

Space Fight: Science Fiction Dogfights

Space Fight is a free, adaptable ruleset that allows you to recreate in miniature form the fast, frantic and fierce starship dogfights on your kitchen table, using templates and counters (attached to this document), a handful of dice, and any appropriate miniatures you have to hand. It is best played between two people, but it is easy to split sides so more players can join the combat.

Key Principles: There are several principles referred to throughout this rules manual, listed below.

Dice: Any reference to dice in this ruleset refers to the typical 6-sided dice used in many boardgames and wargames. This can be abbreviated to D6. Some instances may call for multiple dice to be rolled. In these cases, a number preceding this refers to the number of dice rolled. For example, 3D6 refers to rolling 3 6-sided dice at once.

Templates: Templates are used for measuring the movement and flight path of your ships. See the back of the manual for templates which you are free to print and use.

Counters: Counters track the Shields, Damage and any other effects acting on your ships. See the back of the manual for counters you are free to cut out and use.

Board: The board is the area in which the game takes place, anything from a kitchen table to a specially designed mat. Ideally, it should be between 4'x4' and 4'x6' in size.

Arcs: Arcs are denoted by lines on a model's base, denoting whether a certain area is in front of, to the left or right of, or behind the ship. To check what Arc something is in, extend a straight line from these markings, and determine which side of the line the point in discussion is on.

Core Rules

The Turn: The game is played in turns, and in each turn each player will plan, enact and resolve the actions of his ships. Unlike many games, play does not alternate between players every turn; instead, both players act within the same turn, alternating within the turn as described later. The turn is broken into four phases: The Allocation Phase, the Manoeuvre Phase, the Firing Phase and the Resolution Phase.

The Allocation Phase: In this phase, both players allocate power to their ships, allowing them to manoeuvre, shoot and defend themselves.

The Manoeuvre Phase: Players lay out the flight paths of their ships, and then move to their final positions.

The Firing Phase: Players attempt to destroy the enemy ships.

The Resolution Phase: This phase is the 'clean up'. All templates and non-permanent counters are removed from the board, and any additional effects resolved.

The Ships:

Every ship in this game has the following attributes: Power, Hull and Agility, which are fixed values, and Thrust, Firepower and Shielding, which the player has control over. These stats can be found on the model's stat card.

Power: The capabilities of the vessel. Ships with efficient or large engines will have higher Power attributes, while more cumbersome, inefficient or poorly-maintained ships will have a lower one.

Hull: A measure of how the ship handles damage. Large, durable or heavy ships will have a higher Hull value, while flimsy or weak ships have lower ones.

Agility: How manoeuvrable the ship is. More nimble ships will have a higher stat, while bulky or clumsy ships will have a lower one.

Thrust: A measure of how fast the ship is capable of moving. This stat is variable throughout the game.

Firepower: A measure of how easily the ship can damage its opponents. This stat is variable throughout the game.

Shielding: A measure of how effective the ship's shields are. This stat is variable throughout the game.

Example Stat Card:

The ship's Power, Hull and Agility stats.

The Ship's Thrust, Hull and Shields stats. Note that the boxes indicate the maximum number of Power points that can be assigned to each category.

The name of the ship, and its cost in Points, used when assembling your squadron for battle.

A picture of the ship.

TIE/Ln Fighter
Points: 19

Power: 5
Hull: 3
Agility: 2

Thrust:

Firepower:

Shields:

The Allocation Phase:

In this phase, both players allocate Power points to the three attributes, Thrust, Firepower and Shields, that will be used later in the turn.

A ship has Power points equal to its Power value, and these may be assigned in any combination to the three variable attributes. Note that **at least one point must be assign to Thrust**. After all, one cannot slam the breaks on in space. Each point assigned has an effect, dependant on the category it is allocated to. Place a dice or marker on the card in each 'slot' you apply a Power Point to. Note that you may never assign more points to an attribute than there are slots available to that ship.

Thrust: Each Power point allocated to Thrust allows the ship to use one Movement Template in the Manoeuvre Phase.

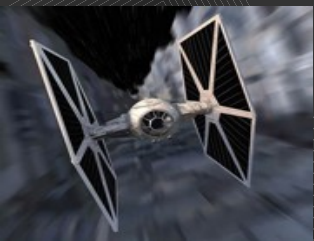
Firepower: Each Power point assigned to Firepower grants one Dice that can be used to attack an enemy in the Firing Phase.

