



WarpWar

Tactical Spaceship Design and Combat

3rd Edition, 35th Anniversary 1977-2012

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(c) 1977 by Metagaming
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- Grammar and format edits
- New game turn log sheet aid added
- star counters update
-

Note; The rules are repeated twice in this booklet. There is the Classic rules first untouched followed by the Fan based extended rules collected over the 35 years.



Want some Warpwar posters, mouse pads and Warpwar mugs,
check out the art work from Winchell Chung
One of illustrators of the first and 35 Anniversary edition of WarpWar
<http://www.cafepress.com/projectrho/1987145>

Table of Contents

Classic WarpWar Rules.....	5	4 MOVEMENT.....	18
1 INTRODUCTION	5	4.1.1 Warship Movement Example:	19
2 GAME COMPONENTS	5	5 COMBAT.....	19
3 SEQUENCE OF GAME EVENTS	6	5.1 COMBAT ROUND SEQUENCE:.....	19
4 SETUP FOR PLAY	7	5.2 POWER ALLOCATION AND SHIP ORDERS.....	20
4.1 LEARNING SCENARIO	7	5.2.1 Power Allocation Example.....	20
4.2 BASIC SCENARIO	7	5.2.2 Example of Beam Fire.....	20
4.3 ADVANCED SCENARIO	7	5.2.3 Example of Missile Fire.....	20
5 SHIP BUILDING	7	5.3 COMBAT RESULTS TABLE.....	20
5.1 SHIP ATTRIBUTES	7	5.3.1 Explanation of Combat Results.....	20
5.2 TECHNOLOGICAL LEVELS	9	5.4 READING THE COMBAT RESULTS TABLE.....	21
5.3 REPAIR AND RESUPPLY	9	5.5 RECORDING SHIP DAMAGE FROM COMBAT... 21	
6 MOVEMENT	9	5.5.1 Damage From Combat Example.....	21
6.1 SPECIFIC MOVEMENT RULES	9	5.6 SYSTEMSHIP PICKUP AND DROP IN COMBAT. 22	
6.2 WARPSHIP MOVEMENT	10	5.7 SYSTEMSHIP PICKUP AND DROP AFTER	
6.2.1 WARPSHIP MOVEMENT EXAMPLE	10	COMBAT.....	22
7 COMBAT.....	10	6 SCENARIOS.....	22
7.1 POWER ALLOCATION AND SHIP ORDERS	10	6.1 VICTORY CONDITION RULES.....	22
7.1.1 POWER ALLOCATION EXAMPLE	11	6.2 BASIC LEARNING SCENARIO: 2 player.....	23
7.1.2 EXAMPLE OF BEAM FIRE	11	6.3 CLASSIC ADVANCED SCENARIO: 2 player.....	23
7.1.3 EXAMPLE OF MISSILE FIRE	11	6.4 EMPEROR SCENARIO: 2 player.....	24
7.2 READING THE COMBAT RESULTS TABLE	11	6.5 CORNERED SCENARIO: 4 player.....	24
7.2.1 EXPLANATION OF COMBAT RESULTS	11	6.6 UNEXPLORED STAR CLUSTER SCENARIO: 2+	
7.2.2 RECORDING SHIP DAMAGE FROM		players.....	24
COMBAT	12	7 ADVANCED RULES.....	25
7.3 SYSTEMSHIP PICKUP AND DROP IN COMBAT 13		7.1 ADVANCED BUILDING.....	25
8 SYSTEMSHIP PICKUP AND DROP AFTER		7.1.1 Electronic Countermeasures.....	25
COMBAT	13	7.1.2 Holds.....	25
Fan Base Extended rules.....	14	7.1.3 Repair Bays.....	25
1 GAME ELEMENTS.....	14	7.1.4 Colony And Colony Pods.....	25
1.1 COUNTERS.....	14	7.2 TECHNOLOGICAL LEVELS.....	25
1.2 STAR MAP.....	15	7.2.1 Technology in Combat Example:.....	26
1.3 PLAY.....	15	7.3 ECONOMICS.....	26
2 SEQUENCE OF GAME EVENTS.....	15	7.3.1 Star Counters values.....	26
2.1 BP TRANSACTIONS EVENT:.....	15	7.3.2 BP Collection.....	26
2.2 BUILDING EVENT:.....	16	7.3.3 Scrapping Ships.....	27
2.3 MOVEMENT EVENT:.....	16	7.4 SEMI-HIDDEN MOVEMENT.....	27
2.4 COMBAT EVENT:.....	16	7.5 REPAIR AND RESUPPLY.....	27
2.5 END TURN PROCESSES EVENT:.....	16	8 PBEM.....	27
3 BUILDING.....	16	9 MAPS.....	27
3.1 SHIP BUILDING ATTRIBUTES.....	16	9.1 WARPWAR BASIC MAPS 1-4 plus NEW 5-9.....	27
3.1.1 Power Drive.....	16	9.2 CREATING NEW MAPS.....	27
3.1.2 Warp Generator.....	17	10 OPTIONAL RULES.....	28
3.1.3 Beams.....	17	10.1 DIPLOMACY.....	28
3.1.4 Screens	17	10.2 OPTIONAL BUILDING.....	28
3.1.5 Tubes.....	17	10.2.1 ADVANCED WARP GENERATOR.....	28
3.1.6 Missiles.....	17	10.2.2 Armor.....	28
3.1.7 Systemship Racks.....	17	10.2.3 Cannons.....	28
3.2 WARPSHIPS.....	17	10.2.4 Shells.....	28
3.2.1 Warships Examples:.....	17	10.3 STAR EXPLORATION.....	28
3.3 SYSTEMSHIPS.....	18	11 DESIGNERS NOTES	29
3.3.1 Systemships Examples:.....	18	11.1 THE ISSUES.....	29
3.4 BASES.....	18	11.2 SOLUTIONS TO THE ISSUES:.....	30
		11.2.1 Conclusion.....	32
		11.3 DESIGN TOOLS.....	32

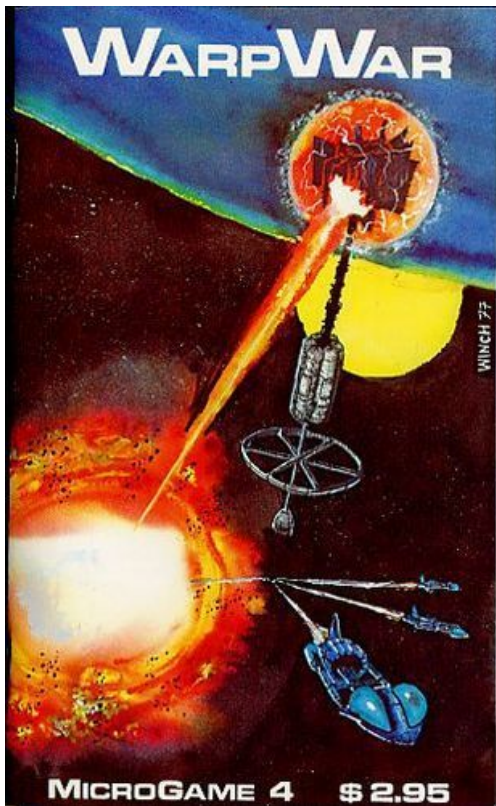
11.4 UNDER CONSTRUCTION.....	32	12.1.1 Game Turn Log Sheet.....	34
11.4.1 OTHER SCENARIOS:.....	32	12.1.2 Colony\Base Turn Log Sheet.....	35
11.4.2 THE BLACK HOLE: 4+ Players.....	32	12.1.3 Warship Attributes Log Sheet.....	36
11.4.3 PARTY / CONVENTION SCENARIO: 5-8 Players.....	32	12.1.4 Systemship Attributes Log Sheet.....	37
11.5 Volunteers	32	12.1.5 Power Allocation and Ship Orders Sheet.....	38
11.6 PLAY TEST VOLUNTEERS.....	33	12.1.6 Battle Board Players Aid.....	39
12 PLAYER AID SHEETS.....	33	12.1.7 Build and Events Players Aid.....	40

Illustration Index

Illustration 1: Classic WarpWar Map Layout.....	6	Illustration 8: Warship(Winch 2004).....	16
Illustration 2: Classic WarpWar Counters.....	6	Illustration 9: Warship (Winch 2004).....	17
Illustration 3: Counters Sample.....	14	Illustration 10: Movement example.....	19
Illustration 4: Star Hex.....	15	Illustration 11: Star counters production.....	26
Illustration 5: Space Hex.....	15	Illustration 12: Star counters information.....	26
Illustration 6: Warpline.....	15	Illustration 13: Sample Star Counter.....	29
Illustration 7: Map Number Identification.....	15		

Index of Tables

Table 1: Combat Results Table.....	11	Table 4: Advanced Scenario Map layout.....	23
Table 2: Combat Results Table.....	20	Table 5: Emperor Scenario Map Layout.....	24
Table 3: Basic Learning Scenario Map layout.....	23		



Classic WarpWar Rules

From the Microgame 4 booklet first edition printed in 1977.

1 INTRODUCTION

WarpWar is a two-player tactical game of space combat. Players build their own individualized ships, move them, and resolve combat without dice. The object of the game is to occupy your opponent's base star(s).

WarpWar simulates a hypothetical future where time for flights between stars is huge...but ends in brief but violent combat. Warp- ships can enter the stressed space channels ("warplines") between stars for nearly instantaneous travel. Nevertheless, wars among the stars last so long that huge advances are made in technology. Older ships are at a disadvantage against newer ones.

The destructive power of weapons technology has become so great that space combats have become

tactical guessing games between ship commanders. A clear hit will wreck or cripple all but the most powerful ships. The goal, then, is to outguess the enemy - to use your own weapons in the optimum manner where his defences are weakest, while avoiding a killing counterblow.

WarpWar represents a campaign fought between two relatively close base star areas. The bases can build and supply a few ships, but have no other defences. The battle for a star is over when its sky is swept clean of ships; the planetary bases will be helpless. And, with one side's bases occupied, the war is over.

WarpWar is easy to learn, fast-playing, and challenging. The game consists of constructing Warpships and Systemships and maneuvering them to capture the enemy base(s). Novice gamers will find WarpWar, like Metagaming's other MicroGames, the ideal introduction to the popular hobby of science fiction and fantasy gaming. Experienced gamers will like the ease with which games are completed and the novelty of dice-less combat.

A word of advice for those who have never played simulation or miniature wargames. These games will be vastly different from the usual popular family games. Don't expect the rules to conform to familiar conventions. These games are more ambitious; they portray complex situations, and allow intricate, challenging situations to develop. The rules are generally longer and more complex, but this is necessary for games that are more fun than simplistic mass-market toys can ever be.

The important thing in learning is to PLAY. Skim the rules and concentrate on examples. Then try a few games, using the Sequence of Game Events as a guide. The first few games will be confusing; you may play wrong. Fine. All gamers goof new games. Just keep playing; you'll enjoy yourself, even as you're picking it up, and plain common sense will be all you'll need. Soon, you'll be playing rapidly and well...and a new hobby will be yours.

2 GAME COMPONENTS

The Classic WarpWar game components consisted of a rules booklet, the 8.5" by 14" hex-grid play map, and the sheet of heavy-stock play counters. Players can still play the classic game with the new counters and maps.

THE MAP is divided into hexagons ("hexes") which control movement. Some hexes contain stars, and some stars are connected by lines.

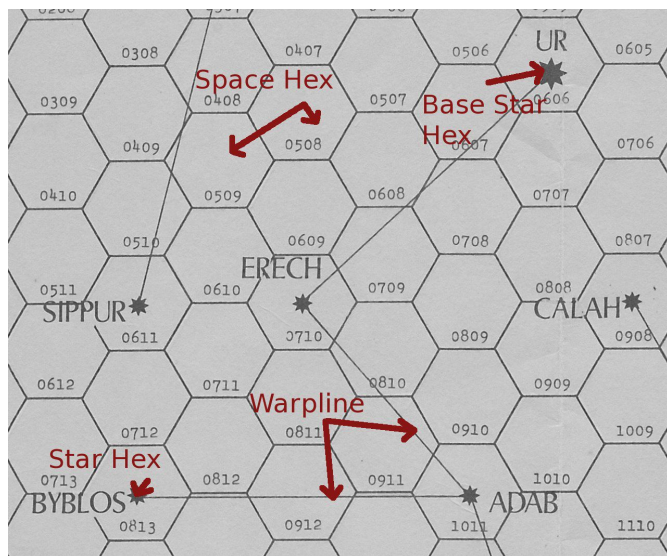


Illustration 1: Classic WarpWar Map Layout

STAR HEX is the term used for all map hexes containing a small or large star.

BASE STAR HEX is the term used for all map hexes containing a large star. There are six base star hexes - three at each end of the map.

WARPLINE is the term used for the lines connecting some stars.

SPACE HEX is the term used for any hex on the map that does not contain a star. If a hex has a warpline in it (but no star) it is just like any other space hex.

THE, PLAY COUNTERS are the 0.45" x 0.45" heavy-stock printed squares you've cut apart. These represent your spaceships as you play. The counters are moved about on the hex grid and engage in combat. There are two colors of counters - one for each player.

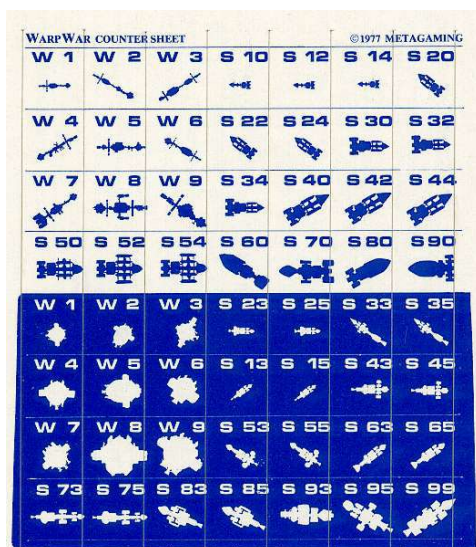


Illustration 2: Classic WarpWar Counters

WARPSHIPS are the ships that can travel between star hexes. A Warpship is identified by the letter "W" and one number. Each player has 9 Warpship counters.

SYSTEMSHIPS are the ships that cannot travel between star hexes unless carried by a Warpship. A Systemship is identified by the letter "S" and a two-digit number. Each player has 19 Systemship counters.

The silhouettes on the counters have no special significance, except to help players further distinguish their ships and to add to the "feel" of the game. The number of counters supplied should be more than sufficient it is unlikely that a player will have more than 9 Warpships or 19 Systemships at any one time but, if necessary, it is perfectly legal to make extra counters to build more ships.

SCRATCH PAPER AND PENCILS are not provided, but will be needed for play. You will need to keep a record of each ship built, its characteristics (or "attributes"), and the combat damage it takes. You will also need to write combat orders for ships. Gamers accustomed to conventional play counters with combat and movement factors will notice that these counters do NOT carry these factors. Each ship built may have different combat and movement capabilities the decisions are up to you.

3 SEQUENCE OF GAME EVENTS

Play alternates between the two players in turns. A game-turn consists of a player-turn by each player. A player-turn consists of a player going through each of the events described below. When one player has completed his sequence of events, it is the other player's turn.

