

STAR WARS — TACTICAL BATTLES —

Rules Preview (these are NOT the finalized version, as the game is still under development)
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OVERVIEW

Introduction

Star Wars Tactical Battles is a fan-made, unofficial game that is not licensed by LucasFilm or Disney. The core rule system (which has nothing to do with Star Wars) is copyrighted by Momir Farooq, but the author is not making any profit. You may not sell this rule set or any paper model from this game set for profit.

This document provides a set of rules for a miniature wargame set in the Star Wars universe. Players take turns moving small models that represent vehicles and characters from the movies (referred to as “Military Units”, or simply “Units”).

If you plan on utilizing the models from this game as miniatures for an existing Star Wars Role Playing Game, then the recommendation is to use the movement, terrain, and line-of-sight rules provided here combined with the attack and damage resolution rules of your existing game.

Requirements for Play

- You will need to purchase the following:
 - Ruler or tape measure
 - Six-sided dice
- While not necessary, it is also recommended to purchase:
 - Plastic card protectors (available from most gaming shops, as well as any store that sells collectible baseball cards)
 - Miniature gaming terrain pieces (also available from most gaming shops... although many common, house-hold items make perfectly suitable replacements.
- Cardboard models to represent Star Wars vehicles and characters are available for free download at www.momirfarooq.com; for construction:
 - Print the models on Cardstock (available at most craft and office supply stores)
 - Cut the model pieces out with scissors, one at a time
 - (optional) use a colored marker to “paint” the edges (this will help to prevent your models from having stark, white lines wherever the cardstock edges appear)
 - “Score” the fold lines with a hobby knife (this will ensure that each piece folds where you want it to)
 - Glue the pieces together, according to the model’s instructions (wait until the glue is dry before moving to the next piece; you may find a pair of tweezers beneficial for some of the smaller models)
 - Note: The cardboard models used to represent vehicles are not to a standard scale - some pieces are larger or smaller than they should be. This is intentional, as a true scale would make some models too large or too small to be useful game pieces.

Factions

Before you begin play, all players must agree to the timeline within the Star Wars universe that the game will be set in. This in turn defines the available factions that the players may utilize within their battles.

- Old Republic (Approximately 1,000 years before the original movies) – The Republic wages war against the Sith Empire
- Clone Wars – the Galactic Republic desperately tries to quell a resurrection from the Trade Federation and the Confederacy of Independent Systems
- Rebellion – The Rebel Alliance struggles under the oppression of the Galactic Empire
- Force Awakens – the New Republic / Alliance continues to fight against the remnants of the Empire, now called the “First Order”

Game Table and Setup

The game is played on a flat surface (like a dining room table), at least 3 square feet in size. The larger the playing area, the more important it will be to plan the tactical movements of your Units.

Before you begin playing, place objects (books, soda cans, boxes, strips of construction paper, or whatever is on hand) on the table to represent terrain and buildings, ensuring that there’s at least 2 inches between all obstacles.

Unit Types

There are three types of Military Units; each type uses slightly different rules for movement, interacting with terrain, and attacking enemy Units. Each type can be further classified by a series of “Subtypes”, which offer additional advantages / disadvantages.

- **Flying Units** – These are Units that fly through the air. They can cover great distances very quickly, and are useful for getting behind enemy lines, but are generally very fragile. Subtypes include:
 - Interceptor - Specializes against other Flying Units (can re-roll when attacking from behind)
 - Bomber - Specializes against Emplacements (future expansion)
 - Transport - Designed to carry Infantry Units
 - Droid - Not piloted by a living person; Droid Units cannot be Piloted (see “Advanced Rules”)
 - Unique - A unique vehicle; your army may not have more than one vehicle with the same name (for example, you may only have one Millennium Falcon in your army)
- **Ground Units**- Ground Units are the most versatile pieces of the game. While slower than Flying Units, they tend to make up for it with greater armor. While they can be slowed by Terrain, they can also use that Terrain to their advantage, avoiding enemy fire while they maneuver into position. Subtypes include:
 - Walker - Walks on legs; isn’t slowed down by Difficult Terrain



