

Space Fighter Alpha

Spacecraft Combat Rules for Street Fighter: the Storytelling Game

By Christian Conkle

Introduction

Space Fighter Alpha is designed to provide Street Fighter Storytellers a new outlet for their Chronicles: Outer Space. There are many examples of space-borne fighters such as super-powered beings like Marvel Comics' Silver Surfer, Captain Marvel, the X-Men and others; anime and manga like Dragonball Z, Lensman, Tenchi Muyo in Space, Galaxy Fraulein Yuna, Locke the Superpower, and Justy; and movies like Arena, and even Star Wars.

These rules contain four sections. The first section deals with the basics of how a spacecraft is rated according to these rules. The second section explains the combat rules and how Spacecraft fights should be resolved. The third sections provides rules for creating spacecraft for use in these rules. Finally, the fourth section provides guidelines for converting spacecraft from White Wolf's Trinity™ science fiction game to these rules.

These rules are meant to be as generic as possible, providing rules for space combats along the lines of Star Wars, Battlestar Galactica, and Space Cruiser Yamato (Star Blazers). These sources were inspired by aerial dogfights and jet fighter combat and are appropriate for the styles and genres Street Fighter tries to emulate. These rules are not meant to attempt to simulate realistic space combat or physics. For a more realistic space combat system, use the rules in Trinity™ or any other realistic space combat system.

Being generic, no guidelines are given regarding the nature or level of the technology, the method of Faster-than-Light travel, if any, employed, or the universe in which these combats take place.

To ensure the proper mood is kept when playing by these rules, please abide by the following guidelines, excerpted from the Laws of Anime Physics v6.0:

3. Law of Sonic Amplification, First Law of Anime Accoustics—In space, loud sounds, like explosions, are even louder because there is no air to get in the way.

4. Law of Constant Thrust, First Law of Anime Motion—In space, constant thrust equals constant velocity.

5. Law of Mechanical Mobility, Second Law of Anime Motion—The larger a mechanical device is, the faster it moves. Soaked Mecha are the fastest objects known to human science.

11. Law of Inherent Combustability—Everything explodes. Everything.
First Corollary—Anything that explodes bulges first.

13. Law of Energetic Emission—There is always an energy build up (commonly referred to as an energy 'bulge') before Mecha or space craft weapons fire. Because of the explosive qualities of weapons, it is believed that this is related to the Law of Inherent Combustability.

27. Law of Conservation of Firepower—Any powerful weapon capable of destroying/defeating an opponent in a single shot will invariably be reserved and used only as a last resort.

28. Law of Technological User-Benevolence—The formal training required to operate a spaceship or mecha is inversely proportional to its complexity.

Spacecraft

Spacecraft are defined by the following characteristics:

NAME: (the name of the spacecraft)

SCALE: (Starfighter or Starship)

HANDLING: (-5 to +5, modifies the pilot's Dexterity and Piloting)

SOAK: (0 to 5, acts as the spacecraft equivalent to Stamina)

MOVE: (0 to 5, acts as the spacecraft equivalent to Athletics)

POWER: (0-10, acts as the spacecraft equivalent to Willpower or Chi)

STRUCTURE: (1 to 20, acts as the spacecraft equivalent to Health)

WEAPONS: (any weapons the spacecraft is equipped with, listed with *Speed Modifier*, *Damage*, *Range*, and any other special effects)

ADVANCED TECHNOLOGY: (any other special defenses or equipment the fighter may be equipped with).

Scale

Scale represents the relative size of the spacecraft. Starfighter-scale Spacecraft represent relatively small and maneuverable spacecraft like Rebel X-Wings, Federation Shuttlecraft, and Colonial Vipers, while Starship-scale Spacecraft represent relatively large and lumbering giants like Star Destroyers, the U.S.S. Enterprise, and Battlestar Galactica. Spacecraft stats represent comparative ability within a certain scale. For combats between two scales, such as combats between Starfighters and Street Fighters, or Starships and Starfighters, use the rules for **Interscale Combat**.

At both scales, each Hex represents approximately 1km. However, 1 Starship-Scale Turn equals 5 Starfighter-Scale Turns.

Handling

Some spacecraft may be high performance hot rods that can turn on a dime or perform amazing maneuvers, other spacecraft may be lumbering garbage heaps that handle like a dump truck. To reflect this, all ships have a Handling rating which modifies the pilot's Dexterity plus Piloting when performing maneuvers or attacks. A spacecraft's Handling can be temporarily affected by different maneuvers or attacks, much like a Street Fighter's maneuvers affect her Dexterity. A Handling of +0 is considered average.

Soak

A spacecraft's Soak acts just like a Street Fighter's Stamina, it is subtracted from the damage dice from all attacks. A Soak of ● is

standard and ●● is considered average. Soak can be defined as either armor or as energy shields, or a mixture of both.

Move

A spacecraft's Move acts just like a Street Fighter's Athletics. It represents how many hexes can be moved in one action. Unlike Street Fighter, a spacecraft's facing plays a factor in Space Fighter Alpha. Refer to the specific **Maneuver Actions** later for more information on changing hex-sides. A Move of ● is standard while a Move of ●● is considered average.

Power

Power is the Spacecraft equivalent to a Street Fighter's Willpower or Chi. It is a disposable pool that can be spent on certain special maneuvers. When a ship's Power is reduced to zero, it may still operate normally, but may not perform any special maneuvers that require the expenditure of Power. Power can be regenerated at any Space Dock in about 15 minutes. A Power of 5 is considered average.

Structure

The Structure acts much like a Street Fighter's Health. When a spacecraft's Structure is reduced to Zero, it is considered scrapped and inoperable. When a spacecraft's Structure is reduced to negative what it started with, the spacecraft is destroyed. A Structure of 10 is standard.

Weapons

There are several weapons available for spacecraft. Weapons can be designated as turreted or forward firing. Forward Firing

weapons can be fired by the pilot and do not require a dedicated gunner. Turreted weapons with areas of attack of 180 or 360 degrees are available but require a dedicated gunner separate from the pilot. Missiles are capable of operating independently once they've been fired, and will continue to attack their target until they are destroyed or jammed.