The sequence of game events is:

1. **Count Victory Points.** Count one victory point for each enemy base star hex your ship(s) occupy NOW, at the BEGINNING of your turn. If this brings your point total to the level necessary for the victory conditions in the scenario you are playing, then you have won and the game is over. In the Learning and Basic scenarios, it is possible for a game to end in a draw. This occurs when neither player has any effective ships left.

2. **Build Ships.** Receive new Build Points (if you are using the Advanced Scenario. Build new ships,

repair damage to old ships, and resupply Missiles to old ships. Newly built ships are placed on any of YOUR base star hexes that you control at that time. (See 5. SHIP BUILDING for more details.)

3. **Movement.** You may move some, none, or all of your Warp-ships up to the maximum movement (in hexes) of which they are capable. At this time, Warpships may also pick up and/or drop off Systemships, if the Warpships have enough movement. (See 6. MOVEMENT.)

4. **Resolve Combat.** Combat MUST occur whenever enemy ships occupy the same star hex at the end of a player's "movement" event. Combat occurs in each star hex occupied by opposing ships. Combat in each star hex is separate, and ends when only one player's ship(s) occupy that star hex. Counters representing destroyed ships are removed from play, and those ships' records are discarded. (See 7. COMBAT.)

5. **Systemship Pickup and Drop.** After all combats on all star hexes are resolved, the player whose turn it is can have any War-ship drop off any Systemship(s) it carries at the star it occupies, have any Systemships at a star hex picked up by a Warpship there, or transfer Systemships from one Warpship to another at the same star hex. This event is essentially a free shuffling around of Systemships in a star hex, and costs no movement.

6. **End of Turn.** It is now the other player's turn. The passage of one turn should be recorded if you are playing the Advanced Scenario, since technological levels depend on how many turns have passed.

4 SETUP FOR PLAY

In order to set up WarpWar for play, each player must select one color of ship counters. Players then decide who will move first; the player moving second chooses which end of the map will be his/hers to defend. The three base stars at a player's end of the map are his/hers, as defined in each scenario. The three scenarios below are different versions of WarpWar; each is progressively more complex. When you are familiar with the game, the Advanced Scenario is recommended as being most challenging and interesting.

4.1 LEARNING SCENARIO

Each player starts the game with 40 Build Points for building Warpships (only). No new Build Points are received thereafter. Each player must use all 40 Build Points to build Warpships at the beginning of his first

turn. Each player uses only the base star hex in the middle of his end of the map. The other base star hexes are treated as ordinary star hexes. The first player to get ONE victory point (i.e., occupy the enemy base star at the beginning of his own turn) wins. Repair, Resupply, Technology, and Systemship rules are NOT used. This scenario may end in a draw if neither player has effective ships remaining at some point in play.

4.2 BASIC SCENARIO

Each player starts the game with 50 Build Points, and receives no Build Points thereafter. Repair, Resupply, and Technology rules are not used. Each player must use all 50 Build Points to build Warp-ships and/or Systemships at the start of his first turn. Each player uses only the single base star hex in the middle of his end of the map. The first player to accumulate two victory points wins. This scenario may also end in a draw, as above.

4.3 ADVANCED SCENARIO

All rules are used. Each player uses all three of his/her base star hexes. Players get 20 Build Points at the start of the first turn and 10 new Build Points at the start of every turn thereafter. Build Points MAY be saved from turn to turn for later use. The first player to accumulate three victory points is the winner.

Players who wish to develop more complicated rules to enhance their enjoyment of WarpWar are encouraged to experiment. WarpWar's modular design is easily expandable. Comments and rules additions are invited, and may find their way into print in our publication, The Space Gamer.

5 SHIP BUILDING

During the Ship Building event, a player may (a) build new ships, (b) repair old ships, or (c) resupply Missiles to old ships. A player builds ships by expending Build Points from his stock. The Build Points are spent as explained below. IT IS NECESSARY to make a written record for each ship built, the damage it takes, and the repairs and resupply it receives. A record of Build Points received and expended will also be necessary.

5.1 SHIP ATTRIBUTES

Warpships and Systemships may be built with the following attributes. It is NOT necessary for a ship to have all these attributes. If you don't want a ship to have (for instance) missiles, you just don't build any.

POWER/DRIVE (PD) represents the total effective strength of a ship's engines. During movement, the PD of a Warship gives its movement allowance in hexes. During combat, the PD strength of a ship is allotted to its drive and weapons so that those may operate. During combat, a ship may NEVER allocate power from PD in excess of the available PD strength. Each unit of PD strength costs one BP to build.

WARP GENERATOR (WG) is the unit that allows a ship to move from star to star through space and to jump along Warplines. A ship with a warp generator is a Warship. Ships without warp generators are Systemships. A warp generator costs 5 BP to build.

BEAMS (B) represent the ability of a ship to project a beam of destructive energy at a target. Each ship may have only one Beam projector. The strength of the projector will vary according to the number of Build Points spent on it. The number of BP spent on the beam is the maximum strength at which that ship's beam may be powered during combat.

SCREENS (S) represent the ability of a ship to surround itself with a protective energy screen. Screens reduce the number of "hits" damage the ship must take when it is struck by an enemy weapon. Beams and Screens are manifestations of the same energy projection generator. Beam and Screen may be used simultaneously, but NEITHER may be used on the same round, that a Missile(s) is fired. The number of Build Points spent on a Screen is the maximum strength at which that Screen may be powered during combat.

TUBES (T) are used by a ship to launch Missiles. Each Tube may launch one Missile per combat round. It requires a PD allocation of 1 to power a Tube for firing. Each Tube costs 1 BP to build.

MISSILES (M) may be fired through a ship's Tubes at an enemy ship. Each missile does a basic damage of 2 hits if it strikes. The number of hits damage a missile does may be modified by other factors - see 7. COMBAT.

One Build Point will build three Missiles. A ship may carry any number of Missiles. As they are fired, they must be subtracted from the ship's Missile stock on that ship's record. Missiles may not be transferred between ships.

SYSTEMSHIP RACKS (SR) let a Warship carry Systemships. Systemships may not have SRs and may not carry other System- ships. A Warship may have any number of SRs and may carry one Systemship for each SR it has. Each Systemship Rack costs one BP to build. (A Warship may NOT be carried in a Systemship Rack.)

BUILD POINTS (BP) are received by a player according to the scenario being played. These BP are

spent to build Warships and Systemships, repair ships, and resupply ships with Missiles. A written record is kept by each player for every ship he builds. Players show these records to each other after (but not during) the game. In the Advanced Scenario, it will also be necessary to keep a record of Build Points received and expended.

Build Points build ship attributes according to this schedule:

1BP builds one unit of Power/Drive strength (PD),
or
one unit of Beam strength (B), or
one unit of Screen strength (S), or
one Tube (T) for firing Missiles, or
three Missiles (M), or
one Systemship Rack (SR).
5 BP are needed to build a Warp Generator.

Warships are ships with warp generators. They move from hex to hex on the star map and may move along the warplines. Warships may also engage in combat and may carry Systemships. A Warship may select any combat tactic (see 7 COMBAT). Systemships carried by a Warship are noted by their numbers on that Warship's record. If a Warship is destroyed, all Systemships it was carrying when destroyed are also destroyed.

EXAMPLES:

W2 is built during turn 3, which means its technological level (see below) is 0. 17 BP are used to construct it. W2 cannot carry any Systemships (SR = 0), but does have beams of 3, screens of 2, one Tube and 3 Missiles to fire. W2 also has a Power/Drive strength of 5 to use for movement and to allocate to weapons and drive during combat. W2's ship record would look like this:

W2: Level 0, PD=5, B=3, S=2, T=1, M=3, SR=0.

(This totals 12 BP. Adding the cost of the warp generator, to make it a Warship, brings the cost to 17 BP.)

W7 is built during turn 6, which means its technological level is 1. 12 BP are used to construct it. It is built to carry two Systemships; it can't fight, since it has no beams, screens, or missiles. It is just a freighter. W7's record would look like this:

W7: Level 1, PD=5, B=0, S=0, T=0, M=0, SR=2.

(The numbers of the Systemships carried by W7 would also appear here.)

SYSTEMSHIPS do not have warp generators. They may exist only on star hexes unless carried by

Warpships. When a Systemship is being carried by a Warpship, its number is noted on the Warpship's record sheet, and the Systemship's counter does NOT appear on the map. Systemships may NEVER move from one hex to another under their own power. They must always be carried by a Warpship, and may only be dropped off at a star hex.

In combat, a Systemship may not select the RETREAT option; it can escape from combat only if carried by a Warpship.

EXAMPLES:

S20 is built during turn 2 (tech level 0). It cost 20 BP. It can have no warp generator or systemship racks. Its record would be:

S20: Level 0, PD=7, B=8, S=5, T=0, M=0.

S55 is built during turn 9 (tech level 2). It costs 4 BP; it is a fighter-type missile launching ship, with PD = 1 to power the tube. Its record would be:

S55: Level 2, PD=1, B=0, S=0, T=1, M=6.

5.2 TECHNOLOGICAL LEVELS

In the Advanced Scenario, the technological level for newly built ships increases one level every four turns. Ships always retain their original technological level. Ships built on turns 1-4 are Level 0, those built during turns 5-8 are Level 1, those built during turns 9-12 are Level 2, those built on turns 13-16 are Level 3, and so on:

In combat, ships add their technological level to the number of hits their Beam and Missiles do when they hit a target. For example, a tech level 3 ship would add 3 hits to its Beam damage, and 3 hits to each Missile damage, when the beam and/or missile actually hit. Ships also add their technological level to the number of hits their Screen can absorb.

TECHNOLOGY IN COMBAT EXAMPLE: A tech level 2 ship fires with a Beam strength of 4 and hits a tech level 1 ship. The firing ship adds 2 to its beam strength of 4, for a total of 6 hits. The target ship had Screens powered at 3. It adds its tech level of 1 to the Screen power of 3, for a total of 4 hits absorbed by the Screen. Subtracting 4 hits absorbed from 6 inflicted leaves 2 hits the target ship will have to take somewhere in its attributes and mark off of its ship record before the next combat round.

5.3 REPAIR AND RESUPPLY

REPAIR AND RESUPPLY occurs during the Ship Building event of a player's turn. A ship must have started the turn on one of the player's base star hexes in order to be eligible for repair or re-supply. A Systemship may be repaired, or resupplied with

missiles, even when it is loaded on a Warpship. Build Points are spent for repair and resupply in the same way they are spent when a ship is built. One BP builds just as much for repair as for original building. A ship can be repaired PARTIALLY or WHOLLY up to its original strength in each attribute, BUT NO MORE. For example, a ship originally built at PD=7, and damaged so that its new PD is 2, may be repaired all the way up to 7 (costing 5 BP) or repaired to some PD lower than 7. It can never be repaired to over 7. Its technological level remains what it originally was.

Resupply of Missiles allows a player to replace a ship's original stock of Missiles after some have been fired or destroyed in combat. One BP replaces up to 3 Missiles. A ship may not be re-supplied with more Missiles than it originally carried. Fractions of Build Points left over after Missile resupply are not saved. However, one BP CAN be used to resupply (for instance) 3 ships with one Missile each.

6 MOVEMENT

During the movement event of a player's turn, he may move some, none, or all of his Warpships up to their maximum Power/ Drive strength (taking any damage into account). Warpships may pick up or drop Systemships during movement. Ship counters are placed face-up on the map, with lettering visible. Systemships are not placed on the map while being carried by Warpships, but ARE placed on the appropriate star hex when not on a Warpship.

6.1 SPECIFIC MOVEMENT RULES

1. Warpships must stop their movement on any STAR HEX occupied by an enemy ship. This applies to Warpships moving either normally or by warplines.

2. Warpships may freely move through space hexes occupied by enemy ships.

3. Warplines between stars are treated as space hexes for movement purposes.

4. A Warpship whose PD is reduced to zero may not move.

5. PD strength used for movement during the movement event is not considered "lost" or expended during the following combat event. When combat commences, a ship may allocate all its present PD strength - that is, its original PD less any damage it has taken.

6. Ships may NOT move onto an enemy base star hex during the first turn.

6.2 WARPSHIP MOVEMENT

Warpship movement is governed by the Power/Drive unit. A Warpship uses its PD during movement as if it were a store of movement "points." A Warpship with an undamaged PD=7 would have 7 points for movement. It costs a Warpship one movement point to do any of the following:

1. Move from one hex on the map to an adjacent hex, or
2. Move the lull distance along a warpline, from the star hex at one end to the star hex at the other end, or
3. Drop off one Systemship during the movement event, or
4. Pick up one Systemship during the movement event.

Warpline movement is accomplished by having the Warpship move onto the star hex at one end of a warpline (costing one movement point), and moving to the next star hex on that warpline (also costing one movement point). A Warpship may NOT stop at any intermediate hex on the warpline when using warpline movement. Warpships may only enter a warpline for warpline movement at inc end of the warpline, NOT in the middle.

6.2.1 WARPSHIP MOVEMENT EXAMPLE

W6 starts its movement on space hex 1720. It moves onto Umma (1 movement point), moves along the warpline to Girsu (1 movement point), moves 3 hexes to Kish (3 movement points), and stops. It expended 5 movement points. Had it dropped a Systemship on any one of those three stars, it would have expended one additional movement point, for a total of 6 used in that move.

Another example: W8 starts on hex 1919 and moves two hexes to 1717 at a cost of 2 movement points. W8 treated hex 1818 like any other space hex, even though a warpline passes through 1818.

7 COMBAT

Combat MUST occur when ships of both players occupy the same star hex at the end of a player's movement. Each contested star hex is treated as a separate combat and is resolved separately. The player whose turn it is decides in which order he will resolve combats on contested star hexes. The combat on one star hex is resolved before combat on the next star hex is begun. The combat event of a player's turn is over when combat on all contested star hexes has been resolved.

Combat is resolved as follows:

1. Each player writes an "order" for each of his ships at that star hex, keeping it concealed from his opponent. It should include:

- (a) A combat tactic from the Combat Results Table (Attack, Dodge, or Retreat).
- (b) A target enemy ship for Beam fire, if any.
- (c) A target enemy ship for each Missile fired (if any) and each Missile's drive setting.
- (d) A power allocation from PD to Beams, Screens, ship Drive, and Tubes (if Missiles are fired). This may NOT exceed the ship's total current PD.
- (e) Which Systemships, if any, the ship (if a Warpship) is to pick up or drop.

2. When both players have finished writing their orders, they show them to each other. Reading the Combat Results Table, in conjunction with the ship orders, the players determine the result for each weapon fired.

3. Players apply the results of weapon hits to the ships. Any damage a ship receives is immediately marked off its ship record. Any ship that has received enough hits to reduce all its attributes to zero, except for the warp generator, is destroyed. Counters representing destroyed ships are removed. (Warp generators are in the center of ships and never take hits. A ship with only a warp generator left can't control it and the generator explodes.)

4. Ships that successfully retreated are moved to any hex adjacent to the star hex.

5. If both players still have ships on that star hex, a new round of combat is begun on that hex. Writing, revealing, and applying one set of orders constitutes one combat round.

