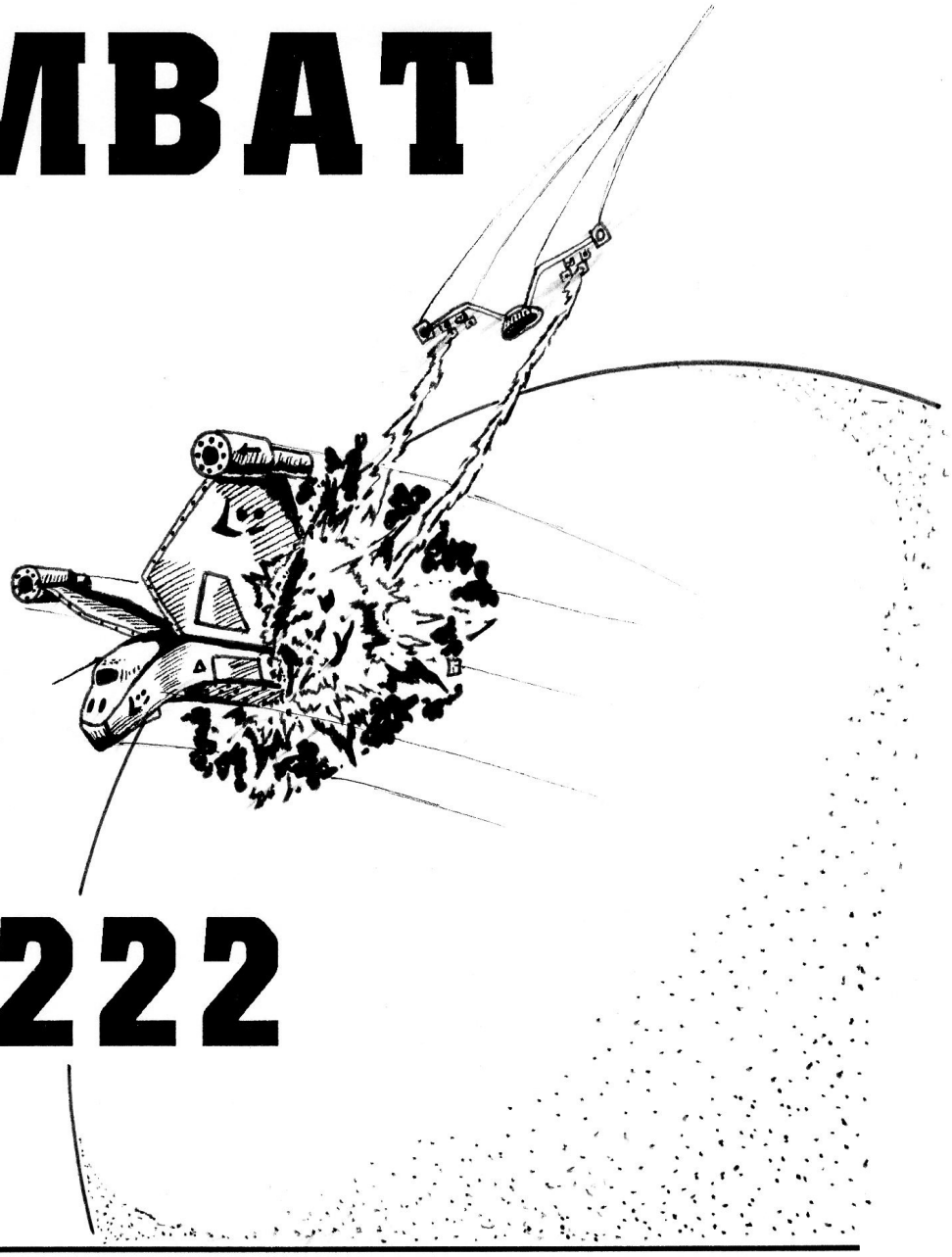
INTERCEPTORS AND INTRUDERS

FIGHTER COMBAT



AD2222

RULES FOR SCIENCE FICTION FIGHTER COMBAT by PETER PIG © RFCM 1994

0.0 SPACE FIGHTER AD2222 "INTERCEPTORS AND INTRUDERS"
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1.0 INTRODUCTION

Here is a set of rules written for fighter combat in the year 2222AD. The actions covered by these rules are intended to be short and decisive. Up to 3 players a side will give a nice game with more possible if it is to be a club night game or similar. The rules are specifically designed to cover fighter combat in the hope of capturing the speed of the combat by excluding too many tables and other ship types.

Some of the systems included may be a little difficult to justify in terms of 20th century science, but then this is a game and it is science fiction, who knows what may come about?

