Lights in the Sky: War among the stars

Introduction

A long time ago, in a galaxy not so far away... Some of the most exciting and compelling moments from movies and books are the space battles. Whether a dogfight between a handful of star fighters or a massive engagement of warring fleets high above a planet surface or clashes in the void of space, such battles have a special place in the hearts of sci-fi fans. These Battles in space forms the backdrop for this fast-paced starship miniatures game. You will build and command a fleet that can sway the course of galactic history—or at least bragging rights! You pick your faction. You select your starships. You command your fleet. And it’s up to you to prove yourself against the competition in head-to-head starship battles set in a fantastic sci-fi universe.

Choose Sides

You and a friend are about to decide the fate of the star systems and it’s planetary governments—or at least the outcome of one significant space battle. Each of you controls a group of starships (a Fleet). Build your fleets using starships (often called just “ships”). Each ship will have its own characteristics and ability’s. But to simplify and streamline the game all ships in all classes will carry the same ability’s. The ships will basically be the same only the fleets will be different you may decide to go with more small fighters and your opponent may choose more medium or heavy craft. This will be up to the player.

Each of you chooses a table side. If you both want to play the same side, roll the 2, 10-sided die and add the total. The high number rolled chooses there table side.

How Do I Win? Kill your enemy’s and see them driven before you.

Setting the scene:

The playing area can be the dark void of space or be cluttered with asteroids and planets it up to you to decide. The playing area should be on a 4 foot by 6 foot table.

Choosing ships:

Each class of ships has a set cost. Small size ships are considered to be in squadrons and medium to Ex-larger ships are singles. You and your opponent should agree on a set number of points to use for each battle. The cost of each ship can be found in the ship type’s bellow.

Placing you fleet on the board:

To start each player rolls 2, 10 sided dice and the player with the highest total may choose to place a ship on the table within 12 inches of the long table side or let their opponent place a ship first. After the first ship is placed players take turns placing one ship in there fleet on the table. If one player has more ships than the other they will place the remainder of their ships on the table after their opponent has no more ships to place. Small ships may be place in reserve and launched from a carrier later in the game if a carrier was taken as part of your fleet.
INITIATIVE PHASE:

Initiative is the practice of rolling a die to determine player order. Initiative is rolled for each spacecraft on the battlefield. The roll determines when the spacecraft gets to act. For the sake of fair play, it is important to remain consistent with how you roll Initiative. **Players cannot roll all their dice at once and give the highest numbers to those miniatures who need it most.** Start with the left-most miniature and roll a d10. After you roll the die, place the result next to the miniature, Then proceed to the next miniature, working your way from the left to the right and from the furthest to closest.

**D10 INITIATIVE TIES: SIMULTANEOUS ACTIONS**

When spacecraft D10 rolls are the same, the result is a Simultaneous Action. These actions are one of the things that make Void Wars both unique and more realistic, these spacecraft are activated at the same time and all movement and weapons fire happen at the same time.

**Example:** (Ship 1 and Ship 2 are activated at the same time they both fire at each other and both ships are destroyed in the same turn or any variation thereof.) (It happens get used to it.)

Activation Phase:

When activated a spacecraft may do the following in this order.

1. Movement:
   a. Move up to their max movement and do facing of craft. (see movement later)
   2. Fire its weapons or Jamming incoming missiles:

Once a spacecraft has completed firing in its activation phase remove its D10 to show it has been activated for that turn.

Movement:

Movement uses a point system for all movement.

Each ship starts each turn with a set number of movement points. Each point allows the ship to accomplish one movement option per turn.

- Turn up to 90 degrees takes one movement point
- Move straight ahead one inch requires one movement point
- Side slip one inch requires one point. (Movement at a 45 degree angle while keeping the ships facing in the same direction).
- You are not required to use all your movement points each turn but points may not be saved to use later.

Line of sight:

Objects will cause an attacking craft to loose line of sight on enemy craft (Medium or larger ships, Asteroids etc. If you cannot draw a straight line from the center of the attacker’s base to the center of the targets base it is considered out of line of sight and may not be fired at. Pick a new target. (Note: small spacecraft do not block line of sight at any time.)