6. Combat ends in a star hex when:

- (a) All of one player's ships there have been destroyed, or
- (b) All of one player's ships there have successfully retreated off that hex, or
- (c) Three consecutive combat rounds occur in which no ships take any damage not absorbed by Screens. In that case, the player whose turn it is must withdraw all his ships from that star hex to any hex(es) adjacent to that star hex. (Systemships are assumed picked up by any Warpship you wish.)

This rule forces a player who initiates combat to aggressively press the attack.

7.1 POWER ALLOCATION AND SHIP ORDERS

Each ship order describes a ship's actions during one combat round. Much of the order will detail how

much power is allocated from PD to the other ship attributes. The power allocated from PD is necessary for those other attributes to operate. No more power may be allocated to attributes than is undamaged and available in the PD unit. Drives, Beams, Screens, and Tubes are the attributes that need powering. The warp generator, Missiles, and Systemship Racks do not need power.

7.1.1 POWER ALLOCATION EXAMPLE

A ship was built with an original PD of 9. in previous combat 3 hits have been taken on that PD, reducing it to 6. From that PD = 6, the ship allocates 1 to Drive (for maneuver during combat), 2 to

Beams, 2 to Screens, and 0 to Tubes. This totals 5, so 1 is unallocated. (The ship could not power its Tubes to fire Missiles, since it was using Beam and Screens.)

7.1.2 EXAMPLE OF BEAM FIRE

W3 is going to fire its Beam at S25, using the Attack combat tactic. The order for this combat would look like this:

W3 (Level 0) ATTACKS S25: D=0, B=3, S=2, T=0.

(W3 also powered its Screens at 2 while allocating nothing to Drive or Tubes. W3 would have needed a minimum PD = 5 for this example. Obviously, if W3 had not been built with a Beam of at least 3 and a Screen of at least 2, it could not have carried out this order. Beams and Screens cannot be powered past their capacity, even if extra power is available.)

7.1.3 EXAMPLE OF MISSILE FIRE

S25 fires back at W3, using a missile and the Dodge combat tactic.

S25 (Level 0) DODGE: D=4, B=0, S=0, T=1.

M at S25: D=3.

(Note that S25 needed a PD of at least 5 to execute this order. The D = 3 for the Missile did NOT come out of the firing ship's PD. Also, note that S25 did not designate a target of its own. It dodged while firing the Missile, and the MISSILE attacked W3. When the Combat Results Table (CRT) is read, the Attack tactic will be used for the Missile to see if the Missile hit.)

It may be helpful to think of a Missile as a little ship that exists for only one combat round and always uses the Attack tactic. The Missile also has its own Drive unit, which can be set to any level of 1 or greater when launched, regardless of the PD of the firing ship, A missile docs a basic 2 hits of damage when it hits.

When writing orders, remember: Systemships may NOT select the Retreat tactic. Only Warships may attempt to Retreat.

7.2 READING THE COMBAT RESULTS TABLE

Beam Fire: The appropriate cell from the CRT for Beam fire is read at the intersection of the target ship's combat-tactic column and the firing ship's combat-tactic row. The specific row is found by subtracting the target ship's Drive allocation from the firing ship's Drive allocation and using the row corresponding to the difference.

Firing Ship Tactics	Drive Difference attacker-target	Target ship Attacking	Target ship Dodging	Target ship Retreating
Attacking	-3 or less -1, -2 0, +1 +2 +3, +4 +5 or more	Miss Hit Hit +2 Hit +1 Miss Miss	Miss Miss Miss Hit +1 Hit Miss	Escapes Escapes Miss Miss Hit Miss
Dodging	-4 or less -2, -3 0, -1 +1, +2 +3 or more	Miss Miss Hit Hit Miss	Miss Hit Hit Miss Miss	Escapes Escapes Escapes Escapes Escapes
Retreating	-2 or less -1, 0 +1 or more	Miss Hit Miss	Miss Miss Miss	Escapes Escapes Escapes

Table 1: Combat Results Table

7.2.1 EXPLANATION OF COMBAT RESULTS

MISS: The MISS result means the weapon fired missed the target ship, and no damage was done.

ESCAPES: The ESCAPES result means that the ship that selected the RETREAT combat tactic successfully withdrew from its enemy(ies) and escaped. In order to ESCAPE, a retreating ship must simultaneously obtain the ESCAPE result against EACH enemy ship (not missile) that fired on it.

HIT: The HIT result means that the Beam or Missile fired at the target hit it. A Beam which hits does damage equivalent to the power of the beam, plus tech level. A Missile which hits does 2 hits damage, plus tech level. "HIT + 1" and "HIT + 2" mean you add one and two hits, respectively, to the hits of damage inflicted by the weapon.

Beam Fire Example: The firing ship selects the Dodge tactic, allocates 3 PD to Drives, and allocates 3 PD to Beam. The target ship selects the Attack tactic and allocates 2 to Drive with Screens unpowered. Subtracting the target Drive of 2 from the firing ship's Drive of 3 yields a +1. The result from the CRT is read at the intersection of the target ship's ATTACK column

and the firing ship's DODGE row at +1, +2. The +1, +2 row is read because of the +1 difference between Drives. (It also would have been read if the difference was +2.) The result at this intersection is "HIT."

Missile Fire: The appropriate CRT cell for Missile fire is read at the intersection of the target ship's combat tactic column and the firing ship's ATTACK row. (Missiles always attack.) The specific ship tactic row is found by subtracting the target's Drive allocation from the Drive setting given to the MISSILE. (Remember: A Missile may be given any Drive setting of +1 or greater, at no PD cost except the 1 PD needed to power its Tube.)

Missile Fire Example: A Missile is fired with a drive setting of 4. It attacks (as always). The target ship selected the Attack tactic and allotted 3 PD to Drive. Subtracting the target's Drive allocation of 3 from the Missile's Drive setting of 4 yields a +1 difference. The CRT result is read at the intersection of the target's ATTACK column and the firing ship's ATTACK (0, +1) row. The 0, +1 row is read because the difference between the Missile and target's Drive settings is +1. The result at that intersection is "Hit + 2."

7.2.2 RECORDING SHIP DAMAGE FROM COMBAT

When enemy weapons hit a target ship, that ship takes damage cumulatively from all weapons (of all ships) that hit it in each combat round. The amount of power allocated to a ship's Screens, PLUS that ship's technological level, is subtracted from all hits a ship receives. (If the Screen is not powered, no tech level is added to the S = 0.) The Hit + 1 and Hit + 2 results from the CRT add one and two hits, respectively, to the hits a weapon inflicts. One hit (if unabsorbed by Screens) does one Build Point worth of damage to the target. Warp generators NEVER take damage in combat; when all the rest of a ship is destroyed, the warp generator explodes.

After subtracting the hits absorbed by the target ship's screen from all hits scored on it, the remaining hits ("effective hits") are taken somewhere in the target's attributes. When all of a ship's attributes (except the warp generator) are reduced to 0, the ship is destroyed. Its counter is then removed from the map.

The player owning a ship decides where the hits are to be taken.

EXAMPLE

A ship of technological level 0 has Screens powered at 4. It takes 7 hits in one combat round (including tech level adjustments). The Screen absorbs 4 of the 7 hits. The remaining 3 "effective" hits must be taken in the ship's attributes. This is done by subtracting directly from Power/Drives, Beams, Screens, Tubes,

Missiles, and Systemship Racks. Before and after records for one round might look like this:

BEFORE: W4: Level 0, PD=7, B=3, S=3, T=1, M=6, SR=1 (A 22-BP ship, counting the generator.)

AFTER: W4: Level 0, PD=~~7~~ 6, B=3, S=~~3~~ 2, T=1, M=~~6~~ 3, SR=1

The player chose to take one hit in PD, one in Screens, and one in Missiles. Since 3 Missiles cost 1 BP, the one hit took out 3 Missiles. If a ship has only 1 or 2 Missiles left, it can use them to take a hit. However, if a ship has 3 or more Missiles, a hit in Missiles must take out 3.

Suppose W4 did not kill its enemy, but enters another round of combat. The enemy ship is S35, a Level 1 Systemship. It fired two missiles last round, and has attributes as follows:

S35: Level 1, PD=6, B=2, S=3, T=2, M=~~9~~ 7.

Combat orders for both ships are written out. The players choose the following tactics:

S35 (Level 1): DODGE PD=4, B=0, S=0, T=2.

M at W4: D=3

M at W4: D=4

W4 (Level 0): ATTACK D=2, B=3, S=1, T=0

The Systemship dodged and fired two Missiles, one at drive setting 3 and one at 4. The Warship attacked, firing its Beam at 3 and putting up a Screen with a strength of 1.

Reading the CRT, we see that both Missiles hit W4: one at ATTACK (0, +1) and one at ATTACK (+2). Those are, respectively, a Hit + 2 and a Hit + 1. S35 also adds one more hit to the damage inflicted by each Missile because it is tech level 1. Thus, the two Missiles that hit each do a basic 2 hits of damage, plus one more for tech level, and add the +2 and +1 from the CRT. The two Missiles inflict 5 and 4 hits, respectively, for a total of 9 hits.

W4's Screen was powered at 1, which subtracts 1 hit from the 9 done by the two Missiles - leaving 8 effective hits. (Since W4 is only tech level 0, the Screen absorbed no extra hits.) W4 must take 8 hits somewhere in its attributes. Its record at the end of last round looked like this:

W4: Level 0, PD=~~7~~ 6, B=3, S=~~3~~ 2, T=1, M=~~6~~ 3, SR=1

After taking 8 hits, it looks like this:

W4: Level 0, PD=~~7~~ 6, B=~~3~~ 0, S=~~3~~ 2, T=~~1~~ 0, M=~~6~~ 3, SR=~~1~~ 0

W4 has elected to preserve all the PD possible in order to make an effective retreat attempt.

(S35 took no damage, because W4 missed with its

Beam fire. The Drive difference, subtracting S35's drive from W4's drive, was a -2. Reading the ATTACK (I, -2) row for a firing ship and the DODGE column for the target ship gives a result of MISS.

7.3 SYSTEMSHIP PICKUP AND DROP IN COMBAT

A Warpship may pick up or drop a Systemship during a combat round if it allocates Drive = 0 and Screen = 0 and selects the Dodge or Retreat tactic. Only one Systemship may be picked up or dropped per combat round. The Warpship may fire its Beam while picking up or dropping a Systemship, but may NOT fire Missiles.

Systemships dropped during a combat round may NOT fire weapons (or be fired on) that combat round.

Systemships picked up during a combat round may not fire any weapon during that round, but may power Screens. They may be fired upon by enemy ships.

If a Systemship was to be picked up by a Warpship on a given round, but the Warpship is destroyed during that round, the Systemship is not automatically destroyed, but remains on the star hex.

If the Warpship dropping a Systemship is destroyed on the round it drops the Systemship, the Systemship is NOT destroyed. If the Warpship successfully retreats on the round it drops a Systemship,

the Systemship stays in the star hex.

8 SYSTEMSHIP PICKUP AND DROP AFTER COMBAT

After all combat on all star hexes has been resolved for a player's turn, he may designate any Systemships he wishes picked up or dropped by any Warpship on the appropriate star hex. This is essentially a free rearrangement of Systemships following combat, for the player whose turn it was.

End of Classic WarpWar rules.

Warpship W04 broke from warpline 2.4 lt. hours out from Byblos, a K5 orange primary. W04's screens shimmered momentarily with kinetic discharge due to the warp transit. Ship leader Emil Thaylon received status reports in his command module.

"SS35 dropped and away under power," stated W04's Power co-ordinator.

"Hold SS36 on standby," said Emil. He wanted to retain one of his Systemships as a surprise or for escape as needed.

"Long Perceptors detect two medium mass enemy craft in Byblos II vicinity."

"Accelerate Fusions .84 Max direct toward primary," directed Emil. Best to close with the enemy rapidly.

"All sections combat ready, condition max alert," said the Power co-ordinator.

"Status check Combat Controller's tactic program," said Emil. "Update with current Long and Short Perceptor running link."

The Combat Controller was pre-programmed with mission directives and tactics selected by Emil. The continuous update through Perceptors would give it effective combat command of the ship. Emil liked to draw enemy fire as a standard opening maneuver. The first pass would have W04 Dodging at maximum Drive and Screen settings. SS35 would fire one Missile while standing off, not revealing for the moment that it had two Tubes.

"Long Perceptors identify enemy as two Systemships, no Warpship present."

"Target ships now accelerating .52 our Max toward our position, intercept in 10.4 minutes."

"All Crew on station. Damage control 'bots standing by."

Ship chatter crackled continuously in Emil's ear. The crew of 64 humans, 12 androids, 6 cybers, 117 mobile robots and 1 brain link was readying itself for combat. The constant chatter was filtered to Emil on a priority basis. Chatter on all links was fed simultaneously to the Combat Controller for update monitoring.

"Missiles tracking in, 043H/325V. W04 Screens up. Dodge started."

"SS35 Targeted one Missile incoming. W04 targeted one Missile incoming."

"SS35 launches Missile D5 at Target 1."

"Incoming Missile W04 D3 by Short Perceptor tracking. Damage control to starboard aft. Projected hit. Screens 87% prob holding."

The enemy Missile on W04 was a near perfect matching hit, despite W04's maneuvering. Fortunately, Combat Control analyzed the hit as equivalent technology level. The Max Screen powering was sufficient to absorb the vicious energy flare.

Emil quickly tapped in a minor tactical correction for the next pass. SS35 had also survived. Both sides had 'felt out' the data they wanted.

Fan Base Extended rules

These rules are collection of rules over the 35 year history of WarpWar (1977-2012).

The updated WarpWar game has new game components that replace the old. A deluxe tiled game maps and counters. Adding to this are star counters and the rules for them.

1 GAME ELEMENTS

To play a game of WarpWar you will need a star map, counters and these rules. Paper and pencils are also required to record ships, power allocation, combat orders and other items.

1.1 COUNTERS

For playing face-to-face, a set of counters must be created. Counters should be clearly marked to distinguish players' fleets from one another, and to distinguish Warpships from Systemships. A number/letter system is the best for this purpose; Warpships can for example be identified as W1, W2, W3 etc. and Systemships as S10, S20, S30 and so forth.

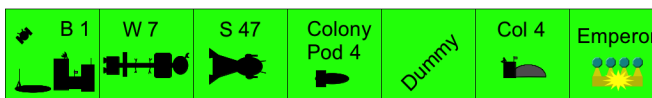


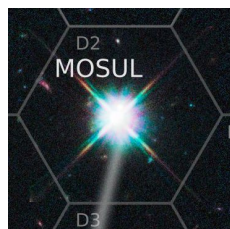
Illustration 3: Counters Sample

In the counters illustration 3 we see the Base counter B1, Warpship counter W7, Systemship counter

S47, a Colony Pod 4, dummy counters used for hidden movement, Colony counter Col 4 and the Emperor counter. Each will be covered later in detail.

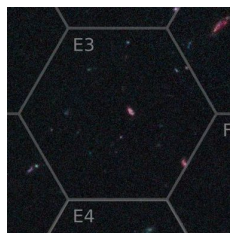
1.2 STAR MAP

A set of star maps is included at the end of this set of rules. Guidelines for creating new maps can be found in section X MAPS. The map is divided into hexes to control movement. The hexes are numbered to identify each one. Hexes are further distinguished by stars and warplines.