The models used are assumed to be 1/300th scale with figures assumed to be about 5.5mm tall. The actual game scale is assumed to be about 1/1000th. This mix is justified by the need to have reasonably sized models to handle whilst still preserving some plausibility in proportion.

2.0 HISTORY

These rules accompany the "Company Rules" rules published by RFCM in association with PETER PIG.

The background is one of large corporations fighting each other whilst denying same. By using space fighters companies intend to attack the merchant ships or space stations of others and thus damage their business success. A case of market forces.

The fighters are often launched from large freighters or from the surface of some planet/asteroid. Energy is the limiting factor for these ships. Pilots who operate at high energy levels will burn out their supplies more quickly although they can also fight with greater effect. Once a fighter's energy has been expended the fighter goes into "free flight" which means gliding out of the zone with life support systems only.

Each fighter has a crew of two humans . One crewperson is in command and carries out flight and fire whilst the second carries out energy and repair details.

Fighters have their main armament forward mounted. The armament is of laser type.

It is possible for the fighters to carry out close attack missions and even ground attack missions in gravity situations.

Fighters cannot carry out deep space missions but can carry extra energy for protracted fighting.

Fighters can be named as player's wish. Famous fighter designs of this period include the American indian series(souix, Arapaho, Pontiac etc.), weapon series(assegai,kontos, sabre etc) and the cat series(tiger, lynx, bobcat etc.).

3.0 MODELS

It is intended that players use the 1/300th spacefighter models manufactured by PETER PIG. Alternatively other manufacturer's models could be used if prefered. Fighters should be painted in bright colour schemes as visual aquisition is rare in this type of combat.

4.0 SCENERY

There are three types of scenery in use for this game. All the types should be represented by squares of card 6" by 6" . The scenic item can be placed on top of the card to enhance the look of the game.

Type A

This type of scenic is a large single piece of solid matter such as an asteroid.

Type B

This type of scenic is a cluster of smaller pieces moving in unison such as a meteor shower or mass of debris.

Type C

This type of scenic consists of single items such as satellites or space junk.

The amount of scenery is determined in part by the size of the playing area. Each ten square feet or part thereof of playing surface will cause the scenery table to be used once.

SCENERY TABLE

Score	Type of Scenery to be Used
1,2	1x B
3,4	1xA + 1xB
5,6	1xA + 1xB + 1xC

The die rolls are carried out for each use of the table. Example. A Six foot by four foot board gives an area of 24 square feet. Thuis the table above is used 3 times. If the die scores are 3,4 and a 6 the there will be 2xA, 2xB and 1xC terrain pieces.

5.0 GAME EQUIPMENT

5.1 Playing Area

The playing area should be flat and rectangular. Six feet by four feet would be a reasonable size for a small action. A black cloth should be used . Planets could be painted upon it or paint flicked across it to look like distant stars.

5.2 Scenery

The scenery consists of square templates measuring 6 inches by 6 inches. These should be painted to match the playing surface. Approximately 3 of each type should be sufficient. Upon these templates players can place the appropriate scenic.

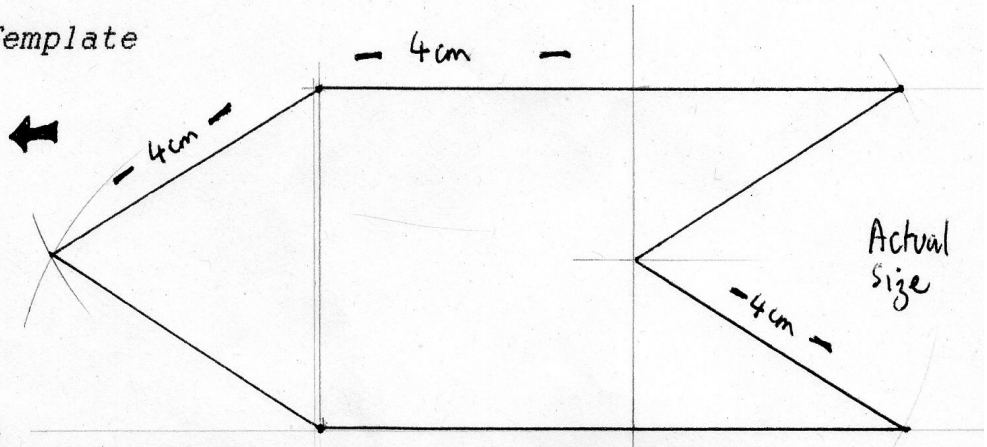
5.3 Movement templates.

The special template upon which the fighters move should be cut out from card and include some multiple pieces of 3's and 2's in order to make movement easier. These templates should also be in the playing surface colour.