- Repulsorlift - Floats a few meters off the ground; generally faster than Walkers, but usually at the expense of Armor and Targeting
- Wheeled - Rolls on wheels or tank treads; generally faster than Walkers, but cannot travel through Difficult Terrain.
- Artillery - Specializes against Emplacements (future expansion)
- Anti-Infantry - Specializes against Infantry Units (can ignore nearest Air / Ground Units when attacking)
- Anti-Air - Specializes against Flying Units (can ignore nearest Ground / Infantry Units when attacking)
- Transport - Designed to carry Infantry Units.
- Droid - Not driven by a living person; Droid Units cannot be Piloted (see “Advanced Rules”)



- Infantry Units- Infantry Units can represent a single person or an entire squadron of soldiers. Infantry Units are not fast, but can take cover in buildings and terrain, effectively defending territory from much stronger forces. They can also be transported by other Units, allowing them to provide critical support wherever needed. Subtypes include:

- Troopers - A squadron of standard soldiers; the backbone of any good army
- Elites - A squadron of soldiers that have specialized equipment, extra training or are simply veterans of battle.
- Hero - A unique individual; your army may not have more than one Hero with the same name (for example, Luke Skywalker is a Hero, so you may only have one Luke Skywalker in your army)
- Droid - A squadron or individual that is not alive, but rather a machine designed for battle
- Jedi - An individual that belongs to the Jedi Order, and can use the Force. Most Jedis are also Heroes
- Sith - An individual following the teachings of the Sith, using the Dark Side of the Force. Most Sith are also Heroes



StatTrack Bases™

Each Military Unit in this game are glued to small, cardstock bases that help you adjudicate movement and keep track of how much damage they have sustained.

Direction Pointer:

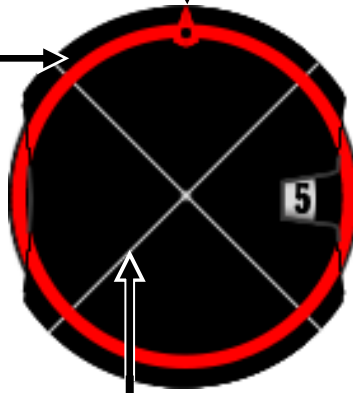
This icon indicates the direction the Unit is facing. Whenever a Unit moves, rotate the model so that this icon points in the direction the Unit moved in.

Note that some Units (such as Infantry) do not have a Direction Pointer. Such units can turn around very quickly, and are always assumed to be facing the nearest enemy.

Outline:

All bases have a colored ring that can be used to quickly identify a Unit's faction.

This ring is also used to demark the area on the gaming board that is "occupied" by the Unit. Whenever you measure distance between two Units, you will actually measure the distance between the closest points on the rings around both Unit's StaTrack Base



Stat Tracker:

This is where the StaTrack Base derives its name. The Stat Tracker is a simple, round disk that can be rotated to display a number to represent how much damage a Unit has taken.

If you are using an existing RPG rule set to resolve attacks and damage, then use the Stat Tracker to indicate unique ID numbers, initiative, ammunition, fuel, or whatever else you may need to track.

Firing Arcs:

Most StaTrack Bases have two gray lines that intersect in the middle. These lines are used to determine field of fire (which directions the Unit can attack) and where enemy attacks are coming from (head-on, flanking, or from the rear).

Note that these lines may be missing if the Unit does not have a Direction Pointer (an enemy that can change its facing at will or that face multiple directions at once cannot be easily attacked from behind)

Stat Cards

Military Units are models that represent vehicles, droids, soldiers, and other combatants. All relevant information is presented on vertically-arranged Stat Cards:

FRONT:

Faction Logo:
When assembling your army, you cannot use Units from opposing Factions. Units that do not have a Faction Logo can be used in any Army. Once your army is assembled, place the card face down in front of you.

Name and Cost:
The number is used to determine how many points it costs to add this Unit to your army. Once your army is assembled, place the card face down in front of you.

Lore:
The information presented here may be interesting, but is not actually used in the game.

BACK:

Name, Type & Subtypes:
The types & subtypes listed will dictate how the Unit moves and how it interacts with the Special Abilities of other Units.