*Illustration 4:
Star Hex*

STAR HEX is the term used for all hexes containing a star. Stars are named (Mosul) and referred to by hex number (1D2).



*Illustration 5:
Space Hex*

SPACE HEX is the term used for any hex on the map that does not contain a star. If a hex has a warpline in it but no star, it is just like any other space hex. Space hexes are referred to by their hex number 1E3.

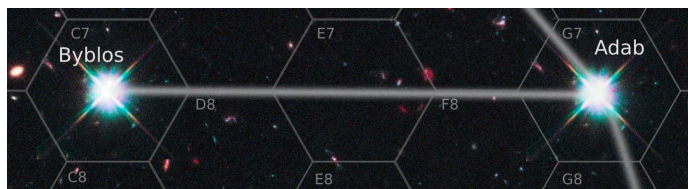


Illustration 6: Warpline

WARPLINE is the term used for the lines connecting some stars. The warpline illustration 6 has a warpline starting at star hex Byblos 1C7 going to star hex Adab 1G7.

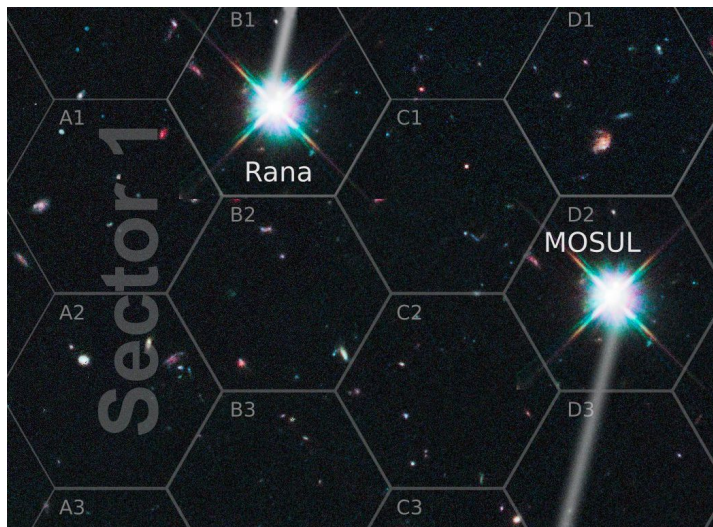


Illustration 7: Map Number Identification

SECTOR MAP IDENTIFICATION NUMBER is the term used for a star map's unique ID. Include this number when recording hex positions. For example, the star Mosul is located at 1D2, where 1 is the sector map identification number and D2 is the hex number.

1.3 PLAY

In order to set up WarpWar for face to face play, each player must select one set of ship counters. The scenarios in the scenario section differ in complexity. Each of the scenarios will have different victory conditions. When you are familiar with the game, you may want to design your own scenarios.

2 SEQUENCE OF GAME EVENTS

A game-turn consists of a players going through each of the events described below in order. When all players have completed the event, the next event is started.

The sequence of game events for all players is:

2.1 BP TRANSACTIONS EVENT:

The BP transactions event consists of one or more of the following;

- Receive new Build Points as per scenario or from owned stars according to the economics rules. Add to stockpiles and record current base totals.
- Load or unload system BPs into Holds.

- Scrap old ships at bases and add Build Points to base stockpiles.

2.2 BUILDING EVENT:

The building event consists of one or more of the following;

- Build new ships, Colony Pods and Bases. Subtract expenditures from Base\Colony totals. The new ships are placed on the Star Base they were built at.
- Repair and resupply old ships at stars with repair capability, then subtract BP from the stockpile/holds.
- Deploy Colony Pods
- All players place new builds at the bases at the same time.

2.3 MOVEMENT EVENT:

You may move some, none or all of your Warpships up to the maximum movement (in hexes) of which they are capable. Systemships may be picked up or dropped off during this event at a cost of 1 Movement Point per pickup or drop off action. The player with the most moving ships moves first, then the player with the next most. If there is a tie, the youngest player moves first. See the movement section.

2.4 COMBAT EVENT:

Combat **MUST** occur whenever ships from opposing fleets occupy the same star hex at the end of a player's movement event. Combat in each star hex is separate, and ends when only one player's or one alliance's ship(s) occupy that star hex. Combat does NOT occur when opposing ships occupy the same non-star hex.

2.5 END TURN PROCESSES EVENT:

Systemship Rearrangement: After all combats on all star hexes are resolved, players can have any Warpship drop off any Systemship(s) it carries at the star it occupies, have any Systemship at a star hex picked up by a Warpship there that has SRs, or transfer Systemships from one Warpship to another at the same star hex. This event is essentially a free shuffling around of Systemships in a star hex, and costs no movement.

Victory condition check: Check if a victory condition is met as per scenario. Players declare victory only at this time.

Technology Advancement: Follow technology rules.

Diplomacy: Players now conduct diplomacy (optional rule).

Move turn marker to next turn. The turn is over.

3 BUILDING

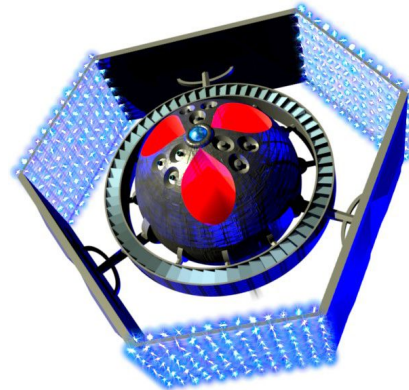


Illustration 8: Warpship(Winch 2004)

After collecting BP the players begin building. Players may use these BPs to (a) build new ships, (b) repair old ships, (c) build new Colony pods, (d) build new Bases, or (e) resupply Missiles to old ships. A player builds or repairs by expending Build Points from Base stockpiles. Ships may be built and scrapped only at Bases. Ships may be resupplied and repaired at Bases, Colonies or by Warpships equipped with Repair Bays. The Build Points are spent as explained below. IT IS NECESSARY to make a written record for each ship built, the damage it takes, and the repairs and resupplies it needs. Not all BPs need to be spent each turn.

3.1 SHIP BUILDING ATTRIBUTES

Warpships and Systemships may be built with the following attributes. It is NOT necessary for a ship to have all these attributes. If you don't want a ship to have (for instance) Missiles, you just don't build any.

The advance rule for Technological levels (TL) also affects the ship attributes. The technological level (TL) for newly built ships increases one level every five turns. Ships always retain their original TL. Ships built on turns 1-5 are TL 0, those built during turns 6-10 are TL 1, those built during turns 11-15 are TL 2, and so on. More on this later in the rules.

3.1.1 Power Drive

(PD) represents the total effective strength of a ship's engines. During movement, the PD of a Warpship

gives its movement allowance in hexes. During combat, the PD strength of a ship is allotted to its drive and weapons so that those may operate. During combat, a ship may NEVER allocate power from PD in excess of the available PD strength. Each unit of PD strength costs one BP to build.

3.1.2 Warp Generator

(WG) is the unit that allows a ship to move from star to star through space and to jump along Warplines. A ship with a warp generator is a Warship. Ships without warp generators are Systemships. Warp generators cost 5 BP to build.

3.1.3 Beams

(B) represent the ability of a ship to project a beam of destructive energy at a target. Each ship may have only one Beam projector. The strength of the projector will vary according to the number of Build Points spent on it. The number of BP spent on the beam is the maximum strength at which that ship's beam may be powered during combat.

3.1.4 Screens

(S) represent the ability of a ship to surround itself with a protective energy screen. Screens reduce the number of "hits" damage the ship must take when it is struck by an enemy weapon. Beams and Screens are manifestations of the same type of energy projection generator. Beam and Screen may be used simultaneously, but NEITHER may be used on the same round that Missiles or Shells are fired. The number of Build Points spent on a Screen is the maximum strength at which that Screen may be powered during combat.

3.1.5 Tubes

(T) are used by a ship to launch Missiles. Each Tube may launch one Missile per combat round. It requires a PD allocation of 1 to power a Tube for firing. Each Tube costs 1 BP to build.

3.1.6 Missiles

(M) may be fired through a ship's Tubes at an enemy ship. Each Missile does a basic damage of 2 hits if it strikes. The number of hits damage a Missile does may be modified by other factors as per the combat rules. One Build Point will build three Missiles. A ship may be built to carry any number of Missiles, and can never hold more than initially specified. As Missiles are fired, they must be subtracted from the ship's Missile stock on that ship's record. Missiles may not be transferred between ships.

3.1.7 Systemship Racks

(SR) let a Warship carry Systemships or Colony Pod. Systemships may not have SRs and may not carry other Systemships. A Warship may have any number of SRs and may carry one Systemship for each SR it has. Each Systemship Rack costs one BP to build. A Warship may NOT be carried in a Systemship Rack.

3.2 WARSHIPS



*Illustration 9: Warship
(Winch 2004)*

WARSHIPS are ships with warp generators. Warships may have any ship component. They may move from hex to hex on the star map and may move along the warplines. Warships may also engage in combat, carry Systemships, have Repair Bays and Holds. A Warship may select any combat tactic. Systemships carried by Warships are noted by their numbers on that Warship's record. If a Warship is destroyed, all Systemships and cargo it was carrying when destroyed are also destroyed.

3.2.1 Warships Examples:

W2 is built during turn 3, which means its technological level is 0. 21 BP are used to construct it. W2 cannot carry any Systemships (SR=0), but does have beams of strength 3, screens of 2, one Tube and 9 Missiles to fire, W2 also has a Power/Drive strength of 7 to use for movement and to allocate to weapons and drive during combat. W2's movement allowance is 4. W2's ship record looks like this:

W2: TL0 PD=7 S=2 B=3 T=1 M=9

This totals 16 BP. Adding the cost of the warp generator, to make it a Warship, brings the cost to 21 BP.

W7 is built during turn 12, which means its technological level is 2. 23 BP are used to construct it. It is built to be a freighter and repair ship; it can't fight, since it has no Beams, Screens, Missiles or Cannons. W7's record looks like this:

(the numbers of any Systemships carried by W7 would also appear here.)

3.3 SYSTEMSHIPS

SYSTEMSHIPS do not have warp generators. Systemships may not have Systemship Racks. They may exist only on star hexes unless carried by Warpships. When a Systemship is being carried by a Warpship, its number is noted on the Warpship's record sheet, and the Systemship's counter does NOT appear on the map. Systemships may NEVER move from one hex to another under their own power. They must always be carried by a Warpship, and may be dropped off at a star hex. In combat, a Systemship may never select the RETREAT tactic; it can escape from combat only if carried by a Warpship.

3.3.1 Systemships Examples:

S20 is built during turn 2 (tech level 0). It costs 20 BP. It has no warp generator, Systemship Racks, Holds or Repair Bay. Its record is:

S20: TL0 PD=7 B=5 S=5 E=3

S55 is built during turn 9 (tech level 1). It costs 4 BP; it is a fighter-type gunship, with PD=1 to power the Cannon. Its record is:

S55: TL1 PD=1 C=1 SH=12

3.4 BASES

Star BASES are not ship components. They are built on stars with a colony present during the Build event. A base cannot be build the same turn the colony is deployed. Each Base costs 25 BP. These BP need not all be spent in the same turn, but they must be brought in Holds to the star colony on which the Base is to be built. A record must be kept of the progress of Base construction on all stars.

If an enemy ship is present unopposed at the end of the enemy's turn on the star where there is an incomplete Base, that incomplete Base is destroyed and all BPs spent are lost. An operational Base is destroyed automatically when enemy ships are present unopposed on the Star hex at the end of the enemy's turn. One half of all BPs present on the destroyed Base can be immediately picked up by ships in the system if they have sufficient Hold space. Any BPs not immediately picked up are lost.

Only one Base may be built on each star hex.

4 MOVEMENT

During the movement event of a player's turn, the player may move some, none, or all of his Warpships up to their maximum movement allowance, taking any damage into account. Warpships may pick up or drop Systemships during movement, at a cost of one movement point per Systemship dropped or picked up. Ship counters are placed face up on the map, with lettering visible. Systemships are not placed on the map while being carried by Warpships, but ARE placed on the appropriate star hex when not being carried.

The player with the most ships to move moves first. They move as many ships needed till another player is higher number. If there is a tie the younger player moves next. Example: there 4 players are playing Player A has 5 ships to move Players B and C 2, Player D 1. Player A would move 4 ships, now players B and C have more. Player C is younger so they would move 1. Player B would move 2 ships. Then youngest to oldest for players A, C, D.

If Player A moved into a hex that Player B was to move a ship but did not yet. Player B would be pined as they would have to remain for the combat event. Therefore Player B ships for that star would not move that turn.

If the players do not want to use the youngest to oldest as a turn sequence, then use the players with least experience to the most with WarpWar OR just clockwise around the table.

Warpship movement is governed by the Power/Drive unit. It takes 1 PD to create 1 movement point (MP) on the warp generator. A ship with an undamaged PD = 7 would have 7 Movement Points. It costs a Warpship 1 MP to do any of the following:

- Move from one space or star hex to an adjacent hex
- Move the full distance along a warpline, from the star hex at one end to the star hex at the other
- Drop off OR pick one Systemship

Some hexes require two or more MP to move through. see the bottom of the hex for MP cost. A Warpship whose PD is reduced to zero may not move.

A Warpship may NOT stop at any intermediate hex on the warpline when using warpline movement. Warpships may only enter warplines for warpline movement at one end of the warpline, NOT in the middle. Warpships must stop movement on any star hex occupied by an enemy ship. This applies to Warpships moving either normally or by warplines.

Warpships may freely move through space hexes occupied by enemy ships. Warpships must end the movement event at a star. Half hexes are not playable.

In 'blind' games where movement is hidden, such as refereed PBEM games, players may indicate in advance that they are going to drop Systemships when their Warship arrives at a specific star. If enemy ships are found to be present at that star, the Systemships are dropped and available for use on the first round of combat. If no enemy ships are present the Systemships are still dropped. The Warship must have sufficient movement points remaining to drop the Systemships.

Warplines between stars are treated as space hexes for non-warpline movement purposes.

Movement points expended during the move event are not considered "lost" or expended during the following combat event. When combat commences, a ship may allocate its full present PD strength.

Ships may NOT move onto an enemy Base star during the first turn.