The head of the template, that is to say , the triangular tip, should be in the colour of the present energy level. This means that each player will need 3 templates for each fighter in green, amber and red.

A template is dimensioned as follows. There is a central square of 4cms by 4cms.At the top is a triangle (isosceles) with the two sloping sides of 4cms. At the base is another 4cm by 4cm square with a triangle similar to the above removed from it.

DIAGRAM -Fighter Template

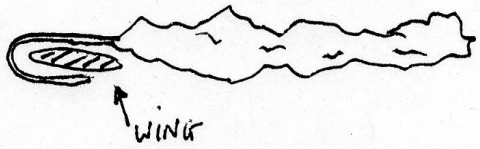


5.4 Fighter Models

Each player should provide himself with the appropriate number of space fighter models. In addition players will need markers to show which energy mode their fighters are in.

Paper clips which are straightened out apart from one hook can have cotton wool stuck on them and painted. These can be clipped over the wings of space fighters in order to make them look realistic when damaged. This is obviously optional but it does make the game look good.

DIAGRAM- Paper clip damage marker



5.5 Notes to be Kept by Players.

Each player needs to keep a record of the points and equipment that each fighter has. This information should be all on the same sheet. This will mean that 1 sheet of notes will cover a whole player's force. This information is not confidential and should therefore be shown to an opponent if they wish to see it. The only amendments that these notes will need in the game is to the number of energy blocks.

6.0 POINTS SYSTEM

. The idea behind this section is to ensure that players conform to the ideal of what a space fighter does and can be. A premium is paid by players wishing to give their fighters an inherant advantage .

ITEM	COST
Basic Fighter	10
Energy Blocks(up to 4)	10
Energy Blocks(5 to 7)	20
Extra Armament"Guns"	20
Extra Engines	20
Extra Initiative	20
Less initiative	-20
Armour	40
Superior energy changer	20

No fighter may cost less than 20 points.

Example. A fighter with 4 energy blocks would cost 10+40=50
A fighter with 6 energy blocks and extra guns would cost 10+40+40+20=110

6.1 Initiative

Extra initiative adds 1 to the "who moves first" die roll at the beginning of each go.

Less initiative deducts 1 from the"who moves first " score die roll at the beginning of each go.

When spending his points at the beginning of a game a player must either make all or none of his fighters extra/less initiative if either of the options are desired.

7.0 SETTING THE GAME UP

7.1 Choosing Sides.

Players should agree which is to be the interceptor and which the intruder.

If players cannot agree who is to be each side then a dice roll should be used with the higher score being the intruder.

Both interceptors and intruders have the same amount of points.

Using the points system the players should choose their desired fighters and extras. 300 Points is a suggested pointage total for a "normal" game.

7.2 Scenery

Based upon the playing area the scenery table should be used. The Interceptor player sets up all the terrain wherever he wishes within the following constraints.

a) No scenery piece may be placed touching or on top of another.

b) All the scenery pieces must have their edges parallel with the edges of the board thus when they are moved they all move in the same direction when "hinged".

c) The interceptor then announces which direction the scenery will move in when it is required to do so. This movement must be from narrow edge to narrow edge ie The length of the board.

7.3 Where to Come From

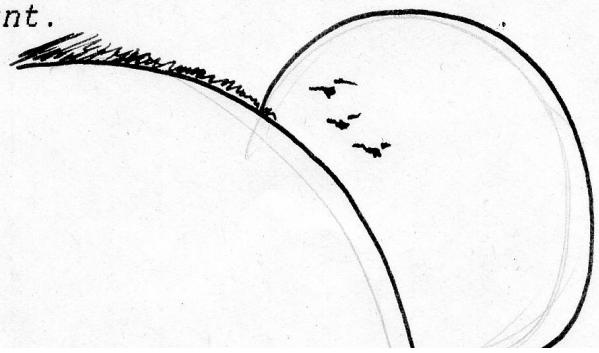
Once the scenery has been positioned the intruder chooses which of the four board edges he will come from. The interceptor then nominates which of the three remaining edges he will come from during the game.

7.4 Arrivals of fighters.

The intruder begins the game with all of his fighters on his chosen board edge.

The interceptor player must roll for all of the unarrived fighters at the start of each go. This means that if the intruder moves first the interceptor does not die roll for his arrivals until his own moves begin.

A score of 5,6 on a die roll indicates that a fighter will(no choice) arrive anywhere(player chooses) on the nominated board edge. This fighter may not carry out a go or any other actions such as energy changes that go. Thus it may well be a vulnerable target on it's arrival go. The exception to this is that armour does count.



