Personal Ship PvP Proving Grounds
Ruleset version 1.3

Space battles in Star Wars are fast and exciting. The challenge with space RP is to replicate that in a way that 1) takes the characters and ships into account, 2) allows for creativity in writing the scenes, and 3) provides engagement and direct use of personal vessels in a meaningful and fun way. 4) have it occur in an accessible and not overly time consuming way.

The intent here is not to overly complicate a roleplaying activity but to provide a way for the ship and its mods to factor into the success/failure of a player's actions. And having fun writing a cool space battle with a buddy is the main goal.

This ruleset will be a living document, feel free to propose edits, additions, or changes throughout the experiment and developmental stages and on into active gameplay. This idea will be designed to be scalable in terms of the size of vessels and number of ships used. It may also serve as a springboard of other concepts, rulesets, or proposals.

The Game

This is a turn based, dice rolling 1v1(for now) space combat sim. In universe, this will be taking place on a training range or in a proving ground, for the purposes of storytelling the setting will be left to the participants. D20 shall be the preferred method but mutually consenting opponents can use whatever Dice they choose. Each turn is designed to be quick, fun and engaging, but with low commitment and low stakes(for now)**.**

It starts with a d20 roll between each writer. The highest roll goes first, and chooses the location and premise of the engagement, the opponent will write the final post regardless of whose turn the game ends on. To achieve a victory 1 player must score a single hit on their opponent while they have 0 shield points and 1 armour point.

For this iteration of the game, all weapons will interact with shields before striking the armour. Also for the experimental stage only the Piloting and Mechanics skill will be usable skills. Applicable force feats may only be used to prevent a kill shot, and only 1 feat may be used one time(to prevent endless matches)

This is designed to be run either dmless or with a dm for newer players or tournaments.

Ships capable of having another crew member must declare it at the start of the match, or in their first post to use the set roll mod for repairs(+2 flat bonus to repair rolls, see below).

Vessels capable of this are designated as vessels that mention more then 1 pilot, like a copilot or gunner or astromech.

The Actions
A player may make any 2 combat actions they wish during each turn. They may only fire each weapons system once each turn, and only 1 repair attempt may be used each turn.

Movement actions- The actions your pilot takes while maneuvering the vessel. This does not require a roll, but you can only perform one maneuver with your vessel per turn. It should realistically be what your character does with the vessel in the span of a few seconds. Dogfights happen quickly if they're done right in real life and this ruleset. This should typically be a paragraph or 2 at most.

You can also add observations, thoughts, chat with a co-pilot or droid in this section, but remember it's only a few seconds that you're writing, try keep it relatively brief.

Combat actions- Weapon Attack, Repair Shields, or Repair Hull are the 3 types of combat actions. Only 1 of each weapon type may be attempted each round. This is usually described in a single sentence with another sentence describing the outcome of the roll which is either a hit or evasion.

Weapons attack- Energy and Kinetic weapons require 2 contested rolls(see below). If a ship does not have missiles, mines, or Torpedoes it is limited to a single energy weapon attack each turn.

Ion cannon attacks- Must be declared as a part of their Combat Action for that turn, and cannon only be fired every second turn. Ion cannons that successfully hit will drop shields by 1 an additional. If no shields are up, then the target will be powerless for one full turn(the target misses their next turn).

Repairs- a single co-pilot/engineer can provide a fixed roll mod of +2 on repair rolls, and allow repairs and a weapons attack to occur in one turn. A typical repair roll would look something like; 1d20+3+2 !repair shields/armour. A successful role is 12 or above, and either the shield or armor points get +1. Repairs can be performed even during the effects of Ion cannons. A player must declare what they are repairing during or before the roll.

Type of rolls- There are 2 different types of rolls, contested and uncontested.

Uncontested- Repairs. These are uncontested rolls a player may take during his combat action phase. Using a d20, 12 or higher is a success, 11 or below is a failure. The only Dice modifiers allowed for this is the Mechanic skill, and the set bonus of +2 from a crew member.

Contested- All weapon attacks are contested, the opponent is rolling to evade, ties will be re-rolled. The highest roll is successful. The attacker and defender can only use the Piloting skill as a modifier on contested rolls.

The ships
Each player will provide a snapshot of their character with the vessel they are using in the ‘space’ slot. Only weapons and upgrades equipped on the ship can be used.

Starfighters- All start with 3 shield and 2 armor points. If the fighter has no shields +1 armour point will be added before the start of the battle.

Assault ships/Shuttles- All start with 3 shield and 3 armour points. For vessels with no shields, as above, they will recieve +1 to the armour.

Freighters+- All start with 3 shield and 4 armor points. For non shielded ships, +1 to the armour points.

These values can be increased with ship mods that effect shields, hull or armour(regardless of the rarity, each mod will provide a +1 to the appropriate stat.)

Example
A typical action will involve rolling 1d20 plus the player's piloting skill. So say player Luke Skywalker flying his X-wing “Red 5” wants to attack a DM in his TIE Fighter. Luke has +3 Piloting. The TIE has +3 Piloting.

They are each starfighters and have 3 Shield points and 2 armor points.

Luke: “I want to attack with cannons”
DM: “Go ahead and roll an attack roll”
Luke: /roll 1d20+3 !Attack
Dice Bot: “Roll [10] Result [13] Reason Attack”
DM: /roll 1d20+3 !Evade
Dice Bot: “Roll [1] Result [6] Reason Evade”
DM: “That’s a success; the TIE loses 1 shield point." The attacker writes it up.

This is a pretty straightforward dogfight which is an opposed check, meaning the player and target both roll. In this case, our poor TIE Pilot rolled a 1, *womp* *womp*. The Observer/DM would track the score, or it would be self tracked if dmless

In this case, having a clear success, Luke would write his character hitting the TIE Fighter and damaging its shields. The TIE would only have 2 shield points left now.

Conclusions and Inspirations
Dogfights are a staple in Star Wars media. For RP purposes these will generally be handled as 1v1 turn based quasi-tt game (player rolls a d20 plus the relevant skill against another player

who does the same). This is a quick way to have fun using your ship, write a cool little story and earn CI's or Golden Envoy Marks as an Observer/DM/Referee.

Several parts of this ruleset were used, with permission, from the Space PvE ruleset made by Turel Sorren. This is essentially a stripped down, quicker paced, pvp version. Matches, if played straight through can last between 20 mins and 1.5 hours depending on the rolls, for people that want to play it as a slower paced RP, a recommended time limit for responses would be one or two days. Unlike the ACC, where you're composing a full post, in this rp game, you're only writing one or 2 paragraphs, and often describing a result of a roll, which makes the writing quicker with less time commitment required.

Credits
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Future additions-
-Adding more usable skills and feats. 1.4
-Expanded squadron sized engagements 1.5
-Possibly adding weapons attack modifiers based on the number of weapons a ship has 1.4
-Possibly adding shunting/power management rules/mechanics. 1.5
-Adding capital ships 1.6
-Adding Fleet engagements 2.0
-Adding stealth mechanics 1.5
-Adding modifiers based on ship attribute descriptions