

Star Navy

RULES

Introduction

This game is a simple, sub-light tactical space battle game, for 2-6+ players.

Components

A hexagonal battle mat. We recommend *Megamat 1" Reversible Black-Grey Hexes*, SKU 97680 sold by Chessex (www.chessex.com).

A pile of power tokens, 12 per player. Poker chips work fine. Or *1" Wood Circle, 1/8" Thick*, SKU JC6210 sold by Craftparts (www.craftparts.com).

One ship per player. We recommend *3/4" Wood Circle, 1/8" Thick*, SKU JC5712 also sold by Craftparts. A ship is either a frigate (FF) or a cruiser (CA).

- Use highlighters to color the face fully or partially, with one or two colors.
- Then use a permanent marker pen to draw a simple design, such as an arrow. The design must clearly indicate a facing direction.
- Do the exact same to the reverse side, but use the pen to also draw a border around the whole design.

Ship schematic sheets, printed to paper from the PDF.

54 cards: six sets of 9 command cards.

Two dice.

Set Up

Divide the players into two teams. Assign each player a single ship. The ships should be distributed such that each team's fleet has the same value.

- Frigate – 10 points
- Cruiser – 20 points

Place the battle mat between the teams.

Planets or moons of any size may be placed on the mat. Season to taste.

Give each player a schematic sheet corresponding to his ship. He places it near himself.

Give each player 12 power tokens. He places them to the right of his schematic, on the "expended power" side.

Arrange ships on the battle mat according to mutual agreement. Or follow this standard procedure: each team places their ships in a formation on opposite edges of the mat.

- Each ship must be placed within a hex.
- Each ship must be oriented such that it clearly faces an adjacent hex.
- Each ship must be moving (non-border side up).
- At least one ship from each team must be adjacent to the edge of the mat.
- Additional ships must be exactly two hexes away from another ship of the same team.
- No ships may be in the same or adjacent hexes.

Then randomly choose a team.

1. The chosen team (A) arranges their ships into a formation, and places it centered on a long edge of the mat.
2. The other team (B) arranges their ships into a formation, and places it centered on the opposite edge of the mat.
3. Roll two dice. Adjust team B's formation according to the result:
 - 4-6 – slide it half way toward the left corner.
 - 8-10 – slide it half way toward the right corner.
 - Otherwise – leave it where it is.

Give each player a set of 9 command cards. Keep cards in a hand, hidden from other players.

Game Play

Play is conducted as a series of turns. Within a turn, all players, regardless of team, play simultaneously.

A turn is comprised of three phases – Power, Move, and Command. It can be helpful for one player to call out the phases, to ensure that every player takes the action.

Phase 1: Power

Each player moves a single power token, if any remain, from the right side of his ship schematic (expended) to the left side (available).

Phase 2: Move

Move each ship that is currently moving (non-border side up) into the adjacent hex to which it is facing. Keep it pointed in the same direction.

It is allowed that multiple ships may be in the same hex. They do not collide.

A ship that runs into a planet or moon is destroyed and removed from the mat.

A ship that moves off the edge of the mat is lost in space, never to return.

Phase 3: Command

Each player selects a command card and holds it up vertically, facing himself. When everyone is ready, simultaneously tilt them forward and lay them down, face up.

The Reserve card has two options – Maneuver (RM) and Fire (RF). When holding the card vertically, orient the desired option to the top. When laying the card down, the selected option will be oriented away from the player.

Resolve the commands. See *Resolve Commands* below.

Resolve Commands

No Command cards cause no action.

Resolve other commands in the following order:

1. Marines (Board)
2. Maneuver – Change Velocity or Turn
3. Fire weapons – Schrödinger's Cannons or Heisenberg Torpedoes
4. Inter Stellar Drive (ISD)

Many commands may also be initiated by playing the Reserve card – Maneuver (RM) or Fire (RF). The player declares the command immediately when cards are played. Special reserve effects are noted in passing as each command is described below.

Example:

A player plays his Reserve card, oriented to indicate Maneuver (RM). He declares that he is turning to port. He may not declare that he is firing Heisenberg torpedoes, since that is not a maneuver.

If a player plays an ineligible card, he expends two power tokens (to the extent available) as a penalty. Then ignore the card. An ineligible card is one:

- for which he has insufficient power.
- when boarding or firing weapons, no opposing target is reachable.
- when firing weapons, another ship is in the same hex as his ship. (The gunner gets confused.)

Satisfy power requirements by moving tokens from the left side of the ship schematic (available) back to the right side (expended).

When all cards are resolved, players return them to their hand.