Shields: Each Power point assigned to Shields grants one Dice that can be used to resist damage in the Firing Phase.

Example of Allocation:

TIE/Ln Fighter
Points: 19

Power: 5
Hull: 3
Agility: 2



Thrust:

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Firepower:

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Shields:

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This ship has allocated two of its five Power points to Thrust, two to Firepower, and one to Shields. This means it may use two templates to move, two dice to attack an enemy, and one to resist damage.

As this takes place for both players simultaneously, it is a good idea to use some sort of partition (which can be as simple as an upright book or folded card) to conceal your allocations. Once both players have finished their allocations, reveal your choices simultaneously and proceed to the Manoeuvre Phase.

The Manoeuvre Phase:

In this Phase, both players lay out the Flight paths of their ships using Movement Templates.

Each ship must create a Flight Path using Templates equal to the Power Points it assigned to Thrust; note that it may not use less than this. Follow the steps below.

- Each player must count the total Thrust value of all of his ships.
- The player with the highest total Thrust may place one Template touching the base of any of his ships, with the rear flush against the front Arc of the ship's base.
- His opponent does the same, following the same restrictions.
- The first player now places another Template, either on a new ship as above, or flush against a Template he has already placed, on any facing his Agility permits (see below: Using Templates).
- Players alternate as such, until all ships have placed Templates equal to the number of points they assigned to Thrust. Should there come a point where one player has no more Templates to place, his opponent may place any remaining templates in any order he wishes, following the usual restrictions.

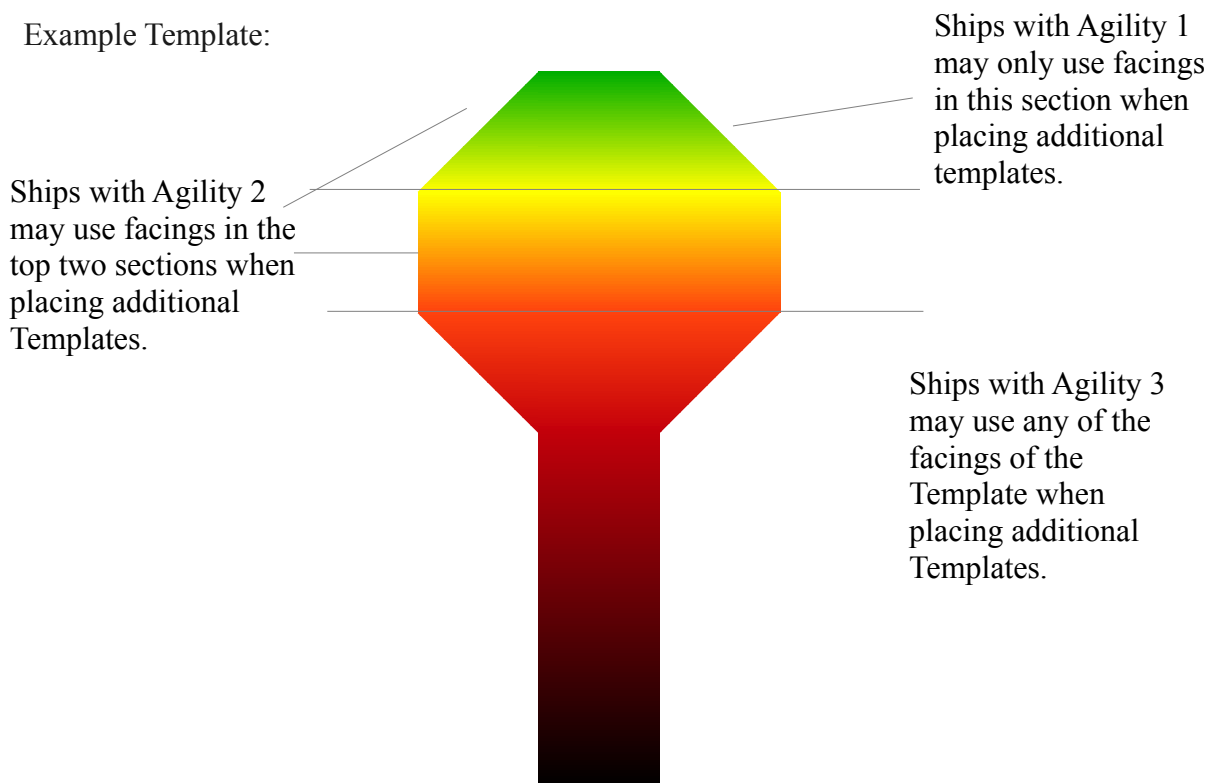
Once all templates have been placed by both sides, move the ships so that the rear of their bases are flush against the forward facing of the last Template in their Flight Path.