Unit ID:
The blank space can be used to differentiate between multiple Units with the same name. Use a number, name or symbol. Then draw the same ID on the base of the Unit.

Weapons:
Determines how the Unit attacks other Models.

Hull / Health:
The number of boxes determines how much damage can be taken before the Unit is Defeated. Whenever you deploy a new Unit to the game, rotate its Stat Tracker so that the number displayed matches the number of boxes on the Stat Card.

Speed:
This bar indicates how fast the Unit can move over Clear and Difficult Terrain. Keep in mind that all Ground and Infantry Units must end their movement as soon as they enter Difficult Terrain (forfeiting any remaining maneuvers)

Special Abilities:
Lists any unique advantages or disadvantages that this Unit may have. The text here overrides any rules within the game.

Defense:
Maneuver determines how hard it is to hit. The last Stat (Armor, Shields or Force) is used to determine how much damage is taken when attacked.

Setup

1. Each player builds an army by selecting 100 points worth of Military Units. These units must not belong to competing factions.
2. Set the terrain on the table, as you would for the Basic game
3. Each player lays out a Stat Card for each distinct Unit name in their army in a straight line along their edge of the table. For example, if your army consists of 3 Stormtrooper squadrons, 2 AT-ATs, 1 AT-ST, and 4 TIE Fighters, then you need 4 Stat Cards (1 Stormtrooper card, 1 AT-AT card, 1 At-ST card, and 1 TIE Fighter card). The order that the cards are laid out determines the order each Unit group will move and attack (left to right)
4. All players deploy Units to their side of the table (up to 4 inches from the edge). Infantry Units may be deployed inside of transports (move the Infantry Stat Card so that it is under the Transport Stat Card, sticking out enough for you to read the title and ID)
5. All players roll a die. The player that rolls highest goes first, and then each player takes a turns clockwise (starting with the player to the left)

Game Sequence

The player that won Initiative activates their Stat Card on the far left. The corresponding unit group (in other words, all Units whose names match what is displayed on the Stat Card) may move and attack. Once done, rotate the Stat Card 45 degrees to indicate that it has already been activated.

The player to the left now activates their left-most Stat Card, moving and attacking with the corresponding Unit Group, just as the first player did. Play continues this way, with each player moving and attacking with a single Unit Group until all players have activated all their Unit Groups and rotated all their cards. It is possible for one player to run out of Units – if that happens, they sit the rest of the turn out while the remaining players continue to move and attack.

Once all Units have been rotated, roll another die to determine initiative and start over. This time, rotate each Stat Card 90 degrees so that it is angled in the opposite direction as the other cards.

The game continues until:

- All your military Units are defeated
- You surrender to your opponent
- A pre-defined number of turns (whatever the players agreed to) have passed
- A pre-defined amount of time (whatever the players agreed to) has passed

MOVEMENT

Maneuvers

Every turn, a Unit moves by taking a series of Maneuvers, as determined by its Speed Rating. You'll find a Unit's speed written on the Stat Card using this format:

Number of Maneuvers X (Minimum Speed - Maximum Speed)

For example, a Unit that has a Speed rating of “2x (1-4)” takes 2 Maneuvers each turn, with each Maneuver being between 1 and 4 inches.

- If the Speed rating does not specify a number of Maneuvers, assume it is 1. For example, a Speed Rating of “1x (1-3)” can be simplified as just “(1-3)”

All Maneuvers are taken at the same speed. You may use a ruler to gauge how far you want to travel on the first Maneuver, but then all subsequent Maneuvers use the same speed.

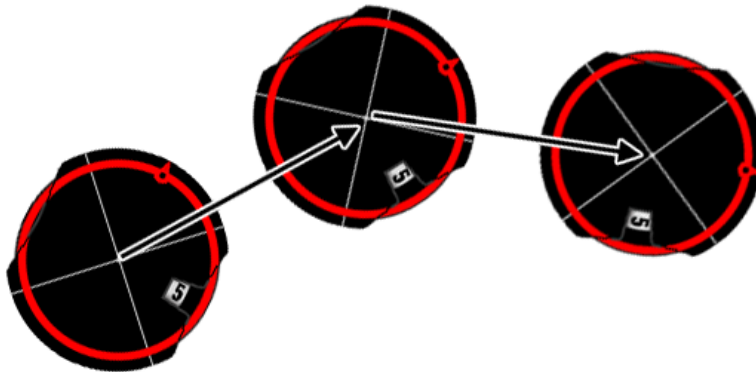
Maneuvers are not optional – a unit MUST take all of its Maneuvers on EVERY turn.