7.5 Go Sequence

Each go follows the same order of actions.

A.Both players roll for "who moves first"

B.For each fighter in turn the player

a) Rolls dice for arrival

b) Attempts to change energy level if desired.

c) Moves the fighter whilst carrying out fire.

C.Check if either player has reached "lose the game" situation.

8.0 ENERGY LEVELS

Fighters can be engaged in one of three energy levels. These levels are "Red", "Amber" and "Green". At red level the fighter will get more movement and firepower but a greater chance of burning out an energy block. At amber this is reduced . At green this is reduced still further although there are still risks.

At the start of a game or when fighters arrive they are assumed to be in green mode.

A fighter may change by one energy level up or down at the start of it's own go ,only if it is desired and a 4,5,6 thrown on a D6.

A superior energy changer allows a score of 3,4,5 or 6 for energy changing.

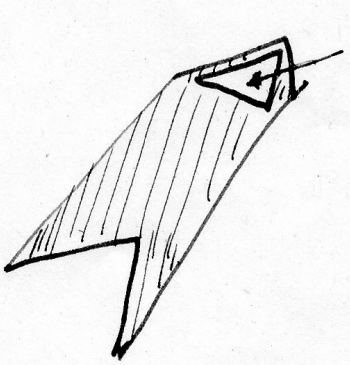
Each fighter should have a marker on it's base to indicate which energy level it is at. This marker is the head of the template. The "head" is the triangle at the front of the template.

8.1 Loss of energy blocks

At the end of each go each fighter rolls dice to see if energy blocks have been burnt out. This is done before any level changes are considered.

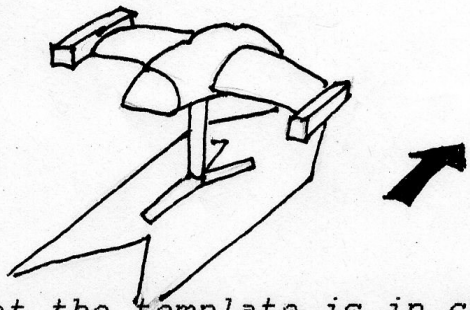
At red level	*6,7 or 8 = 1 Block burnt out*
At Amber level	*4 or 5 = 1 Block burnt out*
At Green level	*2 or 3 = 1 Block burnt out*

At 0 energy blocks a fighter goes into "free flight" mode. At less than 0 energy blocks the fighter is destroyed.



9.0 MOVEMENT SYSTEM

9.1 The use of Templates
Fighters must be placed on a movement template at all times.
DIAGRAM - Movement Template

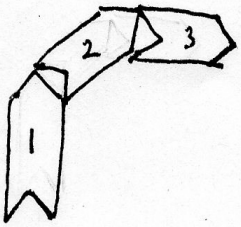


Players wil note that the template is in chevron shape .A move of 3 units would mean that 3 of these chevrons could be laid down and the fighter placed upon this last chevron in order to indicate it's new position. It is suggested that players make some multiple chevrons in order to allow for longer length moves.

The fighter is placed with it's front toward the pointed end and it's rear at the indented(concave) end.

For turning a player may place the next chevron on one of the forward sloping edges.

DIAGRAM- Turning Manoevre



9.2 Movement Distances

In Green mode a fighter may move 2 units.
In amber mode a fighter may move 4 units.
In red mode a fighter may move 7 units.

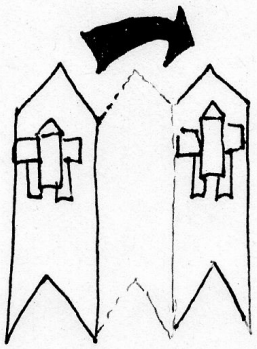
Extra engines add 1 unit to the above values.
If a fighter has two or less energy blocks 1 unit is deducted from these values.

The above are maximum move distance and less distance could be moved by a fighter. ***The minimum move distance is 1 unit.***
Only a whole number of units may be used. A shorter move distance could be useful for players wishing to keep a target in arc for a greater proportion of the go.

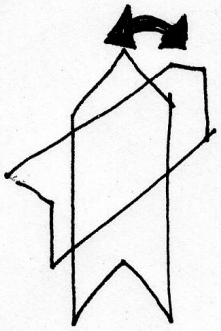
9.3 Special Manoevres

1. Side sweep
This allows a fighter to move itself 1 or 2 templates sideways. This costs 1 or two units respectively and may only be carried out once per go. The risk for doing this is to roll a die, 6 indicating that an energy block has been lost. A fighter that side sweeps may not claim a +2 for being in arc for half or more of a go.

