Imperial Ambitions

(The battle for the Second Empire of Man)

A simple space combat system featuring individual ships
in large fleet strategic combat operations

Designed by Kelly Everitt

INTRODUCTION

Imperial Ambitions is a simple space warfare game. The scale of the game, however, is limited only by the size of the maps the players want to build and the number of counters they want to make.

The final pages of this rulebook are copies of a hex grid that can be used to make the strategic map (which contains star/solar systems) and the tactical map (which is blank) and counter sheets. Photocopy as needed.

Making counters

Photocopy the counter sheets (preferably on pastel-colored paper). Using rubber cement, glue front side counter sheet to a piece of moderately thin cardboard. Carefully cut out the entire sheet. Then, cut out the back side counter sheet, line it up with the front side counters, and glue that sheet to the other side of the cardboard. Then cut the counters out of the cardboard. Putting a sheet of laminate on top of each side can greatly improve the counters' appearance.

Making maps

Each map sheet found at the end of the rules can be used to represent a specific "sector" of the empire, with players cutting out and placing sector maps together to represent the parts of the empire over which the star war is being fought.

Players should create their own maps of where solar systems are in a sector, but no solar system should be closer than 4 hexes from any other solar system or closer than 2 hexes to the edge of the sector map. Each sector map should be identified and a separate "universe" mini-map should be created showing the relationship of all the sector maps to each other.

Initial forces

Each full-strength unit has a value point (vp), noted on the counter examples on Page 3. The number of value points available to each player at the start of the game is determined by the players, who then spend those points to create their initial starting forces. Points left over are then added to the player's treasury.

GENERAL BACKGROUND TO THE GAME

The Star Empire was essentially a feudal organization, with princes and dukes serving as sector administrators of one or more star systems. When the emperor died without leaving any heirs, many of the sector Dukes declared both their own independence and intentions to restore the empire. Other sectors declared independence and neutrality.

The game begins at that point, with each player controlling a specific sector of an ambitious duke.

Players win by conquering all other sectors and establishing the Second Empire of Man.

Neutral sectors may be assigned combat forces by the players in advance. These forces do not leave their home system and are controlled by any opponent of a player attacking those systems.

GENERAL DESCRIPTION OF TECHNOLOGY
Combat systems

Ships fire plasma cannons and defend with shields.
Drives

To make the game go fast, the technology involves ships utilizing reactionless drives for tactical movement (so inertia is not a factor).

Ships make instantaneous hyperspace jumps in any direction to move on the strategic map up to the limit of their strategic movement capability (see Basic Movement Concepts).

They do not technically move through the hex grid on the strategic map and facing is not important (both conditions apply on the tactical map, however). At the end of each jump the ship returns to normal space while it re-calibrates its engines for the next jump.

No combat can take place during a hyperspace jump, but combat may be triggered if opposing units occupy the same hyperspace hex on the strategic map. Due to the huge volume of space represented by hexes on the strategic map (several light years), if no solar system is located in the strategic map hex where both players have forces at the end of the strategic movement phase roll one die and on a roll of 1 the players can "find" each other (such a roll is required only if one or both of the players desire combat). No such roll is required in a strategic hex containing a solar system, where players' units are always considered to be near enough to the solar system to be able to find each other. See the Tactical Game to determine how to set up units where a battle will take place.

UNITS (and steps)

Tactical units in the game (ships, fighters and bases) have one to four steps. Each time a step is lost due to combat (see combat results) the unit's counter is adjusted to reflect its reduced capabilities. Counters not considered units are items such as solar system, star, planet, task force and "under construction" markers.

One-step units are printed on only one side of the counter. Two step units are printed on two sides, one a full-strength side and the other a reduced-strength side. Three and four-step units have two counters. When the full-strength counter has lost two steps, an appropriate one- or two-step replacement counter of the same type is placed on the board.

Ships, fighters and bases

Each combat unit in the game has, at the bottom of its counter, reading from left to right, an Attack Strength (AS), Defense Strength (DS), and Movement Allowance (MA). The AS/DS values are used only in the Tactical Game (where battles are fought). Each unit also has a type symbol. (Note: Ground units do not have MA values listed).

Attack strength is the base value used when calculating an attack.

Defense strength is the base value used when a unit is defending.

