Star Cruiser Lite – Invasion, v8-2

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1. Introduction

The first Star Cruiser Lite – Invasion campaign ended with the rules at version 6. An attempt to restructure the campaign resulted in version 7 of the rules, with three minor updates that were not released. This second campaign begins with the rules at version 8, which is an evolution of the first campaigns rules. The ancestry of the rules is explained here.

The original version of Star Cruiser Lite – Invasion was expanded from Star Cruiser Lite Strategic v2.1 rules set by Terry Kuchta in July 2001. This game is based in part on concepts modified from the following sources: Star Cruiser Strategic Combat rules, v0.2 Copyright © 1996 by Duran Goodyear and Kevin Clark; Star Cruiser Lite v1.2 Copyright © 1998 by Mike Jasinski; Star Cruiser Lite v2.1 Copyright © 1999 by Bryn Monnery; and Imperium © 1979 by GDW / Far Future Enterprises. Rules development and evolution was also due in large part to the many players of the Star Cruiser Lite – Invasion campaign.

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Birth
In 1999, I participated in Bryn Monnery's SCL PBEM as Kommodore Lutke, Commander of Task Force Bavaria, and German Theater Commander. The game was a lot of fun and there were some very brilliant Task Force Commanders. I decided to revamp the rules a bit, primarily by adding a logistics element that was absent in v2.1. I think that the supply factor will add a new element to the game while still keeping true to the simple and fast playing style that Bryn honed.

Evolution of the Rules Set
As each turn is played out, this rules set evolves, expands, contracts, and changes. Since the first draft, many sections have been tuned, new sections have been added to address gaps, and other sections removed due to lack of need. This is not so much a game as a "work in progress."

In the spring of 2005, after three and a half years and five turns of play, I decided to pause the campaign and re-visit the rules set. This was necessary because the game setting had moved too far out of sync with the original *2300AD* setting and more importantly, the amount of behind-the-scenes paperwork for each turn was taking more and more time for the referee to process. An informal questionnaire was tendered to the players to determine what aspects of the game needed improvement. Based on the results and the my vision of the direction that the campaign needed to go, some changes were made and I attempted to continue the campaign… except that I didn't. After all of that time, my heart wasn't in the game any longer and I needed a break. About a year and a half has passed now and I am ready to start another campaign, albeit on a smaller scale. Welcome to Star Cruiser Lite – Invasion 2.0!

Method of Play
This is a turn based, strategic level space combat game. Players control forces of warships that defend humanity and her colonies on the Arm. Each player submits turn orders, which are resolved by the GM and a Turn Report is issued. Play then continues in the next turn.

Overview of the Rules Set

Section 2 covers the roles and characteristics of the players as the personas of Task Force Commanders.

Section 3 covers all of the various types of space, troop, and facility units that players can control or encounter in the campaign.

Section 4 covers the contents of each monthly turn, including logistics, and actions.

Section 5 covers Logistics, including re-supply, damage repairs, ordnance replenishment, and the purchase of new units.

Section 6 covers detection during space operations.

Section 7 covers space combat.

Section 8 covers ground operations, including boarding actions and surface operations.

Section 9 covers political actions.

2. Commanders

Commanders are those officers that the militaries of the home governments have chosen to be in charge of the units involved in this campaign. Every ship, ground unit, and facility has a commander. The most important commanders are the personas of the players and these are known as task force commanders (TCs).

The Role of the Players
Each player controls one or more ships referred to as a squadron. All task force commanders for a nation report directly to the military command of the home governments.

Task Force Commander Primary Characteristics
Every task force commander has three primary characteristics that represent their abilities in the game. These skills are:
- Ship Tactics (sTac)
- Rank (Rank)
- Diplomacy (Dipl)

Each Task Force Commander enters the campaign with the following levels:
- sTac 1
- Rank O-3
- Dipl 1

Primary characteristic levels may be increased during the campaign by spending victory points (VP).

Ship Tactics
Ship Tactics allows a commander to exercise command and control during combat. Possessing Ship Tactics provides the following abilities:
- Positive Modifier to Engagement Range. sTac is added to the engagement range calculation for the ship.

Rank
Rank indicates the level that a commander has with other military officers within the military of his nationality. When dealing with foreign military officers, this is a relative level, depending on the degree of cooperation and respect between the two militaries.

Rank provides the following abilities:
- Officers of a lesser rank must obey commands of a higher ranked officer if they are of the same nationality, including foreign officers integrated into the nation's military
- Rank counts as a positive modifier when dealing with civilian government officials

The Impact of Low Ship Tactics Skill
This quiet outpost at the entry to Pentapod Space was rocked by bloody conflict this week. On Thursday, the French cruiser *Duquesne* limped in from the Vogelheim system where it had narrowly escaped from a superior Kafer force. Not six hours later, an unknown vessel jumped into the system from the same vector. Already damaged from combat the previous week, the *Duquesne* wheeled about and engaged the lone enemy. In a furious battle, the two capital ships fired barrage after barrage of missiles, all the while closing the

The following tables show all of the officer ranks for major nations involved. Where no specific rank table is available for a nation, use the standard table.

Rank	Generic	America (ASF)	Anzania (ASN)	Australia (RASN)
O-1	Ensign	Ensign	Subaltern	Sub Lieutenant
O-2	Lieutenant	Lieutenant	Lieutenant	Lieutenant
O-3	Commander	Lt Commander Commander	Commander	Lt Commander Commander
O-4	Captain	Captain	Captain	Captain
O-5	Commodore	Vice Admiral Rear Admiral	Commodore	Commodore
O-6	Admiral	Admiral	Admiral	Admiral

Rank	Britain (RSN)	France (MSIF)	Germnay (DSKM)	Japan (ISJN)
O-1	Ensign	Lieutenante de Vaisseau	Leutnant	Sublieutenant
O-2	Lieutenant	Capitaine de Corvette	Korvettenkapitän	Lieutenant
O-3	Lt Commander Commander	Capitaine de Fregate	Fregattenkapitän	Lieutenant-Commander Commander
O-4	Captain	Capitaine de Vaisseau	Kapitän	Captain
O-5	Commodore Vice Admiral Rear Admiral	Vice-Amiral d'Esadre Vice-Amiral Contre-Amiral	Kommodore	Vice Admiral Rear Admiral
O-6	Admiral	Amiral	Admiral	Admiral

Rank	Manchuria (MSN)	Russia
O-1	Ensign	Michman
O-2	Junior Lieutenant Senior Lieutenant	Leytenant
O-3	Lieutenant-Commander Commander	Starshy leytenant Kapitan-leytenant
O-4	Captain Senior Captain	Kapitan pervogo ranga
O-5	Vice Admiral Rear Admiral	Vitse-admiral, Kontr-Admiral
O-6	Admiral Senior Admiral	Admiral

Diplomacy

Diplomacy represents the ability to deal with individuals outside of the commander's military, typically the civilian government officials of the colonies. Diplomacy provides the following abilities:

- Officers of a lesser rank may use diplomacy to attempt to persuade a senior officer of the same nationality to change an order.
- Diplomacy counts as a positive modifier when dealing with officers of a foreign military
- Diplomacy counts as a positive modifier when dealing will civilian officials.

distance between them. Adopting broadside to broadside positioning reminiscent of naval battles of the 17th century, the two warships continued battling at close quarters. With all appearances of a fight to the death, Capitaine Garneau was reluctantly forced to break off in the face of rapidly approaching Kafer reinforcements. The morale badly shaken after two disastrous defeats within the space of a week, IFN *Duquesne* jumped out of system on an unknown vector.

Task Force Commander Secondary Characteristics

Secondary characteristics of a TC refer to the various types of points that used during the course of each turn. There are three types of points:

- Victory Points (VP)
- Build Points (BP)
- Supply Points (SP)

Victory Points – Improving Primary Characteristics

Primary characteristics can be improved by spending victory points (VP).

Task Force Commanders earn VP each turn as follows:

- 2 VP for responding to a Request for Colony Protection for a colony of the same nation
- 3 VP for responding to a Request for Colony Protection for a colony of a different nation
- 2 VP for carrying out a Directive for Fleet Action
- 1 VP for destruction of enemy fighter
- 1 VP for destruction of enemy non-combatant
- 2 VP for destruction of enemy escort warship
- 3 VP for destruction of enemy cruiser or battle cruiser
- 4 VP for destruction of enemy battleship
- 1 VP for destruction of enemy facility, per module
- 1 VP for destruction of enemy troop unit
- Double listed VP if enemy ship or facility is captured and not destroyed
- ½ VP for each *role-playing moment* post during the turn; a maximum of 2 VPs can be earned per turn from these posts

Special opportunities will exist during a turn to earn additional VP, as determined by the referee in the preceding turn report.

Victory points are lost each turn as follows:

- -2 VP for failure to carry out a Directive for Fleet Action
- -1 VP for loss of non-combatant
- -1 VP for loss of fighter or system defense boat
- -2 VP for loss of escort
- -3 VP for loss of cruiser or scout
- -4 VP for loss of battle cruiser, battle ship, or carrier
- -5 VP for loss of flagship
- -1 VP for loss of facility, per module
- -1 VP for loss of Bde(L)
- -2 VP for loss of JBn or Bde(M)
- -3 VP for loss of Bde(H)
- VP resets to zero if task force commander persona dies
- Double listed VP loss if ship or facility is captured and not destroyed

The quantity of VP that a task force commander has earned in a turn will be noted in the turn report. VP can be spent by noting them in turn orders. Increases in primary characteristics take affect in the turn in which they are spent.

Promotion
Aboard CG Konstantine <classified> system Admiral Yuri Vasilyvitch Leonov, European Theater Commander

"[When], the fleet was preemptively engaged by the Kafer forces of Hochbaden. Commander Vinogradov took command of the fleet when communications was lost with the frigate carrying Kontr-Admiral Borodin. His actions proved not only his potential for command but served as an example of the skill and dedication to duty that the Ukraine Space Force is capable of. Commander Vinogradov has been given the field promotion of Kontr-Admiral and will be released from his assignment here to return to the Core and report for his assignment as TF Commander of the new CG Azov. Contrary to the wild speculation I have heard in the news and in the rumors aboard ship Kontr-Admiral Borodin has not been demoted or punished by my command or my staff, his service and expertise have never been in doubt, nor is his skill or willingness to serve our great nation to the best of his ability."

-- submitted by Stephen Andrews

The cost to increase a primary characteristic is equal to 10× the new level. For example, to move from a rank of O-3 to O-4 would cost 40 VP. Primary characteristics must be increased level by level – i.e. from 1 to 2 to 3, etc. Levels cannot be skipped.

The maximum level for each primary characteristic is 6.

Victory points can also be converted into BP or SP as needed.