DIAGRAM -Side Sweep



2.Flip over.
This allows a fighter to be placed facing any direction on a new template centred on the position of the present template.
DIAGRAM-Flip Over



The risk for a flip over is to roll a die, a 5,6 indicating that an energy block has been lost. A flip over uses three units and may only be carried out once per go. A fighter that flips may not claim bonus factors for being in arc for half or more of a go.

9.4 Method of Moving.
At the start of each go both players shake a d6, the higher score indicates which side moves first. If the scores are the same then the dice are rolled again.

The player who is moving, moves his fighters one at a time , conducting firing whilst doing this. No fighter can fire across the template of another. Energy level changes are attempted before each fighter's move. One fighters go must be completed before the next fighter is considered. Fighters may move across the template of another as the model is only representational.

9.5 Free flight

When a fighter is reduced to 0 energy blocks it can go into free flight. The fighter may move at 1 or 2 units per go. Fighters can only leave the game by way of the board edge they entered from. In free flight a fighter can do nothing other than normal moves. This means that special manoevres and firing are forbidden.

If a fighter is reduced to less than 0 energy blocks it is destroyed.

9.6 Fighters Leaving the Board

If a fighter accidentally leaves the board it must roll 5,6 in order to re appear at the point exited. The fighter counts as a loss whilst off the board.

10.0 SCENERY MOVEMENT AND CONTACT

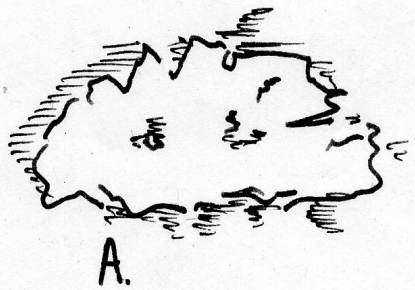
If a fighter comes into contact with a scenic there could be some damage suffered, by the former . Contact means that a fighter's base template has overlapped or crossed a scenic template. Note that fighters may cross any scenic template. The effects are not calculated until after the movement is completed. If a fighter ends a go in contact then there will be reason for damage at the end of that go's movement and at the end of the next go's too as the scenic was encountered in both goes.

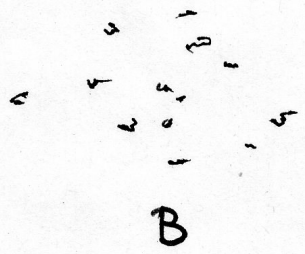
10.1 Effects

Type contacted	*Effect on Fighter*
A	*5,6 indicates collison* *12 dice effect on fighter*
B	*Always hits; 2 dice effect*
C	*6 indicates collision* *8 dice effect*

The "dice effect" indicates the number of dice to be rolled. Any scores of 6 indicate that an energy block has been destroyed, subject to any armour deflections possible. Engine or sudden death hits are not allowed. The opponent rolls rthe above dice.

If type C is collided with it then is removed from board.
If type A is collided with 5,6 indicates that it becomes a type B
If a fighter is destroyed it becomes type C terrain for the following go only.

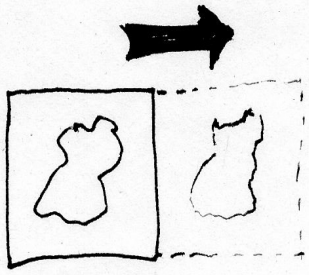




10.2 Movement of Scenery

After movement is completed the interceptor rolls a D6. A score of 5,6 indicates that the scenery moves. Movement is done by hingeing the square as if opening a trap door. All pieces must be hinged . All pieces must be hinged in the same direction. If a piece hinges mostly or completely off the board it is removed and immediately appears at the opposite end of the board in a" wrap around" manner.

DIAGRAM -Scenery Movement



11.0 FIRING SYSTEM

Firing is the only process whereby a fighter can inflict damage on another.

The "gun" range is 3 templates in addition to the present one.

Fighters may not fire across other fighter's templates.
This range is measured from the tip(vertex) of the fighters template to any part of the target fighters template.

Each fighter may only fire once during a go if in green mode.
Each fighter may only fire twice during a go if in amber mode.
Each fighter may only fire four times during a go if in red mode.

If a fighter is able to fire several times in a go it may fire any or all shots at the same target or at different targets. It may even hold back a fire in case a target makes itself available during an opponents moving.

