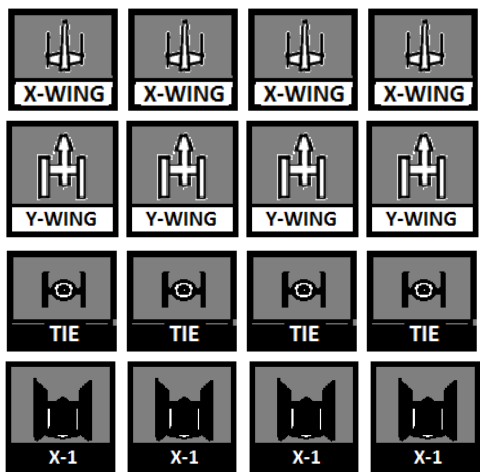
The smaller counters are made to use on the playing board printed above. The larger counters are for a larger gaming board with 1 ½" grids made of black poster board by the gamer.

As for the miniature game, the playing board was fashioned from a piece of black picture frame mat. A white paint pen was used to make the dots at the corners of the 3" squares.

Movement depends upon the number rolled on 1d6. Since the X-Wing fighter is sturdier and more heavily armed it gets +1 added to the 1d6 roll. The Tie fighter seems to be faster and more maneuverable than its Republican adversaries so it gets +2 added to the 1d6 roll. The assault bombers are slower and do not get a modifier.

Although space combat should be three dimensional, for the sake of speed and simplicity these rules are two dimensional. An unofficial adjustment by the player for the third dimension is assumed.

Combat is basically the same as the card game *War*. However, the position of the attacker determines the number of times it gets to fire (have combat). Bombers get to fire back once defensively after the first attack. This fire is supposed to be simultaneous and even if the bomber is destroyed in the first attack the defensive fire still possesses the potential of shooting down the attacker.

The objective of the game is for the bombers of one side to inflict enough damage to the enemy's spacecraft carrier that when these points are added to the points gained by destroying the other side's spacecraft the total will be more than the other side's score. The higher score will win the game. And now, from a Galaxy Far, Far Away……..

A STAR WARS BATTLE

PURPOSE

Rules that are simple, fast, and fun.
Make use of models sold at department stores.
Each side has sent 4 fighters and 4 bombers to damage the spacecraft carrier (not on the playing board) of the other fleet. They meet and the ensuing battle determines the success of the effort.

EQUIPMENT

- Black playing board 42"x 27" divided into 3" squares. Make ranks of 9 squares and files of 14 squares. Use a white pen to mark the corners of the 3" squares.)
- 1 deck of regular playing cards to use for combat (include the Jokers).
- 1 white d6 (for the Republic) and 1 black d6 (for the Empire) to determine how many movement points each spacecraft must use in a turn.
- Six-sided dice of any other color will be used to mark the number of moves left to the spacecraft which has stopped to shot at another spacecraft.
- 4 "small" X-Wing fighters (Micromachine) and 4 "large" Y-Wing "assault bombers" (Hot Wheels).
- 4 "small" Tie fighters (Micromachine) and 4 "large" Tie Advanced X1 Prototypes "assault bombers" (Hot Wheels)

SETUP

Before the game begins, place the 4 X-Wing fighters off the short end of the board. Skip the end squares and place one behind every other square.
Do the same for the 4 Tie fighters off the opposite end of the board.
Do the same for the assault bombers of both sides on the second turn.

PROCEDURE

Each side will take the top card from a well-shuffled deck and the side with the higher score will play first each turn for the remainder of the game.
(The first two moves for both sides will be only for fighters. Bombers will move onto the board on the third move and all craft will be moved each turn.)
The side that moves first will roll 1d6 for each spacecraft, fighters and (after the second move) bombers, to determine the movement points available. After all the spacecraft have moved, they will fire at any enemy spacecraft within range.
Then the other side will repeat the procedure.

MOVEMENT

A six-sided die (1d6) is rolled for each spacecraft to determine the number of movement points it will use that turn. Some craft will have modifiers to be added to the basic 1d6 score.

