

PACWAR

Massed Pacifier Dogfighting In the Universe

Version 1.1 10 May 2005

Outline

Each player controls a flight of 4 pacifiers. The rules are intended to cope with fast play combat between squadrons of pacifiers.

Movement

Each Pac has a MAIN THRUST of 8

This means it can accelerate/decelerate up to 8 cm per turn along the line of the main thrusters array.

Each Pac has a MANOEUVRE THRUST OF 4

This means it can accelerate/decelerate up to 4 cm per turn irrespective of ship orientation.

Main and Manoeuvre Thrust cannot be used at the same time.

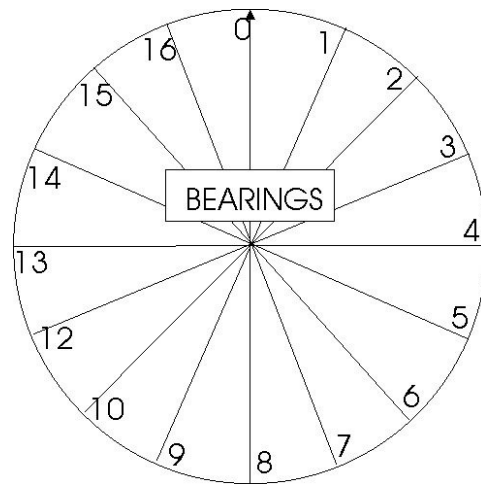
A Pac can turn up to HALF its thrust per turn (so 4 if using Main, or 2 if using Manoeuvre)

To represent the curving course, make HALF the turn at the start of movement and the other half at the mid point of the turn.

A Pac must be oriented along the line of motion if accelerating using MAIN THRUST.

Manoeuvre thrust can be in any orientation.

Turns and weapon arcs are measured on a 16-point circle.



Rotation

If not thrusting this turn, a Pac May rotate to any orientation during the turn – orientation is independent of direction of motion.

Orientation is by the ship model

Direction of travel is marked on the base.

The 'ground scale' is variable according to scale of the models and the space available. If there is plenty of space to play, you can easily substitute inches for cm throughout.

Weapons

Weapon technology has not altered vastly in the last few centuries, the following are the main weapon systems:

Directed Energy Weapons (DEW): Basically the two types are the Plasma Weapon and the High Energy Laser. These are very powerful weapons but fairly inflexible to use. The HELL is the only DEW fitted to Pacifiers.

DEW fire is directly forward on the craft's current facing, on a 2cm width. The range is unlimited in game terms, although the effect reduces with range.

Multi-Cannon: These are very rapid fire projectile launchers that deliver vast numbers of very fast explosive projectiles into a small area. Their effective range is short, but they are easier to direct than DEW and can be used to cover a wider area within close range.

Missiles: These are useful because they are relatively cheap to produce and maintain (unlike DEW) and quite flexible as to use and warhead etc. The main type is the radiation Seeker and warheads can be anything from the more common fragmentation-explosive through pulse-radiation all the way up to nuclear-explosive (although this last has some rather severe consequences).

Point Defences: At least some of these are fitted as standard to most Pacifiers. They include Chaff and Flares. Electronic Counter measures are used, but are assumed part of the normal combat environment and not separately represented in the game.

Weapon Effects

High Energy Laser Light (HELL)

These weapons are fixed along the orientation of the ship.
 All have effect along the line of the current facing.
 A hit is automatic on ALL VESSELS ALONG THAT LINE, although the effect is reduced for second and subsequent targets.
 Damage is dependent on range and weapon type:

-1 card for each additional target after the first.

Multi-Cannon

This has a range of 10cm, but can engage any target in the forward 6 points of bearing of the pacifier..
 Roll 1d6: Score 2 or better to hit.
 -1 if target behind chaff
 Damage inflicted is 1 damage card.

Seeker Missile

This can be fired on any target within the forward 6 point arc of the firer. It has a range of 30 cm hexes and homes in on the nearest and/or 'loudest' radiation emitter.
 Seek Priorities are (in descending order):
 Nearer rather than further
 Main engine or manoeuvre burns (accelerating/decelerating/turning) - hottest first (i.e. the burn using the most thrust)
 Flares
 Weapon firing
 Silent running (no burns, no weapons).

Roll 1d6, score 2+ to hit.
 +1 if target used thrust that turn.
 If miss then take next priority target. If equal priorities then roll die for which get hit. Damage inflicted if it hits is 2 damage cards.

Heavy Missiles

These are not normally launched in a pacifier dogfight – their main function is to damage large enemy warships- pacifiers can usually evade them. So we have deliberately omitted rules for them here.

