

# STAR LEGIONS

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SPACESHIP FLEET BATTLES

RULEBOOK

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*They were a motley group and little more than a mob. They must have thought he was weak and trapped. He stabbed up into the body of the first machine, sending a pulse of energy into its torso, just as his ally leapt through the air with the grace of a goddess. She landed atop the last remaining machine and sank a short blade deep into its body. She then summersaulted backwards and landing besides Agesilaus just as her weapon glowed white and exploded. The broken machine crumpled to the ground.*

*On King Agesilaus – Warrior King*

## BACKGROUND

The Star Legions series is a science fiction update of the famous story of Xenophon and the Ten thousand mercenaries. I wanted to create a rich and exciting story inspired by the political machinations of Heinlein and the military plot of The Anabasis. Though others have used ancient tales as the basis for some great science-fiction novels, I believe this is the first time the story has been simply transplanted into a fictional futuristic setting, without altering totally from the original. I have retained the locations, races and characters as much as possible while adding additional elements that I hope add to the story. You do not need to know the story of Xenophon but if you do, then you are sure to enjoy the twists and turns that are inspired from the struggles of those tired and desperate Ten Thousand soldiers.

## PLAYING THE GAME

### TABLE

You can play the Star Legions game on Any size table. We recommend a

120x120cm (4'x4') table as a good minimum, but any size will work. The bigger the table, the more options for manoeuvring.

## ARMADAS

Each player will need to choose ships from their chosen Armada list (downloaded separately).

## MISSIONS

Before you start your game, choose from one of the missions listed in this book, in the Armada books chosen for the game, or use one of your own design.

## GENERAL

- ❖ **Units** The game is designed to use the metric system, and all dice rolls are made using D10. For a D5 roll simply roll a D10. A 1 or 2 equals a result of 1. A 3 or 4 equals a result of 2 etc.
- ❖ **Rule of 1** Any roll of 1 is an automatic fail. A roll of 10 is not automatically successful.
- ❖ **Modifiers** Roll a D10 and then apply the modifiers to the result.

## DEPLOYMENT

The default deployment rules are as follows, but may be altered by specific missions. Both players can keep ships in reserve if they are equipped with jump drives. Once they've selected a reserve they may then deploy the rest of their ships. A player must deploy at least one ship.



The players roll a D10, with the player with the highest role picking any table edge for deployment. Their opponent deploys along the opposite edge, with their ships. Each vessel must be positioned no further than 20cm from the edge. The player deploys a ship first. Ships may be deployed in any order, so frigates could arrive before or after a battleship.

## STATS

Every model or squadron has the following stats:

- ❖ **Hull** The amount of damage a ship can take before destroyed. Once half of the ship's hull is lost the ship is *crippled*.
- ❖ **Armour** The D10 roll required to beat the combined strength of the hull, shields and armour of the ship.
- ❖ **Class** Determines activation order, and difficulty to hit. Size order is Titans -> Battleships -> Capital Ships -> Escorts.

- ❖ **Shields** The roll required to defeat an attack using shields. The number of D10 rolled is usually one, but orders and equipment can change this. No rating means the ship has no useful shielding.
- ❖ **Speed** The distance and number of 45 degree turns the ship may make per turn.
- ❖ **Signature** The size of the vessels energy and radar cross-section. The larger the signature, the easier it is to lock on and hit. The signature can change based on orders and actions in the game.

Every weapon has the following stats:

- ❖ **Weapon** The name of the weapon system.
- ❖ **Arc** The firing arc of the weapon. Possible arcs of fire are left, right, front and back.
- ❖ **Shots** The number of attacks fired by the weapon battery. Each shot is fired by a single D10 roll.

- ❖ **Range** The weapons total range. Any targets over this range cannot be hit.
- ❖ **Special Rules** Anything weird, wonderful or unique about the weapon.

## TURN SEQUENCE

The game is played in rounds, with each playing taking it in turn to controlling a single ship model, or squadron. Before either side moves, they decide on command orders. The sequence of play each turn is the command phase, followed by each player completing the action phase for a single ship:

### Command Phase

- ❖ **Issue Commands** Both players place their command orders. The orders are placed upside down so that neither side can see what the order is.
- ❖ **Roll Off** Both players roll a D10, highest goes first and activates a single ship, moves and fires its weapons. The opponent then does the same in a 'I go you go' sequence until all ships have been used.