4.1.1 Warship Movement Example:

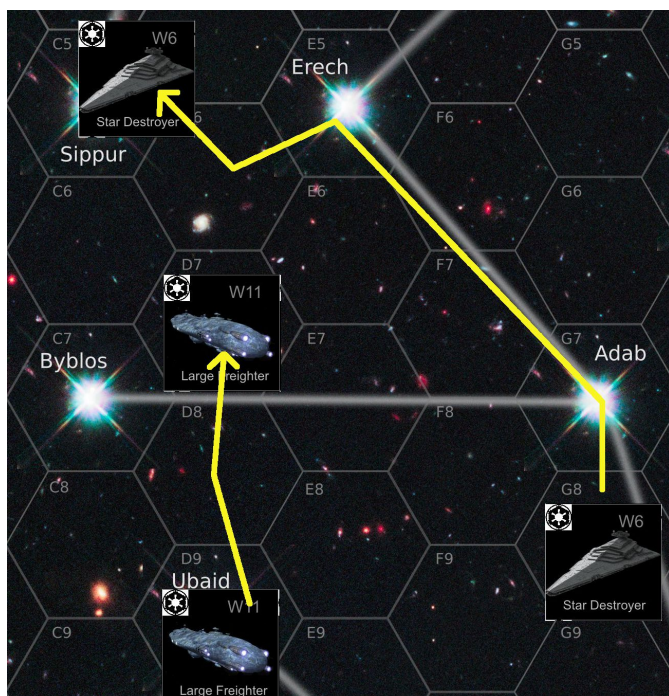


Illustration 10: Movement example

In movement example illustration W6 starts its movement on space hex G8. It moves onto Adab (1 movement point), moves along the warpline to Erech (1 movement point), moves 2 space hexes to Sippur (2 movement points), and stops. It expended 4 movement points. Had it dropped a Systemship on any one of those three stars, it would have expended one additional movement point, for a total of five used in that move. Freighter

Another example: W11 starts on hex D7 and moves two hexes to D9 at a cost of 2 movement points. W8 treated hex D8 like any other space hex, even

though a warpline passes through D8.

5 COMBAT

Combat MUST occur when ships of opposing sides occupy the same star hex at the end of a player's movement. Each contested star hex is treated as a separate combat and is resolved separately. The player whose star it is decides in which order they will resolve combats on contested star hexes. The combat on one star hex is resolved before combat on the next star hex is begun. The combat event of the players turn is over when combat on all contested star hexes has been resolved. In multi-player games players can group off to complete their respective combats simultaneously. This will reduce game time.

5.1 COMBAT ROUND SEQUENCE:

1. Each player writes an order for each of his ships at that star hex, keeping it concealed from his opponent. Each order must include:

- A combat tactic from the Combat Results Table (Attack, Dodge or Retreat)
- A target enemy ship for Beam fire, if any
- A target enemy ship for Cannon fire, if any
- A target enemy ship for each Missile fired, if any, and each Missile's drive setting
- A power allocation from PD to Beams, Screens, Drive (PD), ECM and Tubes (if Missiles are fired). The sum of these allocations may not exceed the ship's total current PD.
- Which Systemships, if any, the ship (if a Warship) is to pick up or drop.

2. When both players finish writing their orders, they show them to each other. Reading the Combat Results Table, in conjunction with the ship orders, the players determine the result for each weapon fired.

3. Players apply the results of weapon hits to the ships. Any damage a ship receives is immediately marked off its ship record. Any ship that has received enough hits to reduce all its attributes to zero, except for the warp generator and repair bay, is destroyed. Counters representing destroyed ships are removed.

4. Ships that successfully retreat are moved to any hex adjacent to the star hex.

5. If both players still have ships on that star hex, a new round of combat is begun on that hex. Writing, revealing and applying one set of orders constitutes one combat round.

6. Combat ends on a star hex when:

- All of one player's ships there have been destroyed, or
- All of one player's ships there have successfully retreated off that hex, or
- Three consecutive combat rounds pass in which no ships take any damage not absorbed by Screens. In that case, the player whose turn it is must withdraw all his ships from that star hex to any hex(es) adjacent to that star hex. Systemships are assumed picked up by any Warpship the retreating player wishes. If there are no Warpships capable of carrying a Systemship, the Systemship is destroyed.

5.2 POWER ALLOCATION AND SHIP ORDERS

Each ship order describes a ship's actions during one combat round. Much of the order will detail how much power is allocated from PD to the other ship attributes. The power allocated from PD is necessary for those other attributes to operate. No more power may be allocated to attributes than is undamaged and available in the PD unit. Drives, Beams, Screens, ECM, Tubes and Cannons are the attributes that need powering. The Warp Generator, Missiles, Shells, Systemship Racks, Holds, Colony Pods and Repair Bays do not need power in combat.

5.2.1 Power Allocation Example

A ship was built with an original PD of 9. In previous combat 3 hits have been taken on that PD, reducing it to 6. From that PD=6, the ship allocates 1 to Drive (for maneuver during combat), 2 to Beams, 2 to Screens, and 0 to Tubes. This totals 5, so one is unallocated. (The ship could not power its Tubes to fire Missiles, since it was using Beams and Screens.)

5.2.2 Example of Beam Fire

W3 is going to fire its Beam at S25, using the attack combat tactic. The order for this combat would look like this:

W3 (TL0) ATTACKS S25: D=0 B=3 S=2 T=0

(W3 also powered its Screens while allocating nothing to Drive or Tubes. W3 would have needed a minimum of PD=5 for this example. Obviously, if W3 had not been built with a Beam of at least 3 and a Screen of at least 2, it could not have carried out this order. Beams and Screens and ECM cannot be powered past their capacity, even if extra power is available.)

5.2.3 Example of Missile Fire

S25 fires back at W3, using a Missile and the Dodge combat tactic.

S25 (TL0) DODGE: D=4 B=0 S=0 T=1

M ATTACKS W3: D=3

(Note that S25 needed a PD of at least five to execute this order. The D=3 for the Missile did NOT come out of the firing ship's PD. Also, note that S25 did not designate a target of its own. It dodged while firing a Missile, and the MISSILE attacked W3. When the Combat Results Table (CRT) is read, the Attack tactic will be used for the Missile to see if the Missile hit.)

It may be helpful to think of a Missile as a little ship that exists for only one combat round and always uses the Attack tactic. The Missile also has its own Drive unit, which can be set to any level of 1 or greater when launched, regardless of the PD of the firing ship. A Missile does a basic 2 hits of damage when it hits.

5.3 COMBAT RESULTS TABLE

Firing Ship Tactics	Drive Difference attacker-target	Target ship Attacking	Target ship Dodging	Target ship Retreating
Attacking	-3 or less	Miss	Miss	Escapes
	-1, -2	Hit	Miss	Escapes
	0, +1	Hit +2	Miss	Miss
	+2	Hit +1	Hit +1	Miss
	+3, +4	Miss	Hit	Hit
Dodging	+5 or more	Miss	Miss	Miss
	-4 or less	Miss	Miss	Escapes
	-2, -3	Miss	Hit	Escapes
	0, -1	Hit	Hit	Escapes
	+1, +2	Hit	Miss	Escapes
Retreating	+3 or more	Miss	Miss	Escapes
	-2 or less	Miss	Miss	Escapes
	-1, 0	Hit	Miss	Escapes
	+1 or more	Miss	Miss	Escapes

Table 2: Combat Results Table

5.3.1 Explanation of Combat Results

MISS: The MISS result means the weapons fired missed the target ship, and no damage was done.

ESCAPES: The ESCAPES result means that the ship that selected the RETREAT combat tactic successfully withdrew from its enemy and escaped. In order to ESCAPE, a retreating ship must simultaneously obtain the ESCAPE result against EACH enemy ship (not Missile) that fired on it.

HIT: The HIT result means that the Beam or Missile or Shell(s) fired at the target hit it. A Beam which hits does damage equivalent to the power of the Beam, plus tech level. A Missile which hits does 2 hits damage, plus tech level. Shellfire which hits does 1 hit

of damage per Shell, plus tech level per burst. "HIT +1" and "HIT +2" mean you add one and two hits, respectively, to the hits of damage inflicted by the weapon.

5.4 READING THE COMBAT RESULTS TABLE

Beam or Cannon Fire: The appropriate cell from the CRT for Beam or Cannon fire is read at the intersection of the target ship's combat-tactic column and the firing ship's combat tactic row. The specific row is found by subtracting the target ship's Drive allocation from the firing ship's Drive allocation and using the row corresponding to the difference.

Beam Fire Example: The firing ship selects the Dodge tactic, allocates 3 PD to drives, and allocates 3 PD to Beam. The target ship selects the Attack tactic and allocates 2 to Drive with Screens unpowered. Subtracting the target's Drive of 2 from the firing ship's Drive of 3 yields a +1. The result from the CRT is read at the intersection of the target ship's ATTACK column and the firing ship's DODGE row at +1, +2. The +1, +2 row is read because of the +1 difference between Drives. (It also would have been read if the difference was +2.) The result at this intersection is "HIT".

Missile Fire: The appropriate CRT cell for Missile fire is read at the intersection of the target ship's combat tactic column and the firing ship's ATTACK row. (Missiles always attack.) The specific ship tactic row is found by subtracting the target's Drive allocation from the Drive setting given to the MISSILE. (Remember: A Missile may be given any Drive setting of +1 or greater, at no PD cost except the 1 PD needed to power its Tube.)

Missile Fire Example: A Missile is fired and given a Drive setting of 4. It attacks (as always). The target ship selected the Attack tactic and allotted 3 PD to Drive. Subtracting the target's Drive allocation of 3 from the Missile's Drive setting of 4 yields a +1 difference. The CRT result is read at the intersection of the target's ATTACK column and the firing ship's ATTACK (0, +1) row. The 0, +1 row is read because the difference between the Missile's Drive setting and target's Drive setting is +1. The result at that intersection is "Hit +2".

5.5 RECORDING SHIP DAMAGE FROM COMBAT

When enemy weapons hit a target ship, that ship takes damage cumulatively from all weapons (of all ships) that hit it in each combat round. The amount of power allocated to a ship's Screens, PLUS that ship's technological level, is subtracted from all hits a ship receives. (If the Screen is not powered, no tech level is added to the S=0.) The Hit + 1 and Hit + 2 results from the CRT add one and two hits, respectively, to the hits a

weapon inflicts. One hit (if unabsorbed by Screens) does one Build Point worth of damage to the target. Warp Generators and Repair Bays NEVER take damage in combat; when all the rest of the ship is destroyed, the warp generator and repair bay explode.

After subtracting the hits absorbed by the target ship's Screen from all hits scored on it, the remaining hits ("effective hits") are taken somewhere in the target's attributes. When all of a ship's attributes are reduced to 0, the ship is destroyed. Its counter is then removed from the map.

The player owning a ship decides where the hits are to be taken.

If there are Systemships still in a SR on a Warship that took damage, a player may take the damage on the Systemship record sheet. SR cannot be destroyed till the Systemship is destroyed or dropped.

5.5.1 Damage From Combat Example

A ship of technological level 0 has Screens powered at 4. It takes 7 hits in one combat round (including tech level adjustments). The Screen absorbs 4 of the 7 hits. The remaining 3 "effective" hits must be taken in the ship's attributes. This is done by subtracting directly from Power/Drive rating, Beams, Tubes, Cannons, Missiles, Shells, Armor, ECM, Holds and Systemship Racks. Before and after records for one round might look like this:

BEFORE: W4: TL0 PD=7 B=3 S=3 T=1 M=6 E=1 (a 22-BP ship, counting the generator.)

AFTER: W4: TL 0 PD={7}6 B=3 S={3}2 T=1 M={6}3 E=1

The player chose to take one hit in PD, one in Screens, and one in Missile. Since 3 Missile cost 1 BP, the one hit took out 3 Missile. If a ship has only one or two Missiles left, it can use them to take a hit. However, if a ship has 3 or more Missiles, a hit in Missiles must take out 3.

Suppose W4 did not kill its enemy, but enters another round of combat. The enemy ship is S35, a TL1 Systemship. It fired two Missiles last round, and has attributes as follows:

S35: TL1 PD=6 S=3 T=2 M={9}7

Combat orders for both ships are written out. The players chose the following tactics:

S35 (TL1): DODGE D=4 T=2

M1 at W4: D=3

M2 at W4: D=4

W4 (TL0): ATTACK D=2 B=2 S=1 E=1

The Systemship dodged and fired two Missiles, one at drive setting 3 and one at 4. The Warship attacked, firing its Beam at 3 and putting up a Screen

with a strength of 1.

Reading the CRT we see that both Missiles hit W4: one at ATTACK (0,+1) and one at ATTACK (+2). Those are, respectively, a Hit +2 and a Hit +1. S35 also adds one more hit to the damage inflicted by each Missile because it is tech level 1. Thus, the two Missiles that hit each do a basic 2 hits of damage, plus one more for tech level, and add the +2 and +1 from the CRT. The two Missiles inflict 5 and 4 hits, respectively, for a total of 9 hits. W4 had ECM powered to 1, and allocated that point of ECM to the first Missile. However the Missile's tech level of 1 is subtracted from W4's tech level of 0 for an ECM modifier of -1, rendering W4's ECM ineffective.

W4's Screen was powered at 1, which subtracts 1 hit from the 9 done by the two Missiles, leaving 8 effective hits. (Since W4 is only tech level 0, the Screen absorbed no extra hits.) W4 must take 8 hits somewhere in its attributes. Its record at the end of last round looked like this:

W4: TL 0 PD={7}6 B=3 S={3}2 T=1 M={12}6 E=1

After taking 8 hits, it looks like this:

W4: TL 0 PD={7}6 B={3}0 S={3}0 T={1}0 M={12}0 E={1}0

W4 has elected to preserve all the PD possible in order to make an effective retreat attempt.

(S35 took no damage, because W4 missed with its Beam fire. The Drive difference, subtracting S35's drive from W4's drive, was a -2. Reading the ATTACK (-1,-2) row for the firing ship and the DODGE column for the target ship gives a result of MISS.

5.6 SYSTEMSHIP PICKUP AND DROP IN COMBAT

A Warship may pick up or drop Systemships during a combat round if it allocates Drive = 0 and Screen = 0 and selects the Dodge or Retreat tactic. The Warship may fire its Beam or power ECM while picking up or dropping Systemships, but may NOT fire Missiles or Cannons. A Warship may pick up or drop during one combat round as many Systemships as it has undamaged Systemship Racks.

Systemships dropped during a combat round may NOT fire weapons (or be fired on) that combat round.

Systemships picked up during a combat round may not fire any weapons during that round, but may power Screens and ECM. They may be fired upon by enemy ships.

If a Systemship was to be picked up by a Warship on a given combat round, but the Warship is destroyed during that round, the Systemship is not automatically destroyed, but remains on the star hex.

If the Warship dropping Systemships is destroyed

on the round it drops the Systemships, the Systemships are NOT destroyed. If the Warship successfully retreats on the round it drops Systemships, the Systemships stay in the star hex.

5.7 SYSTEMSHIP PICKUP AND DROP AFTER COMBAT

After all combat on all star hexes has been resolved for a player's turn, the player may designate any Systemships the player wishes picked up or dropped by any Warship on the appropriate star hex. This is essentially a free rearrangement of Systemships following combat, for the player whose turn it was.

6 SCENARIOS

Players new to Warpwar should start with the Basic Learning Scenario now. Players who wish to develop more complicated rules to enhance their enjoyment of WarpWar are encouraged to experiment. WarpWar's modular design is easily expandable. A collection of rule variants is known to exist on the Web.

6.1 VICTORY CONDITION RULES

The follow set of victory conditions are required to be met to win the game. Scenarios can use one or more conditions for the game to be won. The first player to meet one of the conditions set in the scenario is the winner. Should two players meet different winning conditions in the scenario in the same turn. Then the order the conditions listed determine the winner. For example one player wins Star Total 16, another Player Emperor, then player wining Emperor wins.

The following victory conditions in order of importance can be used for a scenario:

Total Destruction: Total destruction of every player, every counter removed by destruction from the map.