Lasers

Lasers are a catch-all term for any Energy Weapon that fires bolts or beams of energy through space. These weapons might be Phasers, Blasters, Turbolasers, or Plasma Bolts. Whatever the name, the effect is the same. The lasers described in this system are not the realistic coherent beams of energy described by physics or the SDI program. They are the movie version of lasers, which have a discernable travel time and make nice streaks across the screen as they go "Btoo! Btoo!"

Railguns

Railguns, unlike Lasers, fire an actual projectile from a magnetic accelerator. These weapons are not as flashy as lasers, but they do more damage and make a nice crunching noise when they hit.

Missiles/Torpedoes

These weapons are guided and relatively intelligent. Once fired, they will seek out their target, moving 5 hexes per turn, and attempt to ram their target. Missiles do not base their attack on the Pilot's Dexterity, Piloting, or Handling. Instead, they have an Attack Pool of 10. If a missile misses, it will maneuver around and continue to attack until it either destroys its target or is destroyed. Missiles will self-destruct after moving 20 hexes.

Missiles may also be targeted and destroyed like any other spacecraft, using its total Soak of 10 vs. any attacks.

Rockets

This weapon releases a large barrage of small semi-guided rockets in the hopes of overwhelming the enemy. Though the rockets are guided, they aren't very accurate and easily miss. Since each rocket is very small, their range is restricted to 5 hexes.

Advanced Technology

Spacecraft might also be equipped with miraculously advanced technology such as teleporters, piracy systems, death blossoms, stealth, or holo-projectors.

New Skills

Piloting— The ability to pilot a Starfighter. In Space Fighter Alpha, piloting a Starfighter is very similar to piloting a modern Jet Fighter, so the skills may be interchangeable at the Storyteller's discretion. Piloting is also used for fixed forward-firing weapons.

- Novice: You can pilot a shuttle from one hangar to another.
- Practiced: You've tried a few maneuvers.
- Competent: You might be able to survive a dogfight.
- Expert: You've survived a few dogfights.
- Master: You are an ace, possibly with a suitably colorful nickname.

Gunnery— You are trained in how to operate a turreted gun emplacement. Gunnery is not used for fixed forward-firing weapons.

- Novice: You've received basic training and instructions.
- Practiced: You've fired a few shots at stationary and moving targets.
- Competent: You're a veteran with a few confirmed kills.
- Expert: You can be counted on for the tough shot.
- Master: You can bullseye a 2-meter exhaust port at top speed under enemy fire without your targeting computer.

Space Fighter Alpha Combat

Turn Order

Combat in Space Fighter Alpha occurs just like regular Street Fighter combat. The pilot is able to execute basic maneuvers and movement in addition to either:

- 1) Attacking an opponent**
- 2) Activating Special Equipment**
- 3) Move up to an additional 3 hexes during the Movement phase**

1) Select Action: All players pick their character's action for that turn before the turn begins.

2) Declare Speed: Each character's action has an associated Speed which determines the order in which each action takes place.

The action's base Speed is equal to the **Pilot's Dexterity + Piloting + Speed Modifier**. Each weapon and Special Equipment has its own Speed Modifier. A weapon's Speed Modifier can be increased by removing dice from the action's Attack Pool. Moving an additional 3 hexes has a Speed Modifier of +3 and is considered an Abort Action.

Begin with the lowest Speed action and proceed through each subsequently higher Speed action until every character involved in the combat has acted. Characters with higher Speed actions may interrupt lower Speed actions either before movement or before resolution. A player may change their action as a response to an interrupt by using an Abort Action. By spending 1 Willpower Point, the player may change their declared action before it has been resolved to any action labelled as an Abort Action. An Abort

Action can be played at any point before the spacecraft resolves its declared Action.

3) Movement: Actions are always performed in the order of movement first, then Action Resolution, unless specified by Special Equipment. The player may move the spacecraft up to its allowed Move rating, combining any maneuvers along the way. If the player opted to use an additional 3 movement as an action, it is used now.

4) Action Resolution: Resolution is usually defined as the rolling of any dice associated with the outcome of the action. For actions which are resolved without dice such as some Special Equipment actions, the interrupting character may act before the effect of the slower Speed action occurs.

If, for any reason, the conditions are unsuitable for the execution of the player's planned action, such as the target is no longer in range or the spacecraft is low on Power, the player may opt not to resolve the action and it is never performed.

5) The Next Spacecraft Goes: Each declared action is then resolved until everyone has performed their declared action.

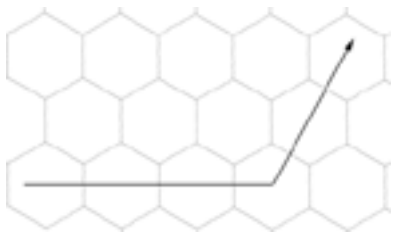
6) Prepare for the Next Turn: Once all characters have performed their actions, the turn ends and a new turn begins. In between the end and the beginning of the new turn, grabbed characters or spacecraft in sustained holds may attempt to escape.

Moving

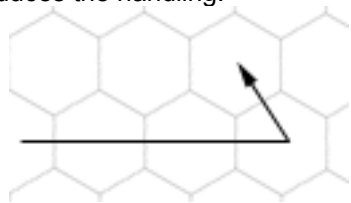
A spacecraft may move up to its Move rating in one turn, performing any maneuvers along the way. All spacecraft must move at least 1 hex. Maneuvers are combined with movement to determine the defensive or offensive posture of the spacecraft before attacking. A spacecraft must move forward 1 hex before beginning each maneuver.

A spacecraft can perform or combine as many maneuvers in one movement as it wishes, so long as it has enough Move to accommodate them. The effects on the spacecraft's Soak and Handling are cumulative.

Therefore, a spacecraft with a Move of 5 may, during its Movement Phase, declare it is travelling forward 3 hexes, performing a turn, travel forward 1 hex, perform and a spin, then travel forward 1 more hex, but no more, for a total of 5. The spacecraft's Soak is now +3 and it's Handling is -2.



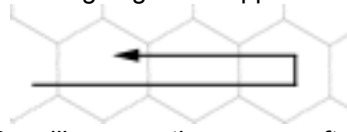
Hard Turn— Otherwise called a Bank. The Hard Turn changes two hex facings, makes your spacecraft harder to hit that turn, but also reduces the handling.



Loop— The spacecraft performs a circular loop. The spacecraft effectively goes backward for several hexes before returning to the original direction. The spacecraft may even end its movement behind where it started. A spacecraft need not travel any hexes in its loop, instead performing the loop in the same hex. In this fashion, even Speed 1 spacecraft may perform a loop and continue on to the next hex.



Reversal— Otherwise known as an Immelman, the reversal is similar to a half-done loop. The spacecraft simply loops back but continues going in the opposite direction.

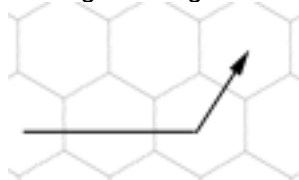


Roll— By rolling over, the spacecraft can drift into an adjacent hex without changing facing.



Spin— A defensive maneuver that simply makes the craft harder to hit by spiraling like a corkscrew.

Turn— A basic change of direction. The spacecraft changes facing one hex-side.



Maneuvers	Soak	Handling	Notes
Hard Turn	+2	-3	Change 2 hex facings.
Loop	-1	-3	May wind up behind where you started.
Reversal	+3	-5	Reverses direction.
Roll	-0	-1	Moves one hex left or right.
Spin	+2	-1	Must continue straight ahead.
Turn	+1	-1	Change 1 hex facing.

Attacking

To fire a weapon at another spacecraft, the attacker must roll an Attack Pool equal to **(the Pilot's Dexterity + Piloting + the Spacecraft's Handling + Weapon Damage Modifiers) minus the Target's Soak**.

For dedicated gunners other than the pilot, use **(the Gunner's Dexterity + Gunnery + the Spacecraft's Handling + Weapon Damage Modifiers) minus the Target's Soak**.

No matter what size the target's soak, the attacker will always be able to roll at least 1 die. Any roll of 6 or more is considered a success and is subtracted from the target's Structure Points. 1 Willpower Point can be spent to ensure 1 success, thus doing at least 1 damage to the target, regardless of the target's Soak.

Just as in Street Fighter™, a single success is removed for every 1 rolled. If more 1's are rolled than successes, the result is a "botch" and the spacecraft suffers -2 to its Speed in the next turn.

One can also vary the effectiveness of the attack. By removing dice from the Attack Pool, one can increase the Speed of the attack.

Soak

Each spacecraft has a soak which subtracts from the attacking spacecraft's Attack Pool before the dice are rolled. Each spacecraft's Soak equals the pilot's Dexterity + Piloting + the spacecraft's Soak+ Handling+ Maneuver Modifiers.

Damage

When a spacecraft is attacked and successes are scored, the spacecraft has been damaged. For every point of damage a spacecraft takes, it loses one Structure point. At Zero Structure Points, the spacecraft is destroyed.

Damage can be repaired at most Spacedocks, Hangars, or Repair Facilities. A spacecraft's Structure Points can be repaired at a rate of 1 Structure Point per Hour with a successful Repair test.

Obstacles

Space is mostly empty, but that's no fun. To liven things up a bit, there are many obstacles that might inhibit movement.

Usual obstacles include:

Asteroids (Equivalent Structure=20 per hex)
Space Mines (Equivalent Structure=5, 5 per hex)
Debris (Equivalent Structure=1, 20 per hex)
Planetary Ring (Equivalent Structure= 1, 20 per hex)

It is possible to navigate through obstacles. The Storyteller simply calls for an appropriately difficult Piloting Roll.

Collisions

Should a spacecraft collide with either an obstacle or another spacecraft, each colliding object does it's original Structure (or equivalent) x current Move in damage to the other before Soak. No damage dice are rolled, the damage is automatic.

For example, if a Structure 3 Starfighter collides with a Structure 6 Starfighter after moving 3 hexes, the Structure 3 Starfighter takes 18 points of damage while the Structure 6 Starfighter takes 9 points of damage.

Weapon	Speed	Damage	Range	Notes
Light Laser	+1	+5	5	
Medium Laser	+0	+10	7	
Heavy Laser	-2	+15	10	
Railgun	-1	+12	8	
Missile/Torpedo	-1	20	20	Move=5 per turn, Soak=10, Structure=2.
Rockets	+1	+8	5	3 damage checks

Interscale Combat

Though most combats using these rules will occur between opponents of the same scale (Starfighter vs. Starfighter, Starship Ship vs. Starship Ship), there will be times where the story calls for combats between scales: Starfighters vs. Street Fighters, Starship Ships vs. Starfighters, etc.

When this occurs, several modifications must be made to the rules:

- When attacking a target of the next higher scale, 5 successes are removed from all damage rolls.
- When attacking a target of next lower scale, 5 successes are automatically added to any successful damage roll.
- 1 Starship Scale Hex = 1 Starfighter Scale Hex, ranges are unaffected.
- 1 Starfighter Scale Hex = 500 Street Fighter Scale Hexes
- 1 Starship Scale Turn = 5 Starfighter Scale Turns, Starfighters receive 4 free actions.
- 1 Starfighter Scale Turn = 1 Street Fighter Scale Turn.

For example, "Yuna", a Starfighter with an Attack Pool of 10, attacks the "Macron", a Starship Ship with a Soak of 7, rolling 3 dice and scoring 2 successes. Since a minimum of 5 successes must be scored, no damage is done to the "Macron". However, if "Destructo", another Starfighter with an Attack Pool of 20, attacks the "Macron", rolling 13 dice and scoring 6 successes, 5 successes are removed from the roll and the "Macron" takes 1 point of damage to its Structure. In addition, both "Yuna" and "Destructo" gain 4 free actions against the "Macron".

If the "Macron", with an Attack Pool of 10, attacked "Yuna", with a Soak of 7, rolling 3 dice and scoring 2 successes, 5 more would

be added automatically for a total of 7 points of damage to the "Yuna".

Also, if the "Yuna", with an Attack Pool of 10, attacked Reogi, a Street Fighter in a space suit with Soak of 8, rolling 2 dice and doing no successes, Reogi takes now damage. However, if the "Yuna" were to score 2 successes on Reogi, 5 successes are automatically added and Reogi takes 7 points of damage.

If a Reogi were to attack the aforementioned Starship Ship, "Macron", he would need to score at least 10 successes to do any damage. If the "Macron" had a Soak of 7, Reogi would need an average Attack Pool of 27, not an easy feat. Also, Reogi would get 4 free actions against the "Macron".

If the "Macron", with an Attack Pool of 10, were to attack Reogi, with a Soak of 8, rolling 2 dice and scoring 2 successes, 10 successes would automatically be added and Reogi would take 12 points of damage.

Optional Rule: Superpowered Street Fighters

If the Storyteller wishes, they may rule that Street Fighters can become powerful enough to rise in scale, or are one scale more powerful in character generation. This would allow greater interaction between Street Fighters and Starfighters. This would make a normal Street Fighter comparable to a Starfighter in power level, and could serve to unbalance any game where Super-Street Fighters interact with normal Street Fighters. However, there are several precedents of such super power in anime, manga, comics, and films, and could serve to take the Street Fighter chronicle to a truly cosmic level.

This decision can only be made by the Storyteller. It is recommended that should the decision be made, that all opposing Street Fighters be upgraded as well to make things even.

PILOT: _____
DEXTERITY: ○○○○○ **PILOTING:** ○○○○○ **WILLPOWER:** ○○○○○ ○○○○○
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SPACECRAFT: _____
SCALE: _____

HANDLING: ○○○○○ +/- **SOAK:** ○○○○○ **MOVE:** ○○○○○
POWER: ○○○○○ ○○○○○ **STRUCTURE:** ○○○○○ ○○○○○ ○○○○○ ○○○○○
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WEAPONS:
____ Speed: _____ Damage: _____ Range: _____ Notes: _____
____ Speed: _____ Damage: _____ Range: _____ Notes: _____
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____ Speed: _____ Damage: _____ Range: _____ Notes: _____

ADVANCED TECHNOLOGY and ACCESSORIES

PILOT: _____
DEXTERITY: ○○○○○ **PILOTING:** ○○○○○ **WILLPOWER:** ○○○○○ ○○○○○
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SPACECRAFT: _____
SCALE: _____

HANDLING: ○○○○○ +/- **SOAK:** ○○○○○ **MOVE:** ○○○○○
POWER: ○○○○○ ○○○○○ **STRUCTURE:** ○○○○○ ○○○○○ ○○○○○ ○○○○○
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WEAPONS:
____ Speed: _____ Damage: _____ Range: _____ Notes: _____
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____ Speed: _____ Damage: _____ Range: _____ Notes: _____

ADVANCED TECHNOLOGY and ACCESSORIES

Constructing a Spacecraft

What follows are rules for quickly designing a starfighter. Constructing a spacecraft is similar to creating a Street Fighter character. Simply follow the step-by-step process.

- **Step One: Concept**
Have an idea of what this starfighter is like. Is it fast but light interceptor? Is it slow but powerful fighter?
- **Step Two: Select Attributes**
Prioritize the three Attributes: Handling, Soak, and Speed (2,1,0). Attributes begin at level zero. Divide Soak into Armor and Energy Shields.
- **Step three: Select Weapons**
Choose Weapons (5 points for Starfighters, 15 points for Starship-scale spacecraft). Extra points from Weapons can be exchanged for 2 Freebie Points each.
- **Step Four: Select Advanced Technologies**
The Storyteller should assign a number of Power Points appropriate to the Chronicle for the purchase of Advanced Technologies (generally 5 for Starfighter-scale spacecraft and 10 or more for Starship-scale spacecraft), or simply assign the Technologies as appropriate.
- **Step Five: Finishing Touches**
Spend "Freebie Points"(15) to personalize the spacecraft. Additional Freebie Points can be earned by taking less Structure (+2) or less Handling (+5).
Purchase accessories (10 for Starfighter-scale spacecraft, 20 for Starship-scale spacecraft).
Determine the amount of crew required to operate the spacecraft.

	Freebie Points
HANDLING	5
SOAK	5
MOVE	5
POWER	1
STRUCTURE	2
WEAPONS	3 x cost

Weapon	Speed	Damage	Range	Cost	Notes
Light Laser	+1	+5	5	2	
Medium Laser	+0	+10	7	4	
Heavy Laser	-2	+15	10	6	
Railgun	-1	+12	8	5	
Missile/Torpedo	-1	20	20	4 each	Move=5 per turn, Structure=2.
Rocket Salvo	+1	+8	5	3 each	3 damage checks
Turret	-	-	-	+1	Allows weapon to fire in any direction
Fire-Linked	-	-	-	+1	Allows two or more weapons to be fired at the same time.

Advanced Technology

ARMOR-PIERCING WEAPONS

Power Points: 2 each

Description: All of the spacecraft's weapons are armor piercing.

System: Enhanced Armor has no effect on these weapons. In addition, for each level of Armor-Piercing purchased, any of the opponent's Soak defined as armor is reduced by 1.

ARTIFICIAL INTELLIGENCE

Power Points: 1 each

Description: The spacecraft is capable of operating independent of a pilot or crew. Whether as a backup system or as a fully autonomous unmanned craft.

System: For every Power Point spent on this technology, the spacecraft receives 2 points to allocate to the virtual pilot's Dexterity Attribute, Piloting Skill, and Gunnery Skill. Artificial Intelligences can be assigned a weapon just like extra crewmen.

AUTO-TURRETS

Power Points: 2

Description: The spacecraft's weapons are mounted on swiveling turrets which are computer controlled, unlike regular turrets which require a dedicated gunner.

System: The spacecraft's pilot may fire weapons in any straight direction with no penalty.

BOOSTERS

Power Points: 3

Description: Booster rockets that can provide a quick burst of speed.

System: Boosters provide an extra 5 Move in a straight line. Uses 5 Power per use. Use of Boosters is an Abort Maneuver.

Speed: +3

CARGO HOLD

Power Points: 1 each

Description: An area of the spacecraft is devoted for transporting cargo. The Cargo Hold might also have an external bay door, with or without an airlock.

System: For Starfighter-scale spacecraft, each point represents either 5 cubic meters of cargo. For Starship-scale spacecraft, each point represents 25 cubic meters of cargo.

DEATH BLOSSOM

Power Points: 5

Description: A final desperate act that causes great destruction but leaves the spacecraft vulnerable after use.

System: This doomsday device does 10 automatic plus 10 dice of damage in a 5-hex radius. The spacecraft loses 2 turns after use. The spacecraft must spend an entire turn without moving immediately before use to charge up the Death Blossom. The Death Blossom requires 7 Power per use.

Speed: -3

DISRUPTOR WEAPONS

Power Points: 2 each

Description: All of the spacecraft's weapons serve to disrupt Force Fields.

System: Force Fields have no effect on these weapons. In addition, for each level of Disruptor purchased, any of the opponent's Soak defined as Energy Shielding is reduced by 1.

DUPLICATOR

Power Points: 5

Description: A powerful sensor system that reconfigures the spacecraft to adapt to the capabilities of its opponents.

System: The spacecraft takes on the same attributes and special equipment as one of any of the enemy spacecraft of the same scale. The Duplicator requires 5 Power per use.

Speed: +0

ELECTROMAGNETIC PULSE (EMP)

Power Points: 4

Description: A powerful electromagnetic burst that temporarily disables electronic systems including communications and sensors.

System: The EMP stuns all enemy spacecraft within 10 hexes for 1 turn. Use of the EMP System requires 3 Power per use.

Speed: -3

ENHANCED SOAK

Power Points: 3

Description: Whether through advanced armor materials or through ray shielding, the vessel is made more impervious to damage.

System: The spacecraft acts as one scale higher for purposes of Soak. Therefore, the first 5 successes of all damage rolls made against the spacecraft are ignored. Disruptor and Armor-Piercing weapons negate the effect.

ENHANCED LASERS

Power Points: 3

Description: The spacecraft's lasers are made more powerful through advanced engineering.

System: Increases the damage and range of all laser weapons by 5.

ENHANCED MISSILES

Power Points: 3

Description: The spacecraft's missiles are made more powerful through advanced engineering.

System: Increases the damage and range of all missiles/torpedoes by 5.

ENHANCED SENSORS

Power Points: 4

Description: The spacecraft's sensors are so powerful and sensitive that they are able to detect spacecraft using Stealth technology.

System: Any spacecraft using Enhanced Sensors will be privy to the exact location of any spacecraft using Stealth.

FORCE FIELD

Power Points: 5

Description: A powerful but temporary Force Field.

System: The spacecraft is virtually invulnerable to attack. No weapon may damage it, including Pi-Tac Cannons and Death Blossoms. Disruptor weapons negate the effect. The Force Field requires 1 Power per turn of use. While protected, the spacecraft can move normally but can take no other action nor fire any weapons. Force Field is an Abort Maneuver.

Speed: +1

HANGAR BAY

Power Points: 1 each

Description: An area of the spacecraft is devoted for maintaining smaller spacecraft or vehicles. A Hangar Bay includes repair and resupply facilities.

System: For Starfighter-scale spacecraft, each point represents 1 small vehicle. For Starship-scale spacecraft, each point represents 1 Star-fighter-scale spacecraft.

HOLO-PROJECTOR

Power Points: 1

Description: The spacecraft is equipped with a projector that creates an exact holographic duplicate which can confuse the enemy.

System: Projects a holographic decoy of a spacecraft up to 5 hexes away. The decoy moves as normal but if forced more than 5 hexes away, or if hit with any weapon, it disappears. The decoy may be turned off and on at any time during the turn. The decoy may not dodge or fire any weapons. Missiles, Clusters, Death Blossoms, Plasma Trails, and Plasma Missiles automatically destroy a Hologram if caught within its area of effect.

Speed: +0

HYPER-RAM

Power Points: 4

Description: The spacecraft is equipped with special ram plates and pin-point force fields which absorb all damage from impact.

System: The spacecraft may ram or collide with any other spacecraft or obstacle with no penalty to itself. Requires 5 Power per use.

Speed: +0

PASSENGERS

Power Points: 1 each

Description: An area of the spacecraft is devoted for transporting passengers or troops. Unless the Life Support accessory is purchased, it is assumed that passengers are transported in Cryogenic Hypersleep. If Life Support is purchased, it is assumed that passengers receive little in the form of amenities unless Recreation Stations or Recreation Decks are purchased.

System: For Starfighter-scale spacecraft, each point represents 5 passengers. For Starship-scale spacecraft, each point represents 25 passengers.

PI-TAC CANNON

Power Points: 5

Description: A powerful beam of destructive energy, similar to the Death Blossom, but directed ahead of the spacecraft.

System: This doomsday device does 10 automatic plus 10 dice of damage in a straight line ahead of the spacecraft. The Pi-Tac Cannon requires 7 Power per use. The spacecraft must spend an entire turn without moving immediately before use to charge up the Pi-Tac Cannon.

Speed: -3

PLASMA FIELD

Power Points: 3

Description: Projects a field of Plasma around the spacecraft.

System: Anything passing within 2 hexes of the spacecraft must take 8 dice of damage before Soak. The Plasma Field requires 1 Power per turn of use. Plasma Field is an Abort Maneuver.

Speed: +0

PLASMA MISSILE

Power Points: 1 each

Description: A missile that carries a Plasma warhead.

System: When detonated, every spacecraft within 3 hexes of the detonation must take 8 dice of damage before Soak.

Speed: -3

PLASMA TRAIL

Power Points: 3

Description: The spacecraft leaves a trail of superheated gas and ionized particles called Plasma behind the spacecraft, causing damage to any spacecraft that passes through it.

System: The trail lasts for 1 turn. Any other spacecraft passing through any hex the attacking spacecraft moved through the previous turn must take 8 dice of damage before Soak. The Plasma Trail requires 1 Power per turn of use.

Speed: +0

REMOTE BITS

Power Points: 2

Description: The spacecraft's lasers are mounted on small remote-controlled drones that operate a short distance away from the spacecraft itself.

System: The spacecraft may fire lasers straight ahead from either of the adjacent hexes left or right of the spacecraft, giving the spacecraft an effective field of fire 3 hexes wide instead of 1.

REMOTE LASER

Power Points: 1

Description: A special laser that can travel away from the spacecraft like a missile.

System: The Remote Laser moves like a missile, with a Move of 5 and a range of 20, but attacks like a laser doing 6 damage with a range of 10 directly ahead of the missile.

Speed: -1

STEALTH

Power Points: 5

Description: A cloaking system which renders the spacecraft invisible to all sensors. In order to maintain its invisibility, the spacecraft cannot fire or use any other special equipment while cloaked.

System: The spacecraft's piece or counter is taken off the game board and its position and facing is kept secret by its player. It cannot be fired upon by Lasers or Missiles, but Death Blossoms, Plasma Fields, and Plasma Missiles will cause damage to a cloaked vessel if it is within range of its effect. A cloaked spacecraft cannot fire at another spacecraft while cloaked. It takes one full combat action to activate the cloak, but decloaking is instantaneous with the announcement of a new action or upon taking damage. A vessel in the process of cloaking can be fired upon normally. Cloaking requires 1 Power per turn of use.

Speed: -1

TARGETING COMPUTER

Power Points: 2

Description: A powerful onboard targeting computer that locks on to and tracks targets.

System: A Targeting Computer reduces the target's Soak by 1 per Power spent. It can only off-set any Soak gained through maneuvers. The target still receives full armor or energy shielding protection plus any protection from Special Equipment.

TELEPORT

Power Points: 5

Description: Using Quantum Tunneling or Phasing, the spacecraft is able to displace itself in space, often bypassing physical obstructions like mine or asteroid fields.

System: The spacecraft can displace itself a number of hexes instead of regular movement. Teleportation requires 1 Power per 1 Hex displaced. Teleport is an Abort

Maneuver.
Speed: +1

TEMPORAL DISPLACEMENT DEVICE

Power Points: 5

Description: Temporal displacement is the shifting of time. The spacecraft exists out of Temporal Phase, allowing it to exist simultaneously in two divergent timestreams at once, but only for an instant, at which point the spacecraft must re-phase into one of the divergent timestreams.

System: Allows the player to re-roll the last die rolled. Use of the Time Displacement Device requires 5 Power per use and can be used at any time without the use of an action.

TRACTOR BEAM

Power Points: 4

Description: The spacecraft is equipped with an immobilizing tractor beam which can then attract, repel, or tow another spacecraft.

System: The beam acts as a Grab maneuver with a sustained hold. Upon a successful attack, the target spacecraft is considered "grabbed" and must make a resisted Move roll vs. the attacker's Tractor Beam Strength of 10 (plus or minus any successes due to scale) + any Power spent to maintain the beam at the end of each turn to break free. "Grabbed" spacecraft's movement is under the control of the attacking player and may move up to 2 hexes per turn in any direction. "Grabbed" spacecraft may still fire any weapons or use Special Equipment as normal. A Tractor Beam has a range of 2 hexes.

Speed: -0

TRANSFORMATION

Power Points: 2 each

Description: The spacecraft can alter its configuration to provide optimum combat effectiveness in multiple situations. The exact nature of the transformation can vary. Usually, the spacecraft alters its form into another spacecraft configuration, but if the alternate spacecraft configuration also has the Legs and Manipulator Arms accessories, it can transform into an anthropomorphic robot.

System: The player has the option of creating multiple versions of one spacecraft by moving the scores around. However, the

total point value of each spacecraft design must equal the original. It takes one full combat action to switch between forms. Changing modes requires one action.

Speed: -2

Crew

Determination of the crew complement is optional. In general, most Starfighter-scale spacecraft have a crew of 1 who pilots the craft and operates its weapons and accessories. Additional crew can be added as gunners or sensor operators. Generally, Starfighter-scale spacecraft crew complements do not exceed 1 per 4 Structure.

Starship-scale spacecraft generally require a minimum crew equal to it's Structure. This includes the captain (the player character), the pilot, the navigator, and any gunners, sensor operators, communications officers, etc. Generally, Starship-scale spacecraft crew complements do not exceed 10 per Structure score.

Out-of-Scale Designs

Spacecraft can utilize weapons and accessories built for different scales. For installation of larger scale components, simply purchase the appropriate Advanced Technology, such as Super-Lasers. For installation of smaller-scale components, such as a Starship-scale spacecraft installing Starfighter-scale Medium Lasers, simply divide the cost by 5. Therefore, for 1 Weapon Point, the Starship-scale spacecraft can install 2 Turreted Starfighter-scale Medium Lasers for use as anti-starfighter weapons. Similarly, a Starfighter-scale spacecraft might install Street Fighter-scale Medium Lasers for use as anti-personnel weapons.

It is possible, with the Storyteller's permission, to extend the scales above Starship. In this manner one can design truly monstrous spacecraft: Super Star Destroyers, Planet Busters, indestructible behemoths. For each increase in scale, multiply all values such as crew, cargo, passenger, or hangar capacity by 5.

The Storyteller might also allow the higher-scale designs to purchase more weapons, more advanced technology, and more accessories than normal.

Accessories

Accessories can be purchased for the spacecraft. Accessories provide no combat benefit, but can impact storytelling and role-play. Starfighter-scale spacecraft have 10 points to purchase accessories. Starship-scale spacecraft have 20 points to purchase accessories. Additional accessories can be purchased with "Freebie Points". Each accessory costs 1 point.

Accessories include:

- Airlocks **
- Atmospheric Wings
- Communications Systems* **
- Co-Pilot, or Crew Station (Starfighter Scale)
- Crew Quarters for 10,x2 each additional (Starship Scale)
- Docking Clamps
- Ejection Pods (Starfighter Scale)
- Engine Access Panels (Starfighter Scale)
- Engineering Deck (Starship Scale)
- Escape Pods (Starship Scale)
- EVA and Pressure Suits
- Food and Supplies**
- FTL Drive (1 each, up to 5)
- Landing Gear
- Legs (1 per pair, ground speed=50kph)
- Life Support* **
- Manipulator Arms
- Medical Bay (Starship Scale)
- Medical Panel (Starfighter Scale)
- Recreation Console (Starfighter Scale)
- Recreation Facilities (Starship Scale)
- Science Computer (Starfighter Scale)
- Science Laboratories (Starship Scale)
- Search Lights
- Sensors* **

* Highly recommended for Starfighter-scale spacecraft.

** Highly recommended for Starship-scale spacecraft.

Appendix 1: Example Spacecraft

Name: Federation Fighter
Concept: Fast and maneuverable light interceptor
Scale: Starfighter
Crew: 1
Handling: 1
Soak: 0
Move: 4
Power: 10
Structure: 10
Weapons: 1 Medium Laser
Advanced Technologies: Boosters (3), Targeting Computer (2)
Accessories: Landing Gear, Ejection Seat, Search Lights, Atmospheric Wings, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlock, Communications

Name: Pirate Raider
Concept: Short-range fighters with heavy firepower
Scale: Starfighter
Crew: 1
Handling: -1
Soak: 3
Move: 1
Power: 5
Structure: 8
Weapons: 1 Heavy Laser, 1 Rocket Salvo
Advanced Technologies: EMP (4), SoakPiercing Weapons (1)
Accessories: Landing Gear, Docking Clamps, Search Lights, Atmospheric Wings, Sensors, Life Support, EVA and Pressure Suits, Airlock, Communications, 1 additional Crew Station.

Name: Commercial Cargo Freighter
Concept: Durable long-range haulers
Scale: Starfighter
Crew: 3
Handling: -2
Soak: 1
Move: 2
Power: 0
Structure: 15
Weapons: 1 Turreted Light Laser, 1 Missile
Advanced Technologies: Cargo Bay (2), Boosters
Accessories: Landing Gear, Docking Clamps, Search Lights, Sensors, Life Support, EVA and Pressure Suits, Airlock, Communications, Additional Crew Stations (2), FTL (3), Food and Supplies, Recreation Console.

Name: Federation Destroyer
Concept: All-purpose deep space peacekeeper
Scale: Starship
Crew: 180
Handling: 0
Soak: 3
Move: 2
Power: 7
Structure: 10
Weapons: 2 Turreted Light Lasers, 2 Missiles
Advanced Technologies: Pi-Tac Cannon (5), High-Powered Missiles (3)
Accessories: Escape Pods, Search Lights, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlocks, Communications, Science Laboratories, Medical Bay, Recreation Facilities, Engineering Deck, additional Crew Quarters (8), FTL (2)

Name: Pirate Carrier
Concept: Slow carrier for several Raiders
Scale: Starship
Crew: 200
Handling: -2
Soak: 5
Move: 2
Power: 0
Structure: 10
Weapons: 2 Turreted Medium Lasers, 2 Rocket Salvoes
Advanced Technologies: Hangar (4), Tractor Beam (4)
Accessories: Escape Pods, Search Lights, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlocks, Communications, Medical Bay, Engineering Deck, additional Crew Quarters (10), FTL (2)

Name: Comet-class Passenger Liner
Concept: Luxurious long-range liner
Scale: Starship
Crew: 200
Handling: 2
Soak: 1
Move: 4
Power: 0
Structure: 20
Weapons: 1 Turreted Medium Laser
Advanced Technologies: Passengers (4), Cargo Bay (1)
Accessories: Escape Pods, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlocks, Communications, Medical Bay, Engineering Deck, Recreation Deck (5), Landing Gear, FTL Drive (5),

Name: Rebel Fighter
Scale: Starfighter
Concept: Long-range rugged fighter
Crew: 2
Handling: -1
Soak: 2
Move: 1
Power: 0
Structure: 15
Weapons: 2 Fire-Linked Light Lasers, 1 Missile
Special Equipment: High Powered Lasers (3)
Accessories: Landing Gear, Ejection Seat, Search Lights, Atmospheric Wings, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlock, Communications, FTL (2)

Name: Alien Disk-Fighter
Scale: Starfighter
Concept: mysterious alien fighters, fast and maneuverable
Crew: 1
Handling: 1
Soak: 1
Move: 4
Power: 10
Structure: 7
Weapons: 1 Turreted Medium Laser
Special Equipment: Force Field (3), Auto-Turrets (2)
Accessories: Landing Gear, Ejection Seat, Search Lights, Atmospheric Wings, Sensors, Communications, Engine Access Panel, Science Station, Additional Crew Stations (2)

Name: Federation Battlesat
Scale: Starfighter
Concept: stationary defense satellite
Crew: 0
Handling: 1
Soak: 3
Move: 0
Power: 0
Structure: 15
Weapons: 1 Turreted Medium Laser
Special Equipment: Artificial Intelligence (5)
Accessories: None.

Name: Rebel Frigate
Scale: Starship
Concept: Small but rugged and powerful
Crew: 120
Handling: -2
Soak: 3
Move: 4
Power: 7
Structure: 6
Weapons: 2 Turreted Light Lasers, 3 Missiles
Special Equipment: Pi-Tac Cannon (5), High Powered Lasers (3)
Accessories: Atmospheric Wings, Landing Gear, Docking Clamps, Escape Pods, Search Lights, Sensors, Life Support, EVA and Pressure Suits, Food and Supplies, Airlocks, Communications, Medical Bay, Recreation Facilities, Engineering Deck, additional Crew Quarters (6), FTL (2)

Name: Alien Mothership
Scale: Starship
Concept: large saucer-shaped carrier, slow but Soaked
Crew: 270
Handling: -4
Soak: 5
Move: 2
Power: 7
Structure: 14
Weapons: 5 Turreted Light Lasers
Special Equipment: Force Field (3), Pi-Tac Cannon (5), FTL (2)
Accessories: Atmospheric Wings, Landing Gear, Search Lights, Sensors, Life Support, Food and Supplies, Communications, additional Crew Quarters (13)

Name: Federation Space Station
Scale: Starship + 1
Concept: ring-shaped space station
Crew: 1200
Handling: -1
Soak: 4
Move: 0
Power: 5
Structure: 15
Weapons: 5 Turreted Light Lasers
Special Equipment: Force Field (3), 250 cubic-meter Cargo Bay(2), 15 vessel Hangar Bay(3), 250 Passenger Capacity (2)
Accessories: Sensors, Life Support, Food and Supplies, Communications, Engineering Deck, Recreation Deck, Medical Bay, Crew Quarters(9), Airlocks, EVA and Pressure Suits, Escape Pods, Science Laboratory,

Appendix 2: Adapting Spacecraft from Trinity™ to Space Fighter Alpha

White Wolf's game Trinity™ provides an alternate spacecraft combat and construction system. However, Trinity™ is set in a realistic universe and restricts construction to vessels that are only appropriate for that setting. If the Storyteller wished to use Trinity™ spacecraft in Space Fighter Alpha, only a few changes need to be made to their stats.