Using Templates:

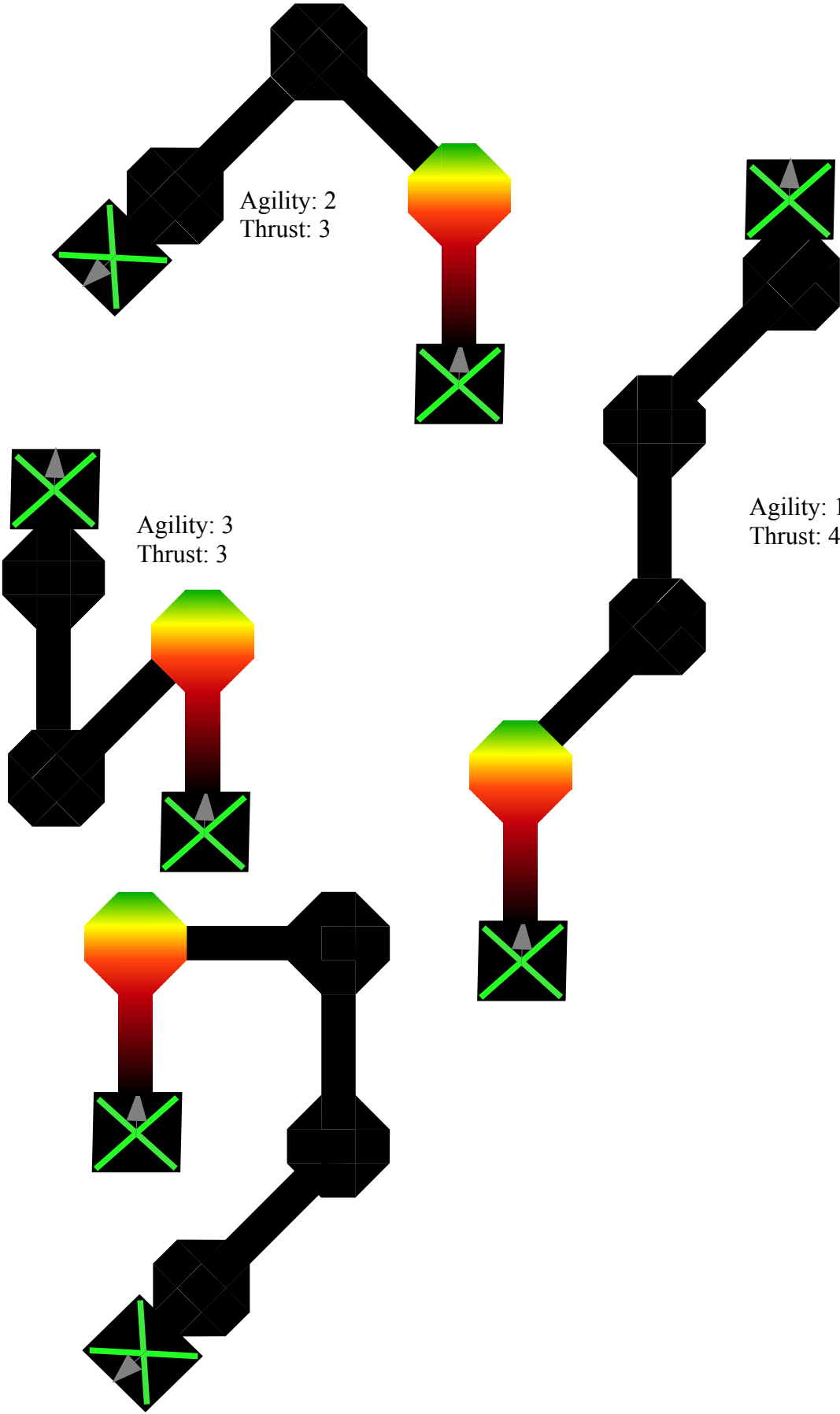
The following restrictions apply to all Templates used:

- A Template may never be placed over another Template.
- A Template must remain wholly on the playing area. If, at any point, this is impossible, the Ship has left the battle. See the 'Mishaps' section.
- A Template may never be placed over any item of terrain, such as Asteroids, Space Stations or Derelict Ships. If this is impossible, the ship suffers a Collision. See the Mishaps section.

