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

- 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 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"). There are actually two different rule sets:
  o The "Basic" rules are intended to be combined with an existing Role Playing rule set (West End Games, Wizards of the Coast, and Fantasy Flight have all produced Star Wars games at one time or another). You use the rules here to handle movement and line of sight, and you use your existing rule set to handle attack / damage resolution. Players can play head-to-head, each controlling a large number of units engaged in a skirmish, or you can have a more traditional game with each player controlling a single unit with a "game master" controlling all other models.
  o The "Advanced" rules are a stand-alone game. Each player takes turns moving and attacking with Units that have different strengths and weaknesses, listed on "Stat Cards". Players need to choose which Units they want to deploy carefully, and then adapt their strategy to the Units deployed by their opponents. Success and failure is determined partly by the capabilities of your Units, partly by your strategy and partly by the luck of a die roll.
- For the "Basic" rules, you will need to purchase a ruler (in addition to whatever other items are required by your RPG / wargame rules of choice). For the "Advanced" rules, you will also need to purchase a set of six-sided dice, available from most gaming shops, and some book stores; card protectors (available from most gaming shops, as well as any store that sells collectible baseball cards) and some dry-erase markers are highly recommended, but not required. All the cardboard pieces pictured in this document can be downloaded for free at www.momirfarooq.com (although toys, model kits, and collectible figurines make for easy substitutes).

- 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.

GAME BOARD AND MODELS

Before you begin playing, you must first setup the board. It is recommended that you use a flat, stable table with at least 4 square feet of space. Place objects (books, soda cans, boxes, strips of construction paper, or whatever is on hand) on the table to represent terrain and buildings, but make sure there's at least 2 inches between all obstacles.

Types of Units:
There are three types of Military Units, which are used to determine movement:

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.

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.
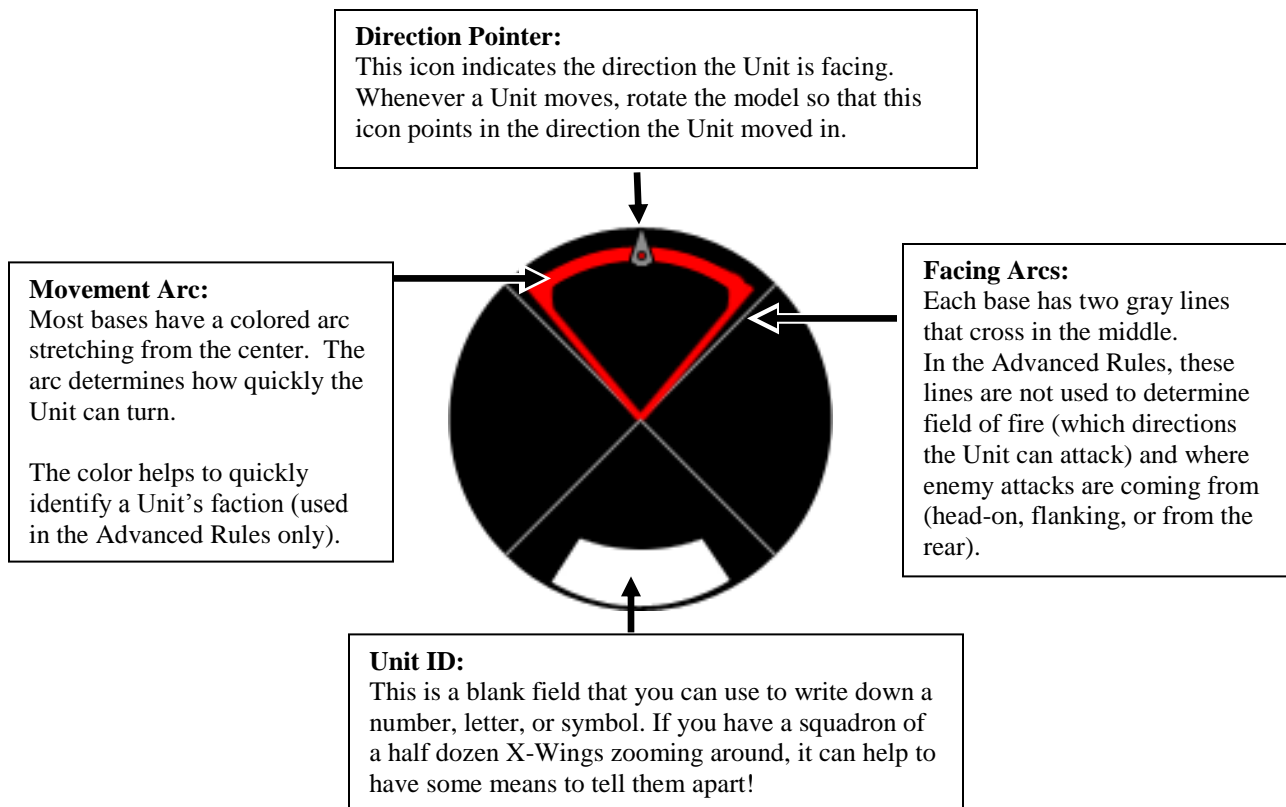
Infantry Units- Infantry Units are not represented by 3-D models, but by 2-D tokens. Conceptually, a token can represent a single person or an entire squadron of soldiers. Infantry Units are not fast, but can take cover in buildings and terrain, effectively defending territory from much stronger forces.

