*Scenario*

The Battle of Agincourt-15 takes place between the Anglian Federation and the Nouvelle Entente. The Entente’s fleet is attacking in superior numbers and strength, and includes the dreaded Chevalier Class battle cruiser. The Anglians must try and defend the planet Agincourt-15 from the Entente until reinforcements arrive.

*Game Structure*

When the game starts, each fleet’s units are already in place. The Entente goes first.

The aim of the Entente fleet is to damage the shields of Agincourt-15 badly enough that the planet surrenders. The aim of the Anglian fleet is to prevent this from happening for 10 rounds.

Either side can also claim victory by destroying all ships in the enemy fleet.

*Turn Structure*

Starting with the attacking player, each player moves all his units. When moving a unit, the player can order it to either move or hold, and then either fire or wait.

**Move:** The ship moves anywhere within its movement range, as determined by its Energy.

**Hold:** The ship stays where it is.

**Fire:** The ship attacks an enemy ship within its Range and line of fire. Depending on Firing Range and whether you moved this turn, a ship may be able to fire several times in a turn.

**Wait:** The ship ends its turn without attacking.

*Board Layout*

To start, let’s just have a 10x10x10 cube.

*Ship Statistics*

**Hull Strength:** Equivalent to HP.

**Power:** Damage dealt when attacking. Affected by luck.

**Armor:** Damage absorbed when being attacked.

**Firing Rate:** How many times the ship attacks in a round.

**Range:** How many cubes away the ship can fire.

**Energy:** Number of action points the ship has each turn. Entering an adjacent cube of empty space costs 1 movement point. Other terrain types may be impassable or cost more. Rotating costs 1 action point.

(Turning Speed, Acceleration: To be added later if we want)

*Terrain*

Let’s start with 3 terrain types, plus the planet.

**Space:** Empty space. Costs 1 movement point to enter.

**Debris:** Requires careful navigation. Costs 3 movement points to enter.

**Asteroid:** Impassable, indestructible (?) barrier. Ships cannot enter a space with an Asteroid. (It might be cool if they could blow the Asteroids up though)

**Agincourt-15:** The planet being defended by the Anglian fleet. Impassable barrier near the Anglican fleet. If the Entente fleet inflicts enough damage on its shields, the planet surrenders and the Entente wins.

I’ll design the actual layout of the board soon.

*Movement Rules*

Ships can move through Space and Debris according to the rules above. Ships cannot move into or through a space with another ship. Ships cannot leave the edge of the board, of course.

*Firing Rules*

If a ship uses more than half of its movement points in a turn, it cannot fire (i.e. its Firing Rate is reduced to 0 that turn).

If a ship moves at all in a turn, its Firing Rate is reduced by 1 that turn.

To fire on an enemy, the ship must have a clear line of fire. This means that a straight line can be drawn from the firing ship to the ship being attacked, without any Asteroids or other ships blocking the path. You may fire through Debris with no penalty.

The enemy ship must also be within the attacking ship’s Range.

*Ship Types*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Ship Class** | **Hull Strength** | **Power** | **Energy** | **Rotation Cost** | **Range** | **Firing Cost** |
| **Chevalier** | 2500 | 1000-1100 | 10 | 2 = 90º | 3 | 3 |
| **Halberd** | 2000 | 700-800 | 6 | 1 = 90º | 5 | 2 |
| **Yeoman** | 1000 | 500-600 | 8 | 1 = 90º | 7 | 2 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Ship Class** | **Armor (Front/Top)** | **Armor (Side)** | **Armor (Back/Bottom)** |
| **Chevalier** | 300 | 150 | 50 |
| **Halberd** | 250 | 200 | 100 |
| **Yeoman** | 100 | 50 | 0 |

--Ship rotation

--Can only move forward

--Weak spots and firing range based on rotation

--Costs X movement points to rotate 90 degrees

*Control Scheme*

|  |  |  |  |
| --- | --- | --- | --- |
| **Keyboard** | **Controller** | **Move Mode** | **Attack Mode** |
| J | L1 | Select previous ship | Select previous target |
| L | R1 | Select next ship | Select next target |
| K | X | Move forward | Confirm attack |
| Hold A, press K | Hold left, press X | Rotate left | -- |
| Hold D, press K | Hold right, press X | Rotate right | -- |
| Hold W, press K | Hold up, press X | Rotate up | -- |
| Hold S, press K | Hold down, press X | Rotate down | -- |
| Hold Q, press K | Hold L2, press X | Rotate left on axis | -- |
| Hold E, press K | Hold R2, press X | Rotate right on axis | -- |
| Backspace | B/Circle | Undo last move | -- |
| I | X/Square | Enter Attack Mode | Enter Move Mode |

**Anglian Federation Ship List**

1. Halberd: HMS Henry V

2. Halberd: HMS Churchill

3. Halberd: HMS Gladstone

4. Halberd: HMS Victoria

5. Halberd: HMS Lord Nelson

6. Halberd: HMS Montgomery

7. Yeoman: HMS Resilient

8. Yeoman: HMS Courageous

9. Yeoman: HMS Triumphant

10. Yeoman: HMS Daring

11. Yeoman: HMS Fortunate

12. Yeoman: HMS Invincible

13. Yeoman: HMS Peerless

14. Yeoman: HMS Faithful

**Nouvelle Entente Ship List**

1. Chevalier: Roi-Soleil

2. Chevalier: Charles Martel

3. Chevalier: Philippe Auguste

4. Chevalier: Charlemagne

5. Chevalier: Napoleon

6. Chevalier: Jeanne d’Arc

7. Chevalier: Henri-Quatre

8. Chevalier: Marechal Ney

9. Halberd: Normandie

10. Halberd: Gascogne

11. Halberd: Lorraine

12. Halberd: Picardie

13. Halberd: Île-de-France

14. Halberd: Provence

15. Yeoman: Noblesse

16. Yeoman: Paix

17. Yeoman: Amour

18. Yeoman: Conquête