Build Points

Build Points are used to purchase new units. Each turn, each TC receives a quantity of build points. Additional build points may be obtained by converting Supply or Victory Points at the approved ratios. Build points may not be converted back to either supply points or victory points; however, unspent build points are carried forward to the next turn. Build points may not be transferred between task force commanders.

All units that are purchased begin the next turn in the Core, either at Earth or Alpha Centauri, depending on the nation. Ships with the ability to carry supply points, fighters, or troops do not begin with these items filled or loaded unless purchased. See the section on *Logistics* for more information on purchasing new units.

Each turn, a task force commander receives a quantity of build points equal to the sum of his primary characteristics – i.e. sTac + Rank + Dipl. Additional build points may be created by converting victory points at a ratio of 1 VP = 1 BP.

When a task force commander first enters the campaign, he will have an initial allowance of 50 BP to purchase units, with the following restriction that no more than 30 BP can be spent on a single ship. Any build points not spent initially are carried forward and not lost.

Supply Points

Logistical requirements for the units in the game are represented by a generic unit called a Supply Point (SP). Each nation produces a quantity of supply points in the Core (Earth, Tirane, or Nibulgen for Germany) and the colonies each turn that represents the output of the population that is directly supporting the war effort. The quantity of supply points that a TC receives each turn is calculated by the following formula:

SP received = SP requirement of all units × National Logistical Value

The National Logistical Value is different for each nation and changes each turn. It indicates how well supplies are flowing from the Core to the front lines and encompasses all of the behind-the-scenes logistical and transportation activities that the task force commanders do not control. Values are identified in each turn report, and are one of the following:
- Constrained – 80% + 1D10
- Normal – 100% + 1D10-5
- Surplus – 110% + 1D10

Additional SP may be obtained by converting VP at a ratio of 1 VP = 10 SP.

There are two uses for supply points. The first is to create units by spending a portion of the supply points generated each turn to buy new units by trading supply points for build points at a rate of 10 SP = 1 BP. The second is to use remaining supply points to support existing units. Each turn, units will require supply points to sustain readiness, make repairs, and rebuild unit effectiveness. See the section on *Logistics* for more information on purchasing new units.

and a Troop Transport for a total of 49 BPs.

3. Units

All units within the game fall within one of the following categories: space, troop, or facility.

Space Units
This category includes all units that have the ability to move in space and are commonly referred to as ships. While there are numerous classes of ships available in the game, they may be first divided into three primary groups, warships, non-combatants, and specialty ships. All ship classes have a movement rate of one system per week.

Warships
The warship group consists of all types of ships whose primary mission is to engage the enemy in battle. The following classes are available in general, but may not be available to all nations. The ship that is commanded by the player persona is considered a flagship, regardless of its class.

BB – Battleship
Battleships are the most powerful warships available. They are designed to engage the enemy directly in the line of battle. Battleships are capital ships and may carry ground troops and fighters.

BC – Battlecruiser
Battlecruisers are a hybrid design, combining characteristics of battleships and cruisers. For many nations, the distinction between battleship and battlecruiser is grey and ill defined. Battlecruisers are capital ships and may carry ground troops and fighters.

CV – Carrier
Carriers are purpose-build warships designed to carry fighters into battle. They are armed for defense only; offense is the realm of the carried craft. Carriers are capital ships.

CG – Cruiser
Cruisers are less powerful than battleships and battlecruisers. Many have heavy missile armaments to offset their lighter armor and beam weaponry. Cruisers may be the only capital ship class fielded by smaller nations.

CA – Cruiser
This is a sub-class of the cruisers that typically denoting an older model that is no longer intended for front line use. However, some smaller nations will have purchased them and field them as capital ships.

LSA – Landing Ship, Assault
Landing Ships are massive troop-carrying warships. They have one purpose; to carry large contingents of ground troops between systems and provide those troops with an orbital base from which a planetary landing can be launched.

DD – Destroyer
The primary mission of a destroyer is to escort other ships, either stronger warships or non-combatants. Destroyers cannot survive alone in the battle

Unit Stats
The various ship and facility classes available to each nation are listed in a separate file. The information presented here is needed to understand the various column headers used.

Build Point Cost (BP Cost)
This is the cost in build points to purchase the unit.

Beam (Bm)
This is the ship's beam rating damage and includes laser and particle accelerator weapons.

Submunition (Sb)
This is the value of submuntions carried on the ship. They are treated similar to beams but may only fire once.

Missile (Mi)
This is the ship's missile rating.

Salvo (Sv)
This is the number of missile salvoes that a ship may fire before needing re-supply.

Defense (Df)
This is the ship's defense rating. This number indicates how much damage the ship can take to the hull. When the value is decreased to 0, the ship is destroyed.

line against stronger ship classes, but they may be able to outnumber their opponent and score victory.

DE – Destroyer Escort
Destroyer Escorts are a sub-class of destroyers that are produced by some nations. They are similar to Destroyers in most respects, but are generally used only to escort non-combatants.

FE – Fleet Escort
The Fleet Escort is a sub-class of destroyers. It is typically a modern warship designed to keep pace with fast ships as an escort.

FF – Frigate
Frigates are small warships that are suited for escorting non-combatants.

SDB – System Defense Boat
System Defense Boats are similar to fighters, but are generally larger with better armor, armament, and endurance. As their name suggests, their primary mission is to defend a system or assets located in a system. System Defense Boats may be based on planets, or space facilities.

FTR – Fighters
Fighters are the smallest warship types. They are carried into battle by other ships and lack the endurance to move between systems. Fighters perform both offensive and defensive missions and are used in roles ranging from warship close-escort to ground attack support on planets. Fighters may be based on ships, planets, or space facilities. Each units represents a flight of 2 actual fighters. Fighters have a size equivalent to 5 supply points for the purpose of transporting them on ships that do not have a Ftr carry rating.

CVL, CVE – Carrier
The Carrier, Light and Carrier, Escort are ships designed or retrofitted to carry fighter wings. Unlike the non-combatant Fighter Tender, these are warships that are expected to stand in the line of battle.

SCT – Scout
The Scout is a specialized warship used for independent missions. As its name implies, it is used primarily in a reconnaissance role. It combines some of the capabilities of a Survey Ship with the offensive and defensive characteristics of an escort class warship, allowing it to perform its missions without support. When operating independently or with other ships of the same class, the Scout always enters a system covertly.

Non-Combatants
Non-combatants consist of ships whose primary purpose is to support the war effort. Any armament carried is purely defensive and they rely on escorts and other warships for protection.

MF and MS –Merchant
These ships have been removed from civilian duties and tasked with carrying troops, fighters, or deep space facility modules in support of the war effort. Carried units cannot launch or attach from a merchant.

Screen (Sc)
This number represents the presence of any defensive screens. Screens may or may not be used by a ship and recharge each round, subject to damage.

Sensor (Sn)
This number represents the sensor strength of a ship, with stronger, farther reaching sensors having higher values. Ships which carry sensor drones have a +1 bonus included here.

Move (Mv)
This is the movement rate of the ship. It is used to determine likelihood of break-off from combat and is used as a modifier during missile and beam combat.

Supply
This is the quantity of supply points required per turn for re-supply.

Troops (Trp)
This is the strength of troop units that can be based on the unit.

Fighters (Ftr)
This is the number of fighter that can be based on the unit.

Carry
This is the amount of cargo that the ship can carry, expressed in supply point equivalents. Troops, fighters and facility modules may be carried.

MQ – Q-Ship
The Q-Ship is an armed ship disguised as a merchant. Its main purpose is to protect non-combatants.

TT – Troop Transport
The Troop Transport is a purpose-built ship designed to carry troops. It can carry any troop unit(s) up to its maximum carrying capacity.

FT – Fighter Tender
The Fighter Tender is a merchant ship converted to the role of a mobile base for fighters. Though classed as an escort carrier in some nations, it is not capable of standing in the line of battle with warships. It can carry and launch fighters in combat if the turn orders specify that it is a combatant; if it is a non-combatant, it may not launch.

SS – Survey Ship
The Survey Ship is a non-combatant ship that probably had non-military missions before it was appropriated, crew and all, by the military. It has a specialized sensor suite that is more powerful than that carried by any ship other than the Scout. Its primary mission is to conduct surveys in systems to gather information. Many missions will involve looking for enemy facilities hidden in a system or determining stellar information for a new system.

Troop Units
This category includes all units composed of troops. Troop units have a single purpose, to occupy an area, whether it be a facility, planet surface, or enemy ship. As the focus of this campaign is on space combat, planet based actions are not focused on heavily.

Standing Units
These full-time troop units are raised and maintained by nations on a permanent basis. All of these units can be deployed to Deep Space Facility in addition to planetary deployments in defense of colonies.

JBn – Jump Battalion
A Jump Battalion is a ground unit that is smaller than a brigade. It is comprised of special infantry that are trained for fighting in zero-g environments and conducting interface assaults of planets. The JBn requires 1 point of capacity on a Troop Transport or warship, and 5 points of capacity on a merchant.

Bde(L) – Brigade, Light
The Bde(L) is a ground troop unit of brigade size. It is the least strong of the conventional troop units and represents lightly armed infantry. The Bde(L) requires 1 point of capacity on a Troop Transport or warship, and 5 points of capacity on a merchant.

Bde(M) – Brigade, Medium
The Bde(M) is a ground troop unit of brigade size. It has moderate strength and represents infantry and light armor units. The Bde(M) requires 2 points of capacity on a Troop Transport or warship, and 10 points of capacity on a merchant.

Size
This is the relative size of the ship. It is used during combat and represents the ease or difficulty of acquiring a targeting solution.

Msl Type
The type of missile carried.

Sensor Drone (sDrn)
This indicates whether a sensor drone is carried as part of the standard load of the ship.

Notes
This section lists any fighter flights or plus ground units carried.

DSKM DD Passau
The *Passau* is the flagship of TC Stuuger. A *Rotterdam*-class destroyer, the *Passau* was launched in late 2299 and this is her first foray into the French Arm. She has the following stats: Bm 6, Mi 3, Sv 6, Df 5, Sc 2, Sn 4, Mv 3, Supply 7, Carry 0, Size -1. She is armed with SR-10 missiles and carries a sensor drone.

I/2REP
I/2e Régiment Étranger de Parachutistes is an elite Jump Battalion troop unit stationed on the *Suffren*-class cruiser *Duquesne* of the Imperial French Navy.

Bde(H) – Brigade, Heavy
The Bde(H) is a ground troop unit of brigade size. It is the strongest of the brigade units and represents heavy armor units. The Bde(H) requires 3 points of capacity on a Troop Transport or warship, and 15 points of capacity on a merchant.