Command: Marines (Board)

Power requirement: 5 tokens

Reserve effect: n/a

Target an opposing ship 0-2 hexes away.

If the targeted player also played a Marines card, the action fails.

Alternatively, the targeted player may reveal a Marines card and expend 3 power tokens. If so, the action fails.

Otherwise, roll two dice. Results indicating success are shown on the firing ship's schematic.

Results described as $\times 3$ or $\times 4$ are understood as multiples of those numbers. For example, valid $\times 3$ rolls are 3, 6, 9, and 12.

Upon success, the ship is immediately captured and taken over by the other team. Cancel the command that was played for that ship. It may be practical to have the disgraced captain switch sides, swear a loyalty oath, and resume command of the ship.

Command: Change Velocity

Power requirement: 1 token

Reserve effect: Reserve Maneuver (RM) is the only way to initiate this command.

If the ship is moving, it stops. If the ship is stopped, it starts moving.

Flip the ship to its other side, but keep its facing the same. Bordered side indicates stopped. Non-border side indicates moving.

Note the ship does not actually move at this time.

Command: Turn

Power requirement:

- 0 tokens, if stopped
- 1 token, if moving

Reserve effect: required power is +1 token

Swivel the ship 60° to port (left) or starboard (right) according to the card, to face a different hex.

Command: Fire Schrödinger's Cannons

Target an opposing ship 1-12 hexes away, within a 180° arc extending out from the port or starboard side of the firing ship as indicated by the card.

Power requirement:

- 7 tokens, if target is within a 60° side arc
- 9 tokens otherwise

For reserve effect and resolution, see *Resolve Impact* below.

Command: Fire Heisenberg Torpedoes

Target an opposing ship 1-7 hexes away, within a 180° arc extending out forward or aft of the firing ship as indicated by the card.

Power requirement:

- 3 tokens, if target is stopped
- 5 tokens, if target is moving

For reserve effect and resolution, see *Resolve Impact* below.

Command: Inter Stellar Drive (ISD)

Power requirement: 5 tokens

Reserve effect: Reserve Maneuver (RM) is the only way to initiate this command.

Roll two dice. Consult the Inter Stellar Drive success table on the ship schematic. If the number has not been crossed out due to prior weapons impact, the drive engages. Remove the ship from the mat. It does not return.

Your enemies grasp for you, but snare only solar wind.

Command: Special Situations

If precise deconfliction is desired when declaring reserve commands, choosing targets, etc.; proceed one player at a time, after randomly determining order.

When determining whether a ship is within a 60° or 180° arc, tennis rules apply. Being on the line counts as “in.”

Planets, moons, other ships, etc. do not block line of sight. Strange but true.

Resolve Impact

Resolve all impact after all firing by all weapons is complete, but before resolving any ISD commands.

Amount of impact depends on the firing ship:

- Frigate – 2 points
- Cruiser – 3 points

For each point, determine which of the four sections of the target ship is impacted. Roll two dice. Consult the relevant impact table on the ship schematic, considering sections *nearest* to the firing ship.

Example:

A cruiser fires on another ship by playing Reserve Fire (RF). He rolls two dice for each point of impact, resulting in 7, 9, and 11.

His cruiser is forward of the target, a little off to the port side, so he consults the “Facing One Section” table. The 7 result impacts the facing section – the port bow. The 9 result impacts the section to clockwise – the starboard bow. The 11 result misses entirely.

Resolve Impact: Effect

The targeted player uses a pen to cross out the impacted number of boxes on his ship schematic, beginning with the outermost box of the section and proceeding inward. For cruisers, complete the top line of the section before proceeding to the bottom one.

If a command box (≡) is impacted, the targeted player randomizes his command cards:

- Include the card just played
- Exclude the two *keep* cards

The firing player selects one card. He does not look at it. The targeted player does look at it, and discards it face down, out of play.

If an ISD box is impacted, cross out the corresponding number from the Inter Stellar Drive success table elsewhere on the ship schematic.

If the last box (♠) of a section is impacted, the ship is destroyed and removed from the mat.

The stars themselves weep for your loss.

Game End

At the end of a turn, if only one team’s ships remain on the mat, the game is over. It may also end by mutual agreement.

The region of space over which the battle occurred is worth half the value of a contending fleet, plus one.

Example:

A cruiser (20 points) and a frigate (10 points) face off against three frigates (10 + 10 + 10 points). The region of space is worth $15 + 1 = 16$ points.

A team’s score is determined as follows:

- The original value of the team’s fleet.
- Subtract the value of any ships lost due to destruction, capture, or lost in space.
- Add the value of any ships gained due to capture.
- If in sole possession of the mat, add the value of the region of space.

Highest score wins.