

Phase Movement Rules for SPACE:1889 Aerial Combat

A common complaint about “Sky Galleons of Mars” has been that with sequential movement, it is difficult, if not impossible to have anything like a fair, or balanced game. To that end, I propose movement be divided into phases, during which each ship expends a number of movement points depending on it’s set speed for the turn. Also, at the end of each phase, each ship should be allowed to fire it’s guns, if they have a target in their arc of fire, and range, AND they haven’t used up their fire for the turn.

Basically, any gun that hasn’t fired yet, may shoot. For guns with a rate of fire more than 1, they can fire up to their rate of fire for the whole turn. OR, they can fire part of their allowed ROF and save some for later.

As an example, a 6pdr HRC has an ROF of 3. If it has a target in it’s arc at the end of phase one, it could fire 1, 2 or 3 rounds. If it fires 1, then it has 2 rounds left for the other two phases, assuming it has a target in it’s arc in the following phases. IF it fires 2 rounds, then it has 1 left to use. IF it fires all three (max ROF) then it cannot fire for the rest of the turn.

Defensive Fire: May take place at the end of any phase in which a ship was fired upon assuming the defending vessel still has weapons with which to return fire, and the enemy vessel that fired upon them is within the arc and range of those weapons.

As with any rules, these are not written in stone. They are simply meant as guidelines, and you are free to modify them to suit your personal tastes.

And naturally, this entails a little more bookkeeping for the players, but I think it will be less cumbersome than trying to do something like simultaneous plotting. Initiative will still rule the day, but I believe these modifications will balance things out a bit better.

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<u>Speed</u>	<u>Phase 1</u>	<u>Phase 2</u>	<u>Phase 3</u>
0	0	0	0
1	0	1	0
2	1	0	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7
21	7	7	7
22	7	8	7
23	8	7	8
24	8	8	8
25	8	9	8
26	9	8	9
27	9	9	9

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