- Keep in mind that a Unit with a minimum speed of 0 may take a Maneuver by simply staying in place

Direction Pointers and Changing Facing

Unless its Stat Card states differently, each Unit must can only move in a direction defined by its Forward Firing Arc (the Firing Arc that corresponds to the location of its Direction Pointer). Draw an imaginary line from the StaTrack Base center (where all the Firing Arcs converge), and through the Forward Firing Arc. Rotate the Unit so that the Direction Pointer is now facing that direction, and move the Unit in a straight line.

When multiple Maneuvers are spent in this manner, it effectively replicates the turning radius of a fast land speeder or starfighter. The slower you go, the tighter your turn will be.



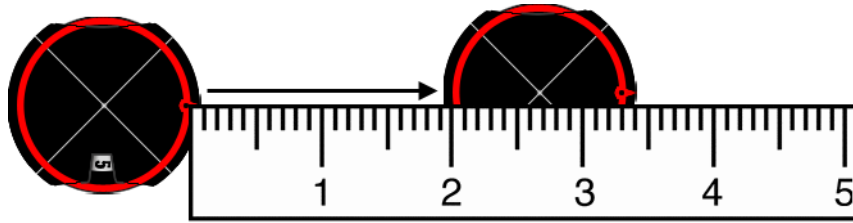
A Unit that does not have Firing Arcs or Direction Pointers can move in any direction.

Note that this is meant to be a fast-paced game. Don't spend too much time worrying about measuring angles and distances; just play the game and have fun!

Measuring Movement Distances

Remember, always measure distances to and from the closest points of the StaTrack Outline Ring.

The below diagram illustrates the correct way to move a Unit 2 inches.



Again, this game is supposed to be fun and fast-paced. If it's taking you more than a few seconds to measure distances, then you're not doing it right!

Moving Through / Over Other Units

Sometimes you may find yourself trying to move a Unit only to find that another Unit is blocking your path.

- Flying Units can freely move through other Units (friend and foe) – they simply fly over or under whatever else is there.
- Infantry Units can move through friendly Units, but not through enemy Infantry / Ground Units.
- Ground Units can move through Flying Units (friend and foe) and friendly Infantry Units; they can move through enemy Infantry Units *IF* they have a larger base; they can never move through another Ground Unit.
- No Unit can ever end its movement on top of another Unit. Keep in mind that that a movement can be made up of multiple maneuvers – movement does not “end” until after you complete the last maneuver. If a Unit is forced to end its movement on a space that is already occupied by another Unit (in other words, if both bases are overlapping), then adjust the model's position that most recently moved so that the base is no longer overlapping (using the shortest possible distance – this does not count as a “movement” nor a “Maneuver”, so do not rotate the model while doing so)

ATTACKS

Types of Attack

There are two basic types of Attacks:

- In a Ranged Attack, a Unit fires a laser, blaster bolt, missile, or some sort of projection at an enemy. Units may move (take all their Maneuvers) and then attack, or they may attack and then move (take all their Maneuvers); they do not make attacks in the middle of a movement.
- In an Attack Run, a Unit moves directly at an enemy, attacking as they move past. This type of attack is used to represent TIE Bombers raining down explosives on the heads of Rebel Infantry, Jedi Knights wading through a Stormtrooper Squadron with a blazing lightsaber, or Imperial Walkers trampling unfortunate Rebel Troopers underfoot.