Kafer Units
Though an alien race, the Kafers have troops similar to human units. The Kafer physiology tends to produce fewer unit types with more generalized capabilities than humanity.

Bde(K) – Brigade, Kafer
This is the standard Kafer ground unit and is comparable to the Bde(M). It requires 2 points of capacity on a warship and 10 points of capacity on a merchant.

Facilities
Deep space facilities are constructed by assembling pre-fabricated modules together to produce a base that has the desired capabilities. Available modules are listed on the Ship Stats tables, and are summarized here. Any quantity and combination of modules may be assembled to construct a facility, subject to some limitations.

A deep space facility may have a maximum rating of 16 for Bm, Sb, and Mi; Sv cannot exceed 2. Df, has no limit and is equal to the sum of all module Df ratings. Sn will be 1 if the is at least one weaponry module, 4 if there is at least one sensors module, or 0 if neither module type is present. Sc has a max of 2. The monthly re-supply cost is equal to the sum of the SP rating for all modules. The quantity of troops and fighters that can be carried by the facility is equal to the sum of the Trp and Ftr,ratings, respectively.

The target size of a deep space facility begins at -1 and increases by +1 for each additional module. Each deep space module requires one week for assembly or disassembly. A deep space module has a size equal to its Df rating for the purpose of moving it. A deep space module may be transported by any ship that has sufficient cargo capacity.

Weaponry Module
This deep space module contains offensive and defensive systems that allow a facility to fight back if it is attacked.

Sensors Module
This deep space module contains a variety of sensors to detect shipping traffic in a system. The sensors are bolstered by a small complement of sensor drones that can be launched from the module.

Fighter Bay
This deep space module is essentially a large hanger capable of launching a flight of fighters. It has some cargo capacity, mostly used to house parts and ordnance for the fighters.

New Africa Defense Force
A colonial military organization formed in the British colony of New Africa Beta Canum Venaticorum-IV, the force consists of several standing light, medium, and heavy brigades, including the *Royal Wellon Brigade*.

Troop Unit Q&A
Q: Can a Bde(H) be broken up between multiple ships for transportation?

A: No, troop units must be transported in their entirety.

Facility Q & A
Q: Can a facility be located outside of a planetary system in dead space?

A: No, because of the need for ships to discharge their stutterwarps, all facilities must be located in a system.

Q: Can a facility be comprised of modules from multiples TCs or nations?

A: Yes, but the Political Relations Level will be a factor in the overall cooperativeness of the owning TCs.

Troop Module
This is a deep space housing module designed to hold a troop unit and some cargo.

Repair Dock
This massive deep space module is a skeletal frame that can envelope the largest capital ship in order to conduct repairs. It contains extensive medical facilities and personnel housing to allow the ship crew to disembark during repairs if required. There is extensive cargo storage available for repair parts, ordnance, and other items that the maintenance crews might need.

Listening Posts
A Listening Post (LP) is a self-powered module with passive sensors. It is used to gather signals intelligence and relay the gathered data back to friendly forces for analyses. Due to its small size and signature, a Listening Post is extremely difficult to detect.

Listening posts will provide intelligence data about a system every week as long as they can trace a clear route back to the system where the national intelligence clearing agencies are located. If the route is blocked by an enemy held system in the path, no data will be received for that week.

Unit Formations
Units may be grouped together into formations.

Task Forces
The ship that commanded by the task force commander is called a flagship, regardless of the ship class. Any grouping of ships that includes a flagship is a task force. All other groupings of ships that are controlled by a task force commander but do not include the flagship are called detachments. Throughout the rules, the phrase task force represents both task forces and detachments, unless specifically noted otherwise.

Ground Formations
Ground troops that operate as a group may be called armies, corps, or divisions, etc. depending on the military conventions of the player's home nation.

Facilities
Facilities are comprised of groupings of deep space modules. Naming conventions vary from nation to nation.

System <Classified>
The *Beijing* squadron found itself up against a faster enemy and ended up at short range. The Kafer battleship proved itself very capable in battle, taking both the *Beijing* and a German cruiser, the *Bremen* under fire. The battleship sustained light damage, but the cruiser took a fatal broadside and at 1256 UST, the Captain ordered all hands to abandon ship. The cruiser was racked by explosions soon after and only a few lifeboats could be launched. In retaliation, the *Beijing* landed several salvoes and beam hits to the *Delta*, inflicting moderate damage.

Reduced to a crawl Admiral Lian Xi Shilong ordered the squadron centered on *Beijing* to fall back. Though pursued by the Kafer battleship, the squadron succeeded in increasing the distance. Both sides traded missile barrages, though strong point defenses prevented hits on either side.

4. Turn Activities

Each monthly turn is composed of a logistics phase that occurs at the beginning of the month, followed by four weekly phases. Each weekly phase consists of the following activities:
- Detection
- Action
- Movement

Players do not have the ability to respond to the phase-by-phase events. Instead, the intended actions for their units are described in general terms in the monthly turn orders. This represents the overall strategic guidance that the task force commander provides; each task force determines its tactical activities based on this strategic guidance and the events of each week.

Monthly Logistics Phase
Logistics is resolved at the start of each turn, prior to any other activity. Players must state the order of priority that supply points are used for – re-supply of units, repair of damage, and replenishment of spent ordnance. If there are insufficient supply points available for all three activities, then supply points are applied based in the order of priority stated.

Detection
Detection is covered in detail in Section 6.

Actions
Each unit can perform one non-movement action each week:
- Attack
- Recon
- Defend
- Hold
- Survey
- Repair
- Deploy Facility

If a formation makes an attack against an enemy discovered during the detection phase as per contingency orders, then it forfeits its regular action.

Attack
The task force is instructed to engage the enemy in combat. Due to the variety of potential targets, this order must be further defined.
- Attack TF – Task force is ordered to attack enemy task force. Only a task force that has been detected may be attacked.
- Attack Facility – Task force is ordered to attack enemy facilities. These may be a previously detected facility or this may be an attack of opportunity based on detection results.
- Attack Colony – Task force is ordered to land troops to attack a colony world.

The Importance of Good Turn Orders
Well-written turn orders are required to ensure that your units carry out your orders in the way that you intended. If the referee (who represents your tactical unit commanders) cannot understand what your units are supposed to do in the turn, then he will make some assumptions and continue with the processing of your turn orders. There are no requests made for clarification to you, so your only opportunity to ensure the success of your units in during the composition of the turn orders.

Do not confuse well-written with complicated or micro-detailed. It is not necessary to write turn orders that cover every contingency or to plan how every beam factor will be used in every combat round – that is the job of the tactical unit commander (referee) to handle. If you try to include orders for every "what if" scenario, you will have to provides tens of pages of information for every task force; this will frustrate you and the referee. What you do need to provide, however, is clearly written orders that provide the general 'rules of engagement' and other 'standard operating procedures' that your units need to follow during the turn.

- Attack Troops – Task force is ordered to land troops to attack enemy troop formations on a planet.
- Attack Targets of Opportunity – Task force is ordered to attack any targets discovered – enemy task force, facility, or colony. This is the default if one of the other sub-types is not specified. The TF will not attack targets unless there is a clear superiority in strength or numbers.

Recon

Task force conducts reconnaissance in the system to determine the enemy strength. The task force will avoid all engagements if possible. Fighters, System Defense Boats, and non-combatants cannot perform this task as they lack the necessary sensor suite. Allows a second detection attempt for the week.

Defend

The task force is ordered to defend a system against enemy incursions. The task force may deploy defensive combat elements, called patrols, equal in number to the sTac skill of the Task Force Commander. This is the default order for detachments containing warships that does not receive an order for the turn.

Hold

The task force is ordered to hold station. This order is typically given to non-combatants that are to remain in system but do not have any specific orders. This is the default order for detachments comprised of non-combatants.

Survey

A survey ship or scout with specialized sensors for determining information about a system and its worlds. If no information is available about a system, it will take 1 week to determine system layout. It may be used to find facilities or LPs. Also allows a second detection attempt for the week. Ideally, the survey action is conducted by a detached ship, but if the scout or survey ship is part of a task force, then the other ships will act as if a Defend order has been issued. Survey or scout ships that are part of a task force that is attacked will have to defend as well, instead of the survey mission.

Repair

A ship enters a repair facility to repair damage. The rest of the task force is considered to be performing a Defend order. If a task force is attacked, ships undergoing repairs may not participate.

Deploy/Remove Facility

The task force deploys or removes a facility. This can be a listening post or facility. The ship that deploys the facility cannot perform any other activity during the week. If there are other ships in the task force, they will either hold if primarily non-combatants or defend if primarily warships while the survey is conducted. Ideally, this action is conducted by a detached ship.

My Units Did Not Follow My Orders – Why?

It unfolds like this… you submitted crystal clear turn orders, yet when you read the turn report, it seems that the objective was not accomplished, and even worse, your units are not in position for the next turn, which totally destroys your overall strategy. What the heck happened and why did the referee mess with you?

First off, the referee is not vindictive and did not disrupt your grand plans just to be a pain in the butt and make you want to quit. As the turn is resolved, many things occur that only the referee witnesses, and one or more of these events affects every player.

Perhaps your task force didn't find the enemy fleet where it was supposed to be, or worse… the enemy fleet had superiority so you retreated, only to find that your rally point was also crawling with the enemy and you had to retreat a second time. Or, maybe your units found themselves in a reactionary mode from the beginning as the enemy strategy played out at your expense.

And sometimes… it is just bad luck and dice rolls.

Move

The task force moves from one system to another. Movement between systems is confined to the links shown on the map.

Ground Formation Actions

Ground formation actions refer to troop units located on a planet; boarding actions are a subset of task force actions. Ground units may perform one of the following actions each turn:

- Attack Troops
- Attack Colony
- Defend
- Move
- Repair

Attack Troops

The formation will seek out and attack enemy troop formations. If there are no enemy troop formations, it will Defend instead.

Attack Colony

The formation will seek out and attack an enemy colony.

Defend

The unit will defend itself or a colony if present. With this order, the unit will remain in defensive positions and will not seek out the enemy. Units that are not attacked will automatically perform a Repair action instead if supply points are available.

Move

The unit will move from one location to another. There are three types of moves:

- Embark – The unit will leave a planet and board waiting orbital transportation.
- Land – The unit will leave orbital transportation and land on a planet. This assumes a peaceful landing; for interface and landing assaults, see the *Ground Operations* section.
- Transfer – The unit moves from one colony on a planet to another colony on the same planet. This is not possible if there is only a single colony present.

Move orders each take an action and a unit that is moving cannot conduct an attack or defend actions during the turn.

Repair

The unit will repair itself to rebuild lost boarding and ground factors. Adequate supply points must be available for the repair, and partial repair is allowed. Units with a repair order that are attacked will automatically switch to a defend order and the repair will not occur.