Range:

1. A target ship must be within both the range and the arc of the attackers spacecraft for a roll (to hit) to accrue. Range is the maximum distance in inches the target may be from the attacking spacecraft. If the target is within half of the max range of the weapon being fired, the number (to hit) is reduced by -1.
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Firing Arc: The letter after each Fire Control # on the Ships Statistics Sheet under “Armament” is the firing arc for that particular ships gun and states its particular fire arc. A firing arc is the direction in which a ships guns can fire. Each fire arc may fire at a different target. The letter “F” stands for “forward” facing guns. This means that the player may fire at any target in the forward facing 120 degree arc of the ship. “FS” designates front swivel mounted guns. The arc of Fire is the forward 180 degrees of the ship. “R” designation means that the guns may fire to the “rear” arc of the aircraft. This arc includes the rear 180 degrees. “S” for side mounted guns that have a 120 degree arc from the side of the craft. “B” Bubble turrets have a full 360 degree fire arc. Again all fire arcs may fire at different targets.

Fire Control: Each ship has a specified number of guns which are used in combat. Ships firepower is represented as its Fire Control #. Ship fire control numbers represent the fire power of the ship or squadron. These Fire controls are listed under “Armament” on the ships Statistics Sheet. Each fire control # represents the number of dice (D6) the player will roll in order to hit a target. Each Firing ship is rolled for individually except in the case of squadrons which all fire at the same target. All Spaceships in Void Wars require a 5+ to hit a target of the same size or smaller. For each size larger the (to hit) role is reduced by -1. In addition if the target is within half of the max range of the weapon it’s (to hit) value also receives a -1 to its (to hit) roll.

1. Example: A Small Spacecraft is shooting at a Medium Spacecraft. The (to hit) role goes from +5 to a +4 on a D6 roll.) Or let’s say a Small craft is firing at a supper heavy, a +5 (to hit) roll becomes a +2 (to hit) because of the size difference. The small spacecraft is also within half range of the weapon being fired so a 1 is needed to hit. So they can’t miss on a D6.

Ship Damage: All weapons will cause damage if they hit the target ships haul but all spaceships have shields which may deflect some if not all of the hits. Any ship hit by enemy fire must role to see if there shields have prevented the enemy’s shots from doing any damage to their haul. This is called the deflection save. This is represented by the D6 roll for each (to hit) roll that was successful bye the attacker. The number you need to roll will very do to the ship and the attack the shields are attempting to deflect. See ship statistics to see the roll required for each ship. Any shot not deflected will cause a set number of damage points to be removed from that ships haul. Place 1 damage token for each haul point removed next to each ship that is damaged to represent the number of hits that ship has occurred. Once a ship is reduced to 0 haul points it is considered dead in space and treated as terrain for the rest of the game. Small spaceships that are destroyed are removed from play.

1. With Squadron’s the reaching of (0) Haul points means the loss of one or more ships in the squadron. This will reduce the combat effectiveness of the squadron for the rest of the engagement by removing fire power from the squadron. Unless that squadron can land on a Carrier to rearm there by bringing the squadron back to full strength.

   a. Example: A squad of small attack ships loses two of their number to an attacker, thereby reducing their fire power from 15 shots to 9 shots per turn

2. Damage tokens:
   a. (Yellow) tokens represent 1 haul damage
   b. (Orange) tokens represent 5 haul damage
   c. (Red) tokens represent 10 haul damage

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Landing on a Carrier: Small Spaceship Squadron must end their movement within 1 inch of a carrier to land. After landing the Squadron must miss one turn while it re-arms. The next time the landed Squadron is activated it may move and shoot as normal. If for some reason you land while missiles are tracking said squadron the missiles target the carrier.

Weapon types:
Blasters: though the manufacture and construction of blasters is widely varied there basic use and damage is virtually identical.