Point Defences

Range up to	20 cm	40 cm	60 cm	80 cm	over 80cm
HELL	3 cards	2 cards	2 cards	1 card	1 card
PAD	6 cards	5 cards	4 cards	3 cards	2 cards

Flares are launched at the end of movement.
 They are represented by a counter on the map. They can be launched in any direction.
 They have the launching vessel's velocity ± 1 (pilot's choice at the point of launch).
 They last for one complete turn (i.e. burning out at the end of the turn following the one they were launched) and have the effect of confusing Radiation Seeking missiles by providing an alternative priority target.

Chaff is launched at the end of movement.

They are represented by a 5 cm diameter counter on the map. They can be launched in any direction.
 They have the launching vessel's velocity ± 1 (pilot's choice at the point of launch). These last for one turn (dispersing at the end of the turn following the one on which they were launched). They have the following effects:

- a. DEW dispersal. They reduce the effect of a DEW by one damage card (by dispersing the energy a bit)
- b. Confusing fire-control radar. -1 on Multi-cannon fire, if target behind chaff.

Damage

Damage mentioned above refers to Damage Cards.

Each player has a pack of damage cards. There are a large number of these and the target that has been hit should take that number of cards and apply the damage listed on them.

A Pacifier can take 8 Hull Hits before it is deemed destroyed

For this game we will use a standard pack of playing cards, the damage effect is indicated by the face value of the card:

Card Value	Hull Damage	Other Effects
Ace Spades	0	Hard Point 1 out of action
2 Spades	0	Hard Point 2 out of action
3 Spades	0	Hard Point 3 out of action
4 Spades	0	Hard Point 4 out of action
5 Spades	0	Hard Point 5 out of action
6 Spades	0	Hard point 6 out of action
7 Spades	0	Built in multi-cannon hit and out of action
8 Spades	0	Target Radar hit -2 on all firing rolls
9 Spades	0	Manoeuvre Thrusters Hit
10 Spades	0	Manoeuvre Thrusters Hit
Jack of Spades	0	Main Thrusters hit
Queen of Spades	0	Pilot wounded.
King of Spades	0	Eject mechanism damaged - escape pod inoperative
All Clubs	2	no extra special damage
All Diamonds	1	no extra special damage
All Hearts	1	no extra special damage.

If a hard point is hit that is part of a multi-hard point piece of equipment then that equipment is put out of action.

If a system hit (i.e. a Spade) has already been taken on that system, then take a Hull Hit instead.

Pilot Wounds: Pilots can take 6 wounds and survive - on the 7th wound they are dead. After 3 wounds the pilot is unconscious anyway, so can take no further part in the action.

Baling Out

Every Pacifier is equipped with an Automatic Escape Pod.

The Pod will automatically eject the Pilot after he or she has been unconscious for six moves.

In the event of the sudden destruction of the Pacifier, roll 1d6 and score 3, 4, 5 or 6 for the Pod to activate in time.

If the pilot wishes to bale out voluntarily then he writes an order ejects in the pod, which has enough fuel to correct velocities and return to the base Carrier automatically (it is assumed that the pilot is wounded or unconscious, so there is no means for the pilot to guide the pod anywhere other than towards the Carrier, or use it for some sort of suicide mission).

The pod ejects from the Pacifier at ± 3 the Pacifier speed. It has a thrust of 4. All it has to do is leave the battle area.

Since they are small and difficult to detect, we can further assume that escape pods cannot easily be shot down, and are therefore usually ignored as potential targets.

If fired on they have a -2 on any die roll to hit.

Any hit destroys the pod and its contents.

Ship Configurations

Standard Pacifier Types

These are not usually mixed in any given flight.

Attack Pacifier 2 x Multi-Cannon - rear facing 1 x HELL - forward firing DEW Energy Pack 1 Built-in m/c	Strike Pacifier 5 x Seeker Missiles Extra Flares 1 Built-in m/c
Mk 1 Multi-Role Gunship 2 x Multi-Cannon - forward facing 2 x Multi-Cannon - rear facing 1 Built-in m/c Extra Cannon Ammo Extra Chaff	Mk 2 Attack Gunship 4 x Multi-Cannon - forward facing 1 Built-in m/c Extra Cannon Ammo Extra Chaff
DEWShip 2 x HELL - forward firing 1 Built-in m/c	Standoff Pacifier (anti-capital ship role) 2 Heavy Missiles 1 Built-in m/c

Pilot Development (Optional Rule)