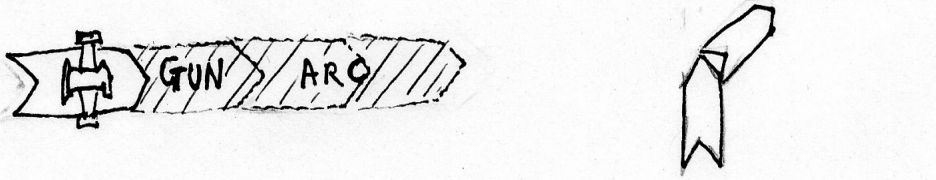
If a fighter changes energy level after it has fired at an opponent it may use the extra shots but does not lose the shots already taken if it moves down an energy level. Thus a fighter on amber may use two shots before it's own go. If it then moves up to red level it can use another 2 shots that go.

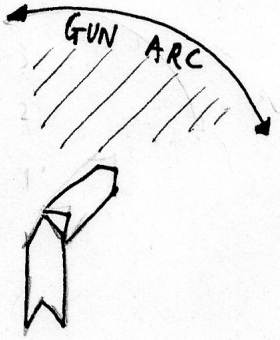
Example. A fighter in red mode has four fires. The fighter fires twice at it's first target. It then moves on and fires once more at another target. One fire is witheld in order to allow for a possible target from a nearby fighter that might cross it's path.

The gun arc is consistent with the width of the template for movement and 3 templates distant. This arc needs to overlap the target fighter's template not the model itself. The arc starts at the base of the header triangle. This means that an opponent may fly across the template but no fire returned unless part of it's template crossed the lead triangle of the template.

The gun arc counts even when a fighter is turning. Thus a fighter may tarn and it's arc momentarily cross the target.

DIAGRAM 2- Gun arcs





A fighter fires during it's movement, or during an enemy's movement if a target becomes available. Thus a player may move his fighter part of it's movement , fire at a target and then do some more movement. If a fighter comes within the firing arc of another fighter that fighter may fire but must make the decision before the player moves his fighter on through the arc. This means that players may not fly through a new gun arc until the last arc travelled through has fired or not as that player wished.

The fighter that is moving always gets first fire. This may mean that a target has been destroyed before it could return fire.

If a fighter is reduced to 0 energy blocks part the way through a go it completes the move as if it had not lost any energy blocks that go. It may not do any further fire that go.

11.2 Firing dice
when a fighter fires it is assumed to start on factor of 4.
+1 if it has extra guns
+1 if target within first template
-1 if target within last template
+1 target in arc for half or more of a move
-1 per energy block less than 4

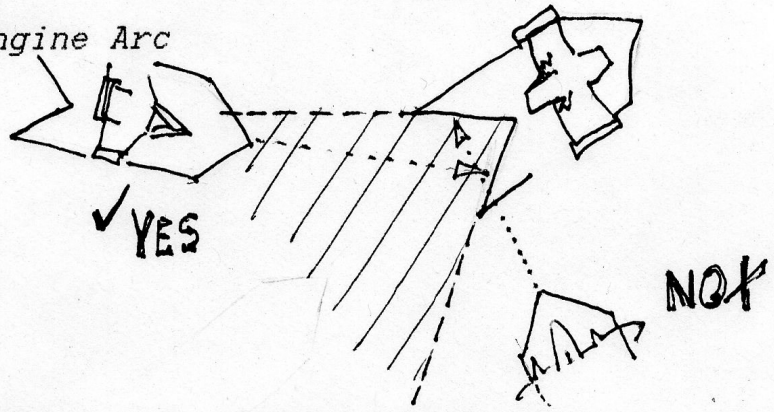
Note that the +1 for target in arc for half or more of a go applies to the firer's go. In addition this factor may not be claimed by a fighter that has flipped or sideswept.

This final factor indicates the number of dice to be rolled. Any scores of 6 indicate that the target has lost an energy block.

11.3 Engine hits

If the firer is mostly within an arc extended from the rear of the template all hits from this firer are assumed to be engine hits. Engine hits are done in the same way as other hits but each 6 indicates 2 hits.

DIAGRAM 3- Engine Arc



11.4 Destruction of Opponent(Sudden Death)

Fighters reduced to 0 energy blocks are deemed to be in free flight mode. Below 0 energy blocks fighters are destroyed. Whenever hits are achieved the firer may elect to chance any or all of them on "sudden death" throws. Any hit achieved allows the firer to use one die in order to try and roll a 6. If this is succesful then the target is destroyed, if unsucessful the hit is lost and wasted. This is often a good risk on the first hits on a target but not when hits have already been achieved.

11.5 Armour

Armour allows a fighter to deflect hits against it upon rolling a 5,6 for each hit. This deflection is possible against destruction hits(11.4).

11.6 Destroyed Fighters

When a fighter is destroyed it becomes type C scenic for the whole of the next go.

