



A WEE WARRIORS
PRODUCTION

INSTRUCTIONS FOR PLAY

"The Embattled Trek" is a two to multi-player game, designed for table-top play with the enclosed counters or with miniatures. Each individual ship is outfitted with hull-mounted forward-firing high energy laser type weapons with either encapsulated decreasing energy charges (DEC), or conventional proton cased anti-matter torpedoes. The scale of movement is not given, but rather a factor of speed and turning perimeter is stated with the players given free design to set their own physical distances; ie., inches, millimeters, yards, etc., depending on the playing space available.

A description of play follows with the rules described to allow for a rapid set-up and play of the first game:

- 1) A Ship Information Sheet must be set up for each ship a player commands. This sheet is set up using information found on the inside of the back sheet, and is the Ship Characteristic Sheet (SCS). The largest ship of the counter mix (two sizes are provided for use according to the amount of space you have to play on) are the the Cruiser types, the Destroyer types are the ships with two drive pods, and the Scouts are the single hull ships.

INFORMATION SHEET:

- A) To fill out the information sheet for each ship, start by finding its type and then record how much shield value it has on each of its shield sides. These shields encapsulate the ship all around, covering both top and bottom, dividing along normal side, front, and rear edges.
- B) Next place the weapons power for that ship's hull weapons in the space provided. It will take 1% of this power for each bank of weapons to fire. Fire from a bank of hull weapons will cause one roll of a set of percentage dice. This number rolled is the amount of power that will be subtracted from the shield which is hit. Percentage in excess of shield power will be structural damage that the ship takes and is found on the Ship Damage Chart. Range for all hull weapons is 18, and the Firing Octagon is used to determine if target ships are within the firing radius of the firing ship.
- C) The maneuvering power of the ship is filled in. This is the power that a ship needs to use in order to perform a turn of 45°. It would be the same as small correction rockets that are currently used for

pitch correction. Cost of a 45° turn is 1% and is subtracted from the maneuvering power for each such turn made. Note that Cruisers can perform one 45° turn for every 2 of forward movement; Destroyers may do a 45° turn for every 1 of forward movement; and Scouts may turn 45° for every 1/2 of forward movement. Two 45° turns without forward movement is not allowed unless the ship is at a standstill. This power is not used to increase or decrease speed.

- D) Life Support is the power needed to maintain life on the ship. For a Cruiser, 3% must be maintained at all times; Destroyers need 2%; Scouts 1%. If a ship is without life support for more than two turns it will be declared dead due to crew loss.
- E) Torps carried or Decreasing Energy Charges (DEC's) carried, are listed for each ship type. They may be fired like hull weapons, but may not be fired in the same turn that hull weapons are fired. Their rate of fire is in pairs for Torp., and as singles for DEC's. The effect of these weapons are found on the Torp Chart; ie., Torps are one roll of percentage dice for damage if a hit is made, while DEC's are variable in effect, according to the range between the firing and target ship. Ranges are listed, and a six-sided die is used to determine hits.
- F) Weapons Banks are the number of hull weapons carried. A bank will cost 1% each turn it is fired. Each bank firing on an enemy ship will call for a roll of the percentage dice and that number will be the damage inflicted on the enemy. These weapons have a limited arc of fire as is shown on the Weapon's Octagon.
- G) Transfer of Power is permitted between systems for weapons, maneuvering or life support, but only one transfer to any one system may be performed in one turn. The transfer of power to shields or from shield to shield is not allowed.
- H) Curve or Rad turning is the turning of the ship without using maneuvering power. Each ship has an individual rad turning factor and the curve on the sheet with the Firing Octagon is to be used for these types of turns.
- I) Each ship should begin the game at their mid-speed and may not on any turn exceed their maximum move distance. Acceleration or deceleration are cost free and the rate is given on the Ship Characteristic Sheet.

In plotting moves, keep in mind that space is not flat and that the relationship between the opposing ships will cause a difference in the range. Assume that the ships begin on a "zero" level. A record should be kept of any "up" or "down" movement from this level. A movement of one level would be at no cost, but any radical changes, ie. from Level 1 to Level 9 in one turn, should be treated as maneuvering and will cost normal maneuvering power of 1% per level. The level difference will be treated as a factor in determining ranges for weapons and Torp/DEC attacks.