Example Template:



Example Flight Paths:



Mishaps:

Careless, clumsy or unlucky pilots will soon find themselves in severe danger in space combat, not just from enemy fire. Below are detailed several events that have poor planning may lead to.

Collision: If, at any point, a ship's Flight path crosses an item of terrain, such as Asteroids, Space Stations or derelict vessels, immediately place a damage counter on the ship's Front arc. Should this bring its total number of Damage Counters equal to its Hull value, remove the ship from play. It, and any equipment or abilities it has, play no further part in the battle.

Lost in Space: Space is big, fighters are small, and it is easy for the careless to lose their comrades entirely. If, at any point, a Ship's template cannot be placed wholly on the playing area for whatever reason, the ship has lost the battle; it is removed from play, along with any equipment or abilities it has. Note that if a mission awards points for destroying enemy ships, a Lost ship will count as one destroyed by the enemy.

Powerless: If, for any reason, a Power Point cannot be assigned to a ship's Thrust value, it has lost all power and is fated to drift silently until it is recovered. A Powerless vessel remains on the board, but may take no action, and counts as destroyed by the enemy for the Mission Objective. It is, to all intents and purposes, treated as inanimate scenery for the rest of the battle.

Scenery:

While space is so often empty, the points at which battles are fought may be unusually cluttered. Asteroids, wreckage from previous battles and Space Stations of tactical importance can litter a battlefield and provide obstacles for pilots.

Before the game, scatter appropriate objects around the board, preferably with an even spread, until you have enough obstacles to simulate the environment you are battling over.

If, at any point, a ship or its flight path touches an item of scenery, it suffers a Collision as described in the Mishaps section.

The Firing Phase:

In this phase, ships will attempt to destroy one another with their weapons. To do this, follow these steps:

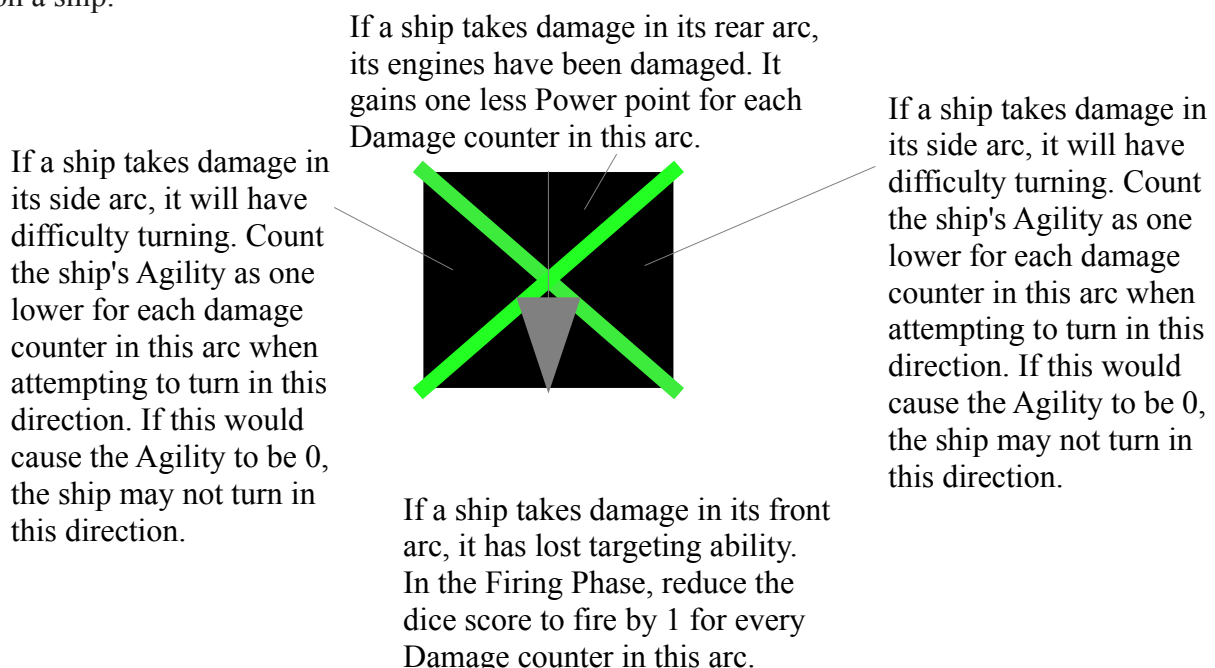
- The player with the most ships in play takes the first shot. He may choose any of his ships that have had Power points assigned to the Firepower value, and select any target that a) he can draw a clear line to (Flight Path templates do not obscure vision) and b) is in his Forward Arc (unless the ship is noted as having guns in other Arcs, or a 360 degree turret).
- To fire on a ship, roll dice equal to the number of Power Points you assigned to the firer's Firepower value. On each score of a 4+, the enemy ship takes 1 point of Damage (see below).
- If the target has any Power Points assigned to Shields, they may, but do not have to, attempt to deflect your shots. To do so, roll a dice equal to the number of Shield points you wish to use, and for every score of a 4+, ignore 1 point of damage. Once used, a Shield point may not be used again that turn, so spend them wisely.
- The opposing player may then attempt to shoot, using the same steps. Firing alternates between the two players until all of their ships that assigned Power Points to Firepower have fired. If, at any point, one player has no more ships to fire with, his opponent may fire with his remaining ships in any order he chooses.

