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Solar Wars

By [Pete Jones](#)



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Introduction

There are many sets of Spaceship wargame rules on the Internet so why have these been written?

Well, I wanted a set of rules that could handle lots of ships in large fleets. They would use counters that I could design myself. Lots of sets of rules use long winded paper stats for the ships that have to be constantly updated. (I'm not really interested in if a particular ship has lost one point of shield or has lost one of its' 20 weapons. If you do, then I'm sorry these rules are not for you).

I wanted the combat system to be simple but also to allow better ships to be more effective in combat.

I also wanted a set of rules that could use the [V map](#) program. (For those who haven't come across this program - it is designed for playing wargames by e-mail and is FREE!).

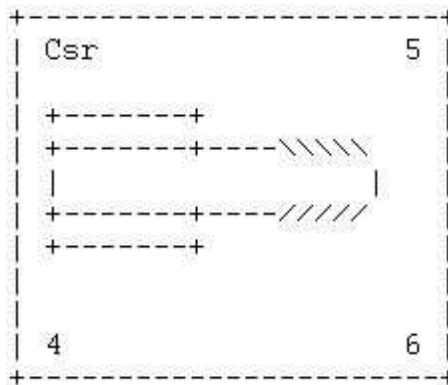
These rules were inspired by many sets of rules, like Warp War and various board games.

Ship Counters

Each ship or fighter squadron is represented by a counter. These can be constructed yourself and be as fancy or as plain as you like. (At some future stage I will, hopefully, produce a set of counters on this site). The type of ships that can be used in order of strength are:

Transport (Trp)
Scout (Sct)
Destroyer (Dtr)
Frigate (Fgt)
Cruiser (Csr)
Battleship (Bsp)
Carrier (Crr)

On each counter is a ship description, its movement points, its attack factor, the number of fighter squadrons it can carry, its defence factor and a silhouette/picture of the ship. e.g.



This is a cruiser with a movement allowance of 5. It has an attack factor of 4 and a defence factor of 6.

The reverse of the counter shows the ship after it has received damage, I suggest the rear be shown in another colour e.g. grey.

(In the above example the counter would show Move: 3, Attack: 2 Defence: 3).

In this way you can design your ships the way you want them.

Maps

The map is divided into hexes. A hex can be blank (normal space), contain a system or a jump line. For a sample map [click here](#).

Jump lines connect two jump gates together. Jump gates can be in system hexes, they are a fast form of travel between systems - these are explained in more detail in the movement rules.

You can create your own maps using your imagination or generate them by using the following system:

- First roll for the systems
 - Roll 1d12 for each hex. If a 12 is rolled there is a system in it. Continue to roll for all hexes.
- Roll for the Jumplines
 - Roll 1d4 for each system to the nearest 4 systems. If a 4 is rolled there is a Jumpline between the systems.

Movement

All movement is simultaneous.

Each counter is placed on the map facing one of the 6 sides of the hex (so it is facing the middle of one of the sides, it must not face the spline - the line that intersects two adjoining hexes).

All ships move in to the front of the counter (i.e. the facing of the ship). The movement depends on the movement points on the counter.

Each counter may expend up to its available movement points each turn. Movement costs:

- 1 point to move 1 hex.
- 1 point to move from one end of a jumpline to the other end.
- 1 point to turn hex facing by one side.

A ship that had 5 movement point could move like this: 1 point to move one hex ahead; 1 point

to turn one facing clockwise; 2 points to move two hexes forward (where he joins the end of a warp line); 1 point to move the entire length of the warp line.

Jumplines can only be entered at the two ends (i.e. the Jump gates), no ship may join at any other point. It can only travel down the entire length of the line to the other end. It cannot jump off at any point in between.

There are no limits to the number of ships that can be stacked in a hex as each hex represents a vast area. Ships can be grouped into fleets for movement and a fleet counter used to represent the individual ships.

Combat

When two enemy fleets meet in the same hex a combat occurs.

The two fleets are lined up from the heaviest ship to the lightest. They are then paired off in order so that the first heaviest of Side A pairs off with the first heaviest in Side B, the second heaviest in Side A pairs off with the second heaviest in Side B and so on. If one side has more ships than the other the remaining ships pair off with the start of the others side heaviest ships. *(The reason behind this is it is unusual in combat for large ships to tackle small ships unless, of course, there are no large targets left).*

e.g. Side A has 1 battleship, 1 Frigate and 2 destroyers
Side B has 1 cruiser and 1 scout.

Result: A battleship vs B cruiser; A frigate vs B scout, A destroyer vs B cruiser; A destroyer vs B scout.

All fighting is simultaneous so it does not matter which side rolls first. Side A then rolls 2d6 for every attacking ship. If it rolls equal or less than its attack factor it has hit the enemy ship. Place a hit counter on the enemy ship (I use small red card counters). When all attacks have been made by Side A then Side B rolls 2d6 for every ship of his that is attacking again placing hit counters on the enemy ship if a hit is obtained.

Once all attacking is completed the ship that have hit counters on the must roll to see if their shields/armour have deflected or absorbed the damage. They must roll 2d6 for each hit they have received. If they roll equal or less than their defence factor then they do not sustain damage. If, however, they roll greater than their defence value they have sustained damage.

If they are at full strength, the counter is flipped over showing its reduced strength side (it has lower movement, attack and defence factors). If the counter has already been flipped i.e. sustained previous damage the ship is destroyed and removed from play.

At the start of each round either player can withdraw ships from the combat.

At the start of the next round the ships are again lined up from strongest to weakest afresh.

Combat rounds continue until either all the enemy ships are destroyed or withdrawn from combat.

Optional Campaign System

Solar Wars can be used just to fight wars with limited counters on each side. Alternatively a campaign system can be used. This system is kept simple for ease of record keeping.

Award each system a value between 1-5. A system can be captured by moving a ship of fleet onto that hex. That system then becomes colonised. Forces do not have to be left there (but it is advisable to do so if you wish to defend it from attack). The conqueror then gets the points

value for that system. If the system is captured by someone else its points are lost to the new owner.

I suggest that at the start of the campaign each side has 3 systems under his control initially - preferably at the opposite ends of the map.

At the beginning of each move total up the points of the systems held, this is the number of points that can be spent on building new ships. New ships are bought and then placed on a friendly system hex - they cannot move until next turn.

Cost of Ships:

Transport 2 points
 Scout 3 points
 Destroyer 4 points
 Frigates 5 points
 Cruisers 6 points
 Battleships 7 points
 Carriers 8 points

Example Ships

Ship Type	Movement	Attack Factor	Defence Factor
Transport	8	-	2
Scout	7	3	4
Destroyer	6	4	5
Frigate	5	4	6
Cruiser	4	5	7
Battleship	3	6	8

These can be varied slightly for different races. I would suggest if you make 1 side having inferior destroyers they compensate for it in other ships (i.e. superior cruisers). Alternatively if 1 side has entirely inferior ships they are cheaper to construct thus allowing them to have larger fleets.