All moves are plotted simultaneously and all movement is simultaneous, as is firing. Thus, any ship destroyed in the fire phase of a turn will be allowed to get off its last shot before being removed from play.

The game is designed for fast play and is left open to individual tailoring, allowing players to dress it up with all the complex "goodies" they like, or keep it simple, as presented.

SHIP DAMAGE CHART

0- 10	DECREASE SPEED BY 4 NEXT TURN (1 TURN)
11- 20	LOSE 1 BANK OF WEAPONS NEXT TURN (1 TURN)
21- 30	CONTROL HIT - NO TURNING NEXT TURN (1 TURN)
31- 40	LOSE 5 POINTS FROM LIFE SUPPORT
41- 50	LOSE 5 POINTS FROM WEAPONS SECTION
51- 60	LOSE 5 POINTS FROM MANEUVERING SECTION
61- 70	BRIDGE HIT 10% CHANCE LOSS OF BRIDGE PERSONNEL (LOSS OF CONTROL & FIRING-2 TURNS)
71- 80	FIRE CONTROL HIT-NO WEAPONS FIRE NEXT 2 TURNS
81- 90	SHIELD GENERATOR DAMAGE-ALL REMAINING SHIELDS LOSE 25 POINTS
91-100	MAIN POWER DAMAGE-REDUCE SPEED FOR 2 TURNS (REDUCE BOTH TURNS)
101-110	LOSE 10 POINTS FROM WEAPONS SECTION
111-120	CONTROL RELAYS HIT-NO FIRING & NO TURNING NEXT TURN (1 TURN)
121-130	LOSE 10 POINTS FROM LIFE SUPPORT SECTION
131-140	LOSE 10 POINTS FROM MANEUVERING SECTION
141-150	CONTROL HIT-NO INCREASE OR DECREASE OF SPEED REMAINDER OF GAME
151-160	LOSE 2 BANKS WEAPONS FOR 2 TURNS
161-170	ENGINEERING SECTION HIT-10% CHANCE LOSS OF WEAPONS POWER (SEE 271-280)
171-180	WEAPONS DAMAGE-LOSE 1 BANK WEAPONS REMAINDER OF GAME
181-190	MAIN POWER DAMAGE-REDUCE TO HALF SPEED REMAINDER OF GAME (NORM. DECEL. RATE)
191-200	CONTROL DAMAGE-NO 45° LEFT TURNS POSSIBLE REMAINDER OF GAME
201-210	CONTROL DAMAGE-NO 45° RIGHT TURNS POSSIBLE REMAINDER OF GAME
211-220	TOTAL LIFE SUPPORT POINTS LOSS
221-230	TOTAL WEAPONS POINTS LOSS
231-240	TOTAL MANEUVERING POINTS LOSS
241-250	WEAPONS DAMAGE-LOSE 2 BANKS WEAPONS REMAINDER OF GAME
251-260	CONTROL RELAYS HIT-NO FIRING OR TURNING (3 TURNS-15% CHANCE PERMANENT
261-270	ALL SHIELD POWER GONE-SHIELD GENERATORS DESTROYED
271-280	WEAPONS POWER KNOCKED OUT-WEAPONS BANKS COST 2 POINTS EACH TO FIRE REDUCE TO 1/4 SPEED REMAINDER OF GAME
281-290	STRUCTURAL DAMAGE-25% CHANCE OF BREAK-UP PER TURN
291-300	POWER SECTION HIT-SHIP BLOWS UP 3-INCH RADIUS EFFECT (BASE TO BASE) ON NEIGHBORING SHIPS ROLL 100% DICE 1-INCH RADIUS 3 X 100 PT. DICE 2-INCH RADIUS 2 X 100 PT. DICE 3-INCH RADIUS 1 X 100 PT. DICE

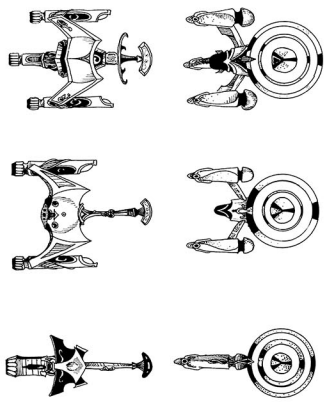
TYPE	SHIELD VALUE	MAX MOVE	ACC OR DE-ACC	TURN RAD	QUICK TURN	COST	HULL WEAPON	COST	TORP /DEC	FIRED
CRUISER	300 per	12	3	12	45 per 2	1%	2 banks	1% per	8/6	prs/single
DESTROYER	200 per	12	3	10	45 per 1	1%	2 banks	1%	4/2	prs/single
SCOUT	100 per	16	4	6	45 per 1/2	1%	1 bank	1%	0	