BASIC RULES
(Movement, Terrain, and Line of Sight)

Model Bases:

The models in this game are glued to small, cardstock bases that help you adjudicate movement.

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.

Movement Arc:
Most bases have a colored arc stretching from the center. The arc determines how quickly the Unit can turn.

The color helps to quickly identify a Unit's faction (used in the Advanced Rules only).

Facing Arcs:
Each base has two gray lines that cross in the middle.
In the Advanced Rules, these lines are not 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).

Unit ID:
This is a blank field that you can use to write down a number, letter, or symbol. If you have a squadron of a half dozen X-Wings zooming around, it can help to have some means to tell them apart!

Maneuvers:

Every turn, a Unit moves by taking a series of Maneuvers, as determined by its Speed Rating. The format is

   Minimum Speed **-** *Maximum Speed* (**x** *Number of Maneuvers*)

For example, a Unit that has a Speed rating of "1-4 (x2)" takes 2 Maneuvers each turn; each Maneuver must move the Unit at least 1 inch, but can move it up to 4 inches.

If the Speed rating does not specify a minimum speed, assume it is 0. For example, a Speed Rating of "0-2 (x2)" can be simplified as just "2 (x2)"

If the Speed rating does not specify a number of Maneuvers, assume it is 1. For example, a Speed Rating of "1-3 (x1)" 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. Of course, a Unit with a minimum speed of 0 may take a Maneuver by simply staying in place.

Movement Arcs:
The Movement Arc determines the area into which the Unit can move. When the Unit moves, it does so in a straight line, and ends the Maneuver facing the direction it travelled.
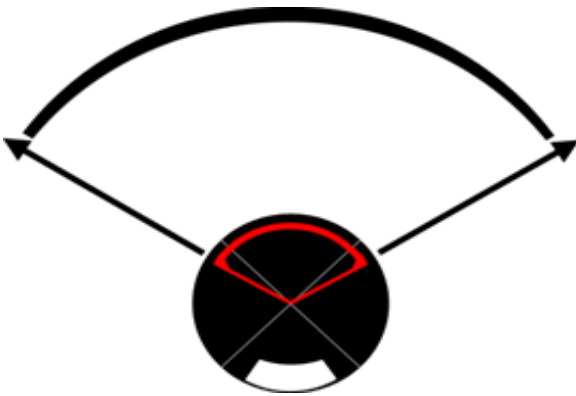
Some Units can turn faster than others. Depending on the Arc depicted on the base, a Unit can turn 40, 60, 90, 130, or 180 degrees around per Maneuver. A Unit that can turn 180 degrees per Maneuver can effectively move in any direction at any time.