The Emperor: If the Emperor is Destroyed that Player has lost. In multi-player game, the player can still play if they choose to but may never win. A player without an Emperor may not create bases or Colonies. In multi-player game all Emperor must captured to win.

The Emperor must always be in one of the following; Colony, Base or Warship. The Emperor can travel in Warships. The Emperor's Warship ship must end its movement at a star at the end of that players movement event. It can not end the turn in a space hex. The Emperor's ship may never use the retreat tactic. To carry the Emperor the ship must have 1 SR for personal shuttle (do not create a ship for this) and 1 empty H for HQ staff. Player must log Emperor position (which

Base, Colony or Warship). The Emperor counter must remain on the map at all times.

Production Destruction: Destroy all bases, colonies and Colony pods of all players. The player is out of the game as they will not be able to produce new ships.

Star cluster: First player to be in control a group of listed stars.

Create First #: First player to create a set number of un-destroyed bases wins. If two players reach this condition in the same turn then the players continue play till one player more then the others.

Star Total: First player to be in control of a set number of stars.

VP Total: First player to get to set number of Victory Points (VP). Should there be a tie at the end of the turn, play continues another turn till one player has more VP than the others.

Ending Turn: End the game at a set game turn number, then add up Victory Points (VP) the highest number wins. If there is a tie, count the number of ships, the player with the most ships wins. If there is still a tie, it is a tie.

Ending Time: End the game at set time limit, then add up Victory Points (VP). The player with the highest wins. If there is a tie, count the number of ships, the player with the most ships wins. If there is still a tie, it is a tie.

To determine the total victory points add up victory points in the following way;

- For each Emperor captured 40VP
- For each operational owned Base 10VP
- For each opposing Base destroyed 10VP
- For each operational owned Colony 5VP
- For each opposing Colony destroyed 5VP
- For each star under the player control 1VP or along the top of each star counter contains the Victory Points value (if you are using Star Counters).

6.2 BASIC LEARNING SCENARIO: 2 player

Setup: Each player starts the game with 40 Build Points and receives 8 Build Points at the start of each turn thereafter. Each player has only one Base, in the middle of his/her end of the map. Player 1 base is on the star *UR* and player 2 base in on the star *BABYLON*.

Victory condition: The first player to destroy the opponent's Base is the winner.

Map Layout: Use map 1 then map 2 on the first row, then map 3 then map 4 on the second row. Add right edge turn and event tracks to the right side.

Map 1	Map 2	T u r n
Map 3	Map 4	E v e n t

Table 3: Basic Learning Scenario Map layout

Special rules: No Base construction, no Advanced rules and Technology rules are not used.

6.3 CLASSIC ADVANCED SCENARIO: 2 player

Setup: Each player has three Bases, one on each of the three stars at his/her end of the map. Player 1 has stars *Larsu* with star counter 09, *Mosul* with star counter 01 and *Urwith* with star counter 10, Player 2 has stars *Ugarit* with star counter 11, *Nineveh* with star counter 02 and *Babylon* with star counter 12. Players get 20 Build Points at the start of the first turn and receive Build Points at the start of every turn thereafter in accordance with the economics rules.

Victory condition: The first player to destroy the opponent's 3 Bases is the winner.

Maps: Use map 1 then map 2 on the first row, then map 3 then map 4 on the second row. Add right edge turn and event tracks to the right side.

Map 1	Map2	T u r n
Map 3	Map 4	E v e n t

Table 4: Advanced Scenario Map layout

Special rules: All basic and advanced rules are used. You can not build new bases in this scenario. Semi-hidden movement rule optional.

6.4 EMPEROR SCENARIO: 2 player

Setup: Each player has two bases. Player 1 has Mosul star counter 01 and Ur star counter 02, Player 2 has stars Nineveh star counter 04 and Babylon star counter 03. Players get 20 Build Points at the start of the first turn and receive Build Points at the start of every turn thereafter in accordance with the economics rules. Place the Emperor counter on the board in the first turn build event when placing ships. Log if the Emperor is on the base or ship.

Place stars counters as per star counter rules.

Victory conditions: The Emperor, 16 Star Total, Production Destruction

Maps: Use map 2 then map 1 on the first row, then map 4 then map 3 on the second row. Add right edge turn and event tracks to the right side.

Map 2	Map 1	T u r n
Map 4	Map 3	E v e n t

Table 5: Emperor Scenario Map Layout

Special rules: All basic and advanced rules are used.

6.5 CORNERED SCENARIO: 4 player

Setup: Players start with 1 base and 20 BP. Player choose one of following stars as home base: Kling star counter 01, Sol star counter 02, Ur star counter 03 and Babylon star counter 04.

Victory conditions: First to meet one of the following victory conditions (see Victory Condition rules): The Emperor, Production Destruction, Ending Turn 40, Ending Time 4 hours, Create First 7 bases.

Maps: Use map 5 then map 2 then map 1 on the first row, then map 6 then map 4 then map 3 on the second row. Add right edge turn and event tracks to the right side.

Map 5	Map 2	Map 1	T u r n
Map 6	Map 4	Map 3	E v e n t

Special rules: All basic and advanced rules are used. Optional rule: Diplomacy or Advance Warp Generators can be used.

6.6 UNEXPLORED STAR CLUSTER SCENARIO: 2+ players

Setup: Each player creates a 25BP Warship with WG, 3 SR and 3H. That leaves 14BP for the rest of the ship. The Warship enters the map with 2 colony pods and 20BP in holds. Each player writes down their entry hex number of an outside edge SPACE hex and then reveal it all at the same time. All stars must be explored using star exploration rule. All players start the first turn in the movement event. The race is on.

Victory condition: Total Destruction, VP total 60

Maps: Map lay out as follows;

Map 5	Map 7	Map 2	Map 1	T u r n
Map 6	Map 4	Map8	Map 3	E v e n t

Special rules: All basic and advanced rules are used. The star exploration rule is required.

7 ADVANCED RULES

The following advanced rules override any of the basic rules.

7.1 ADVANCED BUILDING

In addition to basic building attributes the following building attributes can be built;

7.1.1 Electronic Countermeasures

(E) cost 1 BP per point of ECM. The ship can allocate PD in combat to ECM, up to the ECM rating with which the ship was constructed. In combat, after orders are revealed, the player using ECM allocates his ECM points among the attacking Missiles, and then adds or subtracts the difference between the defending ship's tech level and each Missile's tech level from the ECM points allocated to that Missile. ECM may be used in the same combat round with all other ship systems.

ECM: After orders are revealed, the player using ECM allocates his ECM points among the attacking Missiles, and then adds or subtracts the difference between the defending ship's tech level and each Missile's tech level from the ECM points allocated to that Missile ONLY.

ECM Use Example: A ship of tech level 2 is attacked by a Missile using a Drive rating of 3 and with a tech level of 3. The ship selected the ATTACK tactic, powered Drive to 3 and allocated 2 PD to ECM. Normally the Missile would subtract the target's drive of 3 from its own drive to get a difference of 0, then read the CRT at the intersection of the ATTACK (0,+1) row and the ATTACK column, giving a result of Hit +2. However the ship allocates its 2 points of ECM to the incoming Missile. Subtracting the Missile's tech level of 3 from the ship's tech level of 2 gives a result of -1; this is applied to the ECM allocated to the Missile, resulting in 1 effective ECM point. The player using ECM chooses to lower the Missile's Drive setting to 2. This causes the Missile to get a drive difference of -1 and to use the ATTACK (-1,-2) row, resulting in just a Hit.

7.1.2 Holds

(H) cost 1 BP per 10 BP capacity. Holds contain BPs and allow Warships to transport BPs between stars. When taking damage, 1 point of damage will destroy one 10 BP-capacity Hold AND 10 cargo BP, or fraction thereof. When taking damage on a Warship with more than one Hold, the player may choose to damage empty Holds before BP-carrying Holds. BPs may be loaded or unloaded during the Build event only.

BPs may be transferred between ships, Base or Colony only in the BP transaction event of the turn. Systemships may have Holds.

Example: you can build a mining platform

Systemship.

S21 PD=2 H=2

7.1.3 Repair Bays

(R) cost 5 BP. A ship with a Repair Bay may use BPs in Hold or from Star to repair itself or any number of other ships present on the same star hex during the build/repair event. BPs mined from Baseless Stars may be used immediately to repair by ships with Repair Bays. Repair Bays like Warp Generators do not take damage in combat and are destroyed when the Warp Generator is destroyed.

7.1.4 Colony And Colony Pods

COLONY PODS are not ship components. They are built at bases for 15BP. The Colony Pod is carried on 1 system rack to a star to be deployed. If the system rack is destroyed so is the Colony Pod. Colony pod can not do anything till deployed at a star. Colony pods are deployed during Build event.

A colony can only do 4 things. (1) Collect the star systems BP, (2) repair ships, (3) store up to 40BP max and (4) build a base. A colony cannot build anything else. Once a colony is converted to a base remove the Colony counter.

A Colony is destroyed automatically when enemy ships are present unopposed on the Star hex at the end of the enemy's turn. One half of all BPs present on the destroyed Colony can be immediately picked up by enemy ships in the system if they have sufficient Hold space. Any BPs not immediately picked up are lost. Multiple Colony Pods may be carried through a star hex, but only 1 can be deployed per star hex.

Colony Pods convert into Colonies then can be converted to a star Base. This is a one way conversion and cannot be reversed. Star Bases still have their colony just grown bigger. Only one of the three counters can active at a star.

7.2 TECHNOLOGICAL LEVELS

The technological level (TL) for newly built ships increases one level every five turns. Ships always retain their original TL. Ships built on turns 1-5 are TL 0, those built during turns 6-10 are TL 1, those built during turns 11-15 are TL 2, and so on.

In combat, ships add their TL to the number of hits their Beams, Missiles and Shells (per burst) do. For example, a TL 3 ship would add 3 hits to its Beam damage, 3 hits to each Missile damage, and 3 hits to each burst of Cannon fire, when the weapon actually hit. ECM is affected by tech a little differently: the player using ECM allocates his ECM to incoming Missiles as desired. The tech level of each Missile is then subtracted from the tech level of the target ship, and the

difference is added to or subtracted from the ECM points allocated against that Missile ONLY.

7.2.1 Technology in Combat Example:

A tech level 2 ship fires with a Beam strength of 4 and hits a tech level 1 ship. The firing ship adds 2 to its Beam strength of 4, for a total of 6 hits. The target ship had Screens powered at 3. It adds its tech level of 1 to the Screen power of 3, for a total of 4 hits absorbed by the Screen. Subtracting 4 hits absorbed from 6 inflicted leaves 2 hits the target ship will have to take somewhere in its attributes and mark off its ship record before the next combat round.

7.3 ECONOMICS

BUILD POINTS (BP) are produced at stars according to the economic value of each star. They are spent to build Warships, Systemships Colony Pods and Bases, to repair ships, and to resupply ships with Missiles and Shells. A written record is kept by each player for every ship they build. Players show these records to each other after (but not during) the game. A written record is also kept for each Base/Colony, denoting BPs accumulated and spent.

7.3.1 Star Counters values

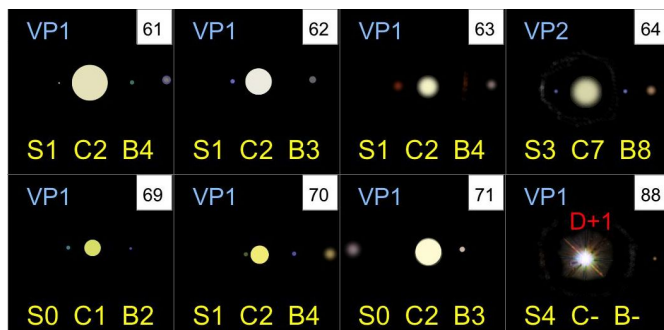


Illustration 11: Star counters production

A set of Star counters are included with the counter set. Each counter has 3 values along the bottom of them. The following definition of each is;

- **S#** S followed by a number is the number of BP a ship can produce at this star.
- **C#** C followed by a number is the number of BP a Colony can produce at this star.
- **B#** B followed by a number is the number of BP a Base can produce at this star.
- **C-** no Colony can be build at that star.
- **B-** no Base can be build at that star.

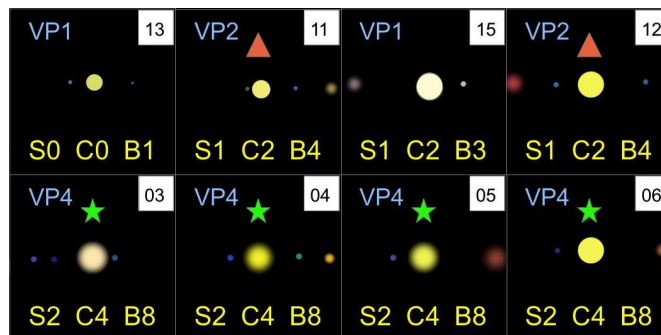


Illustration 12: Star counters information

Along the top of each star counter contains the following information;

- Victory Points value in light blue.
- Home star system icon, a green 5 point star if present.
- Companion star icon, a red triangle if present.
- Star ID number in the white square.
- D+# damage to any ship that stays in the star system. This damage is to be completed once per combat event.

Star Counters placed on the board before the game starts. After placing the home and companion stars (depending on the scenario) the rest of the stars are placed. This is done by putting the stars one at a time on the map by each player. Place all the star counters in a solid container. Each then player draws one star counter out blindly (not looking at the container), then looks at the star counter stats and places anywhere on the map where there is an empty star hex. Go clockwise around the table for each player, repeating till all the star hexes have one star counter on it.

The optional rule Star Exportation may be used instead of the above method.

7.3.2 BP Collection

During the build point (BP) transactions event of a player's turn, the player collects BPs on all owned systems, defined as systems with a friendly base, Colony or ship currently stationed on it. Ships alone with no Colony or Base at the star must have the BPs immediately stored in a ship's Hold or they are lost. If a ship is mining this way it must have at least 1 PD. A ship damaged to 0 PD cannot collect BP. Only 1 unit collects the BP for that star. For example a player has 3 ships and a base at a star. Only the base collects the BP.

BPs may not be transferred between Stars except in Holds by ships. A written record for each system's economic expenditures is required.

7.3.3 Scrapping Ships

Ships may be scrapped for 1/2 their current total BP value. Ships may only be scrapped at Bases during the Build event.

7.4 SEMI-HIDDEN MOVEMENT

When using this rule all counters remain flipped over. Only the player who owns the stack of counters may inspect them. The only time another player can inspect the counters is when they move a Warship into the same star hex. This inspection happens only in the combat event NOT movement.

Ships, Bases and Colonies can generate false 'warp signatures' so you can add a Dummy counter(s) to the hex. Therefore there can not be a Dummy counter by it self in a hex it must be stacked with something. Dummy counters are created only in the build event and cost nothing. The owning player may 'turn off' -remove dummy counters in the build event only. Dummy counters are destroyed as soon as an enemy is in the same hex. Dummy counters may move with Warships. The maximum number of dummy counters is 7.

The hexes are big enough to have two or more stacks of half inch counters. Systemships stacked on the star are station there. Systemships stacked with Warships are in the SR's.