Damage:

Not only are Damaged ships closer to being destroyed, but they also function less effectively.

Every time a ship is described as taking a point of Damage, for example as part of a Collision or having taken fire, place one Damage Counter on or next to its base, in the arc from which the cause of the Damage originated (Collisions are always treated as originating from the Front arc. Should a Ship's number of Damage tokens equal its Hull value, it is destroyed, and removed from play along with any equipment or abilities it may have. Some missions award Victory points for destroying enemy ships, so be sure to note how many have been destroyed.

Damage Effects: Shots may cripple a ship's functions as well as damaging it. If, when rolling to shoot in the Firing Phase, a dice rolls a 4+ and is not subsequently deflected by Shields, place a damage marker in the appropriate arc. See the diagram below for details on the effects of Damage on a ship.



The Resolution Phase:

In this phase, the board is 'reset', ready for a new turn. Follow the steps below.

- Remove any Flight Templates from the board.
- Remove all Dice/counters marking Power points from each ship's Stat Card.
- Perform any other actions noted as taking place during the Resolution Phase (See Advanced Rules)

Advanced Rules

Building a Force:

To build a squadron of ships, you must use the Points value denoted on each ship's stat cards, adding to an agreed total for each side. You may also add upgrades to your ships, giving them new tricks, abilities or equipment. Unless otherwise agree, you may only use ships from your chosen faction.

Upgrades: Below are listed the upgrades available to all ships, regardless of faction.

- Repair kit (4 points): A ship with a Repair kit may use it in each Resolution Phase in which it still has damage counters present. Roll a dice; on the score of a 6, remove one damage counter from a facing of your choice. This will also remove any penalty the counter caused.
- Homing Beacon (2 points): Should a ship with a Homing Beacon become Lost, it may reenter play on the next turn at any point along the same board edge it left. Note that this does not allow a ship to willingly leave the battle area; if it can place a Template wholly on the board, it must do so.
- Overcharged Power Unit (3 points): Once per game, a ship with an Overcharged Power Unit may elect to Boost its power in the Allocation Phase. This grants it 2 additional Power points for that turn only.
- Missiles (2 points): Once per game, a ship equipped with missiles may fire them in the Firing Phase. If they do, any successful shots not Deflected by Shields will cause 2 Damage counters to be added, rather than one.
- Experienced Pilot (3 points): An Experienced Pilot may re-roll one dice for Firing or Deflecting each turn.

Cards:

Cards add an extra element of resource management and tactical thinking to the game, and should be used once you are comfortable with the core rules. See the back of this manual for a pack of cards for one player.

The Deck: The deck is a selection of 20 cards available to you at the start of the game. It should be shuffled and placed face down on your playing area. Once all the cards in the deck have been used, they may not be reused.

The Hand: Your hand is the selection of cards immediately available to you, drawn from the deck, and will always be equal to the number of ships you have in play. When you lose a ship for whatever reason, immediately discard one card at random from your hand. If, in any Resolution Phase, you have less cards in your hand than you have ships in play, draw enough cards from the deck to bring the totals even.