FIRE VALUE	
Per Bank	= 1 roll
Torps	= 3 X 1 roll
DEC	= 7 X at 0-6 4 X at 6-12 1 roll at 12-18

TORP HIT CHART						
	1	2	3	4	5	6
0-6	H	M	H	M	H	H
6-12	H	M	H	M	H	M
12-18	H	M	H	M	M	M

DEC TO HIT CHART						
	1	2	3	4	5	6
0-18	H	M	H	M	H	H

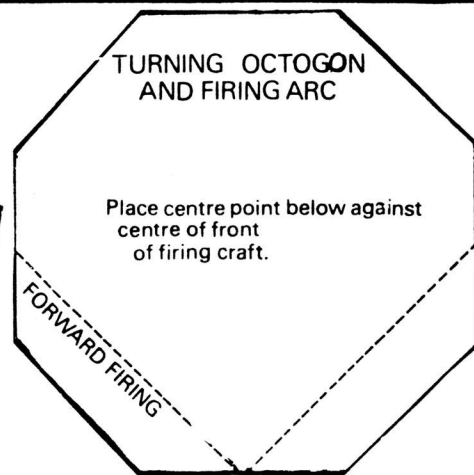
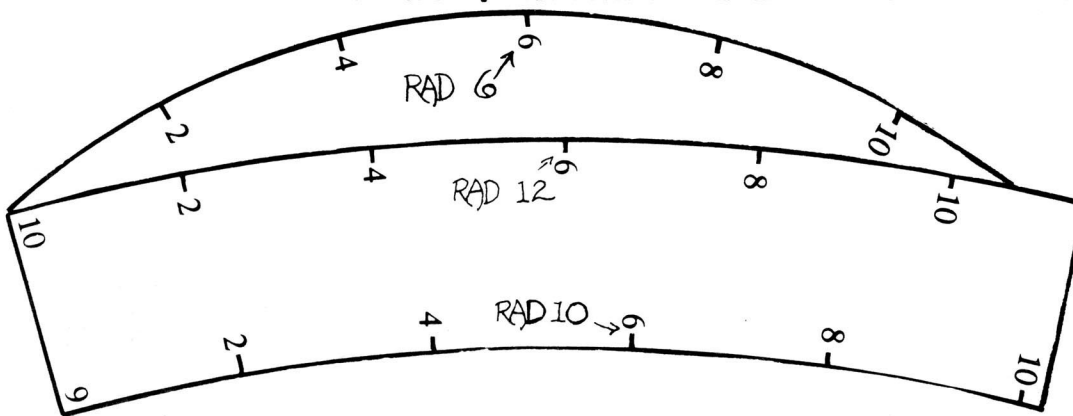
