

You Can't Come In Without A TIE (v.1.2)

Simple 'Star Wars' fighter battles for 'Micromachines' etc by Gary Mitchell. For free. No copyright violations. Thanks for input: Mick Allan, STaB, Tom Wightman.

SHIP STATS & GENERAL INFO

Classify each ship by:

NAME: SIZE: FTL: MANOEUVER: CREWED: SHIELDS:
WEAPONS: NOTES: PTS: (see examples below)

Fighters are class 1 – crewed ships like TY-1330s class 2 – larger ships like blockade runners class 3 – very large ships like frigates class 6 – very very large class 10 – Star destroyers / 'that's no moon' etc count as ground bases, so allocate individual turrets and so forth.

There are 11 levels of altitude, designated by coins or counters (table = level 0, 1p coin = level 1 etc). Get plenty of change.

Before a game class 1 (fighters) *only* can be 'grouped' to a maximum of three. Groups must stay, manoeuvre and shoot together (except for their missiles which can be fired to choice). Once formed before a game groups *cannot* be split.

Pick a force (excuse the pun) to a points total, or play out a desired scenario. Adjudicate the winner as the lowest points lost (or other scenario specified criteria).

Disengaging using FTL drive to 'live to fight another day' counts as 'half points lost' – 'Rebel scum' notorious for flying in, shooting-up and escaping before righteous Imperial retribution. So, two basic X-Wings bugging out only counts as 4 points lost.

Measure all distances to and from a ship's nose.

Use conventional D6.

CREW / PILOT MODIFIERS TO ALL DICE ROLLS

- 1 Poor pilot and/or no full crew for crewed ships (-1 point to cost)
- +0 Average pilot/crew – the default (+0 points to cost)
- +1 Good pilot/crew (e.g. Biggs Darklighter, Poe Dameron, Han Solo, Tycho Celchu) (+1 point to cost)
- +1 Astromech droid added (+1 point to cost)
- +2 Force user pilot (e.g. Luke Skywalker, Darth Vader) (+2 points to cost)

E.g. Luke + R2-D2 in X-Wing = 7 pts.

Pilot grades don't change during scenarios. In a campaign game improve 1 level (e.g. 'Poor' to 'Good' is two levels) by rolling a die after a battle and scoring a '6'; adding one to the score for each second or subsequent kills scored.

TURN SEQUENCE

- 1) INITIATIVE. Dice off. Flat roll. Winner becomes Player A, loser Player B.
- 2) MOVEMENT. Player A moves one ship/group, then Player B, until all ships/groups are moved.
- 3) FIRING. Player A fires one ship/group, then Player B, until all ships/groups have fired. Adjudicate as each fires.
- 4) AOB. Repairs, break-offs etc.

MOVEMENT

PROCEDURE: Roll 1 x D6 and add crew modifiers and ship manoeuvre points to give total number of movement points for that turn. -2 for each damage counter currently taken.

Each point can move a ship 2" forward *or* change it one level of altitude. Size 1 *must* move 2" *or* one level to turn up to 90°; size 2 4" *or* one level; size 3 6" *or* one level etc.

Halve all speeds in atmosphere and double all manoeuvre costs. Atmosphere craft can obviously only fight in an atmosphere.

Ships can only engage FTL drive (where fitted) to disengage from the table if undamaged. Once a table is left there is no return that scenario.

‘ON YOUR TAIL’ If within 3” of a enemy’s rear *and on the same altitude* Player A can elect *not* to move, but to follow Player B’s ships using the normal move rolls *after* they have moved.

Feel free to use a ‘floating map’.

FIRING

RANGES: close 0-3”, medium 4-6”, long 7-9”. Missiles – 1 x shot only per missile carried - range up to 12”. Defensive – any target within 6” as if at medium range. Yes, the ‘Falcon’ and other ships can use their defensive guns aggressively.

ARCS: Front 90° only – defensive 360°. A ship ay only fire at targets in arc on same *or* one level difference. If at different altitude level drop range by one band (e.g. no close, medium 0-3”, long 4-6”, missiles 0-9”, defensive any target within 3” at medium range).

PROCEDURE TO INFLICT DAMAGE: Roll 1 x D6 and add crew modifiers and weapon points to give total number of points inflicted (missiles use a2 X D6 flat score but add crew modifiers).

ADD ALSO

+1 if at close range

-1 if at long range.

-2 for each damage counter currently taken.

There are no range modifiers for defensive guns or missiles.