7.5 REPAIR AND RESUPPLY

Repair and resupply occurs during the Build event. A ship must be on a Colony or Base star hex or on a Star hex with a Repair Bay-equipped Warship present in order to be eligible for repair or resupply. A Systemship may be repaired or resupplied even when it is loaded onto a Warship. Build Points are spent for repair and resupply in the same way they are spent when a ship is built. One BP builds just as much for repair as for original building, with the exception of Armor, which is repaired at a cost of 1 BP per 2 points of Armor, regardless of tech level. A ship can be repaired PARTIALLY or WHOLLY up to its original strength in each attribute, BUT NO MORE. For example, a ship originally built at PD=7 and damaged so that its new PD is 2, may be repaired all the way up to 7 -- costing 5 BP -- or repaired to some PD lower than 7. It can never be repaired to over 7. Its TL remains what it originally was.

Resupply of Missiles and Shells allows a player to replace a ship's original stock of ammunition after some has been fired or destroyed in combat. One BP replaces up to 3 Missiles or up to 6 Shells. A ship may not be resupplied with more Missiles or Shells than it originally carried. Fractions of BPs left over after resupply are not saved. However, one BP CAN be used to resupply (for instance) 3 ships with one Missile each.

8 PBEM

WarpWar is especially suited to PBEM (play by email/mail) due to its dice-less character. Games may be played with a referee or without. Refereed games are usually run "blind"; that is, no player knows anything about other players' fleets or stars, and possibly nothing about the map as well. Three or more players may play this way. Non-refereed games are more suited to two players. All moves and builds are "seen" (but BP and ship attributes are still secret) and combat rounds are sent with a blank screen or two preceding them so that the other player may write his orders and resolve the round immediately.

Referees of PBEM games must keep records for all ships, all stars and all Bases in the game. They must also keep records of how much each player knows about all other players and about the map.

9 MAPS

9.1 WARPWAR BASIC MAPS 1-4 plus NEW 5-9

In the map section are a set of maps that can be printed out then cut out along the dotted line. These maps can be placed in any order with each other. It is best to print them on report cover card or glossy photo paper. Tape with masking tape to keep maps together.

There is 3 right side edges with players aids on them. Turn track and current event. Cut out and add to the right side.

Half hexes are not playable.

9.2 CREATING NEW MAPS

New maps may be created if players desire a larger galaxy in which to fight. A blank hex sheet is included in this document. Create a large sheet of hex paper with at least 400 hexes. Each hex has a 1 in 12 chance of containing a star; roll 1d12 for each hex, or roll 2d6 and give it a star only on a roll of 11 or 12. However, do not roll for a hex adjacent to an existing star. Stars are never adjacent. Give each star a 1 in 4 chance of having a warpline to each of the 4 nearest stars. No star will ever have more than 4 warplines. Players' home worlds should be assigned in one of two ways. Either spread them more or less evenly throughout the map, or distribute them around the periphery of the map with none in the center. Give each star on the map a basic BP value. A good range for BP values is 0-5, with higher values being rarer. Rolling 2d6 and dividing the result by 3 is a quick method of assigning BP values.

Overall the map should be as fair as possible to all starting positions. If the rolls give bad results, change them to produce a playable map,

10 OPTIONAL RULES

The Players are to agree at the beginning of the game to use none, one or more of the following optional rules; Note some of the scenarios require some of the optional rules and they should be used.

10.1 DIPLOMACY

The diplomacy rules are for games with 4 or more players. Each player has list of the other players and the current state of relations. There are 4 state of relations levels. The levels are; 1- At War, 2- Cease fire, 3- Peace Treaty, 4- Allies. At the end of each turn players negotiate there state of relations. You can only go up or down ONE level per game turn. That is a player can not be Allies with another player turn 7 and be at war turn 8. It will take till turn 10!

Players must follow the following rules for the turn;

At War: Straight forward, ships in the same star hex must combat each other.

Cease fire: The player cannot attack the other player or enter their star hexes.

Peace Treaty: The player cannot attack the other player and players can move through each other star hexes. Players can trade BP and star ownership.

Allies: All of Peace treaty rights plus; Full access to all ship records and hex inspection rights (see hidden movement and star exploration rules).

10.2 OPTIONAL BUILDING

The Players are to agree at the beginning of the game to use one or more of the following ship attributes;

10.2.1 ADVANCED WARP GENERATOR

There three types of advanced warp generator you can build.

Small warp generator SWG costs 3 BP to build. The ships must be 9BP or smaller before adding the WG cost. No SR allowed on this ship. It requires 1PD of power to generate 1MP.

Medium Warp Generator MWG (standard) costs 5 BP to build. Maximum size ship is 45 BP before adding the WG cost. It requires 2PD of power to generate 1MP.

Large Warp Generator LWG costs 15BP to build. Required for ships in the size of 45+ BP. It requires 3PD of power to generate 1MP.

10.2.2 Armor

(A) is ablative hull reinforcement. 1 BP builds (2 + tech level) points of Armor. One point of Armor will absorb one point of damage. Armor is repaired at a cost of 1 BP per 2 points of Armor, regardless of tech level.

10.2.3 Cannons

(C) are used by a ship to launch Shells. Each Cannon may fire either one, two or three Shells per combat round. 1 PD is required to power a Cannon for one combat round. Each Cannon costs 1 BP to build. Cannons are treated as Beams as far as combat goes, i.e. ship's drive setting is used on CRT, but they may not be used with Beams or Screens. May be used with Missiles.

Example of Cannon Fire: S32 fires at W3 using two Cannons and the Attack tactic.

S32 (TL1) ATTACKS W3: D=3 C=1 (firing 3 shells) C=1 (firing 1 shell)

(Note that the number of Shells fired by each Cannon must be specified. Each Cannon may fire up to 3 Shells per round.)

Combat Results Cannon Fire Example: The firing ship selects the Dodge tactic, allocates 3 PD to drives, allocates 1 PD to its Cannon, and chooses to fire 2 Shells from the Cannon. The target ship selects the Attack tactic and allocates 2 to Drive with Screens unpowered. Subtracting the target's Drive of 2 from the firing ship's Drive of 3 yields a +1. The result from the CRT is read at the intersection of the target ship's ATTACK column and the firing ship's DODGE row at +1, +2. The +1, +2 row is read because of the +1 difference between Drives. (It also would have been read if the difference was +2.) The result at this intersection is "HIT" Both Shells hit.

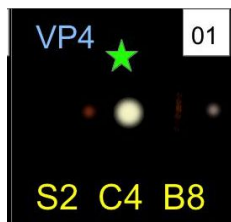
10.2.4 Shells

(SH) are fired by Cannons. Each Shell does a basic 1 point of damage if it strikes. Hit +1 and +2 and TL extra damage is added per burst of Shells, not per individual Shell. 1 BP builds 6 shells. Shells do not have a drive setting; they are unguided and act like Beams in that they hit according to the ship's Drive and Maneuver. In other respects they are treated as Missiles, ship may carry any number, may not be transferred between ships. Shells are not affected by ECM.

10.3 STAR EXPLORATION

The star counters are need for this rule. All stars

have unknown values. Values on the Maps are ignored except home stars. Most games will start with no star counters on the board except home stars.



*Illustration 13:
Sample Star
Counter*

The Players must go to a star to see the stars value. If the player is the first to visit the star, the player pulls out of a container blind (no looking as they pull) one star counter, then inspects it. After which the player places it on the board face down. Counters remain over turned so no one can see the values the hole game. Only the controlling player of the star may inspect the star values. Once a star counter has been placed it remains there till the end of the game no mater how many time it changes hands.

11 DESIGNERS NOTES

By James Horton:

Thirty five years ago (1977-2012) WarpWar was produced. It had an unusual dice-less combat system which caught my eye. Being a science fiction fan this game quickly became one of my favourite spaceship combat games.

For the 35th anniversary I wanted to add / edit the rules of WarpWar. In doing so smoothing out the rough edges and bring in more fun into it. The number one goal is not to change the core of the game which is a ship to ship combat game. There will be no rules for surface combat and bombing.

I would like to finalize the 35th Anniversary Edition of WarpWar by September 2012. Of course it needs input from WarpWar group community to be a success. Have fun play test and send in write up.

The goals/mission of the 35th Anniversary Edition of WarpWar rules are;

- Keep the game dice-less
- A ship to ship space combat game
- Keep the basic structure of the Classic WarpWar game

- Update the map board and counters to a more modern look.
- Add better scenarios than the basic ones from the classic version

WarpWar is a ship to ship space combat game, anything outside that is very abstract. There NO tracking of planets, ground combat, population numbers for example. No mining ores, money, workforce, just one all inclusive build point (BP). Win the space above and the base and it is destroyed, no combat needed. So the rules added will keep this in mind.

11.1 THE ISSUES

The rules had a few issues through, which was covered by Richard Smith on the WarpWar forum on BoardgameGeek.com;

PROBLEMS

- *There is one error in the rule book. It does not describe what happens if you have a system ship loaded in a system ship rack and that rack is assigned damage. Some people have said that the system ship is dropped but this is very poor design. We played it that you can not take damage to a system ship rack, until the system ship inside has been reduced to rubble first.*
- *The game's dice-less combat system is slow. You write down orders. This is not bad for a one on one ship duel, but a big slug fest, on a home world takes a long time. Plotting orders is slower than just rolling some dice.*
- *Also the game is not luckless. Two people trying to outguess each other in a chaotic system (where small changes in starting conditions result in big differences in outcome) is random. (I've written a full essay on the Yahoo Warp War site proving this, if you are curious.) However, if you can predict the opponent, you can do well. You might know that he must drop a system ship so one of these times he has to drop his speed, so you can estimate probabilities of what he will do, which is where the coolness of the combat comes in.*
- *One tactic is to build a ship with a huge power drive and jump randomly around*

at high speed & shields as the defender. Since the enemy must predict your speed fairly precisely to hit, there is a good chance he can't get a hit and you will force a retreat after 3 turns.

- *Which leads into some of the serious problems with the game. The system works well for small and medium sized ships (say up to 40 build points) but huge ships of 75 or more build points gives the game difficulties. If both sides have such ships, they have a wide range of allowable speeds and trying to hit each other becomes problematic.*
- *Many of the tactical trade offs involve dropping system ships. But a warp ship is only 5 build points more than a system ship and they are infinitely more flexible movement wise. Additionally, warp ships can retreat and take themselves home for repairs. Thus, once people save the points for big ships, we don't tend to build system ships. (Except perhaps for guard ships on the home world.)*
- *Warp lines are not important enough. Yes, I could go out and plant a few system ships on key warp lines to block enemy movement. But once big ships get built, they can just spend the movement to move in hex to hex and avoid warp lines all together. I've had big ships that can run the length of the whole map with out using a warp line.*
- *Our group tends to build as few and as small ships as possible while waiting for tech to improve and then we can build huge battleships. This pushes the game into an area where it does not play as well.*

Adding to Richards comments the problems I wished to address;

- I found seeing what ships were produced when I could guess there the strength. Surprise attacks and diversions are impossible with the classic rules.
- Add more importance to the reset of the map other than the home Stars.

- Add different ways of winning, add new scenarios and story lines.
- All other players waiting for currently active player turn events to be completed in multi-player games can be not fun. This makes long turns with little activity for other players.
- Warpships (in the second edition rules) have more build flexibility (holds, repair and resupply) making Systemships less likely to be created.

11.2 SOLUTIONS TO THE ISSUES:

The key to tackling these issues in the rules is to add to the them and not take away. For example, when players make large ships the combat system does not work well. A rule could be written to restrict the size of ships to 50BP, but that would take away from the game's open system. The alternative is to add rules that will make large ships a disadvantage to create till possibly the end game.

Lets address each one of these issues in the following manor;

- *There is one error in the rule book. It does not describe what happens if you have a system ship loaded in a system ship rack and that rack is assigned damage. Some people have said that the system ship is dropped but this is very poor design. We played it that you can not take damage to a system ship rack, until the system ship inside has been reduced to rubble first.*

I added in the missing rule to address this.

- *The game's dice-less combat system is slow. You write down orders. This is not bad for a one on one ship duel, but a big slug fest, on a home world takes a long time. Plotting orders is slower than just rolling some dice.*
- *One tactic is to build a ship with a huge power drive and jump randomly around at high speed & shields as the defender. Since the enemy must predict your speed fairly precisely to hit, there is a good chance he can't get a hit and you will force a retreat after 3 turns.*
- *Which leads into some of the serious problems with the game. The system works well for small and medium sized ships (say up*

to 40 build points) but huge ships of 75 or more build points gives the game difficulties. If both sides have such ships, they have a wide range of allowable speeds and trying to hit each other becomes problematic.

- Many of the tactical trade offs involve dropping system ships. But a warp ship is only 5 build points more than a system ship and they are infinitely more flexible movement wise. Additionally, warp ships can retreat and take themselves home for repairs. Thus, once people save the points for big ships, we don't tend to build system ships. (Except perhaps for guard ships on the home world.)
- Our group tends to build as few and as small ships as possible while waiting for tech to improve and then we can build huge battleships. This pushes the game into an area where it does not play as well.

All of these issues can be controlled by reducing the number of ships at a star thus spreading ships out and making ships smaller. Thus was added the economic, victory conditions and advanced warp generator rules. Adding more build items will create a downward pressure to make smaller ships.

- Also the game is not luckless. Two people trying to outguess each other in a chaotic system (where small changes in starting conditions result in big differences in outcome) is random. (I've written a full essay on the Yahoo Warp War site proving this, if you are curious.) However, if you can predict the opponent, you can do well. You might know that he must drop a system ship so one of these times he has to drop his speed, so you can estimate probabilities of what he will do, which is where the coolness of the combat comes in.

Few games are truly luckless, but this game has less of it.

- Warp lines are not important enough. Yes, I could go out and plant a few system ships on key warp lines to block enemy movement. But once big ships get built, they can just spend the movement to move in hex to hex and avoid warp lines all together. I've had big ships that can run the length of the

whole map with out using a warp line.

- Add more importance to the reset of the map other than the home Stars.

Economic and Victory Condition rules address this issue. These rules add value to the other stars on the board. If you don't control the other stars you will most likely loose.

- I found seeing what ships were produced when I could guess there the strength. Surprise attacks and diversions are impossible with the classic rules.

To add the fun of surprise attacks and diversions, I created the Semi Hidden Movement rule.

- All other players waiting for currently active player turn events to be completed in multi-player games can be not fun. This makes long turns with little activity for other players.

The sequence of game events changed so all players complete each event together. This should make games more enjoyable. Turns should progress faster. Combat in multi-player games can be completed simultaneously with players grouping off to complete.

The Battle-board was created to aid in the combat activity.

- Add different ways of winning, add new scenarios and story lines.

By creating a large Victory conditions rule this makes the game very dynamic. Add to that a tiled map board. Creating new scenarios become unlimited.

Games become multileveled as you add multiple Victory Conditions in the same game. Throw in the semi-hidden rule and player may not know what the players goals are till the last moment. This also adds hope to a game that is looking hopeless for one player. They may be loosing the territory game but one strike against the Emperor and the game will be won. This keeps all players engaged till the end.