(All ships in a squadron fire at the same target at the same time)

A. Blasters

Small blasters:
- The basic blaster used by small ships and point defense weapons on the bigger Ships.
- Max range 10 inch
- Damage Rate -1 haul point per hit

Medium Blasters:
- +1 to hit ships smaller than attacking ship (+5 becomes a +6 to hit)
- Max range 12 inch
- Damage Rate -3 haul points per hit

Large Blasters:
- +1 to hit ships smaller than attacking ship (+5 becomes a +6 to hit)
- May not be fired at small ships
- Minimum 3 inch to a maximum range 16 inch
- Damage Rate -6 haul points per hit

B. Guided Missiles:
- Movement points 12 when fired.
- Guided missiles move as small spacecraft. Place one color stone next to the target ship and one next to the missiles so you can remember where each set of missiles is targeted.
- Guided missiles are activated at the same time as the firing crafts activation.
- Firing guided missiles: only 1 missile per ship may be fired per turn and no other missile(s) may be fired bye that ship or squad until the original missile(s) is destroyed by hitting its target or by the firer detonates the missile and removing it from play.
- Range to fire missiles: Missiles may not be fired at a target closer than 12inches and no more than 36inches away.
- Each time the missile(s) are activated the defender may attempt to jam said missile(s) roll 1D6 for each missile, for each roll of +6 one missile has been jammed and is removed from play. In addition you may try to jam a guided incoming missile again in the defending ships activation phase instead of shooting. But only the target ship/squadron may attempt this unless stated otherwise.
- Shields may only deflect a missile on a (Deflect role) of +5 on a D6.
- Damage: -4 haul points per missile hits
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C. Bombs: Bombs: Bombs are heavy unguided explosives that a bomber can attack medium or larger ships with when they are within 2 inches of their target. Bombs are quite lethal and do massive amounts of damage to anything they come into contact with.

- May only be used to attack medium or larger ships
- Range: Bomber must be within 2 inches to attempt a bomb drop.
- Each bomber may drop 2 bombs per turn.
- Shield may only deflect a bomb on a (Deflect role) of +5 on a D6.
- Damage -8 haul points

Ship Statistics

Small Spaceships Squadrons: Types/Movement

Attack Squadron (A) Movement points: 10
Fire control #15 (F) Armament small blasters (each ship in the squadron has 3 shoots)
Shields (4+ Deflection roll)
Haul points (2) Per Ship

Escort Squadron (E) Movement points: 8
Fire control #10 (F) Armament small blasters (each ship in the squadron has 2 shoots)
Fire control #10 (R) Armament small blasters (each ship in the squadron has 2 shoots)
Shields (4+ Deflection roll)
Haul points (2) Per Ship

Interceptor Squadron (I) Movement points: 12
Fire control #10 (F) Armament small blasters (each ship in the squadron has 2 shoots)
Missile fire control #5 (F) Armament (each ship in the squadron has 4 missiles for the game or until it lands on a carrier and is rearmed.)
Shields (3+ Deflection roll)
Haul points (1) Per Ship

Bomber Squadron (B) Movement points: 8
Fire control #5 (F) Armament Small Blasters (each ship in the squadron has 1 shot)
Fire control #2 (F) Armament Bombs (Each ship has 4 bombs for the game or until it lands on a carrier and is rearmed.)
Shields (3+ Deflection roll)
Haul points (4)

Medium Spaceships: Types/Movement

Jammer (J) Movement points: 8
Fire control #4 (FS) Armament Medium Blasters
Fire control #5 (S) Armament Small Blasters
Fire control #3 (B) Armament Small Blasters
Shields (4+ Deflection roll)
Haul points (8)
Jammer Control Ship May attempt to jam all enemy missiles within 24 inches once per turn.
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Transport (T). Movement points: 8
- Troop landing ships, Cargo ships ext.
- Fire control #5 (B) Armament Medium Blaster
- Shields (3+ Deflection roll)
- Haul points (10)

Heavy Starships: Types/Movement:

Battle Ship (BS) Movement points: (6)
- Fire control #4 (FS) Armament Large Blasters
- Fire control #8 (FS) Armament Medium Blasters
- Fire control #4 (F) Armament Small blasters
- Fire control #8 (S) Armament Small blasters
- Shields (4+ Deflection roll)
- Haul points (18)