CALCULATING DAMAGE RECIEVED: The defender rolls 1 x D6 and add shield points and all crew and droid modifiers.

Defence wins = no damage.

Attack wins = damage points inflicted. For each damage point suffered by the ship take a damage counter. Once size class is exceeded by number of counters count as destroyed, (e.g. size 1 destroyed on two damage counters, size 3 on 4 etc)

REPAIR & SURVIVAL

Crewed and droided ships *only*. Roll 1 dice and add pilot/crew modifiers. Each score of 4 makes a repair, and a counter is removed. So, if you roll a '6' and have a 'Good' crew and a droid you could take off two counters!

'Good' pilots/crew and 'Force Users' can eject to 'live to fight another day' by rolling a 6 or above when their ship is destroyed (add their pilot modifiers)

MORALE

Players will know when it's time to retreat to live to fight another day...

SAMPLE SHIP LISTS (i.e. models I currently have)

General / Civilian

NAME: YT-1300 Transport. SIZE: 2. FTL: Y. MAN: 3. CREWED: Y. SHIELDS: 2. WEAPONS: 1 pt defensive. NOTES: Standard trader vessel. PTS: 4.

NAME: CR-90 Corvette ('Blockade Runner'). SIZE: 3. FTL: Y. MAN: 3. CREWED: Y. SHIELDS: 4. WEAPONS: 2 pts defensive (turbolasers). NOTES: Fast transport. PTS: 8.

NAME: Transport '*Slave 1*'. SIZE: 1. FTL: Y. MAN: 3. CREWED: N – can have droid. SHIELDS: 3. WEAPONS: 2 pts fwd (turbolasers); 1 x fwd missiles (proton torps). NOTES: Customised bounty hunter transport. PTS: 5.

NAME: Y-Wing Fighter. SIZE: 1. FTL: Y. MAN: 3. CREWED: N – can have droid. SHIELDS: 2. WEAPONS: 1 pts fwd (turbolasers); 1 x fwd missiles (proton torps); 1 X bombs (proton). NOTES: Fighter/bomber. PTS: 5.

NAME: A.N. Variable Fighter. SIZE: 1. FTL: Y or N. MAN: 2 - 4. CREWED: N – can have droid. SHIELDS: 2 - 3. WEAPONS: 2 - 4 pts fwd (lasers or blasters); 1 x missiles (of any type). NOTES: Fighter. PTS: 4.

NAME: 'TURRET'. SIZE: 2. FTL: N/A. MAN: 1 (for turning). CREWED: Y. SHIELDS: 2 - 3. WEAPONS: 3 pts fwd (lasers or blasters). NOTES: Ground or 'trench run' turret. PTS: 2.

Rebel Alliance / Resistance / New Republic

NAME: YT-1300 transport '*Millennium Falcon*'. SIZE: 2. FTL: Y. MAN: 4. CREWED: Y. SHIELDS: 3. WEAPONS: 1 pt defensive (lasers); 1 x fwd missiles (concussion). NOTES: Enhanced trader vessel. PTS: 6.

NAME: X-Wing Fighter. SIZE: 1. FTL: Y. MAN: 4. CREWED: N – can have droid. SHIELDS: 2. WEAPONS: 2 pts fwd (turbolasers); can have 1 x fwd missiles (proton torps) @ 1 pt. NOTES: Fighter. PTS: 4.

Galactic Empire / First Order

NAME: Command Shuttle. SIZE: 1. FTL: N. MAN:3. CREWED: N.
SHIELDS: 3. WEAPONS: 0. NOTES: Executive transport. PTS: 1.

NAME: TIE Advanced Fighter. SIZE: 1. FTL: Y. MAN: 4. CREWED: N.
SHIELDS: 2. WEAPONS: 2 pts fwd (blasters). NOTES: Fighter. PTS: 4.

NAME: TIE Fighter. SIZE: 1. FTL: N. MAN: 5. CREWED: N.
SHIELDS: 0. WEAPONS: 1 pt fwd (lasers). NOTES: Fighter. PTS: 3.

NAME: First Order TIE Fighter variant. SIZE: 1. FTL: N. MAN: 4.
CREWED: N – can have rear gunner. SHIELDS: 0. WEAPONS: 1 pt fwd
(lasers), 1 pt defensive (lasers). NOTES: Fighter. PTS: 3.

NAME: TIE Bomber. SIZE: 1. FTL: N – upgrade @ 1 pt. MAN: 2.
CREWED: Y. SHIELDS: 0 – upgrade to 2 @ 1 pt. WEAPONS: 4 pts
(missiles). NOTES: Bomber. PTS: 3.