How Do I Write My Turn Orders?

The composition of good turn orders requires time and experience, and typically evolves from turn to turn as players get more comfortable with the game.

To assist with the writing of turn orders, a separate document has been created. This document identifies the required sections of every turn order and includes a sample set of turn orders.

Terrorists Strike Station Joi

Elysian officials have reported today that one of the repair docks of *Station Joi* has been temporarily put out of service due to damage sustained in a terrorist attack Tuesday. Despite the presence of troops from *Régiment 'Joienne',* saboteurs apparently managed to plant several explosive devices amongst the heavy machinery that is used to repair starships at the *Verte* dock.

The initial investigation indicates that the terrorists may have landed on the world in the colony of Tosashimizu and utilized ground transportation to enter Elysia and board an interface craft bound for the colonial repair facility.

Detection Attempts

Detection attempts are covered in the section on *Detection*. The results of detection activities are reported in the monthly turn reports.

Task Force Aggressiveness Levels During Space Combat (SOPs)

It is no longer necessary to specify standard operating procedure (SOP) parameters for task forces for space combat. In the first campaign, theses SOPs provided the referee with tactical information regarding range to use, point defense versus offense usage of beam weaponry, etc. Writing of these SOPs took considerable time on the part of the players, and it was tedious for the referee to follow, as each ship seemed to have a different SOP from each other.

Instead, players will specify one of the following aggressiveness levels for their task forces and detachments:
- avoid
- cautious
- normal
- aggressive

Avoid

If the aggressiveness level is noted to be avoid, then the task force will avoid combat at every opportunity. All attempts will be made to remain at long range and break off at first opportunity.

Cautious

A cautious aggressiveness level indicates that the task force will only engage in space combat against enemy forces against which there is clear superiority in numbers and strength.

Normal

A normal aggressiveness level indicates that the task force will engage in space combat against enemy forces that are roughly equal in number or strength.

Aggressive

Aggressive task forces will attack any detected enemy forces, regardless of number or strength.

Aggressiveness Level Impact on Tactical Decisions During Space Combat

It may come as a surprise to learn that the aggressiveness level does not have much bearing on the tactical decisions exercised by ship commanders during space combat. Once combat occurs, each ship commander will utilize the full abilities of his ship's weaponry, mobility, crew experience, and command prowess to win the engagement.

The decision on whether to use beam weaponry for point defense or offense, whether to use missiles or not, should enemy ships be boarded, etc. are left to the referee to resolve.

Aggressiveness level is considered in determining when a ship should break off, including determination of the general damage threshold for each vessel.

5. Logistics

Logistics is boiled down to the consumption of supplies to sustain existing units, repair or rebuild damaged units, and purchase new units (through the conversion of supply points to build points).

Calculation of Supply Points Received Each Turn

Supplies are represented by a generic unit called a Supply Point (SP). Each task force commander receives an amount of supply points each turn, as noted in their turn report. The formula was provided in Section 2.

Transfer of Supply Points between Players

Supply points may be loaned, traded, or transferred between players. It is very important that the player who is giving up supply points to another player note this in his turn orders – if it is not noted, it does not happen, regardless of what is noted in the turn orders of the receiving player.

Task Force Commanders can only make a number of transfers equal to their Diplomacy skill level each turn.

Supply points transferred between players are affected by the Political Relations Level, and therefore do not occur at a 1 to 1 ratio. The amount of supply points received by a player from another is calculated by the following formula, and rounded to the nearest quarter SP:

SP transferred = SP from giving player * Political Relations Level between the two nations

This means that nations with strong alliances will receive more from the transfer to supply points than those with strong rivalries. Players of the same nation use a Political Relations Level of 100%.

Determination of Supply Points Required for the Next Turn

The quantity of supply points required for the next turn will be calculated by the referee and listed in each turn report. This amount is calculated from the following formula:

SP Required for next turn = Sustain + Damage + Ordnance

Sustain indicates the quantity of supply points required to maintain the current level of readiness of the units. Damage indicates the quantity of supply points required to repair damaged units and return them to complete combat effectiveness. Ordnance indicates the quantity of supply points required to replenish spent ordnance (missiles and submunitions).

What is a Supply Point?

A Supply Point (SP) is an abstracted unit that represents all of the items needed by a unit to maintain its strength and effectiveness. This includes items such as food, fuel, ammunition for ground troops, spare parts, and general consumables.

Logistics Q & A

Q: Do I need to move SPs to where my units are located?

A: This is no longer necessary. In the first campaign, this was re-quired, and resulted in an excessive amount of bookkeeping. The mun-dane task of moving a logistical fleet around to support your units is now an abstracted event.

Q: What happens if a TC sends me SPs that I was not expecting; do I get to keep them? Am I bound by any stipula-tions associated with the transfer of SPs?

A: You get to keep the SPs. You are not bound by any conditions that the donor stipulated. If you are attempting to not honor a previous agreement that the refe-ree was unaware of, then you may suffer other 'non-game' repercussions from the other players.

Supply Point Consumption
At the beginning of each turn, the referee will review the turn orders submitted by each player and adjust each supply point pool by the values of any transfers that were noted in the turn orders. Next, supply points from the pool are applied against re-supply, repair, and replenishment requirements, based on the order that is specified in the turn orders. If there are insufficient supply points in the pool, then penalties will be applied to the players units.

If there are insufficient supply points allocated for repair or replenishment, then the player must indicate which ships will be supplied in the turn orders. Repair of damage is subject to the limitations of repairing a maximum of 5 points of damage per week.

Penalties for insufficient SPs Available to Re-Supply Units
Any shortfall in supply points applied to re-supplying units will result in penalties being applied to ALL units under the command of the player. The severity of the penalties is dependent on the amount of the shortfall, where the shortfall is calculated as:

SP shortfall for resupply = (SP required – SP applied) ÷ SP Required × 100%

Shortfall	Penalties
1% to 10%	Reduce Ship or Facility current Crew Quality by –1 Reduce Troop experience level by -1
11% to 25%	Reduce Ship or Facility current Crew Quality by –1 Reduce Troop experience level by -1 Temporary targeting modifier of –1 applies to all combat
26 % to 50%	Reduce Ship or Facility current Crew Quality by –1 Reduce Troop experience level by -1 Temporary targeting modifier of –1 applies to all combat Reduce Political Point Pool by 1
51% to 75%	Reduce Ship or Facility current Crew Quality by –2 Reduce Troop experience level by -2 Temporary targeting modifier of –1 applies to all combat Reduce Political Point Pool by 2
76% to 100%	Reduce Ship or Facility current Crew Quality by –2 Reduce Troop experience level by -2 Temporary targeting modifier of –1 applies to all combat Reduce Political Point Pool by 3 New units cannot be purchased in the next turn

Penalties remain in effect until the shortfall is resolved.

Supply point requirements for re-supply are cumulative from month to month. That means that if there was a shortfall in one month, in the following month the units will require re-supply supply points equal to that of the month, plus the shortfall from the previous month. For example, if a player requires 100 supply points per month for resupply and only provides 65 SPs in a month, then the following month will require 100 SPs plus 35 SPs for the shortfall of the previous month, for a total of 135 SPs.

Supply points are always applied against the shortfall first, and then against the requirements of the current month. Continuing the previous example, if the player applies 100 SPs in the next turn, he will still have a 35 SP

Q: Do I need to calculate how many SPs are required for the next turn?

A: No; the referee will do this and include it in your turn report.

Q: If I have a SP shortfall for basic re-supply, how will the available SPs be allocated to my units?

A: In this campaign, you do not have to worry about the re-supply status of individual units. If you do not have sufficient SPs for the total requirement, all units will suffer a penalty. This is in keeping with the strategic level of the game.

Q: I have a chronic shortfall of SPs. If units are removed in the next turn, does that reduce the size of the shortfall?

A: Yes, in an indirect way. As an example, let us say that 100 SP were required per month and you could only provide 65 SP. That would leave a shortfall of 35 SP. In the next month, you would need to provide 135 SP to cover the shortfall of the previous month, plus the current month's amount. If you decided to remove units that required 40 SP in the next turn, that would reduce your current month's requirement to 60 SP. That would allow an additional 5 SP to be applied to the shortfall.

shortfall because the SPs were applied first to the shortfall of 35 SP, leaving 65 SP to spend against the 100 SP monthly requirements.

Loss of Units Due to Sustained Re-Supply Shortfalls
If a player maintains a shortfall for more than two months, then the home government will assist the player by recalling units so that the re-supply burden is lessened. These units will not be returned to the player once the re-supply issue is resolved, but can be bought with Build Points, just like a new unit.

The referee will remove units, chosen at random, equal to 25% of the shortfall from a player each until there is no shortfall in re-supply. The units removed will be determined as follows, based on a 1D6 roll:
- 1 Ground unit
- 2 Non-combatant ship unit
- 3 Fighter unit
- 4 Specialty ship unit
- 5 Escort class ship unit
- 6 Capital class ship unit other than flagship

If there is no unit of the type specified by the die roll, a unit of the next higher type will be removed. If a unit that is chosen to be removed is carrying other units, they will also be removed.

Players may specify units to be returned to the Core in their turn orders instead of having the home government decide for them. This should be specified in the turn orders.

Penalties for insufficient Supply Points to Repair Units
If there are insufficient supply points to repair all units, then some units will begin the next turn with damage. Damaged units that engage in combat will do so at their current stat levels until fully repaired.

Penalties for insufficient Supply Points to Replenish Units
If there are insufficient supply points to replenish spent ordnance, then some units will begin the next turn without expendable ordnance.

Repairing Damage
If a unit is damaged, it will require additional supply points to repair the damage and return to full effectiveness.

Repairing Ships
Damaged ships can only be repaired at a repair dock or, if interface capable, at a planetary surface or colony. Repairs require 1 SP per point of damage, and take 1 week to complete. Each ship can repair up to 5 points of damage in a single week. Each repair dock may repair multiple ships, up to a maximum of 5 points of damage per week per dock.

Colonies will repair ships of their nation first if there are more ships requiring repair than capacity. Players may make arrangements between themselves

Q: If I have insufficient SPs for repair or replenishment, can I specify which units go without?

A: Yes; this must be specified in the turn orders. If it is not specified, the referee will apply the points beginning with the most heavily damaged for repair SPs, and beginning with the units with the least amount of missiles salvoes or submunitions.

***Unity Station* Works Round The Clock to Repair Battle Damage**
The repair docks at *Unity Station* are working around the clock to repair battle damage sustained by warships during the latest Kafer attack. The American warships *Pennsylvania*, *Roosevelt*, and *Potomac* were all seen in repair dock four during the course of the week.