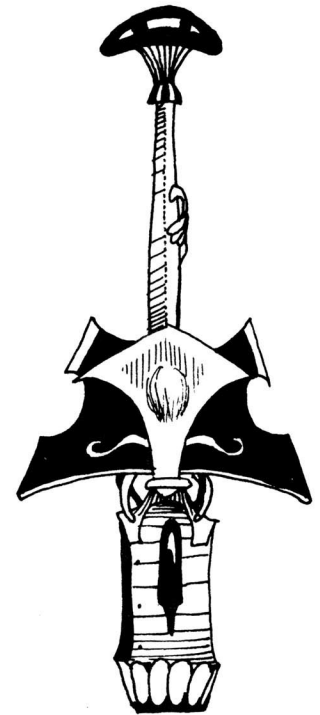
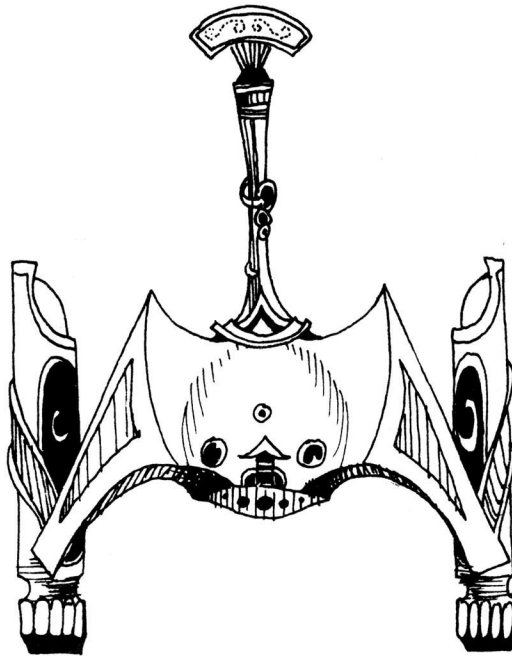
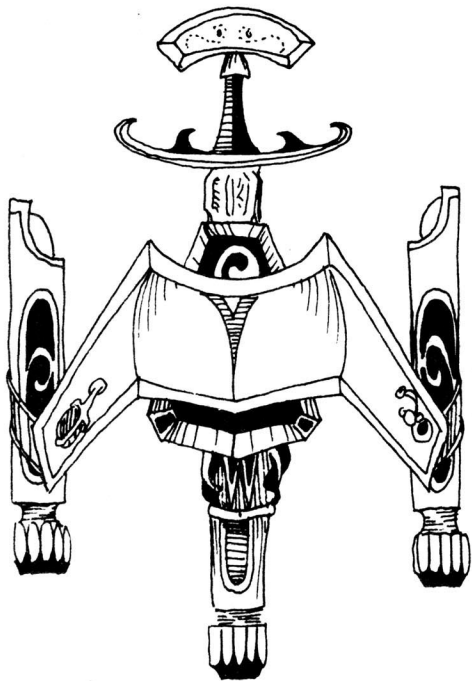
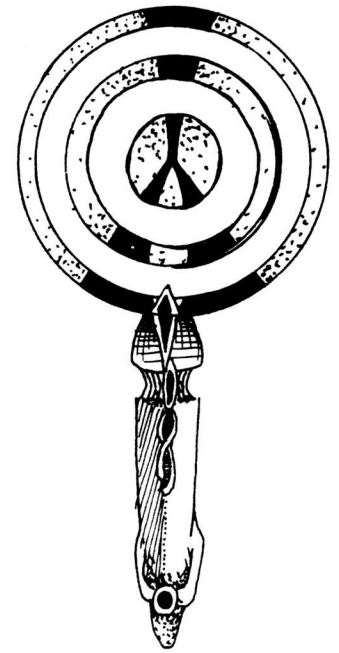
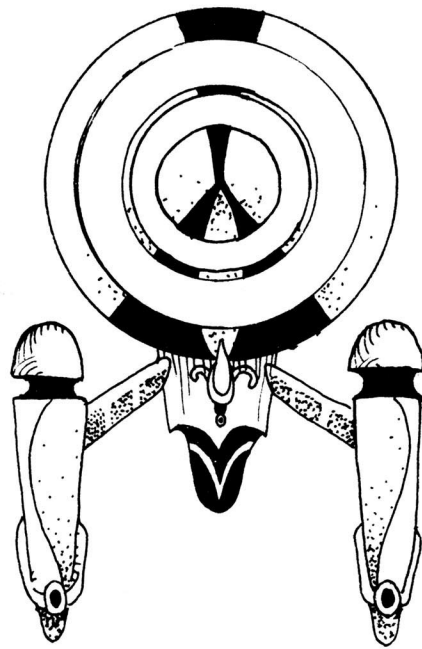
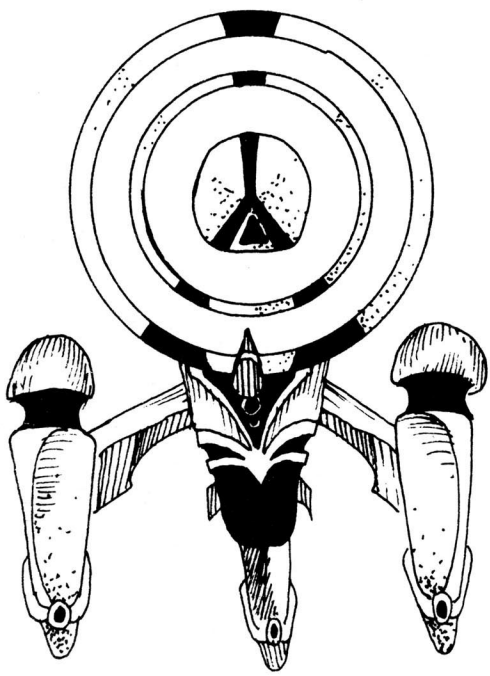
TYPE	WEAPONS POWER	MANEUVER POWER	LIFE SUPPORT
CRUISER	100	100	90
DESTROYER	50	50	45
SCOUT	40	60	45






