



TRESURION

an icehouse space battles game

by Patrick Cowden



INTRODUCTION

The Tresurion Sector in the Bantrax Galaxy is a hot bed of conflict. This area of open space does not fall under the jurisdiction of any government. It is truly free space. Many factions are fighting for control of this sector. Recent scientific surveys have found that the Tresurion Sector is rich in Chlolynium crystals. The heart and soul of the Aronium drive system that is the source of power for virtually all starships and power plants in the known universe. It is said that this sector is the source of an incredibly pure version of this rare crystal. So pure that it is theorized the power that can be culled from these particular crystals is more than ten times the normal amount. Something worthy of fighting over. Ice House Space Battles pits two opposing forces against each other that are vying for control of this sector.

The object is simple. Eradicate the opposing force to gain control of the Tresurion Sector.

The following are rules for the basic game. Future scenarios may vary aspects of this (such as initial setup, new ship classes, "terrain" such as asteroids, wormholes, etc...).

1.0 EQUIPMENT

2 Icehouse packs. Preferably of two different color sets. If not then have some way to distinguish between each player's pieces (volcano caps, stickers, washers over top of Icehouse piece)

1 Twenty sided die

1 Ten sided die

1 Playmat that is divided into 1" x 1" squares. This mat should have at least 15 x 25 quadrants
Chessex playmats work, but it is just as easy to purchase a poster board from an office supply store that is already marked off. A pack of three should cost around \$5 or a thicker foam board can be purchased for the same amount. This is handy to have around for other Icehouse games or other gaming needs. See attached pictures in appendix

2.0 FLEET CONSTRUCTION

Each player constructs a fleet from an entire Icehouse pack. These fifteen pieces can be combined to make a wide range of different starships. Each has its own unique abilities. Depending on the combinations a fleet may be comprised of five to fifteen different vessels. Record your ships on the Fleet Record Sheet.

The ship list details the different types of vessels that are available in Icehouse Space Battles. It lists the Shield Strength/Toughness, Class of Ship, Movement Rate (MR), Fire Power, range of attack, and Universal Construction Number (UCN). See designer notes on UCN numbers.

It is up to the player to determine what combination works best for him. Does a swarming of smaller, faster ships get the job done (like the rebel alliance against the Death Star)? Or is a smaller fleet of huge lumbering vessels with big firepower more appropriate? Whatever your style you decide.

3.0 SETUP

Place each fleet at opposite ends of the playmat. The ships must be in the first two rows of that end.

The ships may be in any order as long as they are in the first two rows. Only one ship may occupy a quadrant at any given time.

4.0 TURN SEQUENCE

Each turn is composed of two rounds. Player one's round and Player two's round. An initiative roll is made at the beginning of each turn. The sequence is as follows:

Initiative

Player One

- move phase
- attack phase
- damage allocation phase

Player Two

- move phase
- attack phase
- damage allocation phase

MOVE PHASE

each ship may move up to its full movement rate (MR). It may pass through a quadrant that contains a friendly vessel. It may not end its turn in that sector though. A ship may not pass through a quadrant that is occupied by an enemy ship.

ATTACK PHASE

once a ship has ended its movement phase it may target an enemy ship. There must be a clear line of sight for the targeting system to lock onto its victim. The attacking vessel must also be within its attack range. A zero range indicates that the attacking vessel must be in an adjacent quadrant in order for its weapons to hit. A Light Frigate with a range of 1 can fire up to one quadrant away from its intended victim. The attacking vessel rolls 1d20 and subtracts the MR of the targeted ship. The adjusted result must be greater than or equal to 10 to score a hit.

A scout ship is small, nimble, and quick. Thusly, it is harder to hit because 9 points are subtracted from the attacker's die roll. The Dreadnaught fills the heavens with its bulk. This lumbering brute is an easy target. The ship attacking this vessel only has to subtract 1 from its attack die roll.

Multiple ships may concentrate their fire upon one ship. In this case each ship must make its own separate attack die roll.

A ship may only fire once per turn and can only target one ship.

A natural 1 rolled on an attack roll is an automatic miss regardless of any bonuses. A natural 20, in the same respect is an automatic hit.

DAMAGE ALLOCATION PHASE

once a hit has occurred damage must be determined. Each class of ship has differing amounts of damage it can dish out. This is determined by how effeciently the vessel is able to extract power from the Chlolynum crystal. A base amount of energy (1d10) can be extracted from a crystal to power the weapons system. The larger class starships have the space to house larger extracting units resulting in increased power being allocated to the destruction of its foe. This is culminated in the Dreadnaught class which has a damage potential of 7-16 points (1d10+6).

If multiple ships have targeted the same vessel, these damage results are combined into one number.

Damage is reduced by the amount of the damaged vessel's shield rating. An Alpha Class Frigate's shield can absorb 6 points of damage each round. Any amounts of damage above this slips through the shielding system and rends the starship apart.

The shield rating is also the amount of damage that the vessel can take before being completely destroyed. Though the Dreadnaught is like a sitting duck, it takes a lot of damage in a round to take her down. Conversely, just about any hit on a Scout ship will rip it apart. The trick is hitting it in the first place.

A record of the amount of damage a ship has taken is kept on the Fleet Record Sheet. Once a starship has taken its full amount of damage it is destroyed and immediately removed from play.



SCOUT	SHIELD	1	MR	9
	FIRE POWER	1d10	RANGE	0
			UCN	001



CORVETTE	SHIELD	2	MR	8
	FIRE POWER	1d10	RANGE	0
			UCN	002



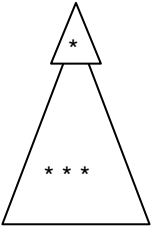
STAR FIGHTER	SHIELD	3	MR	7
	FIRE POWER	1d10	RANGE	0
			UCN	003



LIGHT FRIGATE	SHIELD	2	MR	8
	FIRE POWER	1d10+1	RANGE	1
			UCN	011



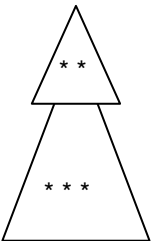
BANSHEE FRIGATE	SHIELD	3	MR	7
	FIRE POWER	1d10+1	RANGE	1
			UCN	012



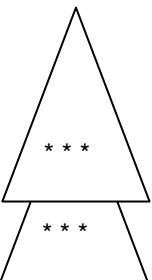
RHO CLASS A FRIGATE	SHIELD	4	MR	6
	FIRE POWER	1d10+1	RANGE	1
			UCN	013



RHO CLASS B FRIGATE	SHIELD	4	MR	6
	FIRE POWER	1d10+2	RANGE	2
			UCN	022



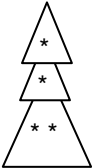
THETA CLASS FRIGATE	SHIELD	5	MR	5
	FIRE POWER	1d10+2	RANGE	3
			UCN	023



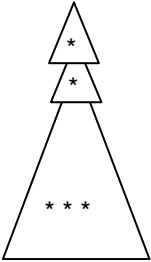
ALPHA CLASS FRIGATE	SHIELD	6	MR	4
	FIRE POWER	1d10+3	RANGE	3
			UCN	033



LIGHT CRUISER	SHIELD	3	MR	7
	FIRE POWER	1d10+2	RANGE	2
			UCN	111



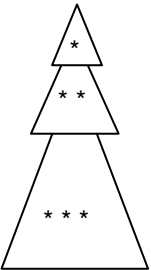
CHIMERA CLASS A CRUISER	SHIELD	4	MR	6
	FIRE POWER	1d10+2	RANGE	2
			UCN	112



CHIMERA CLASS B CRUISER	SHIELD	5	MR	5
	FIRE POWER	1d10+2	RANGE	2
			UCN	113



CRUISER	SHIELD	5	MR	5
	FIRE POWER	1d10+3	RANGE	3
			UCN	122



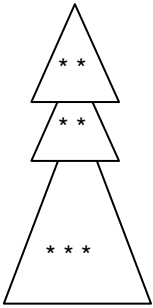
BATTLE CRUISER	SHIELD	6	MR	4
	FIRE POWER	1d10+3	RANGE	3
			UCN	123



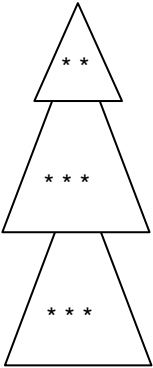
STAR CRUISER	SHIELD	7	MR	3
	FIRE POWER	1d10+4	RANGE	4
			UCN	133



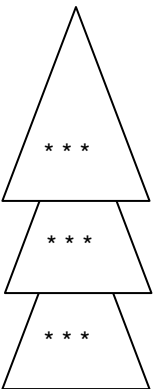
LIGHT BATTLESHIP	SHIELD	6	MR	4
	FP	1d10+4	RANGE	4
			UCN	222



BATTLESHIP	SHIELD	7	MR	3
	FP	1d10+4	RANGE	4
			UCN	223



HEAVY BATTLESHIP	SHIELD	8	MR	2
	FP	1d10+5	RANGE	5
			UCN	233



DREADNAUGHT	SHIELD	9	MR	1
	FP	1d10+6	RANGE	6
			UCN	333

SCENARIOS

Icehouse Space Battles: The Tresurian Sector lays out the basic framework of Icehouse Space Battles. Regular installments (scenario packs) will be posted that help expand these basic rules. Each new scenario will introduce various things like cargo, terrain, other races, new ships, etc....

The following are a few of the scenarios that are now in play test mode.

DEFENSE OF OUTPOST KRON 431

Outpost Kron 431 is a science research station that is on the cutting edge of Chlolynium harvesting and maximizing crystal output. It is rumored that the scientists and engineers there have perfected a way doubling the crystal's power.

OBJECT: One player defends the research station while the other player is bent on its destruction.

NEW ABILITIES/RULES/ITEMS:

- * space outpost construction
- * line of sight exceptions
- * Jeswick Extractor Unit
- * UCN designations larger than 333

RUN, CRYSTAL, RUN

The supply ship Monsys has entered the sector. It is delivering a fresh set of Chlolynium crystals to its allies. This particular sector was chosen for the delivery point because of the protection that the asteroid belt offered. The Monsys (a Gatherer Class Transport ship) has an extremely tough plating that can only be penetrated by the power of a Dreadnaught Class starship. This class of ship can not thread its way through an asteroid belt but the Gatherer Class can.

OBJECT: One player uses a 15 point build to construct a small force that will rendezvous with the Monsys and pick up the crystals. The opposing player tries to stop him. That player constructs a fleet using a 20 point build.

NEW ABILITIES/RULES/ITEMS:

- * point system to build fleets
- * asteroids
- * Gatherer Class Transport
- * cargo hold and cargo capacity

FIRST ENCOUNTER

The Tresurian Sector and its Chlolynium supply has attracted a strange alien race. Little is known about this race except for its lack of mercy on the field of battle. There are NO known survivors to any of their attacks. The only information that has been obtained has been through recovered data banks from the wreckage as a result of their brutal attacks. It is interesting to note that all of their ships are identical, their attack methods are extremely precise, and they seem to have appeared from nowhere. They have been dubbed "the Ferine" a brutal merciless race.

OBJECT: Survive the Ferine attack. This is a solo adventure. It can be played as a two player scenario with one player controlling the Ferine.

NEW ABILITIES/RULES/ITEMS:

- * the Ferine Class starship and the MegaFerine
- * Repair Escort Ship
- * solo play
- * melding (combining ships to make a mega ship)
- * damage repair phase while in battle
- * Minelayer Escort Ship
- * laying mines and their blast effects

DESIGNER NOTES

Many of the stats for a ship are determined by the order of which the Icehouse are stacked together. A ship may be constructed by stacking as many as three pieces together. A piece that is larger can not be placed on top of a smaller one. The construction would look like:

slot one slot two slot three

A scout ship would only have a size one piece in slot three with no other pieces stacked on top of it. An Alpha Class Frigate would have a size three piece in slots two and three with no other piece stacked on top in slot one.

The following **UNIVERSAL CONSTRUCTION NUMBER (UCN)** can then be derived from this:

001 Scout	022 Rho Class B Frigate	122 Cruiser
002 Corvette	023 Theta Class Frigate	123 Battle Cruiser
003 Starfighter	033 Alpha Class Frigate	133 Star Cruiser
011 Light Frigate	111 Light Cruiser	222 Light Battleship
012 Banshee Frigate	112 Chimera Class A Cruis	223 Battleship
013 Rho Class A Frigate	113 Chimera Class B Cruis	233 Heavy Battleship
		333 Dreadnaught

Shield Strength/Toughness is determined by adding the total of the sizes of Icehouse pieces stacked together. A Scout's shield/toughness rating is 1. A Star Cruiser has a shield/toughness rating of 7.

Movement Rate (MR) is determined by subtracting the total of the sizes of Icehouse pieces from 10. A Starfighter has a MR of 7 (10-3) and a Destroyer has a MR of 3 (10-7).

The front of the basic ship design (slots 1 and 2) is where the weapons array is housed. The total of these numbers determines the range of the weapons system and its subsequent power rating. The base damage that a Chlolyinium powered laser dishes out is 1d10 points of damage. A Scout has no bonuses. Slots one and two are empty. It also has to be right on top of the defender to attack it. The damage that it can afflict is 1d10 (1 to 10 points). A Star Cruiser can be up to 4 quadrants away and inflicts 5-14 points of damage (1d10 +4).

PLAYING WITHOUT A GRID

Icehouse Star Battles can be played on a tabletop without the grid base if need be. A one quadrant move would be equal to 1" (one inch). Thusly a Scout can move up to 9" and a Dreadnaught can sputter along at 1" per turn.

The obvious added piece of equipment needed is a ruler, tape measure, or some other way to mark off distances. It would also be helpful to have a blast radius template for various blast effects. These are easily found online or in the backs of some popular RPG manuals.

CONTACT

Comments, suggestions, and feedback are more than welcome. Please drop me a note at www.boardgamegeek.com to screen name pcowden. Or you can contact me at pcowden@nc.rr.com

Thanks for your input and happy gaming!