The DSKM flagship *Bavaria* moved into the station, occupying the second dock. Shipyard workers indicated that the battleship would likely be in for repairs for at least a month.

The Manchurian flagship *Beijing* and one of her cruisers also put in for repairs, occupying the last available dock.

to alter the order of repair. This must be noted in the turn orders of both players.

Fighters can be repaired aboard any ship that can launch them. They can also be repaired at a friendly colony, if interface capable. Each colony may repair an unlimited number of fighters each week.

Repairing Facilities
If a facility is damaged, it will require additional supply points to repair the damage and return to full effectiveness. Facilities can self-repair at a rate of 1 SP per point of damage. The number of damage points that can be repaired each week is equal to the number of modules that comprise the facility, plus each repair dock module in a facility can repair an additional 5 points of damage to the facility.

Facilities can only be repaired if they are deployed.

Repairing Ground Units
Ground units can only repair lost boarding and ground factors; losses in experience cannot be repaired. Each factor of damage requires 1 SP to repair.

Replenishing Spent Ordnance
Submunitions are replaced at a cost of ¼ supply point per damage point. For example a Sb 8 will require 2 supply points to replenish.

Missile salvoes are replaced at a cost of ¼ supply point per missile rating, multiplied by the number of salvoes consumed. For example, if a ship has Mi 8 and has used 2 Sv, then it will cost 2 SP per salvo, multiplied by 2 salvoes used, for a total of 4 supplied points to replenish.

Converting Captured Facilities and Ships
Any facility or ship that has been captured from the enemy must be converted before it can be used.

Captured Ships
Ships captured from other nations need to be converted either in a repair dock or on a planetary surface if the ship is interface capable. It requires a number of repair supply points equal to 50% of the total, undamaged stats of the ship, rounding down. This conversion happens at a rate of up to 5 points of repair per week. Ships captured from Kafers require a number of repair supply points equal to 200% of the total, undamaged stats of the ship and are subject to the repair rate of 5 points per week.

Ships may be sent to the Core (Sol) to be converted so that forward repair bases are not over taxed. Ships that are sent to the core must be escorted by at least one ship and move at the normal rate of one system per week. Once at the Core, the repair supply point cost must be paid and the repair rate is still 5 points per week.

Kafer Base Assaulted by Anzanian Commandos
The Anzanian survey ship *Skauti* detected a previously unknown Kafer base during one of its survey sweeps. Calling for reinforcements as it dodged Kafer fighters, the survey ship moved at flank speed towards the nearest friendlies; the ships of Task Force Mandela.

Leaving the *Cranjome* behind, the remaining four ships of the Anzanian force moved to engage four fighter wings that had scrambled from the Kafer base. The first kill occurred minutes into the skirmish as the cruiser *Georges Leygues*, attached to the Anzanians, destroyed one of the fighter squadrons with its opening missile salvo.

The cruiser *Mandela* quickly finished off another fighter while the French cruiser moved to bombard the Kafer base. The two frigates continued to harass the remaining fighters, though the smaller, more nimble craft were beginning to take a toll on the larger Anzanian warships.

Having defeated the two remaining fighters, the cruiser *Mandela* moved towards the Kafer base as the French cruiser destroyed the last of the

Captured Facilities
Facilities captured from other nations require a quantity of repair supply points equal to 50% of the total, undamaged stats of the facility, rounded down. This conversion happens at a rate of up to 5 points of repair per week. Facilities captured from Kafers require a number of repair supply points equal to 100% of the total, undamaged stats of the facility and are subject to the repair rate of 5 points per week.

New Unit Purchase
During the game, new units can be purchased by spending build points (BPs). Each turn, each task force commander receives a quantity of build points. Additional build points may be obtained by exchanging 10 supply points per 1 build point. The build point cost for units is located in the table below. Victory Points (VP) may also be exchanged for build points on a 1 for 1 basis. Build points may not be converted back to either supply points or victory points; however, unspent build points are carried forward to the next turn.

Build points may not be transferred between task force commanders.

All units that are purchased begin the next turn at Sol. Ships with the ability to carry fighters, facilities, or troops do not begin with these items filled or loaded unless purchased.

Unit Type	BP Cost	Size for Moving	Notes
Ships	As listed per class	None; self propelled	
sDrn	5	None	May mount on any warship except FTR. Increases Sn rating by +1. One upgrade per ship. Must be installed at dock
mPak	6	None	May mount on any warship except FTR. Increases ratings of Mi +2. If ship has no missiles, also provides Sv 1. One upgrade per ship. Must be installed at dock.
sDisp	4	none	May mount on any warship except FTR. Increases rating of Sb +2. One upgrade per ship. Must be installed at dock.
Facility Module	As listed per class	Df rating of module	
Listening Post	2	None	Cannot be carried by fighters
Troop – JBn	10	1 for TT / warship; 5 SP size for others	
Troop – Bde(L)	6	1 for TT / warship; 5 SP size for others	
Troop – Bde(M)	8	2 for TT / warship; 10 SP size for others	
Troop – Bde(H)	10	3 for TT / warship; 15 SP size for others	

enemy armament. Moving to all stop under the watchful eye of the *Georges Leygues*, the *Mandela* deployed assault troops composed of the veteran *Zulu Guards, Group 3* to board the station. After several hours of fierce fighting, the Anzanians were in control of the enemy base.

Repairs Continue as Captured ASB Brought On-line by Anzanians
Task Force Mandela took advantage of the facility that it had recently captured and put in for much needed repairs. While separate from *Unity Station*, the newly acquired base increases the total repair capacity of the system by one third.

Purchasing Q & A

Q: How many sDrn, mPak, sDisp, or Listening Posts can a ship carry?

A: A ship can carry an unlimited number of these as long as it is not a fighter, which cannot carry any. Note that carrying is not the same as mounting the upgrades.

6. Detection

Knowing the location of the enemy is critical; it can mean the success or failure of a mission or the survival or destruction of a task force. Detection is important for two reasons; first, it provides an opportunity each week for task force commanders to gather intelligence about the enemy. Second, it determines if and how defending forces will react to the arrival enemy forces. The method of response to a successful detection attempt is dictated by the content of the turn orders submitted by players, while the mechanics of the detection process are presented here.

Detection occurs at the beginning of each week. Each task force, facility, and listening post will make a attempt in their current system to detect any enemy task forces or facilities that may be present. If enemy units are detected, the task force commander will be notified in the monthly turn report.

Attempting Detection
Detection is dependent on three factors: system layout, intruder behavior, and detecting force assets. To determine the overall detection probability, simply add up the appropriate factors from the tables below. The maximum detection probability is 100% and the minimum is 0%, if the addition of modifiers extends the sum beyond these boundaries. Two D10 are rolled to generate a percentage value from 01 to 100%.

Beginning with a value of 100%, modify the detection probability of an enemy task force or facility as follows.

System Layout
- -10% per planet in the system

Intruder Behavior
- +5% per enemy warship (excluding fighters or scouts)
- +10% per enemy non-combatant ship
- +5% per module of an enemy facility
- -10% per enemy scout ship

Detecting Force Assets
- +5% per friendly warship, excluding fighters
- +10% per friendly scout or survey ship
- +5% per friendly facility having a sensor module
- +5% per friendly listening post

For each successive week that a scout or survey ship remains in a system searching for a facility, the detection probability increases by +10%

Listening Posts are located anywhere within a system. They may only be detected by warships having a sensor rating of 4 or better, or by Scout and Survey Ships. In all cases, the chance of detection is 10%.

Outcome

The first benefit of a successful detection is gaining intelligence on what is out there. The amount of intelligence gathered depends on how successful the attempt was, as measured by how well the dice roll was versus the target value. The second benefit is being able to respond to what is known to be out there.

Intelligence Gathering

If a detection attempt is successful, the following data may be gained.

Die Roll vs Detection Target	Intelligence Gathered
0 to 9 under	Presence of the enemy is revealed, including formation type
10 to 19 under	above, plus direction of travel *
20 to 29 under	above, plus size
30 to 39 under	above, plus ship types
40 or more under	above, plus ship ID numbers

* if detector was not in system to see arrival, only outbound vector is revealed; otherwise both inbound and outbound vectors revealed

Formation type would be either task force or facility.

If the target is stationary and is not transiting to or from system, then the direction of travel is reported as being within the g-gradient.

If a task force detects enemy units, it may decide to launch an opportunity attack. This occurs before any weekly actions occur, but after any transfers, attachments and detachments of units. This may result in either or both sides invoking contingency orders as a result.

Responding to Detected Threats

Contingency orders contained within the turn orders are used to process the responses to detected threats. A task force or facility may respond to a threat in one of two manners – ignore or react.

Ignoring a threat will result in the regular turn orders for a task force or facility being followed. If the enemy initiates combat, then the task force or facility receives a +1 modifier to all engagement range calculations to represent the desire to avoid combat.

Reacting will result in the appropriate contingency orders for the task force or facility being used instead of the regular orders. As there are numerous "if threat is X, respond with Y" possibilities, contingency orders should be written in fairly general terms such as "if detected enemy is weaker, attack, otherwise move out of system" or "if detected enemy contains warships of escort size or smaller, attack, otherwise avoid".

If a task force detects an enemy formation (task force or facility) but is in turn undetected, then the task force has surprise if it chooses to attack. When a task force has surprise against an enemy formation and chooses to attack, the first round of combat does not automatically occur at long range

"Signal the Admiral that we are moving to engage," ordered Kilbart.

"Signal sent, Sir. The Penn should receive within 20 minutes."

"Very good. Sound General Quarters and prepare to engage."

All over the flotilla, personnel moved to their battle stations as Kilbart strapped himself into his command seat. *"Hopefully,"* he thought, *"this will be a quick kill and we won't find ourselves with our fingers in the cookie jar instead."*

He was wary of the upcoming engagement; a few freighters would be easy targets, and well within the reach of his ships. However, if there were any war-ships hanging around, he could quickly find himself and his small squadron cornered and destroyed.

and engagement range is determined instead. The task force also gets a +2 modifier to the engagement range calculations of the first round.

If multiple task forces engage a common enemy, roll 1D10 to determine the order of engagement. The lowest die roll engages first and other task forces join in a round equal to their die roll.

7. Space Combat

When task forces from opposing sides meet, space combat will occur. This is fought as a series of rounds until one side is destroyed or breaks off. There are two ranges, long and short. There are two types of ship weaponry, missiles and beams (beams include both beams and submunitions). Only missiles may be used at long range; at short range, both may be used. Beam batteries may be used each round in either a point defense or attack role, but not both. The manner in which the weaponry is used is a tactical decision addressed by the referee during combat resolutions; there is no player involvement.