12.0 WINNING AND LOSING THE GAME

Fighters that have used up all of their energy blocks must move back to their start edge as noted in the free flight rules section. Any fighter in free flight counts as half a fighter for winning and losing purposes. Therefore if a free flight fighter is exited from the table the player has a half fighter point added to his victory total. Fighters not in free flight may not leave the table as this is cowardice!

If the intruder loses 1 in 2 fighters then he loses. Thus a force of four fighters would need to lose 2 fighters in order to lose. A force of five fighters would need to lose 3 fighters in order to lose.

The interceptor player must retain one in three fighters in order to remain combatant. This means one in three or part thereof, thus a four fighter force needs to retain 2 or more in order to continue. Fighters in free flight count as half fighters for the purposes of victory conditions.

When considering an interceptor's force all fighters whether on or off table need to be considered.

The above victory conditions are considered at the end of a go, thus both players might lose the game at the end of a particular go.

13.0 SPECIAL SCENARIOS

The following are suggestions that players might wish to utilise in order to enhance a game or give a different purpose to the game.

13.1 Gun -Clusters

These should be represented by a piece of about 4cm square. They are capable of firing in a 360 degree arc horizontally and 180 degree arc vertically. This gives a hemishperical arc of fire.

These gun clusters have a range of 5 templates.
They can withstand 2 hits before being destroyed.
They can deflect hits on a roll of 5,6 per hit
They cost 40 points(If using your own scenario).
They have 3 shots per go(at a start factor of 4).

Gun clusters have the same plus and minus factors as fighters in firing except they may not use the +1 for target in arc for half or more of a go . Gun clusters always fire after fighters. Gun clusters are susceptible to the sudden death rule.

13.2 Target Pieces

These are warehouses , control centres and other buildings that fighters may wish to attack. They can withstand 3 hits before deemed to be destroyed.
Target pieces should be on 4cm by 4cm bases.

All gun clusters and target pieces may be attacked under the sudden death rules.

13.3 Ground Attack Scenario

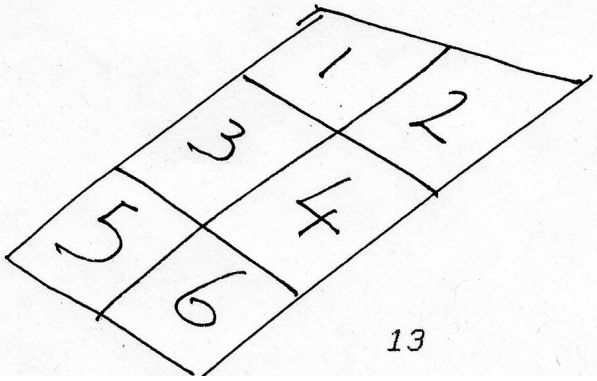
In this scenario a group of fighters are attacking a large base or complex which has defensive armaments.

The attacker has 300 points of fighters.

The defender has 8 gun clusters and 20 target pieces.

The defender splits the board into 6 sections.

DIAGRAM- Board sections



All gun cluster and target pieces are diced for individually and put in the appropriate section. Within the section it is the defenders choice where the item is positioned.

Five of the target pieces should be noted down by the defender as worth 20 points whilst all other target pieces are worth 3 points. This information is not divulged by the defender until a piece is destroyed and the it's value is revealed.

The attacker's fighters may arrive from any edges.

The attacker wins if he achieves 40 points of destroyed targets.(or more)

The defender wins if the attacker loses half of his fighters.(free flight fighters count as lost)

13.4 Starbase Attack- Scenario

In this scenario a group of fighters attack a starbase in orbit and try to destroy or cripple it.

The starbase is represented by a template . This template should be 30cm by 30cm. It is assumed that the starbase has the diagonals drawn in thus dividing it into 4 pieces or "quadrants". The starbase comander has 5 gun clusters. Each gun cluster must be in one of the four quadrants.

In this scenario gun clusters may only fire within the confines of the arc created by that quadrant. Thus a cluster may not fire into any other quadrant or it's arc.

The gun clusters do not have to be distributed evenly between the quadrants. One quadrant is designated as a "protected quadrant" which means that no fighter may fire at the central target if it has any part of it's template within the arc of this quadrant.

The starbase is placed centrally on the board.

The starbase commander may attempt to rotate the starbase by 90'at the start of his part of the go. To do this a 5,6 needs to be rolled on a D6. If he is successful he may turn the starbase a quarter turn(90'). There is no allowance for the starbase gun clusters having a target in arc as it revolves. It may only use the gun arcs of the new position for that go.