- Warpships (in the second edition rules) have more build flexibility (holds, repair and resupply) making Systemships less likely to be created.

Why not add these builds to Systemships. With this you can have mining platforms, repair outposts, storage stations, etc. For this reason the rule not allowing BP transfers between ships was thrown out.

A turn in the game lasts years, the Warpships ships must refuel. Ships travelling in the darkness of space for decades with out fuelling seemed unrealistic. Also for scenario reasons we need to have the ships

end their movement at a star (not hide in the space hexes for ever). For this reason I added the rule that you must end you movement at the end of the movement event at a star.

11.2.1 Conclusion

We hope you enjoy these changes to the rules that will add but not take away from the Warpwar gaming experience.

11.3 DESIGN TOOLS

Software I used to create the 35th Anniversary Edition of WarpWar is (all free, google it);

- LibreOffice
- Blender
- Gimp
- Inkscape

11.4 UNDER CONSTRUCTION

The following is a list of the items yet to be completed or on the nice to add wish list;

Things needed to be done (possible due date):

- Sample game using player's aid sheets. (end June 2012)
- Deluxe ship counters. Use 3/4 or keep 1/2 inch classic size..Pole? (July 2012)

Wish List:

- Optional Technology rules -cards??
- Full page Scenario cards with mini maps (great for diplomacy)

11.4.1 OTHER SCENARIOS:

11.4.2 THE BLACK HOLE: 4+ Players

Setup: Working on

Victory condition: Working on

Maps: Working on

Map 5	Map 2	Map 1	T u r n
Map 7	Map 9	Map 8	E v e n t
Map 6	Map 4	Map 3	W a r p W a r

Special rules: All basic and advanced rules are used.

11.4.3 PARTY / CONVENTION SCENARIO: 5-8 Players

Setup: Working on

Victory condition: Working on

Maps: Working on

Map 5	Map 2	Map 1	T u r n
Map 7	Map 10	Map 8	E v e n t
Map 6	Map 4	Map 3	W a r p W a r

Special rules: All basic, advanced and optional rules are used.

11.5 Volunteers

Activities assigned to different Volunteers;

Volunteer	Activity	Due date
James	Rules draft	Jun 2012
James	Sector Maps	Jul 2012
	Deluxe counters	
James	Star Counters	completed
??	Counter artwork	Very soon
??	Additional Rules artwork	Sep 2012
??	Rules Editor	Sep 2012
??	Promotion	
	Scenario design	

11.6 PLAY TEST VOLUNTEERS

After playing your game with your friends, scan your game sheets and post it to the Yahoo WarpWar Group photo section. Create an album with name, scenario, version of rules and date you played. Email me with rule questions and issues you had.

James.

12 PLAYER AID SHEETS

The following sheets will help in tracking information required for the playing the game. You will need to print a few copies of each. If you are using Adobe reader or similar product you can print individual pages many times. Take note of the page numbers you want to print. Click **file** then **print** then select **pages** then enter the pages you want printed in the field. Select the number of copies, then click print.

Game Turn Log Sheet

The game turn log sheet is used to track the players; colonies and bases destroyed, the Emperors captured, the captured Star systems, the diplomacy status changes and other notes. This log sheet should be seen by all players and one log need for all players. Any player can log notes in this log.

Colony\Base Turn Log Sheet

The Colony\Base Turn Log sheet is used to tract your BP transactions, builds and location. This log sheet should not be shown to other players (other than allies) till the end of the game.

Warpship Attributes Log Sheet

Players log all the Warpship status on this log sheet. Plus turn by turn logging of damage, location, BP and what is carried on board. This log sheet should not be shown to other players (other than allies) till the end of the game.

Systemship Attributes Log Sheet

Players log all the Systemship status on this log sheet. Plus turn by turn logging of damage, location, BP in holds. This log sheet should not be shown to other players (other than allies) till the end of the game.

Power Allocation and Ship Orders Sheet

This Player aid is used to complete power allocations and ship orders during combat. For each round a power allocation must be completed for each ship and missile (one per line). Players in combat with each other, show each other this sheet at end of the combat round.

Battle Board Players Aid

The battle board used to complete battles in the combat event. Player remove all the counters off the star to the battle board. This is especially important in multiplayer games where the other players cannot see the ships present at the star. Even in two player games the counters can be spread out easily for the players to see. This makes power allocating and orders easier.

After orders are revealed, ships attempting to retreat can be moved to box labeled so. If during the combat round the ship attempting to retreat gets hit move it back to the center hex. Otherwise at the end of the round move the ship to the box labeled retreated. Ships that are destroyed get moved to the destroyed box. Keep cycling through the rounds till all one side has been removed from the center hex.

Build and Event Players Aid

This players aid has the list of all build-able items. There is also a list of all the events and what is done in them.

12.1.1 Game Turn Log Sheet

Scenario: _____

Date Played: _____

Optional rules in use:

Additional Victory conditions in use:

Players in Game:

[illegible]

Winner and Victory Condition:

Time take to play:_____

12.1.2 Colony\Base Turn Log Sheet

Colony\Base Counter number _____ Colony\Base location _____

Turn +	Start BP	BP Transactions Event	Total BP	Build and Repair Event BP	End BP	Colony or Base?	Notes (what was built, building, etc)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

Colony\Base Counter number _____ Colony\Base location _____

Turn +	Start BP	BP Transactions Event	Total BP	Build and Repair Event BP	End BP	Colony or Base?	Notes (what was built, building, etc)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

Colony\Base Counter number _____ Colony\Base location _____

Turn +	Start BP	BP Transactions Event	Total BP	Build and Repair Event BP	End BP	Colony or Base?	Notes (what was built, building, etc)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

12.1.3 Warship Attributes Log Sheet

ID number		TL			Repair Bay +5BP			WG type		Speed MP		Total cost BP	
Turn +	PD	B	S	A	T	M	E	C	SH	H	BPs in Hold	SR	Notes: (What is in SR, activities etc)
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													

ID number		TL			Repair Bay +5BP			WG type		Speed MP		Total cost BP	
Turn +	PD	B	S	A	T	M	E	C	SH	H	BPs in Hold	SR	Notes: (What is in SR, activities etc)
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													

ID number		TL			Repair Bay +5BP			WG type		Speed MP		Total cost BP	
Turn +	PD	B	S	A	T	M	E	C	SH	H	BPs in Hold	SR	Notes: (What is in SR, activities etc)
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													

12.1.4 Systemship Attributes Log Sheet

Systemship ID number				TL		Total cost BP						
Turn +	PD	B	S	A	T	M	E	C	SH	H	BP in Hold	Notes
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												

Systemship ID number				TL		Total cost BP						
Turn +	PD	B	S	A	T	M	E	C	SH	H	BP in Hold	Notes
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												

Systemship ID number				TL		Total cost BP						
Turn +	PD	B	S	A	T	M	E	C	SH	H	BP in Hold	Notes
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												

12.1.5 Power Allocation and Ship Orders Sheet

[illegible]

12.1.6 Battle Board Players Aid

COMBAT RESULTS TABLE

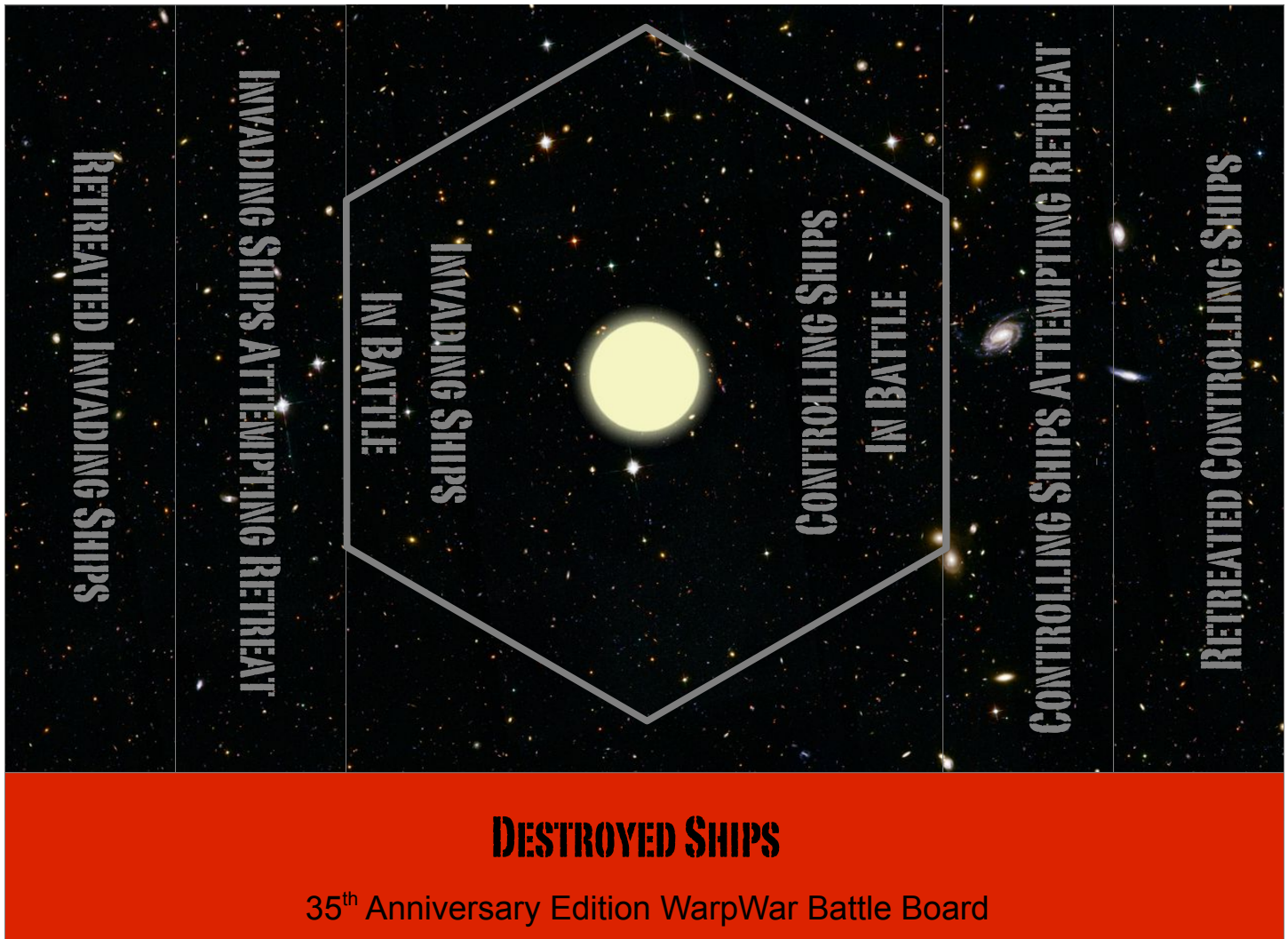
Firing Ship Tactics	Drive Difference Attacker-Target	Target ship Attacking	Target ship Dodging	Target ship Retreating
Attacking	-3 or less	Miss	Miss	Escapes
	-1, -2	Hit	Miss	Escapes
	0, +1	Hit +2	Miss	Miss
	+2	Hit +1	Hit +1	Miss
	+3, +4	Miss	Hit	Hit
Dodging	+5 or more	Miss	Miss	Miss
	-4 or less	Miss	Miss	Escapes
	-2, -3	Miss	Hit	Escapes
	0, -1	Hit	Hit	Escapes
	+1, +2	Hit	Miss	Escapes
Retreating	+3 or more	Miss	Miss	Escapes
	-2 or less	Miss	Miss	Escapes
	-1, 0	Hit	Miss	Escapes
	+1 or more	Miss	Miss	Escapes

EXPLANATION OF COMBAT RESULTS

MISS: The MISS result means the weapons fired missed the target ship, and no damage was done.

ESCAPES: The ESCAPES result means that the ship that selected the RETREAT combat tactic successfully withdrew from its enemy and escaped. In order to ESCAPE, a retreating ship must simultaneously obtain the ESCAPE result against EACH enemy ship (not Missile) that fired on it.

HIT: The HIT result means that the Beam or Missile or Shell(s) fired at the target hit it. A Beam which hits does damage equivalent to the power of the Beam, plus tech level. A Missile which hits does 2 hits damage, plus tech level. Shellfire which hits does 1 hit of damage per Shell, plus tech level per burst. "HIT +1" and "HIT +2" mean you add one and two hits, respectively, to the hits of damage inflicted by the weapon.



12.1.7 Build and Events Players Aid

BUILDING ATTRIBUTE TABLE

Attribute	Description	BP Cost	Damage
Power Drive	(PD) represents the total effective strength of a ship's engines.	1	-
Beams	(B) represent the ability of a ship to project a beam of destructive energy at a target.	1	Strength of beam power + TL
Screens	(S) represent the ability of a ship to surround itself with a protective energy screen.	1	1 screen power absorbs 1 damage
Missile Tubes	(T) are used by a ship to launch Missiles. Each Tube may launch one Missile per combat round.	1	-
Missiles	(M) may be fired through a ship's Tubes at an enemy ship.	1/3	2 per missile + TL
Systemship Rack	(SR) let a Warship carry Systemships.	1	-
Canons (optional rules)	(C) are used by a ship to launch Shells. Each Cannon may fire either one, two or three Shells per combat round.	1	-
Shells (optional rules)	(SH) are fired by Cannons.	1/6	1 per shell + TL
Armor (optional rules)	(A) is ablative hull reinforcement.	1/2	1 point of armor absorb 1 damage
ECM capability (advanced rules)	(E) cost 1 BP per point of ECM.	1	-
Hold (advanced rules)	(H) Holds contain BPs and allow Warships to transport BPs between stars.	1/10	-
Repair Bay (advanced rules)	(R) cost 5 BP. A ship with a Repair Bay may use BPs in Hold or from Star to repair itself or any number of other ships present on the same star hex during the build/repair event.	5	Can not be damaged
Colony Pod (advanced rules)	Colony Pods are not ship components.	15	Destroyed if enemy ship present and no friendly ships. Warship carrying it is destroyed
Star Base	BASES are not ship components. They are built on stars with a colony during the Build event.	25	Destroyed if enemy ship present and no friendly ships
Warp Generator (basic rule)	(WG) is the unit that allows a ship to move from star to star through space and to jump along Warplines.	5	Can not be damaged 1 PD makes 1MP
Warp Generator (optional rule)	(SWG) is the unit that allows a ship to move from star to star through space and to jump along Warplines. For ships 9BP or smaller. No SR allow on ship.	3	Can not be damaged 1 PD makes 1MP
Warp Generator (optional rule)	(MWG) is the unit that allows a ship to move from star to star through space and to jump along Warplines. For ships 45 BP or smaller.	5	Can not be damaged 2 PD makes 1MP
Warp Generator (optional rule)	(LWG) is the unit that allows a ship to move from star to star through space and to jump along Warplines. For ships 45 BP and larger.	10	Can not be damaged 3 PD makes 1MP

Game Events

BP Transactions -New BP collection -Load or unload BP -Scrap ships	Building -Build -Deploy Colony Pods -Repair and resupply -Place new builds	Movement -Warship movement	Combat -Ship combat	End Turn Processes -Systemship load or unload -Technology advancement -Victory condition check -Diplomacy -Turn marker
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