

GENERIC SPACE COMBAT SYSTEM AKA GSCS

Overview

This is a tabletop space combat system focused on energy management. Each ship has a limited amount of energy, and players must decide how to distribute it between key systems during battle.

Energy Allocation

Each ship has a generator that provides 6 energy points.

These energy points can be distributed between:

- Engines
- Weapons
- Shields

Energy allocation directly determines a ship's capabilities.

Ship Integrity (Health)

The generator also represents the ship's health.

- Each time a ship takes damage, it loses 1 energy point
- When all 6 energy points are lost, the ship is destroyed
- As energy is lost, the ship becomes less effective due to reduced allocation

Ship Systems

Engines

- Base movement: 6 inches
- Each energy point adds: +2 inches
- Maximum movement: 16 inches

Weapons

- Base attacks: 1 shot
- Each energy point adds: +1 shot

-Maximum: 6 shots

Shields

- Base deflection attempts: 1
- Each energy point adds: +1 attempt
- Maximum: 6 attempts

Turn Structure

The game uses an alternating activation system:

1. Player 1 activates all their ships
2. Player 2 activates all their ships
3. Continue alternating each turn

Number of players and ships is not restricted.

Energy Reallocation

- At the start of the game, players assign energy to systems
- At the beginning of each turn, each ship may move 1 energy point between systems

Movement

- Ships move using a ruler or measuring tape
- Movement range: 6-16 inches, depending on engine energy
- No restrictions on turning or maneuvering (for now)

Combat

Range

- Short range: 0-12 inches
- Long range: 12-24 inches

Firing Arc

- 180° forward arc

Hit Rolls

- Short range: 4+ on D6
- Long range: 5+ on D6

Shield Deflection

When a ship is hit:

- Roll one die per available deflection attempt
- Each roll of 3+ cancels one hit
- Unblocked hits reduce the ship's energy by 1 each

Ship energy tracker:

+2"	+1D6	+1D6	+1 Energy
+2"	+1D6	+1D6	+1 Energy
+2"	+1D6	+1D6	+1 Energy
+2"	+1D6	+1D6	+1 Energy
+2"	+1D6	+1D6	+1 Energy
Engine	Weapons	Shields	Generator
6" Move	1D6	1D6	6 Energy

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