Movement Allowance (MA) is the number of movement points a unit can spend to move from one hex to another on the tactical map, and also is used to determine the "range" of a hyperspace jump on the strategic map (see Strategic Movement). Note that units that have an asterisk behind their MA, or which have an MA of 0, or no MA at all, may not move/appear on their own on the strategic map.
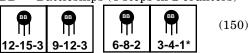
Facing

The top, or "forward" edge of each counter indicates the direction in which the ship or fighter is facing. In general, units on the tactical map must always move "forward," although they are allowed to change facing (see Tactical Movement rules). Facing has no effect on task forces or ships on the strategic map, which are simply moved from one point to another on the map (see the Strategic Movement rules).

The units players have available are:

First Counter		Second Counter		Example
Full Step Front	-1 Step Back	-2 Steps Front	-3 Steps Back	(Value Points)

BB — Battleships (4 steps in 2 counters)

| 12-15-3 | 9-12-3 | 6-8-2 | 3-4-1* | (150) |

BC — Battlecruisers (3 steps in 2 counters)

| 10-10-4 | 6-6-3 | 3-3-1* | | (100) |

CA — Cruisers (3 steps in 2 counters)

| 6-8-4 | 4-6-3 | 2-3-1* | | (80) |

CL — Light Cruisers (2 steps in 1 counter).

| 5-5-5 | 3-3-3* | | | (54) |

DD — Destroyers (2 steps in 1 counter)

| 3-4-6 | 2-2-3* | | | (45) |

CV — Carriers (4 steps in 2 counters)

| 3-3-5 | 2-2-3 | 1-1-2 | 0-1-1* | (125) |

F — Fighter Squadron (2 steps in 1 counter)

| 4-3-8* | 2-2-8* | | | (30) |

Cg — Cargo ships (2 steps in 1 counter)

| 0-2-2 | 0-1-1* | | | (15) |

B — Bases (4 steps in two counters)

(Also used for Planetary Defense Bases)

| 32-24-0 | 25-18-0 | 18-12-0 | 12-6-0 | (385) |

SS — Space stations (4 steps in two counters)

| 0-4-0 | 0-3-0 | 0-2-0 | 0-1-0 | (108) |

Inf — Infantry unit (2 steps in 1 counter)

| 3-4 | 2-3 | | | (36) |

Arm — Armor unit (2 steps in 1 counter)

| 6-4 | 4-3 | | | (60) |

Note that armor and infantry units do not have a movement allowance on their counter.

T-Transports (2 steps in 1 counter)

| 1-2-3 | 0-1-2* | (30) |

Special capabilities of some units

Ships with an asterisked MA (*) have lost hyperspace capability (See Strategic Game).

Ships with 0 MA have no hyperspace capability. They appear only in the tactical game

CV — Carriers can "land" 1 fighter step for each carrier step (See Tactical Game).

B — Bases can make repairs and build units (See Strategic Game). They have no movement capability of any type. Bases can "land" 1 fighter step for each base step, and/or "dock" 1 ship (regardless of current steps). See Tactical Game for more details.

SS — Space Stations can make repairs and build units (See Strategic Game). They operate just like bases (but have no attack capability). Stations can "land" 1 fighter step for each station step, and/or "dock" 1 ship (regardless of current steps). Any reference in a rule to a base applies to a station as well, unless specifically indicated otherwise.

Other counters

There are several other counters that appear in the game.

Task forces represent groups of 0 or more ships and are used only on the strategic map when it is too unwieldy to move large groups of ships. A side chart (see charts included or use a 3x5 card) is used to determine what ships are included in the task force (place the ships on the side chart card with the same identification number as the task force).
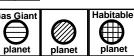
System counters are used only on the strategic map (if players do not create their own permanent map). A side chart (or 3x5 card) is used to determine what ships, planets and other forces are located in the numbered system. The side chart also may be used to indicate the positions of the system's star and planets. The side chart also indicates which planets have bases (and how many) and what forces are present on the habitable planet (e.g. armor, infantry and planetary defense systems).

Stars appear only on the tactical map and are always placed in the center of the tactical map.

Planets appear only on the tactical map. The system side chart may (or may not) indicate their position. If it is not indicated, the system's "owning" player places then as he desires, within the rules of setting up a tactical battle map. Note that there are three types of planets, only one of which is a habitable planet. The other two are a gas giant and a rocky, smaller planet.

Under construction counters are used to represent forces that are being built (see construction rules in Strategic Game). They are placed on top of the unit being built, and removing them usually comes with an extra cost after all other conditions have been met.

BASIC CONCEPT OF THE GAME

The game is played in two parts, on two different maps. The Strategic Game is played only on the strategic map, and the Tactical Game, where battles are fought, is played only on the tactical battle maps.