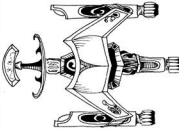
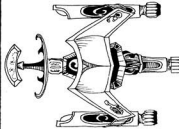
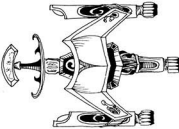
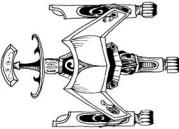
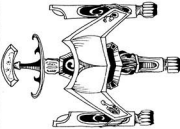
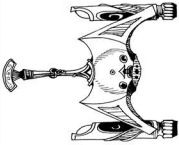
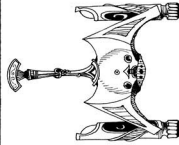
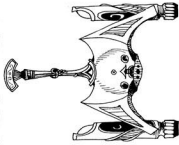
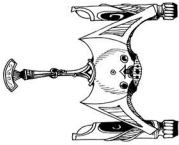
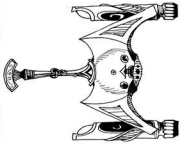
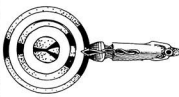
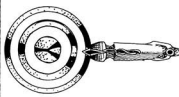
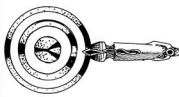
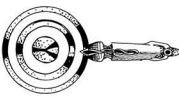

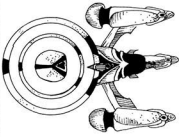
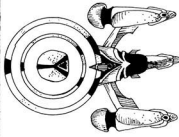
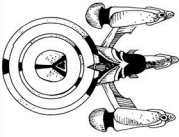
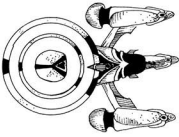
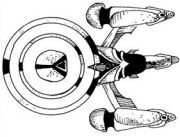
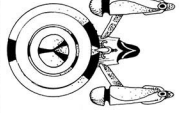
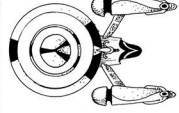
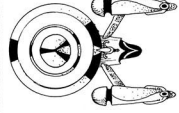
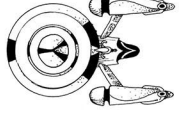



- | SEQUENCE OF PLAY |
|--------------------------------|
| 1. Plot Move |
| 2. Move Ships |
| 3. Determine and Fire Eligible |
| 4. Adjust % for Damage Taken |
| 5. Transfer Power |
| 6. Return to Step 1 |

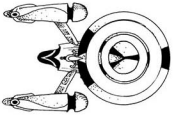
TYPICAL INFORMATION SHEET FOR EACH SHIP

Front Shield	Weapons Power	Move Planned:
_____ % Remaining	_____	
Left Shield	Maneuver Power	
_____ %	_____	
Right Shield	Life Support	
_____ %	_____	
Rear Shield	Torp/Dec	
_____ %	_____	
	Weapons Banks	
	Special Damage:	



T H E E M B A T T L E D T R E K



From out of the black void two silent fleets deploy to decide their disputed rights to a small but important section of the galaxy.



You, as a Captain aboard one of the armed fighting ships of the Confederation, stand ready with your finest scientists, engineers and crew, ready to meet the Empire's finest.



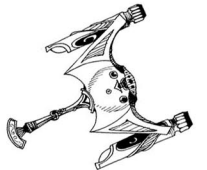
Facing an enemy with more powerful short-range weapons, it is your task to use the best advantages of your individual ships to negate those of the Empire.

The Embattled Treck represents tactical level play of ship-to-ship combat between the forces of the Confederated Planetary System and those of a newly contacted Empire.



This game contains two sizes of counters to allow for hex-map play or for use in table-top gaming. Three-dimensional ships may also be used with these rules.

Due to the novel combat system using subtractive percentages, the game cannot be counted as won until the last of the enemy ships is destroyed or disabled.



Simultaneous plotted movement provides a clean-playing, fast game, where one mistake can cost you your fleet.