The initial round occurs at long range unless one side has surprise; the optimal engagement range for subsequent rounds will be determined during combat resolution, and consider the aggressiveness level of the task force.

The ships of each side are paired off; any additional ships beyond the one-to-one pairing are added as evenly as possible and may result in doubling or even tripling up on a ship. Generally, ships will pair off against similar classed ships. In the case of multiple ships against a target, resolve each attack separately; the defending ship may attack any of the ships that it is paired with subject to limitations noted in these rules. All attacks are resolved simultaneously and all damage incurred during the current round is applied at the end of the round.

Resolution of combat is determined by the answers of two questions:
- Was the target hit?
- How much damage was inflicted?

Engagement Range

The engagement range is determined for each grouping of ships. Each round of an engagement occurs at one of two ranges, long or short. The first round always occurs at long range, unless a side has surprise, and represents the closing of the two sides to each other. The range for subsequent rounds is determined by calculating an engagement range value from the following factors:
- Detection Modifier
- Crew Quality
- Sensor Strength
- Speed
- Ship Tactics Level
- Ratio of Ships
- Luck

Each side calculates an engagement range value by adding the above factors together for each grouping. If a side has multiple ships in a grouping, then each factor is calculated as an average (round up) of the ships in the grouping. The side with the highest value determines the range for that round. In case of a tie, the range from the previous range is used.

TF Bavaria
Task Force Bavaria entered the system covertly in early July. Initial sensor sweeps detected a single Kafer task force, plus a smaller task force emitting a French transponder signal. Hopes of continuing on mission and avoiding the enemy was dashed when the detected Kafer task force moved towards the German fleet in battle formation. Unable to retreat until stutterwarp discharge was complete, the *Bavaria* and her escorts prepared to face off against a similarly sized Kafer Force.

As the two sides maneuvered for position, missile barrages were fired on all sides, inflicting minimal damage in the opening round. A lone Kafer transport stayed too long at the battle scene and was soon engaged by a wing of *Gustav* fighters launched from *Bavaria*. The Anzania fighter tender, *Ribaka*, launched both of the *Wespe* fighter wings that she was carrying.

Both sides continued to close on each other with the Kafers taking tactical advantage, as they became more and more aroused. The *Bavaria* found himself facing off against an *Improved Alpha* battleship at short range and received a heavy barrage of missiles and beam weapons. Responding in

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Detection Modifier

If a side chose to avoid combat based on results of detection, then they receive a +1 modifier for every combat round. If a side achieved surprise, then they receive a +2 modifier for the first combat round.

Crew Quality

This is a measure of the training, experience, and morale of a ship's crew. Crew quality is determined differently for Kafer and human ships.

Human ships initially start with a rating of 0. For every victorious weekly combat phase, the crew quality is increased by 1 to a maximum of +3 for warships and +1 for non-combatants. If a ship retreats, but its side wins the engagement, crew quality does not change. If a ship retreats and tits side is defeated, crew quality is reduced by 1 to a minimum of –2.

Though a violent and tactically astute race, Kafer physiology is such that most Kafers must be aroused by combat in order to function at full intelligence. In the first round, roll 1D6; if it is a 1 or 2, Kafers are aroused. In the second round, roll 1D6; if it is 1-4, the Kafers are aroused. The third round automatically arouses Kafers. Unaroused Kafers have all beam and missile ratings halved and may not use screens. Kafers have an initiative modifier of –2 when unaroused and +2 when aroused. This modifier does not apply to human forces.

Task Force Sensor Strength

The ability of a ship to detect the enemy influences the range with stronger sensors allowing earlier detection of enemy ship. All ships have a sensor rating that ranges from 0 to +5. Ships carrying drones have a +1 modifier included in their sensor rating.

Task Force Speed

The speed of ships influences the range of engagement by giving faster ships a maneuvering advantage.

Ship Tactics Level

This modifier represents the ability of the commander to exercise command and control of the immediate battle area during combat. Kafers cannot apply this modifier until they are aroused.

Ratio of Ships

For each ship on a side in excess of a 1:1 pairing, add 1 to the range calculation. This represents the fact that the side with more ships has a greater ability to control the range at which a targeted ship will be engaged. If a ship elects to break off, it may not contribute towards this modifier.

Luck

Luck is a random force that can sometimes tip the scales. It determined by rolling 1D6 and adding 1 to the range value on an odd value and subtracting 1 on an even value.

turn, he gave the Kafer battleship an equal pasting. Facing a Kafer battlecruiser, the frigates *Hanau and Thurigen*, managed to maintain sufficient distance and faced only a weak missile barrage while scoring a couple of hits in return. The fighter tender *Graf Zeppelin* found itself unable to flee and took light damage in the fray. Similarly, the *Ribaka* was forced to fight and took moderate damage while performing evasive maneuvers. The three German fighter wings each sought out separate targets, with *101 Wing* tangling with an *Epsilon* cruiser at distance. *102 Wing* found itself dog fighting with a Kafer fighter wing. *53 Wing*, comprised of *Gustav* fighters, closed on the lone Kafer merchant and inflicted noticeable damage.

As the battle continued, inflicted damage began to take its toll on both sides. With apparent sensor damage affecting the Kafer battleship, the *Bavaria* pulled back to long range and bombarded the enemy ship with missile salvoes, The frigates *Hanau and Thurigen* continued to trade salvoes with its foe, though neither side seemed able to penetrate point defenses. With empty submunition dispensers and no where to run, the fighter

Target Acquisition

Each target must be successfully acquired before it can be fired upon. This applies to both missile and beam combat as follow:

Base Hit Chance = 1D10
Target Size Modifier = Target profile. Facilities have a size modifier equal to the number of modules, beginning from -1 for the first module and adding +1 per additional module.
Target Agility Reduction = Movement / 2 (round up)
Attacker Sensor Value = Sensor rating of attacker.
Crew Quality = Crew quality rating of attacker – crew quality rating of defender
Final Hit Chance = 1D10 + Target Size Modifier –Target Agility Reduction + Attacker Sensor Value + Crew Quality

If the Final Hit Chance is less than 5, the target is not acquired, no weapons or missiles are fired, and no damage occurs. If the Final Hit Chance is greater than or equal to 5, the target is acquired, weapons and/or missiles are fired, and damage is applied.

An unmodified die roll of 1 is a miss, regardless of modifiers.

If target acquisition fails, the ship may still use beam and submunition weaponry for point defense against missile attacks.

Applying Damage

If a target is successfully acquired, damage is resolved as follows:

Missile Damage
Base Missile Damage = Missile damage rating as listed
Escort Point Defense = 50% of the number of beam and submunition batteries of other ships in the grouping used for mutual point defense protection.
Point Defense Reduction = Number of beam and submunition batteries of the targeted ship used for point defense.
Screen Reduction = Screen value.
Final Missile Damage = Base Missile Damage – (50% of Escort Point Defense + Point Defense Reduction + Screen Reduction).

The final missile damage is the number of damage points inflicted on the ship. Roll on the damage table for each point of damage.

Beam Combat
Base Beam Damage = Beam Rating. Any batteries used for point defense during the round cannot be used. Submunitions may only be used once.
Screen Reduction = Screen value.
Final Beam Damage = Base Beam Damage – Screen Reduction

The final beam damage is the number of damage points inflicted on the ship. Roll on the damage table for each point of damage.

tender *Graf Zeppelin* met its match and was destroyed with all hands lost. The *Ribaka* continued with her successful evasive maneuvers. The *101 Wing* continued to be held at bay by missile barrages launched from the lone cruiser, while the *53 Wing* closed with its merchant target and delivered a killing blow. Dogfighting continued between the *102 Wing* and its adversary, with neither side able to inflict crippling damage. With the enemy pressing on, Task Force Bavaria found itself unable to disengage and was forced to fight on.

Still at long range, the Bavaria and the Kafer battleship continued to trade missile salvoes, with neither side able to breach point defenses. Forced to short range by its opponent, the frigates *Hanau and Thurigen* unleashed a devastating broadside that destroyed the screen generator and several turrets. A well placed missile barrage to the aft end resulted in the battlecruiser dropping to 'all stop' for several minutes during the fray; though it moved away on its own power, speed was greatly observed to be greatly reduced.

Dancing around its aggressor, the *Ribaka*

Damage Location

Roll 1D12 on the appropriate column below for each point of damage taken by the target. If a target does not have the damage type installed (e.g. no screens), or the type is already destroyed due to previous damage, it is a miss.

1D10	Ships:	Facilities:
1	Beams	Beams
2	Submunitions	Submunitions
3	Missiles	Missiles
4	Salvoes	Salvoes
5	Defense	Defense
6	Screens	Screens
7	Sensors	Sensors
8	Movement	Docks*
9	Defense	Defense
10	Troops / Fighters*	Troops / Fighters*
11	Cargo**	Cargo**
12	Defense	Defense

* One docked or carried ship or fighter takes 1D6 damage.

** Cargo hold is hit; 25% of carried cargo – fighters, troops on merchants, LPs, mPaks, sDrn, sDisp, or SP are destroyed. Minimum of 1 item is destroyed for each cargo hold hit.

If a ship is destroyed, roll 1D10 + Crew Quality ≥ 5 for the commander to survive and be rescued.

A ship is destroyed if the defense rating is reduced to 0. If movement is reduced to 0 and the side is forced to retreat, then the ship may be either destroyed (scuttled) or captured by the enemy.

Screens are regenerated each round, subject to damage taken during the previous round.

Ships providing escort point defense in the defense of a target ship only once per round, regardless of the number of enemies that attacks the target ship.

Ships continue to function until they are destroyed. Ship damage can be repaired at any facility with an available repair dock, or on a planetary surface if the ship is interface capable. Fighters can be repaired aboard any ship that can launch them, a repair dock, or on a planetary surface if the ship is interface capable. Facilities can self repair. Each point of damage takes 1 supply point to repair. A repair dock can repair up to 5 points of ship or fighter damage per week and this can be split among multiple ships. A ship, fighter, or facility can repair a maximum of 5 points of damage per week.

continued to avoid most attacks, but a chance hit to the drives has reduced the speed of the fighter tender substantially. The *102 Wing* and its foe both drew blood as the two groups continued dog-fighting at the extremely close ranges that only such craft can manage. The *101 Wing* continued to be peppered by long range missile barrages from the cruiser that it was stalking.

As Task Force Bavaria prepared to fight its way out in a general retreat, the Kafer force likewise seemed to edge away from the Germans. With both sides battered, it seemed that even the Kafer commander did not want to risk further damage to his warships. Moving away at best possible speed for the task force, Kommodore Roehler took stock of the damage situation; the *Bavaria* had been heavily damaged and would require several weeks at the repair dock; the *Graf Zeppelin* had been lost; the other ships had all sustained light to moderate damage. Intelligence analysis indicated that the Kafers had lost one merchant, and over a dozen more had escaped at the onset of the battle. Three battlecruisers and one battleship had suffered moderate to heavy damage.