40-degree turns   60-degree turns   90-degree turns   130-degree turns   180-degree turns
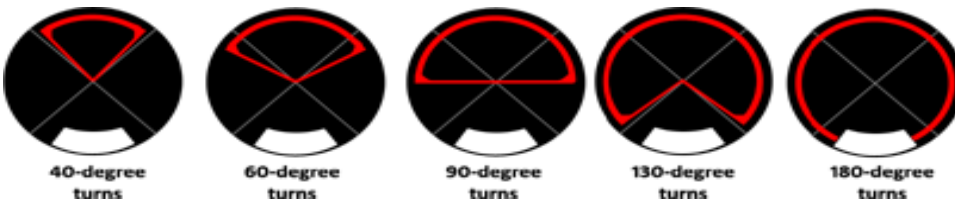
When multiple Maneuvers are spent using a restrictive Movement Arc, it effectively replicates the turning radius of a fast land speeder or starfighter. The slower you go, the tighter your turn will be.
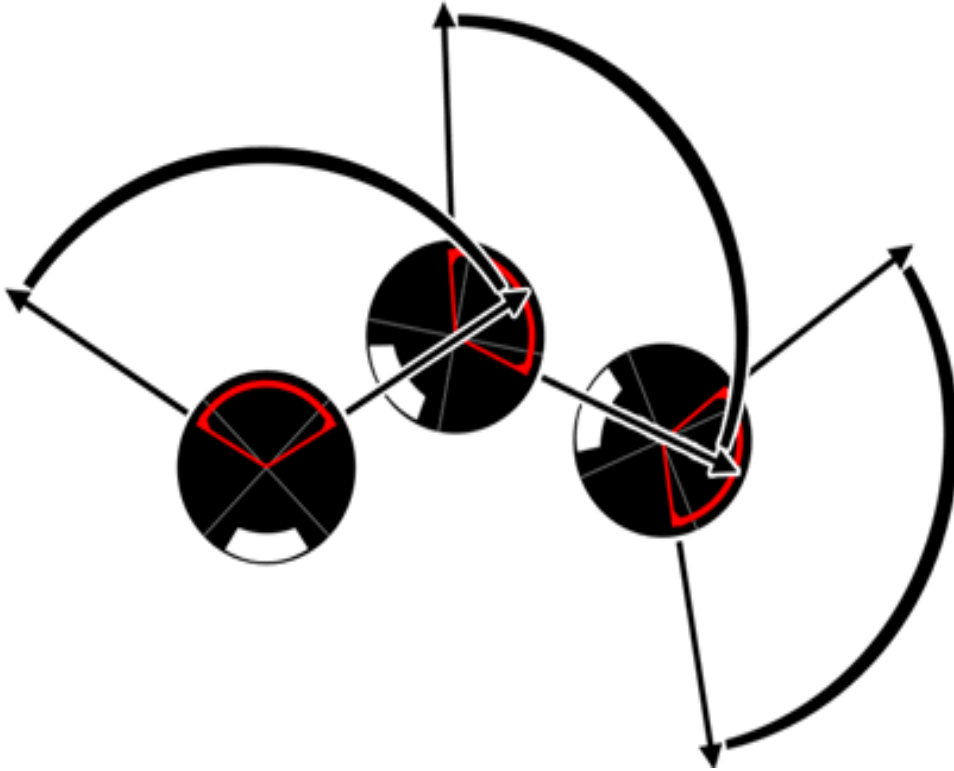
Again, a reminder: this is meant to be a fast-paced game. Don't spend too much time worrying about measuring angles and distances; just play the game and have fun!

Measuring Movement Distances:
When measuring distances, you can choose to measure from the leading edge, the trailing edge, or the middle of the base – whichever is convenient. As long as you're consistent, it'll be just fine. However, whatever you start measuring from must also be what you measure to. In other words, if you start measuring from the leading edge, don't end your measurement using the trailing edge of your moved Unit.