Playing a Card: A card in your hand will always state when it may be played. If you choose to play a card, declare so and immediately enact the effect described, before discarding the card and moving on with the normal sequence of play. In general, cards can be played by either player at any time, but most are only useful when your own ships are acting. Unless otherwise noted, a card only ever affects a single ship.

Example Cards:

Return Fire: If one of your ships Takes damage from an Arc it could normally Fire into, immediately resolve a shooting Attack the cause of Damage.

Luck: Add 1 to the result of your next dice roll.

Quick Reflexes: Your ship is treated as Agility 3 for the remainder of this Turn.

Missions:

Dogfights are pointless without something to fight for. Choose or randomly select one of the Missions below for each game:

Mission 1: Dogfight

Starting areas: Players take opposite sides of the table, and start with all their ships within 6" of their board edge, no more than 9" from the nearest ship.

Victory: Players score Victory Points for each point of Damage they cause to an enemy ship. The first player to score 10 points, or wipe the opponent out, wins.

Mission 2: It's a Trap!

Starting areas: Players take opposite sides of the table. Player 1, the Defender, must place all his ships within 12" of the midpoint of his table edge. Player 2, the Attacker, must place half his ships within 9" of each corner of his board edge.

Victory: The Defender scores a point every turn for each ship he still has in play. The Attacker scores 5 points for every point of Damage inflicted. The first player to 50 points wins.