Experience Points gains

Each mission survived.	2
Each mission returning in pacifier. Must be under own power. If the pacifier is completely disabled and has to be towed home this is not awarded.	4
Each wound	1
Each confirmed Kill. A confirmed kill is one recorded by the pacifier's systems or confirmed by two other surviving witnesses from a different flight.	6
Mentioned in dispatches. All other players vote for the pilot as the 'best of mission'. There can only be one of these per mission, and there can be none.	6

Improved Pilots

Points	Title	Benefit (cumulative)
30	Expert	Deflection shooting – can hit cannon targets up to 15cm
90	Veteran	Tougher g-resistance - Can turn ¾ of thrust
120	Ace	More influence - Can choose hard point weapon mix on pacifier
180	Top Ace	Better timed shooting - Double cannon damage
240	Super Ace	Holding target longer +1 card to HELL damage
320	Exceptional Ace	Perfect 'Eye' - Can correct HELL aim by 1 point of arc after measuring.

Pacifier Configuration (Optional Rule)

The basic *Pacifier* craft has 6 'hard points'. These can be used to fit whatever mixture of weaponry or equipment fits a particular scenario or the needs of the fleet. In normal circumstances, Pacifier pilots are not allowed to choose their own weapon fit. part of the basic Pacifier spaceframe the following equipment is standard:

- * Multi-Cannon with 10 bursts of ammo
- * 4 Flares
- * 4 Chaff
- * Ship-to-ship secure communications
- * Escape Pod
- * Navigation computers and the basic engines etc and fuel.
- * 6 Hard points for additional equipment and weapons (see below)

The hard point requirements of the various weapons/equipment are as follows:

System	Hard Points
Multi-Cannon + 5 ammo	1
HELL + 6 charges	3
RadSeeker Missile	1
Heavy Missile	3
Flare Pod (4 flares)	1
Chaff Pod (4 chaff)	1
Extra Fuel Tank	1
Extra cannon ammo (x10)	1
Magnetic Tow-Grab Unit	1
Rescue Life-Support Pod	2
Long Range Comms Pod	1
DEW Extra Energy Pack	1
Atmosphere Operations Unit ('wings')	2

These can be mixed and matched as necessary, and provided the necessary equipment is available on the Carrier (the precise equipment holdings of the Carrier are defined in the scenario).

ATTACK PACIFIER FLIGHT

No.	No.	No.	No.
Pilot W W W	Pilot W W W	Pilot W W W	Pilot W W W
Epod Comms	Epod Comms	Epod Comms	Epod Comms
Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□
HARD POINTS	HARD POINTS	HARD POINTS	HARD POINTS
1 HELL 1□□	1 HELL 1□□	1 HELL 1□□	1 HELL 1□□
2 HELL 1□□	2 HELL 1□□	2 HELL 1□□	2 HELL 1□□
3 HELL 1□□	3 HELL 1□□	3 HELL 1□□	3 HELL 1□□
4 HELL POWER PACK □□□□□ □	4 HELL POWER PACK □□□□□ □	4 HELL POWER PACK □□□□□ □	4 HELL POWER PACK □□□□□ □
5 AFT M/C □□□ □□	5 AFT M/C □□□ □□	5 AFT M/C □□□ □□	5 AFT M/C □□□ □□
6 AFT M/C □□□ □□	6 AFT M/C □□□ □□	6 AFT M/C □□□ □□	6 AFT M/C □□□ □□
Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□
Flares □□□□	Flares □□□□	Flares □□□□	Flares □□□□
Chaff □□□□	Chaff □□□□	Chaff □□□□	Chaff □□□□
Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN
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STRIKE PACIFIER FLIGHT

No.	No.	No.	No.
Pilot W W W	Pilot W W W	Pilot W W W	Pilot W W W
Epod Comms	Epod Comms	Epod Comms	Epod Comms
Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□
HARD POINTS	HARD POINTS	HARD POINTS	HARD POINTS
1 RadSeeker	1 RadSeeker	1 RadSeeker	1 RadSeeker
2 RadSeeker	2 RadSeeker	2 RadSeeker	2 RadSeeker
3 RadSeeker	3 RadSeeker	3 RadSeeker	3 RadSeeker
4 RadSeeker	4 RadSeeker	4 RadSeeker	4 RadSeeker
5 RadSeeker	5 RadSeeker	5 RadSeeker	5 RadSeeker
6 Flares □□□□	6 Flares □□□□	6 Flares □□□□	6 Flares □□□□
Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□
Flares □□□□	Flares □□□□	Flares □□□□	Flares □□□□
Chaff □□□□	Chaff □□□□	Chaff □□□□	Chaff □□□□
Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN
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3.			
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Mk2 GUNSHIP FLIGHT

No.	No.	No.	No.
Pilot W W W	Pilot W W W	Pilot W W W	Pilot W W W
Epod Comms	Epod Comms	Epod Comms	Epod Comms
Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□
HARD POINTS	HARD POINTS	HARD POINTS	HARD POINTS
1 Cannon □□□ □□	1 Cannon □□□ □□	1 Cannon □□□ □□	1 Cannon □□□ □□
2 Cannon □□□ □□	2 Cannon □□□ □□	2 Cannon □□□ □□	2 Cannon □□□ □□
3 Cannon □□□ □□	3 Cannon □□□ □□	3 Cannon □□□ □□	3 Cannon □□□ □□
4 Cannon □□□ □□	4 Cannon □□□ □□	4 Cannon □□□ □□	4 Cannon □□□ □□
5 Chaff □□□□	5 Chaff □□□□	5 Chaff □□□□	5 Chaff □□□□
6 Ammo □□□□ □ □□□□□	6 Ammo □□□□ □ □□□□□	6 Ammo □□□□ □ □□□□□	6 Ammo □□□□ □ □□□□□
Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□
Flares □□□□	Flares □□□□	Flares □□□□	Flares □□□□
Chaff □□□□	Chaff □□□□	Chaff □□□□	Chaff □□□□
Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN
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DEWSHIP FLIGHT

No.	No.	No.	No.
Pilot W W W	Pilot W W W	Pilot W W W	Pilot W W W
Epod Comms	Epod Comms	Epod Comms	Epod Comms
Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□
HARD POINTS	HARD POINTS	HARD POINTS	HARD POINTS
1 HELL 1□□	1 HELL 1□□	1 HELL 1□□	1 HELL 1□□
2 HELL 1□□	2 HELL 1□□	2 HELL 1□□	2 HELL 1□□
3 HELL 1□□	3 HELL 1□□	3 HELL 1□□	3 HELL 1□□
4 HELL 2□□	4 HELL 2□□	4 HELL 2□□	4 HELL 2□□
5 HELL 2□□	5 HELL 2□□	5 HELL 2□□	5 HELL 2□□
6 HELL 2□□	6 HELL 2□□	6 HELL 2□□	6 HELL 2□□
Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□
Flares □□□□	Flares □□□□	Flares □□□□	Flares □□□□
Chaff □□□□	Chaff □□□□	Chaff □□□□	Chaff □□□□
Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN
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STANDOFF PACIFIER FLIGHT

No.	No.	No.	No.
Pilot W W W	Pilot W W W	Pilot W W W	Pilot W W W
Epod Comms	Epod Comms	Epod Comms	Epod Comms
Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□	Hull □□□□□□□□
HARD POINTS	HARD POINTS	HARD POINTS	HARD POINTS
1 Hvy Missile 1	1 Hvy Missile 1	1 Hvy Missile 1	1 Hvy Missile 1
2 Hvy Missile 1	2 Hvy Missile 1	2 Hvy Missile 1	2 Hvy Missile 1
3 Hvy Missile 1	3 Hvy Missile 1	3 Hvy Missile 1	3 Hvy Missile 1
4 Hvy Missile 2	4 Hvy Missile 2	4 Hvy Missile 2	4 Hvy Missile 2
5 Hvy Missile 2	5 Hvy Missile 2	5 Hvy Missile 2	5 Hvy Missile 2
6 Hvy Missile 2	6 Hvy Missile 2	6 Hvy Missile 2	6 Hvy Missile 2
Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□	Fwd M-Cannon □□□□□ □□□□□
Flares □□□□	Flares □□□□	Flares □□□□	Flares □□□□
Chaff □□□□	Chaff □□□□	Chaff □□□□	Chaff □□□□
Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN	Thrusters ◎ MAIN ◎ MAN
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SHADOW PAIR

No.	No.
BRAIN	BRAIN
Hull □□□□□□□□□□□□	Hull □□□□□□□□□□□□
HARD POINTS	HARD POINTS
1 HELL 1□□□□	1 HELL 1□□□□
2 HELL 1□□□□	2 HELL 1□□□□
3 HELL 1□□□□	3 HELL 1□□□□
4 HELL 2□□□□	4 HELL 2□□□□
5 HELL 2□□□□	5 HELL 2□□□□
6 HELL 2□□□□	6 HELL 2□□□□
Fwd Blaster □□□□□□□□□□	Fwd Blaster □□□□□□□□□□
Thrusters: ◎ MAIN ◎ MAN	Thrusters: ◎ MAIN ◎ MAN
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