

SCIFIGHTS

.NET

Judgement Criteria

Notes: Categories are listed in order of importance for waging an actual war, with the intention of conquering the enemy's territory. Subcategories are in no particular order. Some items appear under multiple categories. Not all items will apply in every scenario. This list is not comprehensive, but serves as a guide or reminder of topics.

Logistics

- FTL
- Numbers
- Territory
- Industry
- Positioning of forces
- Communications

Ground Combat

- Artillery
- Air Cover
 - High altitude/high velocity (like bombers and fighters)
 - Low altitude/close support (like helicopters)
- Armored Vehicles
- Autocannons
- Tanks
- Other combat vehicles/vehicle scale weapons
- Missiles
- Small Arms
 - Pistols
 - Carbines/submachine guns
 - Rifles
 - Heavy rifles
 - Sniper rifles
- Heavy infantry support weapons
 - Mortars

- Tripod guns/machine guns
- Hand grenades
- Grenade launchers
- RPGs
- Bazooka/heavy shoulder fired rockets/anti-tank rockets
- Mines
- Demolition explosives
- Flamethrowers
- Body armor
 - Jet packs/flying ability
 - Bat cable/other special built-in equipment/weapons
 - Atmospheric containment/hazmat/space suit/protection from environment
 - Vision enhancements/sensors
 - Internal communications/noise reduction
- Personal shields
- NBC protection
- NBC weapons
- EMP/droid poppers
- Sonic weapons
- Bladed weapons
- Staff/baton weapons
- Electrical shock weapons/tasers (stun)
- Electrical shock weapons (kill/serious injury)
- Ion blasters (deactivate droids/electronics)
- Underwater Combat
 - Scuba gear/atmosphere containment suit
 - Underwater vehicles/submarines
 - Underwater weapons/torpedoes
 - Underwater artillery
 - Underwater special weapons/equipment
- Surveillance/scouts/probe droids
- Special weapons/technobabble

Planetary Bombardment

- (Place special emphasis on timeframe)
- Firepower
- NBC/Technobabble
- Planetary Shields
- Bunkers/fortifications
- Planetary defense batteries/missiles/other weapons

Ship to Ship Combat

- Firepower
 - Offensive weapons
 - Heavy batteries
 - Medium batteries

- Autocannons
- Missiles/torpedoes
- Other weapons
- Defensive weapons
 - "Interceptors" (B5)
 - Defensive missiles (Andromeda, Patriot missiles)
 - Autocannons/point defense batteries
- Overlapping fields of fire/concentrate fire
- Disabling weapons for capture
 - Ion cannons (Star Wars)
 - EMP-type weapons/similar effect technobabble weapons
 - Autocannons (disable)
- Speed
- Maneuverability
- Shields
- Armor
- Interceptors (Babylon 5)
- Targeting/sensors
- ECM
- Cloaking Devices/Stealth
- Other starship defenses
- Starfighters
 - Consider above categories here as well
 - Hangar capacity
 - Time to scramble/launch
 - Atmospheric performance
 - Consider different roles of bombers, interceptors, etc.
- Other combat/support craft

Overall Technology

- Computers/AI
- Robotics
- Cybernetics
- Time Manipulation
- Artificial Gravity/Acceleration Compensation
- Antigravity technology
- Sensors
- Holograms
- Medical technology
- Simulated mass reduction
- Teleportation
 - Disintegration technology
 - Reintegration technology/food replicators
- Force fields/shields
- Power generation
- Tractor beams
- Communications
- Materials science/engineering

Skill/Planning

Strategic Planning

Tactical Planning

Training

Marksmanship

Reverse Engineering

Resourcefulness/Modification of equipment to manage unique situations

Education

Infiltration/intelligence/surveillance/scouts/probe droids