DARING TALES OF THE SPACE LANES

STARSHIPS OF THE GALAXY

BONUS MATERIAL: FIGHTER SWARMS

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While an individual fighter *might* manage to score a lucky hit against a capital ship, it is far more likely the lone craft will be blasted to atoms long before that happens. However, enough fighters working together to target a capital ship poses a more serious threat. This is one reason why most ultra-heavy warships and vulnerable carriers are escorted by other vessels, as well as their own fighter support. In *Daring Tales of the Space Lanes*, large numbers of fighters are handled in a manner similar to swarms.

FIGHTER FORMATIONS

For convenience, fighter swarms come in one of three sizes. The smallest swarm is the flight. It fills a Small Burst Template and contains six fighters. A squadron comprises 12 fighters and fills a Medium Burst Template. The largest unit, a wing, comprises 36 fighters and fills a Large Burst Template.

Thus, two flights make up a squadron, while three squadrons make a wing. A heavy carrier holds two entire wings (72 fighters), and can launch one squadron each round. A light carrier holds one wing (36 fighters), and can launch a flight each round.

FIGHTER SWARM RULES

When creating and using fighter swarms, the following rules apply.

* All fighters within a swarm must be of the exact same type—standard fighter, anti-capital ship, interceptor, or torpedo. This applies even if swarms merge (see below).

* A swarm of any size counts as a single ship for the purposes of initiative, movement, attacks, taking damage, and shield use. This applies equally to tabletop battles and chases.

* A Small swarm has +2 Toughness, a Medium swarm +4 Toughness, and a Large Swarm +8 Toughness. Armor is unchanged. This is quite low, and represents the fact that a single blast may take out several tightly-packed fighters due to explosions and debris.

* A Small swarm increases its base damage die *type* by one die (max. d12). A Medium swarm increases its base damage dice *quantity* by one (max 5). A Large swarm improves its base damage die quantity *and* die type. E.g., a fighter's base laser is 3d6. In a Small swarm, that becomes 3d8. A Medium swarm rolls 4d6, and a Large Swarm rolls 4d8. Because the swarm can focus its firepower on a small area (attack runs), the AP of its weapons is doubled. A Large anti-capital fighter swarm's lasers inflict 4d12, AP 56!

* Swarms make a Group Piloting roll to avoid battery templates. Unfortunately, having so many fighters in the same area saturated by enemy fighters means penalties apply. A Medium swarm rolls at –1, and a Large swarm at –2. A Large swarm flying through a Large battery template is very likely to suffer glancing hits.

* Units may be called upon to split from their parent body or merge to wreak devasta-

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tion on a particular target. At the start of a round, before action cards are dealt, a Medium swarm can divide into two Small swarms, and a Large into two Mediums. Conversely, at the end of a round, two Small swarms that are touching can join to create a Medium swarm, and two Medium swarms can merge to form a Large swarm.

* Swarms have four wounds levels, just like other vessels. If a swarm splits, both have carry the same wound penalty. If swarms merge, the worst wound penalty applies. For instance, two Medium swarms, one with 2 wounds and one with 1 wound, merge to form a Large swarm. The newly-formed Large swarm has 2 wounds. Conversely, a Large swarm with 2 wounds that splits forms two Medium swarms, each with 2 wounds. A destroyed swarm may not be totally wiped out, but it has become useless in a fighting capacity.

In this instance, wound penalties represent a loss of officers and unit cohesion rather than solely damage.

PLAYER CHARACTERS AND SWARMS

When a player character is part of a fighter swarm, he becomes the focus of the action, even if he is not the senior pilot. As such, a few special rules apply.

* The swarm acts on the character's action card and uses any of his Edges that affect initiative.

* The character's skills are used in place of the swarm's traits for die rolls. However, the swarm provides a Cooperate die roll using its regular trait value.

* Should the swarm be destroyed, the GM must draw four action cards from the deck. Each black suit card indicates the fighter received a wound. Remember, destroyed swarms are combat inefficient, not entirely vaporized. Whether the pilot is allowed to use any unused shields to soak any damage is also for the GM to decide.

Assuming it survives, the ship becomes a lone fighter. The character then has the option of joining another swarm, going solo, surrendering, or abandoning the battle and heading for home. Joining another swarm requires the character to wait until the start of the next turn. He then picks one allied swarm within range of the Top Speed of his fighter.

FIGHTER SWARMS

To save you time, we've created stat blocks for each type of fighter formation.

FLIGHTS (6 FIGHTERS, SMALL BURST TEMPLATE)

FIGHTER FLIGHT

Top Speed: 10; **Climb:** 4; **Toughness:** 16 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d8

Notes: Fixed Weapon, Heavy Armor, Spacecraft
Weapons:
* 1 x forward firing double light laser (Range: 12/24/48; Damage: 3d8; AP 12, HW)
* 1 x light missile tube (Range: 20/40/80; Damage 3d10, AP 16, HW, no reloads)

FIGHTER, ANTI-CAPITAL SHIP FLIGHT

Top Speed: 8; **Climb:** 4; **Toughness:** 16 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, Stabilizer
Weapons:
* 1 x forward firing double heavy beam laser (Range: 30/60/120; Damage: 3d12; AP 56, HW)