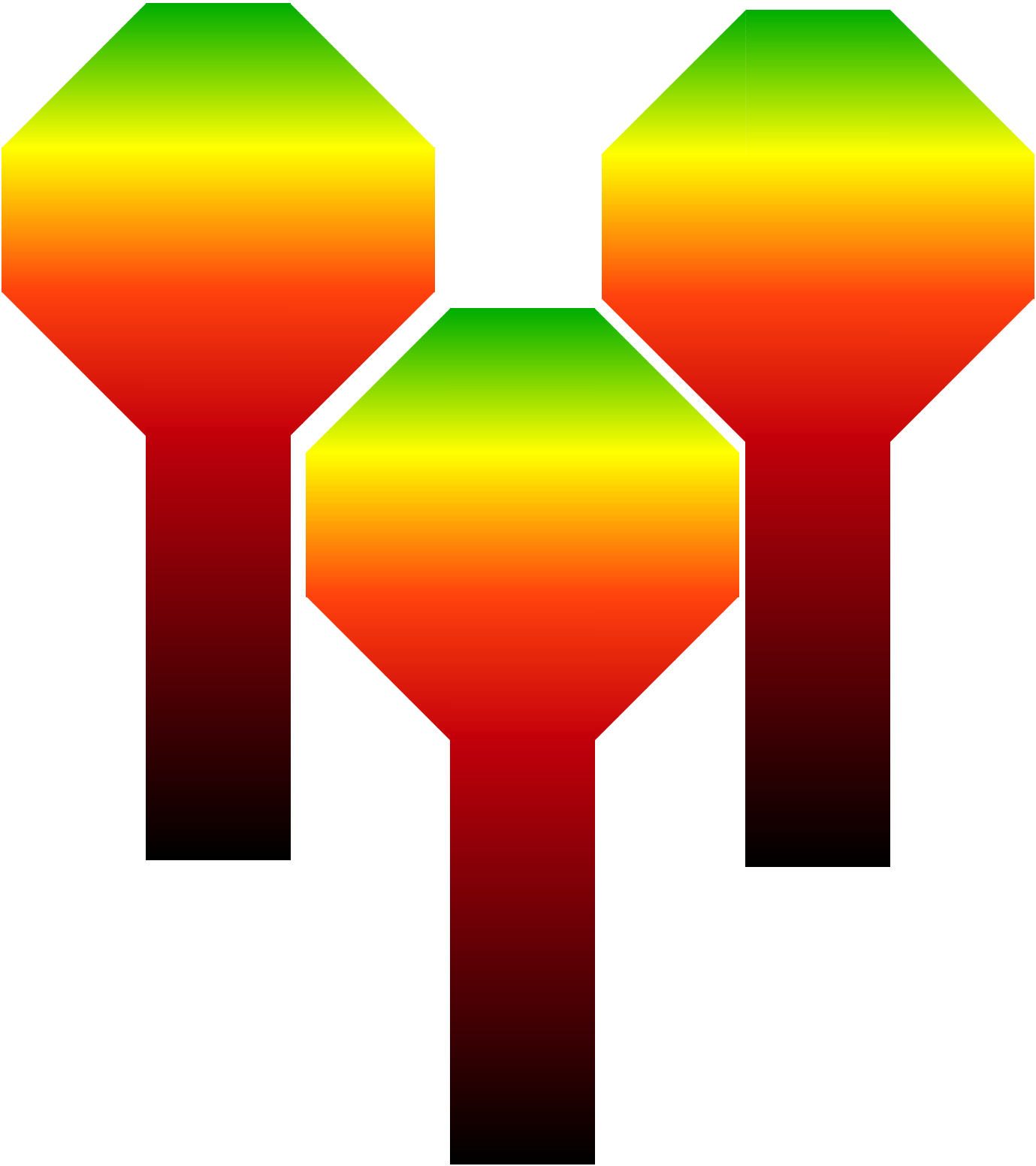
Mission 3: Blockade

Starting areas: Players take opposite sides of the table, and start with all their ships within 6" of their board edge, no more than 9" from the nearest ship.

Victory: Player 1, the Attacker, may choose to willingly leave the table via his opponent's board edge by placing a Flight Template over it. The Attacker wins by getting half his ships, rounding up, off the enemy board edge, while the Attacker wins by making this impossible.

Appendices: Stat cards, Movement Templates, Cards and Counters.

Movement Templates: it is recommended you print at least 3 of these for each ship in your force.



Stat Cards: Print the relevant card for each ship in your force.

Imperial Ships:

TIE/Ln Fighter

Points: 19

Power: 5


Hull: 3

Agility: 2

Thrust:

Firepower:


Shields:



TIE/Ln Fighter

Points: 19

Power: 5
Hull: 3
Agility: 2



Thrust:

Firepower:

Shields:

TIE/In

Interceptor

Points: 20

Power: 5

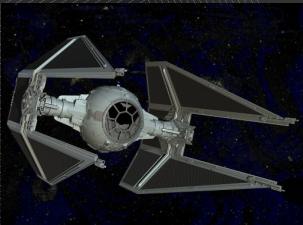
Hull: 2

Agility: 3

Thrust:

Firepower:

Shields:



TIE/X1 Advanced

Points: 25

Power: 6


Hull: 4

Agility: 3

Thrust:

Firepower:

Shields:



Rebel Ships: Print the relevant cards for each ship in your force:

X-Wing Fighter
Points: 20

Power: 6
Hull: 3
Agility:2



Thrust:

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Firepower:

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Shields:

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X-Wing Fighter
Points: 20

Power: 6
Hull: 3
Agility:2

Thrust:

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Firepower:

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Shields:

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A-Wing Fighter
Points: 20

Power: 6
Hull: 2
Agility:3



Thrust:

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Firepower:

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Shields:

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Millenium Falcon
Points: 35

Power: 8
Hull: 5
Agility:2



Thrust:

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Firepower (May fire in all arcs):

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Shields:

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Cards: Print this page once for each deck required.

Luck: Add 1 to the result of your next dice roll.

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Opportune shot: You may shoot at any enemy this Firing Phase, so long as their Flight Path passes through an Arc you could normally Fire into.

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Evasive Action: Before moving any ships, you may remove a single Flight Template from one of your Flight Paths.

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Never Tell Me The Odds: Your next dice roll is treated as an automatic success.

Quick Reflexes: Your ship is treated as Agility 3 for the remainder of this Turn.

Quick Reflexes: Your ship is treated as Agility 3 for the remainder of this Turn.

Luck: Add 1 to the result of your next dice roll.

Fancy Flying: Your ship may Place flight Templates over Scenery for the remainder of this Turn.

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Power Surge: Your ship immediately gains two Power points.

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Coordinated Flying: you may place 2 Flight Templates rather than one before passing to your opponent, so long as they are for different ships.

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Return Fire: If one of your ships Takes damage from an Arc it could normally Fire into, immediately resolve a shooting Attack the cause of Damage.

Return Fire: If one of your ships Takes damage from an Arc it could normally Fire into, immediately resolve a shooting Attack the cause of Damage.

Bases and Counters: Print this page as many times as you need for your ships:

