

Launch Fighters! Square Map Rules Addendum

The game is designed for play on a hex map. If you choose to play on a square map by preference or need this is how you do it.

					<p>Square Map Arc If using a square-grid map, all the squares on the sides of your ship (tracing a straight line out from each side) are “side” and belong to neither front nor rear arc.</p> <p>Example A: Ship #1 is firing out of its front arc into the rear arc of Ship 3. Ship 1 will receive a flanking bonus to attack.</p> <p>Example B: Ship #1 and #2 are “on the line” between arcs and therefore there is no bonus.</p>

Example C: Ship #2 and #3 will receive no bonus against each other because neither has the other in its front arc.

Adjacent

Any square to the front, rear, either side or diagonally is “adjacent”. In the diagram above any square with a word typed in it is adjacent to ship #1.

Movement

Movement with a square map uses a formula similar to many collectible miniatures games.

1. A unit’s first square of movement of the turn is considered moving 1, no how the unit moves, straight or diagonally.
2. Further movement in the turn is costs 1 move per space unless it is diagonal, in which case it actually expends 2 to move diagonally.

Range

Measuring weapons range would use the same formula for movement. The first hex of measurement is range 1. Further range calculations are 1 per straight space and 2 for each diagonal space.

Intercept

A maximum of 3 fighters can roll to intercept a missile attack. Front and rear on a square map work the same as hex. If incoming missiles are fired into a side arc, only one defending fighter from each arc (front, rear, that side) can attempt to intercept, up to a maximum of 3 total fighters intercepting per attack. **Example:** A ship with 3 fighters in the front arc and 1 fighter in the side arc could intercept with 2 squadrons if fired on from that side.