Carriers (C) Movement points: (6)
- Fire control #6 (F) Armament Small blasters
- Fire control #10 (S) Armament Small blasters
- Launch and Recover Small ships
- Shields (3+ Deflection roll)
- Haul points (16)

Destroyers (D) Movement points: (8)
- Fire control #6 (FS) Armament Medium Blasters
- Fire control #4 (FS) Armament Small blasters
- Fire control #8 (S) Armament Small blasters
- Fire control #5 (F) Armament Missiles
- Fire control #5 (F) Armament Missiles
- Shields (4+ Deflection roll)
- Haul points (14)

Super Heavy Starships Types/Movement

Command Starships (CS) Movement points: (4)
- Fire control #6(FS) Armament Large Blasters
- Fire control #10 (FS) Armament Medium Blasters
- Fire control #10(FS) Armament Small blasters
- Fire control # 15(S) Armament Small blasters
- Launch and Recover Small ships
- Shields (4+ Deflection roll)
- Haul points (25)
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Spaceship Types / Cost & Maximums

1. Small spaceships are represented by one mode on the playing board. This single model represents the five craft in the squadron.
   A. There are four squadron types:
      1. Attack (A). 8 Squadrons max Cost:10points
      2. Escort (E). 8 Squadrons max Cost:10points
      3. Interceptor (I). 8 Squadrons max Cost:10points
      4. Bombers (B). 6 Squadrons max Cost:20points

2. Medium Starships are represented by one mode on the playing board.
   A. There are two types:
      1. Jammers (J) Max of One Cost:30points
      2. Transports (T) Max of Six Cost:20points

3. Heavy Starships are represented by one mode on the playing board.
   A. There are three types:
      1. Battle Ships (BS) Max of Two Cost:70points
      2. Carriers (C) Max of Three Cost:40points
      3. Destroyers (D) Max of Four Cost:50points

4. Super Heavy Command Starships are represented by one mode on the playing board.
   A. There is only one type of Super Heavy Command Starship
      1. Super command starship (CS) Max Two Cost 100points
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#### Small Spaceships: Types/Movement

<table>
<thead>
<tr>
<th>Attack Craft (A)</th>
<th>Cost: 10 points per squadron</th>
<th>Movement points: 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control #15 (F) Armament Small blasters (each ship in the squadron has 3 shoots)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shields: (4+ Deflection Save)</td>
<td>Haul points: (2) Per Ship</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Escort Craft (E)</th>
<th>Cost: 10 points per squadron</th>
<th>Movement points: 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control #12 (F) Armament Small blasters (each ship in the squadron has 3 shoots)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire control #10 (R) Armament Small blasters (each ship in the squadron has 2 shoots)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shields: (4+ Deflection Save)</td>
<td>Haul points: (2) Per Ship</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Interceptor Craft(I)</th>
<th>Cost: 10 points per squadron</th>
<th>Movement points: 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control #10 (F) Armament Small blasters (each ship in the squadron has 2 shoots)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Missile fire control #5 (F)(Each ship in the squadron has 4 missiles for the game. or until they lands on a carrier and are rearmed.)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shields: (3+ Deflection Save)</td>
<td>Haul points: (1) Per Ship</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bomber Squadron (B)</th>
<th>Cost 20 points</th>
<th>Movement points: 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control #5 (F) Armament Small Blasters (each ship in the squadron has 1 shoot)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire control #2 (F) Armament Bombs (Each ship has 4 bombs for the game or until it lands on a carrier and is rearmed.)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shields (3+ Deflection roll)</td>
<td>Haul points (4)</td>
<td></td>
</tr>
</tbody>
</table>

#### Medium Starships: Types/Movement

<table>
<thead>
<tr>
<th>Jammer (J)</th>
<th>Cost 30 points</th>
<th>Movement points: 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control #4 (FS) Armament Medium Blasters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire control #5 (S) Armament Small Blasters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire control #3 (B) Armament Small Blasters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jammer Control Ship May attempt to jam all enemy missiles within 24 inches once per turn.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shields (4+ Deflection roll)</td>
<td>Haul points (8)</td>
<td></td>
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</tbody>
</table>
## Medium Starships: cont.