Trinity™ Statistic	Space Fighter Alpha conversion
VT (Hybrid Fighter)	Fighter-scale
VT (Hybrid Transport)	Fighter-scale
VT (Hybrid Shuttle)	Starship-scale
VT (Frigate)	Starship-scale
VT (Freighter)	Starship-scale
Tech (Hardtech or Organic)	No conversion
CS (Cruising Speed)	No conversion.
TS (Top Speed)	No conversion.
VS (Vacuum Speed)	Equivalent to Move.
Handling	Equivalent to Handling.
Mass	No conversion.
Tolerance	No conversion.
Cost (Starfighter-Scale)	1 Resource Point per 30 Construction Points.
Cost (Starship-Scale)	1 Resource Point per 15 Construction Points.
Soak	Equivalent to Soak.
Soak [Defense Add 5]	Starfighter-scale.
Soak [Defense Add 10]	Starship-scale.

Trinity™ Weapons

Spacecraft weapons in Trinity™ require little conversion. Generally, add the weapon's Accuracy to its Damage to obtain its Attack Pool modifier in Space Fighter Alpha. Weapons listed [5] are considered Starfighter-scale while weapons listed [10] or higher are considered Starship-scale. All weapon's Speed modifiers are assumed to be +0. Use the following chart for easy conversion:

Weapon	Damage	Range
Plasma Cannon	9	3
Lt. Laser	7	5
Med. Laser	8	7
Hvy. Laser	11	9
Lt. Coilgun	6	3
Med. Coilgun	7	5
Hvy. Coilgun	9	8
Smart Missile	13	50
Fusion Warhead	21	500

Smart Missiles and Fusion Warheads are actually special cases in that they are higher than Starship-scale. Smart Missiles are 1 scale higher than Starship while Fusion Warheads are 4 scales higher than Starship.

Appendix 3: Design Notes

Design Philosophy

Space Fighter Alpha was designed to provide a spaceship combat system for Street Fighter while remaining as close as possible to the Street Fighter man-to-man combat rules.

If these rules resemble a table-top combat game, it is intentional. These rules are not meant to realistically simulate spaceship combat, but to provide an entertaining game using figures and a hex map.

Many of this supplement's systems come from two sources of inspiration: Space War, a spaceship combat board game I designed several years ago; and Trinity, White Wolf's science fiction role-playing game. Space War was a little too abstract to be integrated into a Role-Playing Game while Trinity was a little too precise to be used as a table-top game.

I have also expanded upon the idea of scaling introduced in Trinity, providing guidelines for separating multiple scales and for creating new scales. The scaling system as presented in these rules owes much to the scaling rules as used in the Star Wars RPG, 2nd Edition, by West End Games.

Real-World Figures

Assuming a two-second turn, and a 2.5-meter Streetfighter-scale hex, one can extrapolate real-world figures for the speeds of spacecraft using these rules.

Streetfighter Athletics

1	18kph	4 hexes
2	22.5kph	5 hexes
3	27kph	6 hexes
4	31.5kph	7 hexes
5	36kph	8 hexes
6	40.5kph	9 hexes
7	45kph	10 hexes
8	49.5kph	11 hexes

Starship-scale Move

1	450kph	Mach 0.4
2	900kph	Mach 0.7
3	1,350kph	Mach 1.1
4	1,800kph	Mach 1.5
5	2,250kph	Mach 1.8

Starfighter-scale Move

1	2,250kph	Mach 1.8
2	4,500kph	Mach 3.6
3	6,750kph	Mach 5.5
4	9,000kph	Mach 7.3
5	11,250kph	Mach 9.1

The 100m-dash World Record is 9.79 seconds (held by Maurice Greene of the U.S.), putting the speed at 36.7kph. We have to use short-distance bursts of speed because long-distance runners overall speed is lowered. One can probably assume that Maurice has an Athletics of 5, the best a normal human can be.

Appendix 4: Charts and Tables

Maneuvers	Soak	Handling	Notes
Hard Turn	+2	-3	Change 2 hex facings.
Loop	-1	-3	May wind up behind where you started.
Reversal	+3	-5	Reverses direction.
Roll	-0	-1	Moves one hex left or right.
Spin	+2	-1	Must continue straight ahead.
Turn	+1	-1	Change 1 hex facing.

NAME: (the name of the spacecraft)

SCALE: (Fighter or Starship)

HANDLING: (-5 to +5, modifies the pilot's Dexterity and Piloting)

SOAK: (1 to 5, acts as the spacecraft equivalent to Stamina)

MOVE: (1 to 5, acts as the spacecraft equivalent to Athletics)

POWER: (1-10, acts as the spacecraft equivalent to Willpower or Chi)

STRUCTURE: (1 to 20, acts as the spacecraft equivalent to Health)

WEAPONS: (any weapons the spacecraft is equipped with, listed with *Speed Modifier*, *Damage*, *Range*, and any other special effects)

ADVANCED TECHNOLOGY: (any other special defenses or equipment the fighter may be equipped with).

Weapon	Speed	Damage	Range	Notes
Light Laser	+1	+5	5	
Medium Laser	+0	+10	7	
Heavy Laser	-2	+15	10	
Railgun	-1	+12	8	
Missile/Torpedo	-1	20	20	Move=5 per turn, Soak=10, Structure=2.
Rockets	+1	+8	5	3 damage checks