Unlike movement, attacking is optional – you do not have to attack if you don't want to

Resolving a Ranged Attack (Determining Line of Sight)

1. A Unit picks a weapon on its Stat Card to attack with.
 - Each Weapon has a pre-determined Firing Arc.
 - Draw an imaginary, straight line from the center of the attacker's StaTrack Base, through the appropriate Firing Arc for the selected weapon, and to the nearest enemy model within that direction.
 - If the line passes any Terrain or any other model, then you need to check if line of sight is blocked (see "Terrain" below)
2. Measure the distance between the Attacker and Defender and compare that distance to the range listed for the weapon on the Stat Card
 - If the distance is greater than the weapon's Range, the Attack automatically misses
 - If a Ground / Infantry Unit attacks a Flying Unit, double the distance between them before comparing to the weapon range. For example, if an AT-AT is 4 inches from an X-Wing, treat them as if they are 8 inches apart. This mechanic is intended to reflect the fact that Flying Units represent Starfighters hundreds of feet in the air, even if they look like they're hovering just over the gaming table.
3. The Attacking Unit rolls a die and adds the result to the weapon's Targeting value. The result is compared to the Defending Unit's Maneuver or Stealth value (whichever is listed on the Defender's Stat Card):
 - If the Defender has Cover (see "Terrain" below), then two dice are rolled, with the lower result being used (the higher roll is simply ignored).
 - If the roll comes up as a 6, then the attack automatically hits, regardless of the final value. In addition, the Defending Unit immediately takes 1 point of Damage.
 - If the modified Attack roll is greater than or equal to the Maneuver / Stealth value, the Attack hits.

- If the modified Attack roll is lower than the Maneuver / Stealth value, the Attack misses and deals no damage.
- If the roll comes up as a 1, then the attack automatically misses and deals no damage, (even if the weapon's Targeting value exceeds the Defender's Maneuver or Stealth)
- The defense type that is listed on the Defender's Stat Card (Maneuver or Stealth) indicates how the Unit most often avoids being hit. Some weapons are better at hitting Stealthy Units, while some are better at hitting Maneuverable Units.

Resolving an Attack Run

1. Before moving, declare that the unit is attempting to make an Attack Run. You can't decide to do an Attack Run in the middle of a Movement – it must be declared at the onset.
2. Take all Maneuvers in a single, straight line
 - For example, if the Unit has a Movement Score of **3x (2-5)**, treat as if it had a score of **1x (6-15)**
 - Make a note of which enemy Unit(s) the attacked moved through – any one of them is a valid target (some Units can attack more than one enemy on an Attack Run!)
3. The Attacking Unit rolls a die and adds the result to the weapon's Targeting value. The result is compared to the Defending Unit's Maneuver or Stealth value, in exactly the same way as a Ranged Attack is resolved

Determining Damage

If hit, the Defending Model rolls a die and adds the value to its Armor, Shields or Force rating (whichever is displayed on the Defender's Stat Card). The result is then compared to the Attacking Weapon's Power value:

- If the modified Defense roll is greater than or equal to the Power, then the Defending Unit takes no damage.
- If the modified Defense roll is lower than the Power, then the Defending Unit takes 1 point of damage. This is in addition to any damage taken because the Attacker rolled a 6).
- Most Infantry Units have a Defense Value of 0 - simply roll a die and compare the result to the weapon's Power to determine if Damage is dealt.
- The kind of Defense listed (Armor, Shield or Force) represents the type of Defense that the Unit relies on most. While it's true that the Star Wars lore includes vehicles with multiple methods of preventing damage (for example, a Jedi starfighter relies on both the starfighter's shield and the pilot's connection to the Force), this game only lists a single statistic for convenience. Certain weapons are more effective against certain types of Defense (for example, Ion Cannons are more effective against Shields and Lightsabers are more effective against Armor). The actual effects are detailed on the attacker's Stat Card.

Every time the Defending Model takes damage, rotate the Stat Tracker on the StaTrack base so that the Hull / Health number is reduced by one. A Unit is Defeated when it's Health / Hull is down to 1 and it takes additional damage.

- Defeated Units are immediately removed from the game board. If it was the last Unit in the Unit Group (in other words, your army contains no more Units with the same name), then also remove the Unit's Stat Card.
- When a transport carrying Infantry Units is defeated, roll a die - if the result is odd the Infantry unit is defeated also, if the result is even the Infantry can be immediately deployed to an adjacent spot (if the transport was on Impassable Terrain, then they are Defeated anyway).