### Action Phase

- ❖ **Activation** Player selects a ship and displays its order
- ❖ **Movement** Player moves their ship
- ❖ **Shooting** Player uses any of its ship's weapons

*The last remaining mercenaries rushed the pair. Two opened fire with crude pistols, but were unable to breach Agesilaus' shield, even at this range. His Asgeirr-Carbine mowed them down with ease, the weapon firing on full automatic. Just three remained, and as they came closer, the female warrior leapt among them with a long dagger in each hand. It took a few short movements, and they were dead. She turned back to face him and smiled. "Kyniska. Your skills continue to improve." She playfully bowed before him, and then reached out to his arm. Blood ran from a deep gash in the flesh, and yet when she touched him he did not flinch. "As do yours, Brother."*

*On Princess Kyniska – Warrior King*

## THE ACTIVATION PHASE

Activation takes place in hull weight order, with the smallest having to move first. Escort, capital ships, battleships and lastly, titans. Once activated, the player flips the command token over so that all players may see it. They may then issue the single command to the crew, and then moves the ship(s), and then shoots with its weapons. If a ship is fired on or attacked, then its token is automatically revealed to the players.

## ORDERS

Once on the tabletop, a ship's systems are readied for combat. By default, a ship may move and turn as normal and may fire a single weapon as listed on the ship's profile by using the Battle stations order. If equipped, its shields are active and activate on the D10 roll as stated. The ship's captain may also choose to choose to divert power to various systems based on their availability on a ship.

Only one order may be issued per ship unless stated otherwise, and it must be listed on the ship's profile. Any

changes made to the ships stats are reset at the end of the turn.



**Battle stations** Default status. The ship may move, use its shields and fire its weapons.



**Divert power to Jump drive** All energy is diverted to the ship's jump engines. Ship is immediately mobilized. It leaves the battlefield at the end of the turn. Ship's signature is increased to the next level.



**Divert power to Engines** The ship diverts power to its engines to move further and faster. This doubles its engines distance for the turn. Ship's signature is increased to the next level until the end of the turn.



**Divert power to Jamming System** Diverts power to jamming and countermeasures systems. Ship's signature is decreased to the next level.



**Divert power to Weapons** Reserve energy is shunted to weapon systems. All weapons have their range increased by 50%. Ship's signature is increased to the next level until the end of the turn.



**Divert power to Shields** Additional energy is diverted to boost the shields. The ship gains an improved saving throw of X on an additional D10. This means most ships will roll 2D10. Ship's signature is increased to the next level.

## MOVEMENT

The ship may turn as many times as listed in its profile. Each turn may be up to forty-five degrees. A turn may take place either at the start or the end of the ship's movement. The stated distance is the maximum distance the vessel can move in a straight line. The number of turns or total distance may be adjusted with special rules and equipment.

## SHOOTING

### LOCKING ON

Select a target to fire at. Smaller ships may use larger ships to block line of sight. If the ship has not yet been activated, it may choose to issue a command before an attempt it made to shoot it. Roll a D10 for each shot on the

weapon's profile. Each shot will hit if it equals or beats a D10 roll of 6. This role is affected by the following modifiers:

#### Penalties

- ❖ Tiny signature -2
- ❖ Small signature -1
- ❖ Over half weapons range -1

#### Bonuses

- ❖ Large signature +1
- ❖ Massive signature +2

### SHIELDS

The first line of defence against weapons fire is shielding. If a ship is equipped with a shield it will attempt to block the shots coming at it. The more shots a ship takes, the more likely the shields are to fail. Roll a number of D10 and check the ship's shield rating. An equal or better combined roll negates the attack. If the shields fail to block the attack the weapon will attempt to cause damage.

Ships that have diverted power to their shields may roll 2D10 to resolve the attempt to defend the ship. If all shields roll a double, then the ship will lose the use of a single D10 roll for the rest of the turn. For most ships this means a failed roll of 1 will remove their shields entirely for that turn.

*The Hierofalcon II fighter was big for a one-man spacecraft, and the epitome of Laconian design. Most other Terrans relied on their own home-built fighters. They made up for quality by using large numbers of relatively simple spacecraft. Laconia, meanwhile, invested heavily in technology, and exported their weapons to their allies in the powerful Laconian League. The long, sleek nose*

*extended out from the hull, and an angular crescent wing bent down at each side and out the sides of the nose. A pair of shot wings then pushed out from the flared sections. Two massive engines sat under the crescent wing armour and pushed out into a pair of wide thrusters. The fighter's weapons were hidden from view, positioned in front of the engines where they could fire and remain unseen. It gave the spacecraft a much sleeker design that might normally have been expected.*

*The Hierofalcon II Starfighter – Warrior King*

### DAMAGE

Roll a D10 for each successful hit against the target's armour rating once it has breached shields and other defences. Damage causes to the bow or stern arc of a ship will modifier the damage roll by an additional +1. This makes attacks against a ship's flanks less damaging.