Trade Federation

NAME: Droid Starfighter. SIZE: 1. FTL: Y. MAN: 3. CREWED: Y –
built-in droid. SHIELDS: 1. WEAPONS: 1 pt fwd (lasers). NOTES:
Fighter. PTS: 3.

NAME: Droid Tri-fighter. SIZE: 1. FTL: N. MAN: 3. CREWED: Y –
built-in droid. SHIELDS: 1. WEAPONS: 1 pt fwd (lasers); 2 fwd missiles.
NOTES: Fighter. PTS: 4.

NAME: V-Wing Starfighter. SIZE: 1. FTL: N. MAN: 4. CREWED: N –
can have droid. SHIELDS: 2. WEAPONS: 2 pts fwd (lasers). NOTES:
Fighter. PTS: 4.

Old Republic

NAME: ARC-170. SIZE: 1. FTL: Y. MAN: 4. CREWED: N – can have
rear gunner. SHIELDS: 2. WEAPONS: 2 pts fwd (lasers); 1 pt rear (laser);
1 X fwd missiles (proton torps). NOTES: Fighter. PTS: 4.

NAME: ETA 2 Actis. SIZE: 1. FTL: Y. MAN: 4. CREWED: N – can have droid. SHIELDS: 2. WEAPONS: 3 pts fwd (lasers). NOTES: Fighter. PTS: 4.

NAME: V-Wing Starfighter. SIZE: 1. FTL: N. MAN: 4. CREWED: N – can have droid. SHIELDS: 2. WEAPONS: 2 pts fwd (lasers). NOTES: Fighter. PTS: 4.

SAMPLE SCENARIO – ‘A ROCK IS A HARD PLACE’

SET-UP: Open space with one asteroid at 10cm from the centre of one board edge.

IMPERIAL: 3 X TIE Fighters, 1 X TIE Bomber (12 pts) 50cm from asteroid. MISSION: Deliver bomber ordinance to suspected rebel asteroid.

REBEL: 3 X X-Wing Fighters, 1 X TIE Bomber (12 pts) 5cm from asteroid. MISSION: Protect automated relay post upon asteroid from Imperial assault.

APPENDIX 1: GROUND COMBAT

Use the same procedure as above, using model vehicles and infantry 'squads' of around ten individuals. 'Heroes' etc can be added as above to modify scores.

Grounds troops not rolling enough cannot move that turn. Infantry with animal transport manoeuvre @ +3 for 1 pt; with vehicle transport @ +4 for 2 pts, very fast transport @ +5 for 3 pts. (e.g. stormtroopers on speedbikes move 1D-3+5)

All ground-to-ground firing is line-of-sight only; if in 'close assault' (i.e. 'base contact') add +1 to all attack rolls and deduct -1 from defence rolls. Building and cover and fortifications etc add +2 to defence rolls.

All ground troops can be 'grouped'.

The below guidelines should help, and are by no means exhaustive:-

NAME: Clone / Stormtrooper / Rebel Infantry Group. SIZE: 1. FTL: N. MAN: 1D-3. CREWED: Y. SHIELDS: 0. WEAPONS: 1 pt fwd (blasters). NOTES: Ground only. PTS: 2.

NAME: Droid Infantry Group. SIZE: 1. FTL: N. MAN: 1D-2. CREWED: N. SHIELDS: 1. WEAPONS: 1 pt fwd (lasers). NOTES: Ground only. PTS: 2.

NAME: 'Primitive' Infantry. SIZE: 1. FTL: N. MAN: 1D-2. CREWED: Y. SHIELDS: 0. WEAPONS: 1 pt base contact only (various). NOTES: Ground only. PTS: ½ pt.

NAME: AT-ST. SIZE: 1. FTL: N. MAN: 1D-2. CREWED: Y. SHIELDS: 1. WEAPONS: 2 pts fwd (blasters). NOTES: Ground only. PTS: 4.

NAME: AT-AT. SIZE: 2. FTL: N. MAN: 1D-4. CREWED: Y. SHIELDS: 3. WEAPONS: 4 pts fwd (blasters). NOTES: Ground only. Carries 3 X infantry bases. PTS: 10.

NAME: Airspeeder. SIZE: 1. FTL: N. MAN: 3. CREWED: Y.
SHIELDS: 1. WEAPONS: 2 pts fwd (blasters). NOTES: Atmosphere
flying only. PTS: 5.