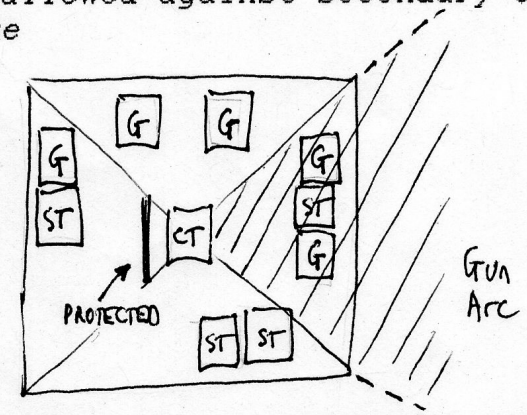
The attacker may spend up to 250 points on fighters.

The starbase has 5 target pieces. The central target piece is placed in the middle of the starbase template. This target piece can withstand 5 hits with deflection scores of 4,5 or 6 being allowed. If this central target piece is lost then the whole base is disabled.

The remaining four target pieces are known as secondary targets. These secondary targets can be placed anywhere on the starbase. These each have a value of 2 hits. They have a deflection score chance of 4,5 or 6. If one of these is destroyed the attacker may attempt to roll 8 or more on 2 x D6. If this is successful the central target loses D6-2 hit points through collateral damage(no deflection). In subsequent goes after the target pieces loss a 10 then 11 then 12 are needed to cause this collateral damage. If collateral damage is caused the player may continue to attempt collateral damage in the following goes until the score needed becomes impossible.

Sudden death scores are not allowed against the central target but are allowed against secondary and gun cluster targets.

DIAGRAM-Starbase



In this scenario the starbase deploys first and then the game starts. The fighter commander does not have to announce or decide which direction to come from until his first fighter arrives. This then becomes the only edge that fighters may arrive at. Fighters need 5,6 to arrive as per the usual rules.

If scenic templates would come into contact with the starbase they are put into contact with that edge of the starbase and then flipped left or right on every subsequent scenic move (direction is chosen by the starbase commander). Only when the scenic has cleared the starbase may it continue.

In this scenario the attacker always moves first.

The attacker wins if the central target piece is destroyed.

The defender wins if no fighters remain in play and able to fight.

A useful tactic for the fighter player is to build up to red before an attack run and then make good use of flips and side sweeps in order to avoid flying over more than one quadrant.

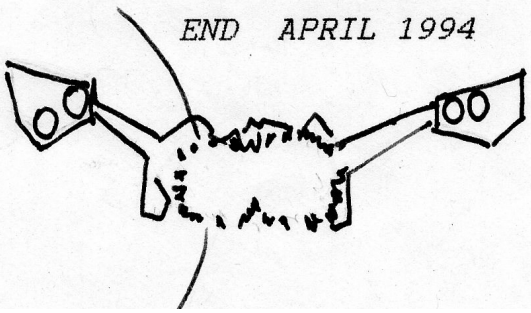
14.0 End Piece

These rules should make for an enjoyable yet tactical game. They may, in the opinion of the reader, need amendments in order to suit personal tastes. This should however only be done after several games have been played. Each factor and number is related to the remainder of the rules in balance.

Special thanks to Rob Roriston and the levellers for much play testing work.

PETER PIG
36 KNIGHTSDALE ROAD
WEYMOUTH
DORSET DT4 OHS

END APRIL 1994



PLAY SHEET

GO SEQUENCE(7.5)

Who moves first(+1/-1 extra/less initiative)

Player 1 Arrivals
Energy Level Changes
Move and Fire
Burnouts

Player 2 Arrivals
Energy Level Changes
Move and Fire
Burnouts

Scenic Moves
Check Loses

FIRING(11.0)

Range=3 units
Start Factor =4
+1 Extra guns
+1 target in 1st template
+1 Target in arc 1/2 +
-1 Target in last template
-1 Energy blocks below 4
FACTORS= DICE
6's= Hits
5,6 Armour Deflection
Sudden death=6

SCENERY(10.0)

5,6= Move by interceptor
Type A(Asteroid) 5,6=collision 12 D6
Type B(Meteor shower) 2 D6
Type C(Space Junk) 6=collision 8 D6
Destroyed Fighter = typeC/1 go

ENERGY LEVELS (8.0)

4,5,6 to Change Levels(3,4,5,6 if superior)

MODE	1 Block Burnout	Move Units	Shots
Red	6,7,8	7	4
Amber	4,5	4	2
Green	2,3	2	1
Free Flight	-	2	0

Side Sweep (risk=6) 1 or 2 units sideways.
Flip Over(risk =5,6) Any new dirtection
Extra Engines +1 unit Minimum move=1