The below diagram illustrates the correct and incorrect way to move a Unit 4 inches.
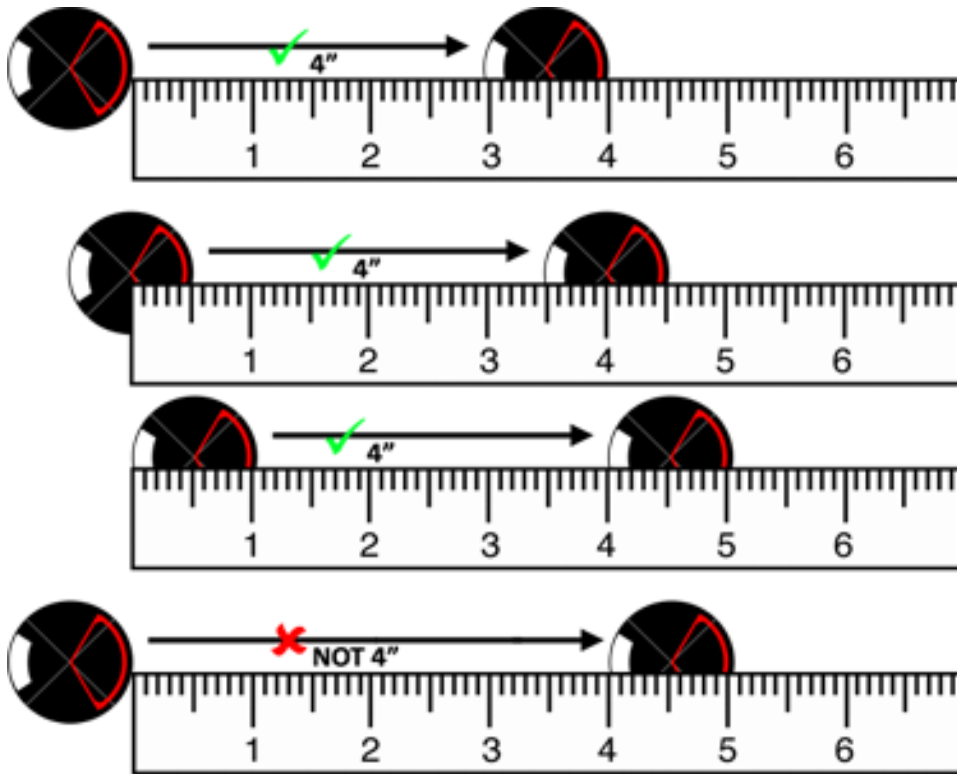
Hint: this game is supposed to be fun and fast-paced. If it's taking you more than a few seconds to measure distances, then you're not doing it right!

Moving on top of another Unit:
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.

Even if your Unit can move through another Unit, you can never end your movement on top of another Unit. Keep in mind that that a movement can be made up of multiple maneuvers – you "end your movement" when 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 move the two models slightly so that they can both fit.

If the two Units that are controlled by different players, then:

- Whoever controls the larger unit (or the player that just moved, if they are both the same size) can move the enemy Unit out of the way (without turning its facing)
- Whoever controls the displaced unit can then adjust its facing, as if it the Unit just made a Maneuver at a speed of 0)

If the two Units are controlled by the same player, then:
- The controlling player moves the smaller Unit out of the way (or the Unit that was already in the way, if they are both the same size) without turning its facing
- The opposing player can adjust the facing of the displaced Unit, as if it just made a Maneuver at a speed of 0)

Terrain:
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:

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 the terrain)
- Impassible = Infantry and Ground Units cannot enter or cross over the terrain; Flying Units are not impacted at all (they simply fly over the terrain)

Line of Sight:
- Clearing = no impact to line of sight (as if the terrain did not exist)
- Cover = partially blocks line of sight (exact mechanics may differ depending if you are using Basic or Advanced rules)
- Obstacle = 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 = Impassable Clearing
- Shallow river = Difficult Clearing
- Light forest = Difficult Cover
- Dense jungle = Difficult Obstacle
- Building or rock outcropping = Impassable Obstacle
- Dense smoke or fog = Even Cover

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.
- Ground Units generally cannot pas though obstacles (unless all players agree to special rules in advance)
- Players are encouraged to come up with fun ways for Infantry Units to enter, climb over, or pass through obstacles. However, this is beyond the scope of the Basic Rules.

Attacking other Units:
The Basic rules assume you are using another gaming system to adjudicate attacks and damage. However, we do offer some guidelines on how to seamlessly incorporate these rules into your favorite RPG.

- 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
    - The one exception to this rule is when a Flying Unit attempts to attack a Ground / Infantry Unit…. The Flying Unit must move THROUGH the enemy Unit (to represent a strafing attack / bombing run) without passing over any terrain / obstacles. Once the movement is complete, resolve the attack roll as normal.
- Unlike movement, attacking is optional – you do not have to attack if you don't want to
- Units attack the nearest enemy within range.
    - If it doesn't make sense to attack a type of enemy Unit, then the players can agree to ignore them. For example, Turbolasers might ignore Infantry (attacking the nearest Ground / Flying Unit) because they're so big and bulky; Anti-aircraft cannons might ignore Infantry and Ground Units (attacking the nearest Flying Unit) because that's what they're built to do
- Convert all weapon ranges into a convenient scale of inches for this game
    - 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.
- If a Ground / Infantry Unit is attacking a Flying unit AND there is an Obstacle between them, then line of sight is only blocked if the obstacle is closer to the attacker than it is to the Flying Unit. Again, Flying Units are supposed to be soaring hundreds of feet in the air; any terrain that is close to the attacker is likely to get in the way while terrain close to the Flying Unit does little to offer cover.