Breaking Off
Each player should specify thresholds after which individual ships or the entire task force will attempt to break off combat and withdrawal from combat. In order to break off, the side must win the engagement range. The threshold should state at what point a ship or the task force will attempt to break off and where they will go. For example, "Task Force X will attempt to break off from combat when it has suffered damage to 50% of its vessels or the flagship has been destroyed. It will retreat back to the nearest repair base."

Breaking off is checked for each ship grouping. Ships at short range move to long range; ships at long range break off.

If the ratio of ships in a grouping is more than 1:1, then a ship may elect to break off while being screened by the remaining ships of the grouping. A ship breaking off in this manner may not be targeted. A ship breaking off in this manner may break off directly from short range as it is assumed that the remaining ships will keep the enemy ship from attacking the one retreating.

Non-Combatants
In an engagement, non-combatants refer to ships that the task force commander does not want to have engaged in the line of battle, regardless of ship class. This includes damaged warships and merchants.

Determining if Non-Combatants are Screened
Whether or not a non-combatant will have to stand in the line of battle depends on two factors. If you have more ships in the line of battle than the enemy, then your non-combatants are screened. If you have fewer ships in the line of battle than the enemy and the turn orders of your enemy indicate that non-combatants are not to be attacked, then your non-combatants will also be screened. If neither of these two conditions occurs, you must add non-combatants to the line of battle. These are added beginning with damaged warships, and then merchants until are groupings are completed.

Rewards for Chivalry
If your turn orders for the task force indicate that you will not attack non-combatants, there is a 50% chance that you will receive 1 Victory Point for each combat engagement. This represents favorable sentiment for your chivalrous attitude.

Surrender of Non-Combatants
There is a chance that a non-combatant forced to stand in the line of battle may instead surrender rather than face certain destruction. The likelihood of a non-combatant surrendering each round is determined from the following formula:

Surrender on 1D10 ≤ TC Diplomacy Skill + average CQ of attacker (round down) – CQ of defender

If a non-combatant surrenders, then it is considered captured and one attacking ships must remain with it each round to prevent the original

Australian Convoy Ambushed – Heavy Losses
An Australian convoy of fast merchants, escorted by the destroyers *Townsville* and *Rockhampton*, were ambushed while entering the DM+48 2108 system. Code named Freehold, the system is home to advance bases of both the American Space Force and Royal Australian Space Navy. The two escorts moved into screening positions against the enemy force and launched missile salvoes against the enemy flagship and an escort. Though both salvoes hit, sensors indicated minimal damage. While the escorts were engaged, several enemy destroyers moved on a flanking arc and hit the unarmed merchants with missile fire. Two merchants were destroyed near simultaneously as the others scattered.

Three merchants managed to evade attack and break off contact by the second hour. The escort *Rockhampton* was pounded by two enemy destroyers in a savage attack while three more merchants were hunted down and destroyed at point blank range by Kafer beam weaponry. With the last of their charges destroyed, the two Kiev-class destroyers attempted to break off and save themselves.

owners from re-claiming it. A ship that is currently not engaged in a grouping may be substituted in the next round to free up the current guard if desired. If a captured ship is not kept under guard, it will automatically break off and rejoin its side. If a side is forced to withdrawal, then any captured ships are lost and return to the victorious side.

8. Ground Operations

Ships may rule the star lanes, but when you want an objective held, the job falls to the poor bloody infantry.

Troop Unit Characteristics
Each troop unit has three characteristics – space attack strength, ground attack strength, and experience level.

Troop Strengths
There are a variety of tasks suited to troops and a variety of troop units to accomplish them. Within the game, troop operations fall into two categories, based on location: space actions and ground actions. Space actions use the Boarding Factors rating of the unit while ground operations use the Ground Factors rating of the unit.

Troop Unit	Boarding Factors	Ground Factors
Jump Bn	4	1
Bde(L)	3	1
Bde(M)	2	2
Bde(H)	1	3
Bde(K)	3	2

Troop Experience Modifiers
The actual strength of a troop unit is modified by its experience level:
Elite   +3
Veteran   +2
Regular   +1
Green   +0

Increasing Troop Experience Levels
Troop experience levels can change based on the results of combat action. For every combat action that the unit was victorious, there is a 10% chance that the unit increases by one experience level. Increase this by 10% for each successive victory until experience increases. If a unit has its total strength factors reduced by (boarding plus ground) reduced by 50%, then the experience level is reduced by one and any banked increase percentages are reduced to zero.

Boarding Actions
At times, it is desirable to capture space facilities and ships intact rather than destroy them outright. This is a ground troop task typically performed by jump troops although conventional forces may be used at a reduced effectiveness. Boarding actions are resolved during the space combat rounds, prior to all other actions. If a task force commander absolutely wants a boarding action to occur if the circumstances allow, then it needs to be noted in the turn orders. At a tactical level, ship commanders will automatically attempt boarding actions if the opportunity occurs with the goal of capturing, or if that is not possible, to at least gather intelligence before destroying the ship or facility.

French Highport, *À La Frontière*
"Capitaine," said the voice over the intercom system in a calmness that belied the desperate situation aboard the station. *"This is Lieutenant Bois in Tactical.. our last battery has been neutralized and the magazines are empty."*

"Acknowledged," replied the watch commander. Her forehead was fixed in a frown as she continued to study the video feeds; the Kafers were close enough now that they could be seen without electronic enhancement. She watched as the two massive battleships continued towards the stations, moved to an 'all stop' position and then disgorged several assault shuttles. Keying the priority switch on the intercom, she made her last command announcement.

"Attention all personnel. This is Capitaine Avril Dupois. Prepare to repel boarders in sections three, five, and eleven. Give no quarter and may God be with you."

Snapping on an inertial armor vest and hard breastplate, the Capitaine joined the rest of the Operations Centre personnel at the door to the armory. Taking a FAA-73 and several magazines, she calmly clipped the magazines to her belt

Objective
The objective of a boarding action is to capture a space facility or ship or to gain intelligence data on the capabilities and then destroy the ship or facility. Each space facility and ship has a number of sections equal to its current defense rating; all of these must be captured to gain control.

Negotiating Surrender
Prior to launching boarders, the attacker can attempt to negotiate the surrender of the target ship or facility and thus avoid a costly assault. To do this, 1D10 is rolled against the task force commander's diplomacy skill. If the die roll is less than or equal to the diplomacy skill, then the task force commander was successful in negotiating a surrender and avoiding bloodshed and damage to the ship or facility. A ship or facility will not surrender if there are defending troop units present. A peaceful surrender results in a task force commander gaining 1D6-3 (0 to 3) Victory Points, representing the humanity of the action. A prize crew is dispatched to occupy the ship or facility. If the side is forced to withdrawal, the captured ship will stay with the task force, but facilities will be destroyed and only intelligence will be gained.

Launching Boarders
A ship or facility can only be boarded if the following conditions are met:
- Target is reduced to movement rate of 0 (All Stop)
- Launching ship temporarily drops to All Stop during round in order to launch assault craft

Every functioning beam and submunition rating on the target ship or facility has a 10% chance of inflicting a loss of 1 boarding factor, applied randomly to all attacking troop units. The target may not be fired upon during the assault for fear of hitting the attacking troops.

The Assault
The process of boarding a ship or facility is very dangerous and very bloody, as each section of the ship must be assaulted to gain control of the critical ship systems.

The maximum number of attacking units that can board the ship or facility is equal to the target's current defense rating.

The maximum number of units that can defend a ship or facility is equal to the ship's current defense rating. If there are less troop units than allowed, add Crew units until the defenders equal the defense rating.

The boarding action is resolved as a single attack that involves all attackers and defenders.
1. Attacker strength = boarding factors of all attacking troop units, modified individually by experience level.
2. Defender strength = boarding factors of all defending troop and crew units, modified individually by experience level. Crew units have a boarding factor of 2 each and are not modified by experience level.
3. Boarding Success = 1D10 + Attacker strength – defender strength

and inserted the last one into her rifle.

"Too bad we don't have FAM-90's," said Lieutenant Bois, standing in front of her, also dressed in armor. Short and stocky, Bois had a P-11 Stracher automatic pistol on his left hip and a large combat knife attached to his left calf. An explosion in the near distance interrupted the gathering before she could respond.

Dressed in armored EVA suits, the Kafers of the assault squad continued to move up the corridor. Bathed in beams of intense blue-white light from their suits, the corridor offered no places to hide and the Kafers moved forward at a rapid pace. No longer a shambling pack, the unit moved with a cold, inbred efficiency. Reaching a deserted intersection, one of the Kafers consulted a small computer on his forearm. Studying it for a moment, he uttered a quick, precise command through his helmet communicator and the unit turned left into another corridor. Moving in groups of two, the unit continued forward in a bounding overwatch formation. Nearing another intersection, the lead Kafer stuck its head around the corner into a fusillade of gunfire; the Kafers had reached the Engineering section.

If the Boarding Success modified die roll is 5 or higher, then the attacker gains control of the ship or facility. Crew units are destroyed. Troop units are either captured or eliminated based on the notes in the turn orders.

Reduce the modified boarding factors of each attacking and captured defending units by 1D6-3, where die results of less than 0 are treated as 0. If a unit has its boarding factors reduced to 0, it is destroyed.

<u>Claiming the Prize</u>
Once a ship or facility has been captured, a prize crew is sent over to operate the prize. The prize crew has a crew quality rating one level less than the ship where it came from. In order to use the captured ship or facility, it must be converted for use, as explained in the *Logistics Section*.

Ground Actions
There are two ground action missions – attacks against enemy troop units and attacks against enemy colonies. Ground action missions must be noted in the turn orders. Ships launching troops to attack targets on a planet must be at All Stop.

<u>Attacking Enemy Troop Units</u>
Enemy troop units on a planet are attacked in a manner similar to that of a boarding action.

Each defending unit on the planet has a 10% chance of inflicting a loss of 1 ground factor, applied randomly to the units involved in the attack. Jump Battalions cannot be damaged in this manner.

The ground action is resolved as a single attack that involves all attackers and defenders.
1. Attacker strength = ground factors of all attacking troop units, modified individually by experience level.
2. Defender strength = ground factors of all defending troops, modified individually by experience level.
3. Ground Action Success = 1D10 + Attacker strength – defender strength

If the Ground Action Success modified die roll is 5 or higher, then the attacker is victorious. There is a 10% chance for each unit on the losing side to be captured.