FIGHTER INTERCEPTOR FLIGHT

Top Speed: 12; **Climb:** 5; **Toughness:** 16 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d6
Notes: Heavy Armor, Spacecraft
Weapons:
* 1 x forward firing light single laser (Range: 12/24/48; Damage: 2d8; AP 8, HW)
* 2 x light missile tubes (Range: 20/40/80; Damage 3d10, AP 16, HW, no reloads)

FIGHTER, TORPEDO FLIGHT

Top Speed: 10; **Climb:** 1; **Toughness:** 18 (6); **Handling:** +0; **Shield Pods:** 1; **Crew:** 2
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon (torpedoes), Heavy Armor, Spacecraft
Weapons:
* 4 x light torpedoes (Range: 20/40/40; Damage: 4d12; AP 40, HW, no reloads), *or*
* 2 x medium torpedoes (Range: 12/24/48; Damage: 4d12; AP 60, HW, no reloads), *or*
* 1 x heavy torpedo (Range: 10/20/40; Damage: 4d12; AP 80, HW, no reloads)

SQUADRONS (12 FIGHTERS, MEDIUM BURST TEMPLATE)

FIGHTER SQUADRON

Top Speed: 10; **Climb:** 4; **Toughness:** 18(4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, –1 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing double light laser (Range: 12/24/48;

Damage: 4d6; AP 12, HW)
* 1 x light missile tube (Range: 20/40/80; Damage 4d8, AP 16, HW, no reloads)

FIGHTER, ANTI-CAPITAL SHIP SQUADRON

Top Speed: 8; **Climb:** 4; **Toughness:** 18 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, Stabilizer, −1 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing double heavy beam laser (Range: 30/60/120; Damage: 4d10; AP 56, HW)

FIGHTER INTERCEPTOR SQUADRON

Top Speed: 12; **Climb:** 5; **Toughness:** 18 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d6
Notes: Heavy Armor, Spacecraft, −1 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing light single laser (Range: 12/24/48; Damage: 3d6; AP 8, HW)
* 2 x light missile tubes (Range: 20/40/80; Damage 4d8, AP 16, HW, no reloads)

FIGHTER, TORPEDO SQUADRON

Top Speed: 10; **Climb:** 1; **Toughness:** 20 (6); **Handling:** +0; **Shield Pods:** 1; **Crew:** 2
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon (torpedoes), Heavy Armor, Spacecraft, −1 to Piloting rolls to avoid battery templates
Weapons:
* 4 x light torpedoes (Range: 20/40/40; Damage: 5d10; AP 40, HW, no reloads), *or*
* 2 x medium torpedoes (Range: 12/24/48; Damage: 5d10; AP 60, HW, no reloads), *or*
* 1 x heavy torpedo (Range: 10/20/40; Damage: 5d10; AP 80, HW, no reloads)

WINGS (36 FIGHTERS, LARGE BURST TEMPLATE)

FIGHTER WING

Top Speed: 10; **Climb:** 4; **Toughness:** 22 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, −2 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing double light laser (Range: 12/24/48; Damage: 4d8; AP 12, HW)

SHIELD SKILL CLARIFICATION

The *Starships of the Galaxy* supplement refers to the Shield skill. To clarify, this is a Knowledge skill, and is thus based on Smarts (as mentioned in the free *DTSL Setting Rules* download, available from the Triple Ace Games website).

While investing in a skill with a single use may not seem like a great choice, space combat features in every published *Daring Tales of the Space Lanes* adventure. Characters are also a resourceful bunch, and who knows in what other ingenious ways it might be used (especially if the character has McGyver as well).

* 1 x light missile tube (Range: 20/40/80; Damage 4d10, AP 16, HW, no reloads)

FIGHTER, ANTI-CAPITAL SHIP WING

Top Speed: 8; **Climb:** 4; **Toughness:** 22 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d6, Shields d6, Shooting d8
Notes: Fixed Weapon, Heavy Armor, Spacecraft, Stabilizer, −2 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing double heavy beam laser (Range: 30/60/120; Damage: 4d12; AP 56, HW)

FIGHTER INTERCEPTOR WING

Top Speed: 12; **Climb:** 5; **Toughness:** 22 (4); **Handling:** +1; **Shield Pods:** 1; **Crew:** 1
Abilities: Piloting d8, Shields d6, Shooting d6
Notes: Heavy Armor, Spacecraft, −2 to Piloting rolls to avoid battery templates
Weapons:
* 1 x forward firing light single laser (Range: 12/24/48; Damage: 3d8; AP 8, HW)
* 2 x light missile tubes (Range: 20/40/80; Damage 4d10, AP 16, HW, no reloads)

FIGHTER, TORPEDO WING

Top Speed: 10; **Climb:** 1; **Toughness:** 24 (6); **Handling:** +0; **Shield Pods:** 1; **Crew:** 2
Abilities: Piloting d8, Shields d6, Shooting d8
Notes: Fixed Weapon (torpedoes), Heavy Armor, Spacecraft, −2 to Piloting rolls to avoid battery templates
Weapons:
* 4 x light torpedoes (Range: 20/40/40; Damage: 5d12; AP 40, HW, no reloads), *or*
* 2 x medium torpedoes (Range: 12/24/48; Damage: 5d12; AP 60, HW, no reloads), *or*
* 1 x heavy torpedo (Range: 10/20/40; Damage: 5d12; AP 80, HW, no reloads)