An X-Wing fighter = 1d6 + 1
A Tie fighter = 1d6 + 2
Bombers for both sides = 1d6

Spacecraft may move 1 space at the following cost of movement points:
straight ahead = -1; diagonally = -2; or 90° to either side = -3.

Figure 1. A chart of the available moves and their cost in movement points.

Spacecraft may pass through occupied squares but any that ends a move on an occupied square will be destroyed.

COMBAT

An attacking spacecraft must move one square before firing.
A spacecraft must attack from a square adjacent to the target.
To resolve combat between two spacecraft, both sides (the attacker and the defender) will take the top card of a well-shuffled deck and compare the values of each card. The side with the higher score wins.

> **A Chart Showing the Value of the Cards**
>
> King = 13
> Queen = 12
> Jack = 11
> The number cards are worth the number shown on the card.
> An Ace is worth 1 and a Joker is worth 0.

A tie results in immediately drawing cards to do combat again.
If the defender's card is more valuable than the attacker's card, the fire misses.
If the attacker's card is more valuable than the defender's card, the defender's spacecraft is hit and destroyed.

Even if destroyed, the defending bomber may fire once after the first combat fire by the attacker.
A spacecraft attacking head-on or from the front diagonal squares, or from either of the side squares may engage in combat once, from either of the rear diagonal squares twice, and from the rear square three times. *(See Figure 2)*
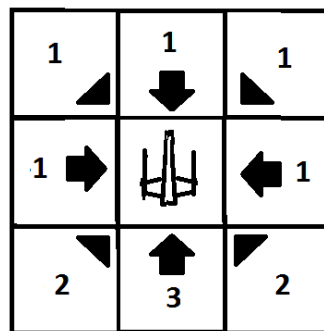

Figure 2. The number of combats that can be made each turn from different positions of attack.

An assault bomber may attack a spacecraft directly in front of it.
An assault bomber may return defensive fire only once per attack—immediately after the attacker has fired. Defensive fire is considered as simultaneous with the first fire of the attacking spacecraft and both the attacker and defender may be destroyed. (See Figure 3)
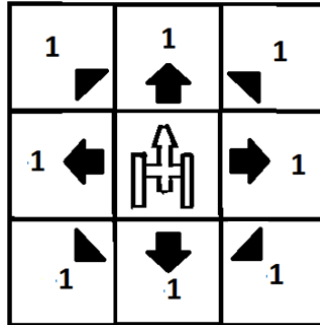
Figure 3. A bomber can enter defensive-fire combat in any direction once after the first combat by the attacker.

OBJECTIVE

The bombers from both sides will appear on the on the board the third turn. They will try to exit the board at the opposite end without being destroyed. The fighters will attempt to shoot and destroy the enemy bombers and the fighters that protect them. The game will end at the end of the turn when all the bombers have been eliminated or all of the surviving bombers have left the opposite side of the board. Each bomber that survives and exits the board will roll 1d6 and record the score of an attack on the enemy's spacecraft carrier. These scores will be totaled for their effect on the target.

The Total Scores and Effects of Bombing

1-6 = Poor (few, if any, objectives destroyed)
7-12 = Fair (some objectives destroyed)
13-18 = Good (most objectives destroyed)
19-24 = Excellent (target completely destroyed)

Each side will also tally the scores of the spacecraft it has destroyed during the battle. The score of each spacecraft is the same as its value.

The Values of Destroyed Enemy Spacecraft

Fighter = 2;
Assault Bomber = 3

Determining the Winner

After the bombing scores of all the surviving assault bombers for each side have been added, the scores of the spacecraft that each side has destroyed will be totaled with their bombing score. The side with the higher score will win the game.

A STAR WARS BATTLE
Action Report

The first photo shows the equipment used for this game (including the bed in the guest room used to replace a table top). The second photo is a close-up of the equipment. The other photographs are pictures taken during a playtest battle to give the reader an idea of how the game looks. Notice the picture showing the use of yellow dice to indicate how many moves were left when fighters stopped to fire.

The fighters flitted all over the board while the bombers generally moved straight for the opposite edges. The bombers fired defensively when attacked and only attacked when an opponent was in their path. For the sake of brevity, the movement of each spacecraft will be eliminated and only the attacks and the exits will be noted in this report.