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Cost</th>
<th>Movement Points</th>
<th>Fire Control</th>
<th>Armament</th>
<th>Shields</th>
<th>Haul Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Transport (T)</strong></td>
<td><strong>20 points</strong></td>
<td><strong>8</strong></td>
<td>#5 (B)</td>
<td>Medium Blaster</td>
<td>(3+ Deflection roll)</td>
<td>(10)</td>
</tr>
<tr>
<td>Trojan landing ships, Cargo ships etc.</td>
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</table>

## Heavy Starships: Types/Movement

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Cost</th>
<th>Movement Points</th>
<th>Fire Control</th>
<th>Armament</th>
<th>Shields</th>
<th>Haul Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Battle Ship (BS)</strong></td>
<td><strong>70 points</strong></td>
<td><strong>6</strong></td>
<td>#4 (FS)</td>
<td>Large Blasters</td>
<td>(4+ Deflection roll)</td>
<td>(18)</td>
</tr>
<tr>
<td>#8 (FS)</td>
<td>Armament Medium Blasters</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>#4 (F)</td>
<td>Armament Small blasters</td>
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<tr>
<td>#8 (S)</td>
<td>Armament Small blasters</td>
<td></td>
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</tr>
<tr>
<td><strong>Carriers (C)</strong></td>
<td><strong>40 points</strong></td>
<td><strong>6</strong></td>
<td>#6 (F)</td>
<td>Small blasters</td>
<td>(3+ Deflection roll)</td>
<td>(16)</td>
</tr>
<tr>
<td>#10 (S)</td>
<td>Armament Small blasters</td>
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<td></td>
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<tr>
<td><strong>Launch and Recover Small ships</strong></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Ship Type</th>
<th>Cost</th>
<th>Movement Points</th>
<th>Fire Control</th>
<th>Armament</th>
<th>Shields</th>
<th>Haul Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Destroyers (D)</strong></td>
<td><strong>50 points</strong></td>
<td><strong>8</strong></td>
<td>#6 (FS)</td>
<td>Medium Blasters</td>
<td>(4+ Deflection roll)</td>
<td>(14)</td>
</tr>
<tr>
<td>#4 (FS)</td>
<td>Armament Small blasters</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#8 (S)</td>
<td>Armament Small blasters</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>#5 (F)</td>
<td>Armament Missiles</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#5 (F)</td>
<td>Armament Missiles</td>
<td></td>
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</tbody>
</table>
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Super Heavy Starships Types/Movement

**Command Starships (CS)**

<table>
<thead>
<tr>
<th>Cost 100 points</th>
<th>Movement points: (4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire control # 6 (FS) Armament Large Blasters</td>
<td></td>
</tr>
<tr>
<td>Fire control #10 (FS) Armament Medium Blasters</td>
<td></td>
</tr>
<tr>
<td>Fire control #10 (FS) Armament Small blasters</td>
<td></td>
</tr>
<tr>
<td>Fire control # 15(S) Armament Small blasters</td>
<td></td>
</tr>
<tr>
<td>Launch and Recover Small ships</td>
<td></td>
</tr>
<tr>
<td>Shields (4+ Deflection roll)</td>
<td>Haul points (25)</td>
</tr>
</tbody>
</table>

Weapons Summary Sheet

<table>
<thead>
<tr>
<th>Weapon type:</th>
<th>Weapon Damage Rate:</th>
<th>Weapon Range:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Blasters</td>
<td>-1</td>
<td>10 inches</td>
</tr>
<tr>
<td>Medium Blasters</td>
<td>-3</td>
<td>12 inches</td>
</tr>
<tr>
<td>Large Blasters</td>
<td>-6</td>
<td>3 to 16 inches</td>
</tr>
<tr>
<td>Missiles</td>
<td>-4</td>
<td>12 to 36 inches</td>
</tr>
<tr>
<td>Bombs</td>
<td>-8</td>
<td>within 2 inches</td>
</tr>
</tbody>
</table>

Play testing by the War Tower Gaming Club

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