Reduce the modified ground factors of each attacking and defending unit by 1D6-3, where die results of less than 0 are treated as 0. If a unit has its ground factors reduced to 0, it is destroyed.

Losing units that are not captured or destroyed in the ground attack must evacuate the planet surface to a friendly colony of another nation, ships or facilities in the system that can carry them. If they cannot do this, the unit disbands and is removed from play.

"Capitaine, this is Bois. Les Cafardes are here! We are engaging." The sounds of gunfire in the corridor drove home the point all too well. *"Claude… how much longer?"* asked the Capitaine with quiet urgency.

"I don't know," said the young Ensign with exasperation. *"The power plant is designed to prevent this sort of thing… it is going to take some time to bypass the safeguards."*

"We don't have time, Claude!" shouted the Capitaine as a slug ricocheted off the wall above the console that she was using as cover. Dropping to one knee, the watch commander aimed her rifle and fired back into the corridor, trying to delay the inevitable just a little bit longer.

Ducking its head back, the Kafer barked into its helmet communicator. Two Kafers responded by jumping up to the top of the corridor and moving around the corner, firing grenades from their massive Donderbus shotguns. Focusing on what would have been the floor of the corridor if gravity were still present, the human defenders saw the new threat too late and were killed by the barrage of rocket propelled grenades that impacted the

Attacking Enemy Colonies

Attacking enemy colonies presents certain challenges to a task force commander as colonies are typically seen as non-military targets. This is one activity that will directly affect the Political Relations Level between the attacking and defending nations.

The first step is to attempt to request that the colony surrender. To do this, 1D10 is rolled against the task force commander's diplomacy skill. If the die roll is less than or equal to the diplomacy skill, then the task force commander was successful in negotiating a surrender and avoiding bloodshed and damage to the colony. A colony will not surrender if there are defending troop units present on the planet; this could include troop units of another colony or nationality on the planet, if there is an alliance present. A peaceful surrender results in a task force commander gaining 1D6 Victory Points. At least one troop unit must be landed to occupy the colony.

If there are any defending troop units on the planet, then a peaceful surrender is not possible and they will automatically defend the colony. Each defending unit on the planet has a 10% chance of inflicting a loss of 1 ground factor, applied randomly to the units involved in the attack. Jump Battalions cannot be damaged in this manner.

The ground action is resolved as a single attack that involves all attackers and defenders.
1. Attacker strength = ground factors of all attacking troop units, modified individually by experience level.
2. Defender strength = ground factors of all defending troops, modified individually by experience level. Additionally, a colony will muster a Militia unit of 1 ground factor per 1 million population.
3. Ground Action Success = 1D10 + Attacker strength – defender strength

If the Ground Action Success modified die roll is 5 or higher, then the attacker is victorious. There is a 10% chance for each unit on the losing side to be captured.

Reduce the modified ground factors of each attacking and defending unit by 1D6-3, where die results of less than 0 are treated as 0. If a unit has its ground factors reduced to 0, it is destroyed.

Losing units that are not captured or destroyed in the ground attack must evacuate the planet surface to a friendly colony of another nation, ships or facilities in the system that can carry them. If they cannot do this, the unit disbands and is removed from play.

Task force commanders that occupy a colony through force will gain 1D6-3 Victory Points, for a possible increase of -3 to +3. Attacking a civilian target can result in negative fallout as often as positive.

Repatriation of Captured Troop Units

A task force commander may decide to repatriate captured units back to the nation that lost them, or ransom them back to the task force commander that lost them. Repatriation gives the task force commander 1D6-2 Victory Points, for a possible gain of -2 to +4. Ransoms may only be paid in supply

crates and other furniture that had been hastily welded together to form a barricade.

Darting between the floating debris, the Kafers moved up rapidly, autofire spitting from thudguns and donderbuses. To its left, the unit commander saw one of its own recoil back… the face plate covered in blood from a well aimed shot fired from a human with long flowing hair. Pushing off, the unit commander reached a new vantage point, breaking the momentum with an experienced ease. Wrapping one leg around a pipe, the unit commander brought his flashlight up and fired a single shot, catching the 'human with long flowing hair' in the shoulder and killing her instantly as the high intensity laser vaporized her shoulder and neck. With the 'human with long flowing hair' dead, the other human stood up and raised their hands, only to be cut down by concentrated fire from thudguns. The battle was over; the station was secured.

points (at a 1 for 1 ratio; Political Relations Level is not applied) or political concessions. Units that are repatriated may be bought just like new units and return to the game fully repaired.

Captured Kafer units may not be repatriated.

9. Political Activities

Even though this is a campaign of strategic starship combat, it is not played against an empty backdrop, but against the region of space that has been colonized by the nations of Earth for several centuries. The home and colonial governments will conduct a variety of activities during the campaign; most of which have no direct impact on the campaign. The activities that do have an effect on the campaign are listed below.

Political Relations Level
The political relations level between two nations represents the level of friendliness that exists between the two countries. This level is determined by the referee and takes into account historical feelings between countries. Largely a static value, it is still possible that events during this campaign will cause some changes to the level.

The political relations level ranges from 0% to 100%. Higher levels indicate greater levels of cooperation and friendliness between nations.

Colonies
Colonies represent those planets that have been settled by a nation. A planet may contain colonies from only one or multiple nations. Colonies typically owe their allegiance to a home government, although there are a few independent colonies present. In exchange for their allegiance, colonies expect many things of their home governments, and in times of war, this most often means having forces stationed in the colony system to protect them. In dire situations, colonies are happy to have the forces of almost any nation present to protect them, regardless of whether they are from the home government or not.

Political Interventions
Though a military game of space combat, there is a certain amount of uncontrollable political intervention thrust upon the players by both the home and colonial governments. This manifests itself in two forms and may hamper the plans of the task force commanders.

Request for colony protection
This is a request from a colonial government for units to protect the colony. These requests are announced to all task force commanders, regardless of nationality, in the general turn report. Responding is voluntary, and dispatching units will result in earning 2 victory points if the colony is of the same nationality and 3 if it is not.. The likelihood of this event occurring is dependent on how close a colony is to the front line and its paranoia level.

Directive for fleet action
This is a direct order from the home government to a specific task force commander to perform a specific action such as attack, protect a colony, etc. It may not be a sound military request, but the government wants action! Failure to comply will result in a loss of 2 victory points. The

Zobel Drops Humanitarian Aid to Newmark Colony
The German merchant-man *Zobel* dropped tons of much needed supplies to the colony of Newmark this week. Consisting of everything from food and medicine to construction equipment and temporary shelters, the humanitarian aid is being distributed by Zapamoga, the European relief organization.

"We are very grateful for these supplies," commented the head of the local disaster relief effort, Estefan Rensiki. *"We only wish there was more, especially with the state that Saint-Benoit is in."*

Political Q & A

Q: If more than one TC responds to a request for colony protection, how is the VP bonus distributed?

A: Each task force commander will receive 1 VP.

Q: How is the Political Relations Level enforced? i.e. how do you prevent players from ignoring it for off-line activities?

A: Players often forget or ignore the national differences between their TCs, especially when fighting against a

likelihood of this event occurring is dependent on the course of the campaign and actions of the task force commanders.

common enemy such as the Kafers. The referee ensures that any combined activities take this into account with suitable adverse impact to whatever the players are attempting.

10. Revision History

This section documents any changes that have been made in the rules since the last issued version. Changes can be identified by the use of blue text for changes or additions. Deletions are not obviously, but will be noted here.

Date	Version	Changes
29Oct06	8.0	First version of rules for the second campaign is issued.
24Nov06	8.1	Section 3 / Facilities – added sentence to indicate that the maximum Sc rating of a facility is 2.
25Nov06	8.1	Section 2 / Task Force Commander Primary Characteristics / Ship Tactics – clarified that starting sTac skill level is 1, not a random value.
09Dec06	8.1	Section 2 / Task Force Commander Primary Characteristics / Rank – re-wrote section on promotions.
24Dec06	8.1	Section 4 / Turn Orders / Attack – formatting change to add bullets to the attack sub-types. Section 4 / Turn Orders / Ground Formation Actions – formatting change to add bullets to the action types. Section 4 / Turn Orders / Ground Formation Actions / Move – formatting change to add bullets to move sub-types. Section 6 / Detection / Outcome – Added paragraph concerning opportunity attacks as a result of detecting enemy ships or facilities.
10Feb07	8.1	Section 7 / Space Combat / Engagement Range – formatting change to add bullets to engagement factors listing. Section 2 / Commanders / Task Force Commander Primary Characteristics / Fleet Tactics – changed multi-ship engagement to multi-task force combat engagement.
14Apr07	8.1	Section 3 / Units / Space Units / FTR – Fighter – Added a sentence to indicate the SP equivalent size of a FTR unit for transportation purposes.
22Ape07	8.1	Section 6 / Detection / Intelligence Gathering – added clarification for knowing direction of travel based on activity of detector. Section 6 / Detection / Detection Advantages – added mechanics of multiple task forces engaging common enemy
23Jan08	8.2	Section 2 / Commanders / Task Force Commander Primary Characteristics – removed fTac from game mechanics as it was hampering playability and turn processing. Introduced Victory Points (VP) as a simplified manner to increase the primary characteristics of sTac, Rank, and Dipl. Political Points (PP) were also removed. Section 4 / Turn Orders / Task Force Actions / Attack – Added a sub-type of attack to allow for attacking targets of opportunity. Section 4 / Turn Orders – added a section on task force aggressiveness. This will replace the need to write detailed SOPs for tactical level decisions for space combat. Section 6 / Detection – Minor changes to the verbiage. Section 7 / Space Combat – minor changes to reflect new aggressiveness level addition and removal of SOPs.

26Jan08	8.2	Section 7 / Space Combat / Applying Damage / Damage Location – expanded table to 12 locations, adding cargo hold and a second defense chance. Section 8 / Ground Formations / Boarding Actions – clarified when boarding actions may occur. Section 9 / Political Activities – changed references from political points to victory points.
16Feb08	8.2	Section 3 / Units / Unit Formations / Task Forces – removed reference to fTac in detachment size. Section 4 / Turn Activities / Actions / Attack – removed task force quantity limitation imposed by fTac. Section 4 / Turn Activities / Actions / Defend – changed reference to fTac in number of patrols to sTac. Section 5 / Logistics / New Unit Purchase – changed reference from political points to victory points. Section 8 / Ground Operations / Ground Attacks / Attacking Enemy Colonies – changed reference from Political Points to Victory Points. Section 8 / Ground Operations / Repatriation of Captured Troop Units – changed reference from Political Points to Victory Points. Section 9 / Political Activities / Political Interventions / Directive for Fleet Action - changed reference from Political Points to Victory Points.