A modified roll equal to the armour rating of the target removes one hull point. A higher roll removes the equivalent number hull points. This role is affected by additional modifiers based on the weapon's stats. For example, a D10 roll of 9 against a ship with an armour rating of 6 would cause 3 hull points to be removed. The same roll hitting a ship to the rear would remove 4 hull points.

- ❖ **Equal roll** Remove a single hull point
- ❖ **Higher than equal** Remove the equivalent number hull points
- ❖ **Hits to bow or stern** +1 modifier to the damage roll

### SPECIAL RULES

- ❖ **Overloaded** The weapon rolls

double the number of D10 shown.

- ❖ **Heavy** Rolls against enemy armour ratings are made with a +2 modifier.
- ❖ **Starfire** Rolls against enemy armour ratings are made with a +5 modifier.
- ❖ **Laser** Unaffected by range modifiers.
- ❖ **Beam** Passes through multiple ships until blocked by a ship of the same weight class or higher as the firer. Ignores shields.
- ❖ **Missile** Ignores line of sight
- ❖ **Titanic (X)** Modifies damage roll by X
- ❖ **Shields (X)** Gives the ship a saving throw of X or more on one or more D10 against any hit.
- ❖ **Crippled** Commands may no longer be issued.
- ❖ **Jump Drive** Ship can start the game in reserve. May arrive in later turns along any table edge on a roll of X on a D10. May use the jump drive to attempt to leave the battle.

## TECHNOLOGY

### PLASMA CANNONS

Plasma weaponry is the oldest and most primitive technology used on warships and used by all the major races. Dating back centuries, plasma weapons are simple to design and operate, and capable of causing significant damage to both armour and shields. Their low velocity makes them

difficult to use at long ranges, but they can put down heavy fire for prolonged engagements, while laser armed ships can quickly run low on power. Plasma cannons are used as secondary weapons on cruisers and battleships. Heavy plasma cannons are much larger and used only by the largest capital ships and can tear ships apart with apocalyptic blasts of energy. These weapons are best suited for short to medium range engagements.

### LASER CANNONS

Lasers weapons are the largest and most powerful direct energy weapons fitted to warships. Only the elite battleship squadrons of the Medes make use of them, while the Terrans use them extensively on larger ships. Only by diverting power from large energy reserves can they work effectively, thus rendering them all but useless to cruisers and smaller ships. With enough power they can be overloaded to fire in powerful bursts. Laser weapons strike at the speed of light, and are an order of magnitude more powerful than any plasma weapon at anything but close range. With larger amount of power they are classed as cutters. Laser weapons are suitable for use at all ranges,

### LAS-CUTTERS

A variant of the standard laser canon. These weapons require substantially more power and are usually only fitted to the larger battleships or bigger vessels. They require direct connection to the engines, powerplants and energy reserves to function effectively. Cutters

fire beams that can remain active for many seconds and will burn through shields and armour for as long as power is sent to the weapon. The use of these weapons has proved something of an arms race between the Terrans.

## PARTICLE WEAPONS

Also known as Ion cannons. They were

developed by the powerful colonies of the Robotic Domains. Particle weapons are capable of unleashing beams and blasts of energy deadlier than the strongest laser weapons.

Energy drain is considerable for them to be effective. Beam variants are possible only on pace stations or titans.



## MISSIONS

Every game of Star Legions requires both ships, and a mission. Without a mission both sides will fight with no objective other than those they make for themselves. It is rare that fleets will meet for no reason. Space is a cold, empty place, with battle taking place over planets, near space stations or to control strategic locations. Here are three basic missions to get you started. When in doubt, choose mission 1 for speed and simplicity of play.

### MISSION 1 – FLEET ENGAGEMENT

This is the default mission and occurs when both fleet meet with the intention

of annihilating the other. This is often the bloodiest kind of battle and can result in heavy or total losses for the loser. It is a battle to the death, and you must use every ship to ensure defeat is avoided.

### SHIP SELECTION

Choose a fleet for each side, with an equal number of points for each player. The largest ship on each side is automatically selected as the flagship.

### DEPLOYMENT

Deploy as normal, and then fight until one or both fleets have sustained at least half of their forces destroyed or crippled. This can result in both sides losing, and ending in a draw!