For ease of identification, a part of each spacecraft was painted with a specific color which was used for determining the order of movements and the order of attacks. The colors used for both sides was green, blue, red, and yellow. The Republic's X-Wing fighters had the colors on their wings and the Y-Wing bombers had the colors painted on the front of their engine nacelles. The Tie fighters and the Advanced X1 bombers were given colored spots on the top of their bulbous cockpits.

First, the black and white six-sided dice (d6) were rolled and the Empire won the roll 5 to 4. This meant that the spacecraft of the Empire would move during the first phase of each turn. After deciding which side moved first, these dice would be used for moving the space vehicles on both sides (black for the Imperial vessels and white for the Republican ones).

TURN 1. The fighters of both sides rolled and moved using the number rolled on 1d6 and a modifier of +2 or +1. Neither side was in a position to fire during the first turn.

TURN 2. In the second turn, the blue Tie fighter fired at the red X-Wing fighter from the left forward diagonal square and missed by drawing a 7 card, which was topped by the defender's 10. The X-Wings did not attack during the second phase.

TURN 3. Things began to heat up this turn. Both the fighters and the bombers were in the fray now. The blue Tie fighter attacked the red X-Wing fighter from the front diagonal and both sides drew a card showing a 10. To break the tie, new cards were drawn and the blue Tie fighter missed the red X-Wing by drawing a Joker and the X-Wing drew a 7 card. The Empire's blue X1 bomber also attacked the red X-Wing fighter and missed by drawing a Joker versus a 2 card.

In the second phase of the third turn, the Republic's spacecraft positioned themselves around the Empire's spacecraft and attacked. The green X-Wing hit the Empire's blue bomber and shot it into oblivion by drawing a 2 against an Ace. The blue X-Wing knocked out the red X1 bomber with a 9 card versus a 7 card. The defensive fires of both bombers were misses: <5, 8> and <7, 8>. But the luck of the Republic's spacecraft was about to end.

TURN 4. The green Tie fighter opened this turn by attacking the blue X-Wing and missing (Jack, Queen). The yellow Tie fighter was luckier and batted the blue X-Wing down (9, 5). The blue Tie fighter attacked the red X-Wing fighter from the rear, fired three times, and missed all three shots: (6, 8), (Joker, 9), (5, Jack). The red Tie fighter did better and destroyed the Republican bomber with the blue-marked nacelles (King, Ace). Unfortunately for the red Tie fighter, the defensive fire from the blue Y-Wing bomber was accurate and the red Tie fighter was destroyed also. This just shows that defensive fire from a pursued bomber can take down the attacker with it. In Phase 2 the green X-Wing fighter was able to down the yellow X1 bomber (Jack, 8). The defensive fire was ineffective and missed.

TURN 5. There were no attacks by the spacecraft of the Empire during this turn. The Republicans were not as inactive. The red X-Wing fighter attacked the yellow Tie fighter from a front diagonal square. The yellow Tie fighter spun out of control and into annihilation (Queen, Jack).

TURN 6. The blue Tie fighter struck the red Y-Wing bomber head on and shot the bomber right out of existence (5, 3). The defensive fire of the Y-Wing bomber was ineffective and the blue Tie fighter zipped through the exploding bomber's debris.

TURN 7. There were no fights this round, but the yellow Y-Wing bomber exited the playing board and went on to bomb the Empire's spacecraft carrier.

TURN 8. There were no attacks this turn either, but the Empire's green X1 bomber and the Republic's green Y-Wing bomber both exited the opposite edges of the board and each one proceeded to the spacecraft carrier of the enemy to carry out their primary bombing missions.

The game ended when all of the surviving bombers exited the board. Both Republican bombers, yellow and green, rolled a 3, giving them a score of 6 bombing points. This was rated as a poor bomb run. The Imperial green X1 also scored a 3.

This bombing score was twice as poor as the combined Republicans' score. Then the scores of the spacecraft destroyed were counted and added to the bombing scores. The Republicans won the battle with a total score of 19 to 11.