

# Hexadecimate

by Michel Smith

**Difficulty:** Advanced

**Format:** 2 teams, chosen randomly

**Time Limit:** 6 hours

## Introduction

Hexadecimate is an arena-style, smash-flavored game format that puts the players in compromising positions. This format has all of the fun of smashes while allowing players to use larger forces and ships they prefer. It also allows players a chance to compete with other experienced players.

## Overview

The playing area is hex-shaped. Players bring in their fleets through randomly determined Entry Points, thus creating a “no front line” sort of game where things can really get mixed up.

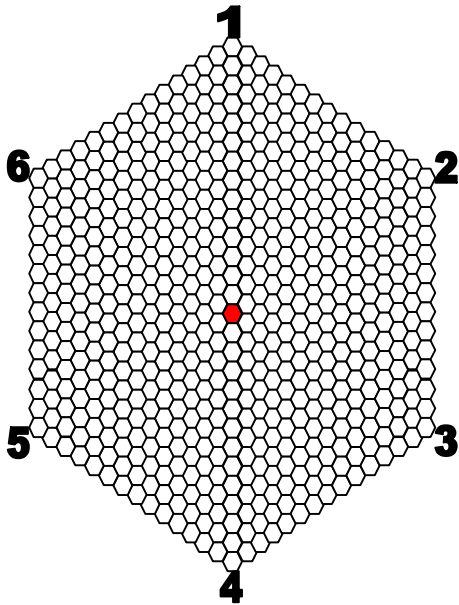
## Objectives

Each team’s objective is to destroy more opponents TPV than the other team.

## Specific Rules

### Map setup

- From a central hex, count out 14 hexes in all six directions. Place an Entry Point on each of the six furthest hexes, numbered 1 to 6. The central hex remains unmarked except for reference. The Entry Points bring ships into the game, and act as the boundaries of the playing surface. No ship may ever be further than 14 hexes from the center point. This creates a hexagon-shaped, 29 hex diameter playing area.



The Hexadecimate map

## Starting Fleet Composition

Each player may bring up to 2,000 Total Point Value (this must include crew) within 7 Ship Sheets; you must have at least one Warhound within the 7 sheets. Randomly pick 3 sheets (not including the Warhound); these will be your reinforcements for turn 2. It will be preferable that you bring your own Miniatures and ship sheets.

The Ship Sheet: Traditionally, small SPACs come 4 to a sheet, with larger SPACS and TMACS 2 to a sheet and MPACs and Warhounds 1 per sheet. Local gaming groups may wish to make some ship types more desirable by awarding a “honorary 4 ships per sheet status”. Examples include Kosmos, Talon, Piranha, Chupacabra, etc. A good rule of thumb is to allow any ship costing 40 points or less before Crew to be 4 per sheet, or any ship that is already printed 4 to a sheet, such as Blood Hawks.

Players must remember that since ships are moved by sheets, any ships that are classified as 4 per sheet must move as such.

- **Limitations on Ship Types:** A player is limited with ships he may use. All Ship Sheets must be different. For example, a player may bring in 1 Sheet of Blood Hawks, but may not bring 2 sheets, even if they are different variety, like Blood Hawk and Blood Hawk II.

## **Game Mechanics**

- **Turn One:** The game begins with an initiative roll for each team. The player with the highest pilot skill gets to roll for his side. The side losing initiative moves ships onto the map first, alternating with the winning side.
- All ships are moved not as units but by Sheet. Ships enter through a randomly determined Entry Point (roll 1d6). It is not necessary to decide which sheet is entering first until after the Entry Point is rolled. Warhounds may enter the map after fighters if their owners desire.
- Each ship entering the map pays one Movement Point to arrive on the Entry Point, and moves normally thereafter. Initial facing is to the players choosing. No ship may remain on an Entry Point, and once off the Entry Point, may not re-enter that hex. Torps may later move through an Entry Point if their path carries them through one. Each side alternates moving a sheet of ships onto the map until all ships are in play. Proceed with the Cannon Fire Phase.
- Note that since the game begins with the Movement Phase, there are no Missile Locks and no Torp launches on Turn One.
- **Turn 2** The turn starts with players moving ships on the playing surface, then follow up with the reinforcements. Ships just entering the combat may not launch missiles and/or torpedoes. We are playing with hidden torp rules.

## **Winning the Game**

After 5 hours of game play, the judge will call 1 more turn. Once the last turn is done, total up the TPV destroyed by both sides. The side with the highest total wins! In multi player scenarios, players may want to keep track of who killed

which ships to determine an overall winner, but that is very hard to do in such a large scenario, but that means a player may end up winning even though his side has lost.

## **Optional Rules In Use For Origins/Gen Con**

Crew Allocation Optional Rule (see Rules of Warfare II)

Decoys

Debris

Drive 0 Turns

Easing Target Speed Restrictions

Point Defense Versus Torpedoes

Point Defense Versus Missiles

Sideslips

Split Point Defense for Gunboats

Variable Speed Torps

30 Second rule.

**These further variations will not be used at the conventions for now, but may be enjoyed by all.**

## **Variations on Hexadecimate**

### **House League Hexadecimate**

- Using the House League rules found in the Rules of Warfare II book, choose a House that will act as the Set-Up Fleet.
- Choose ships from the chosen House list as the Set-Up Fleet.
- Reinforcement fleets can be taken from the following tables: 1) same House (max one); 2) Allies (max 2); Mercenaries (max 2).
- Allies are treated as if they were of the House for purposes of VP count when they are killed. Mercenaries do not count against the House when they are killed, i.e. opponents get no points for destroying Mercenary ships, but Mercenary forces immediately leave the fight when half their TPV is destroyed: they may no longer use their weapons and must move towards the nearest edge. When any Mercenary ships reach an edge, they are removed from play.

### **Brood Mix-Up**

- If an odd player shows up to your game session, and no one wants to give up their precious ships for him to play, bring in a third team that sides with no one!
- The incredible violence inherent in the Hexadecimate battles has attracted a small Brood clutch - do it up the same way as all other players, but note the following changes: The Brood player must split his attentions between the two sides on the map: all ships on one side of a ship sheet must go after one team, and all ships on the other side of a ship sheet must go after the other team. Muskellunges may attack anyone they want, unless the Brood player has two, in which case they must be split evenly between their opponents.
- Brood ships enter the map in the same manner as Human ships, with the following exception: the Brood player always places ships as if he had come

in second for initiative. In other words, he places ships on the map after the initiative loser and before the initiative winner.

- The Brood player keeps score of all ships he kills. Human players also keep score of Brood ships they kill, and those points get added to their totals to determine who wins the game. You'll notice that it's difficult for the Brood player to rack up as many points as the Humans, but that's normal. The Brood are only in this scenario to complicate the lives of Human players.
- Drones attack Entry Points as if they were ships if they are ever close enough to do so. They cause no damage to the Entry Point but are removed from play.
- Ink dissipates after one turn only.

### **Warhound Hexadecimate**

- It is possible to bring in Warhounds under the 2 player game rules, but due to the 1,100 point limit to startup fleets, it means only one Warhound per player is feasible.
- In Warhound Hexadecimate, the point maximums for all games are increased, but the number of sheets allowed remains the same.
  - The starting maximums are therefore 2,200 points for 2 player games and 1,100 points per player for 4 player games.
  - The reinforcement fleet maximums are increased to 1,100 points for 2 player games and 800 points for 4 player games.
- Optionally, a minimum of 1 Warhound per reinforcement fleet can be required if too many players seem to be coming in with Gunboats or TMACs.