TERRAIN

Terrain Types

Objects placed on the gaming table can be used to represent buildings, rock outcroppings, lava flows, chasms, and whatever else you can imagine.

There are two ways to describe terrain – by how it impacts movement and by how it impacts line of sight:

Impacts to Movement:

- Even = no impact to movement (as if the terrain did not exist)
- Difficult = Infantry and Ground Units must stop as soon as they enter the terrain, and are then slowed on subsequent turns; Flying Units are not impacted at all (they simply fly over it)
- Impassible = Infantry and Ground Units cannot enter the terrain; Flying Units are not impacted at all (they simply fly over it)

Impacts to Line of Sight (Attacks):

- Clearing = no impact to line of sight (as if the terrain did not exist)
- Cover = partially blocks line of sight, making it difficult to attack enemies on the other side (attacks involving Flying Units may or may not be impacted - see additional rules below)
- Obstacle = completely blocks line of sight, preventing Units from attacking enemies on the other side of the terrain (attacks involving Flying Units may or may not be impacted - see additional rules below)

By combining these game concepts, we can simulate a wide variety of terrain types.

For example:

- Deep chasm or pool of lava = Impassible Clearing
- Shallow river = Difficult Clearing
- Light forest = Difficult Cover
- Dense jungle = Difficult Obstacle
- Building or rock outcropping = Impassible Obstacle
- Dense smoke or fog = Even Cover

Terrain and Movement

How Units interact with terrain depends on their Type:

- Flying Units generally ignore all terrain for the purposes of movement – they simply fly over them.
- Infantry and Ground Units must stop as soon as they enter the Difficult Terrain, and are then slowed on subsequent turns
- Ground Units and Infantry generally cannot pass through Impassable Terrain

Note: If all Players agree, feel free to come up with special rules for specific Terrain. Maybe you have a Sarlacc Pit that “eats” Infantry Units that get too close. Maybe you have a vehicle repair bay that Ground Units can enter to remove damage.

Terrain and Attacks

- Ground / Infantry Units cannot attack each other through Obstacles. Enemies on the other side of an Obstacle are not considered the “nearest enemy” for the purpose of determining Targets.
 - If a Ground / Infantry Unit is attacking a Flying unit (or vice versa) AND there is an Obstacle between them, then line of sight is only blocked if the obstacle is closer to the Ground / Infantry Unit than it is to the Flying Unit.
- Ground / Infantry Units can attack each other through Cover, but do so at a severe penalty – the Defender can roll a die and add it to their Maneuver.
 - If a Ground / Infantry Unit is attacking a Flying unit (or vice versa) AND there is Cover between them, then the Defender only benefits from the Terrain if it is closer to the Ground / Infantry Unit than it is to the Flying Unit.

ADVANCED RULES

Deployment & Transports

- When you place a Military Unit onto the table, that Unit is considered "Deployed".
- Units that take more damage than their Hull or Health rating are removed from the gaming board and are considered "Defeated". Note that "Defeated" does not necessarily mean "Dead"; an Infantry (Hero) could have been knocked unconscious, or a Ground (Walker) may have fallen over but still be repairable. Some Special Abilities allow a Defeated Unit to join a player's Reserves.
- Infantry Units that are transported by a Flying / Ground vehicle are taken off the board and placed on the Stat Card of the Transport. The Infantry's Stat Card is then placed under the Transport's Stat Card, with the title and ID sticking out so it can be seen. When the Transport takes a turn, it can elect not to move (this is an exception to the rule stating that movement is mandatory) to let an adjacent Infantry Unit board or to drop off a transported Infantry unit (move the un-rotated Infantry Stat Card just to the right of the Transport's rotated Stat Card and place the Infantry Unit adjacent to the Transport Unit).
- If a Transport is defeated while carrying Infantry Units, roll a die - if the result is odd the defending Infantry Units are Defeated also; if the result is even the Infantry Units can be immediately Deployed to an adjacent spot on the table (if the transport was defeated over Impassable terrain, then they are Defeated anyway).

Commanders & Strategy