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.

AT-AT   25

The All Terrain Armored Transport, or AT-AT walker, is a four-legged transport and combat vehicle used by the Imperial ground forces. Standing a towering 15 meters tall, these walkers are intimidating, and are used as much for psychological effect as they are for tactical effect.

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

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

BACK:

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.

AT-AT
Ground (Walker, Transport, Artillery)

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)

Clear Terrain	Difficult Terrain
0-3 (x1)	0-3 (x1)

Weapon	Arc	Targeting	Power
Light Blaster	Front	2	5
Heavy Blaster	Front	0	7

May only target enemies 3 or more squares away

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. As damage is applied, check off the appropriate number of boxes. Use a dry-erase marker on your card protectors; don't actually ruin your cards (conversely, you can elect to place tokens next to the model). When the Unit is Defeated, flip the card over so that the Front side is face up.

Special Abilities:
Lists any unique advantages or disadvantages that this Unit may have.

Trample - When this Unit enters a square occupied by an enemy Infantry, roll a die. On an even number, the Infantry Unit takes 1 damage.

Transport - Can carry up to 3 Infantry Units.

MANUEVER 4
ARMOR 4

HULL ☐ ☐ ☐ ☐ ☐

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.

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.

> Flying Unit Subtypes:
> - 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.
> - 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.

> Ground Unit Subtypes:
> - 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.

Infantry Units- Infantry Units are not represented by 3-D models, but by 2-D tokens. Conceptually, a token can represent a single person or an entire squadron of soldiers. Infantry Units are cheap and weak, but do not underestimate their impact on the battlefield. Most Infantry Units are highly specialized troops that can perform feats that are impossible by other Units. Infantry Units are also capable of taking over Enemy Emplacements.

Infantry Subtypes:
- 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.
- Pilot - An individual who can pilot a Flying Unit or drive a Ground Unit. Such individuals can fight on the battlefield as other Infantry do, or can be taken off the board to provide a bonus to a single Flying / Ground Unit. Units that are receiving such a bonus are considered "Piloted".
- 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).
- Commander - An individual that provides some sort of bonus to your entire army or a penalty to an opponent's army. Your army may only have one Commander at a time. Most Commanders are also Heroes.
- 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.

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 all their Stat Cards in a straight line along their edge of the table. The order that the cards are laid out determines the order each Unit 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 may move and attack with the Unit whose Stat Card is on the far left. Rotate the card 45 degrees to indicate that it has already moved. If an enemy Unit is defeated, that player must discard its Stat Card. A Unit can only attack with a single weapon (even if the Stat Card indicates that multiple weapons are available).

The player to the left now moves and attacks with their Unit, just as the first player did. Play continues this way, with each player moving and attacking with a single Unit (whatever Unit that corresponds to the un-rotated Stat Card on their left). 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

DEPLOYING AND REMOVING MODELS TO OR FROM THE TABLE

- 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).

ATTACKING

An Attack is resolved in the following way:

1. A Unit picks which weapon it will use to attack with. It then automatically targets the nearest enemy model within the Firing Arc of that weapon.
   - Draw an imaginary, straight line from the center of the attacker's base to the nearest edge of the Defender's base. If that line passes any Terrain or any other model, then you need to check if line of sight is blocked (meaning you may not be able to attack that enemy; pick the next nearest enemy and try again)
2. The Attacking Unit rolls a die and adds the result to the weapon's Targeting. The result of that roll 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, then two dice are rolled, with the lower result being used (the higher roll is simply ignored).
   - If the roll comes up as a 1, then the attack automatically misses, regardless of the final value.
   - 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.
   - 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.

3. The Defending Model rolls a die and adds it 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.

4. If the Defending Model's total damage is equal to or greater than all the Hull / Health boxes listed on its Stat Card, then it is Defeated.

- Units are immediately removed from the game board. Move the Unit's Stat Card off to one side (in a "defeated pile").
- 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).