In the Strategic Game, units move from one star system to another, and construction, repairs and various economic functions are conducted.

At the end of the Strategic Sequence of Play, any hexes containing opposing units on the strategic map may *trigger a battle (at the discretion of either one of the players with forces in the same hex), at which point each battle is resolved on a tactical map using the Tactical Game.*

BASIC MOVEMENT CONCEPTS

The Movement Allowance (MA) is the maximum number of Movement Points a unit has available to it to expend each movement phase. Each unit with a movement allowance (not all have them) spends one movement point to enter each hex on the tactical maps. On the strategic map, units do not technically move through the hex grid, so the unit's strategic MA represents the "range" of hexes from its present position that it may be moved.

On either map:

A unit may never spend more than its maximum Movement Allowance in a given movement phase.

Each unit moved may be moved as little or as much as the player desires within the limits of its particular Movement Allowance.

A hexagon grid has been overlaid on the maps to regulate movement. Units must follow the hexagon pattern when moving, tracing their path of movement (or jump range) through a line of connected hexes, moving in any direction or combination of directions as allowed by the movement rules. Essentially, each hex "costs" one Movement Point to enter.

Once a unit has been moved and the player has taken his hand from the counter, it may not be moved again during that specific movement phase (nor may it retrace its move, change it or retract it without the permission of all of the other players).

Movement Points are non-transferable and non-accrueable, i.e., unused Movement Points cannot be "given" to another unit or "saved" for another phase.

Restrictions on movement

Ships with 0 MA, an MA marked with an asterick, or which have no MA, cannot move on the strategic map. All units with an unastericked MA of one or greater can move on either the strategic or tactical maps.

The MA is the full Movement Allowance on the tactical map. *On the strategic map, MA values are halved (round up).*

Ground units

Ground units do not have a Movement Allowance (of any kind) of their own. They can move, during the Strategic Movement Phase (See Strategic Sequence of Play), from a base or transport adjacent to a *habitable planet*, to the planet, or vice versa. Simply make the change on the system side chart. During a Tactical Game battle, after all space combat and movement is completed, ground units may move to a planet from a transport unit adjacent to the planet, or withdraw from a planet to an adjacent transport (see Ground Combat rules).

Otherwise, the only way a ground unit may move on a tactical battle map or a strategic map is if they are "loaded" on a transport, which then moves them.

Task forces

In addition to the basic tactical combat units (ships, fighters and bases), the game uses numbered Task Force (TF) markers, which are only used on the Strategic Map.

Each TF marker represents a collection of ships of any size (it may also represent 0 ships in order to confuse your enemy).

No TF may move faster than the slowest ship in the "fleet" it represents.

A TF stationed at a solar system may have its marker removed from the strategic map and placed on a solar system side chart card (See Side Charts).

SIDE CHARTS

Side charts (3x5 cards) are used to keep the forces on the strategic map from becoming unwieldy. Each side chart is identified by the Task Force or Solar System ID number it represents. Place all units belonging to a Task Force on the Task Force side chart. Task Forces may be broken up at the start of a Strategic Movement Phase (into additional task forces or individual ships), and ships and task forces in the same hex at the end of the Strategic Movement Phase may be "melded" together (combined) as the player wishes.

Solar system side charts are used to place off map any forces that are "in system" (not in hyperspace on the strategic map), as well as providing information about the orbital distance (and type) of any planets from the system primary, which ships are in space, to which planets bases are adjacent, and what ground forces are available on the habitable planet. Units on the card that are under bases or carriers — indicating they are docked or landed (see Tactical Game)— are eligible for repair during the Strategic Game Sequence of Play.

(Note: The game can be huge, if the players so desire, but rather than use 3x5 cards, some "sample" side charts are provided at the end of this game.)

THE STRATEGIC GAME

In the Strategic Game, the players move ships and task forces from one system to another, build and repair units, collect taxes and possibly fight battles, following the Strategic Sequence of Play to regulate those activities. Each action in the Strategic Sequence of Play is explained in greater detail in subsequent rules.

Strategic Sequence of Play

The Strategic Sequence of Play is the order in which actions take place during each turn and must be followed in precise order.

Both players perform all actions (except movement) at the same time, during each of the following phases:

1. Receive income from habitable planets.

2. Build/Repair units.

3. Move units (ships or task forces) on the Strategic Map. Roll 1 die. High roll has initiative and moves first. Players then alternate moving ship stacks or Task Forces on the Strategic Map. Players also may move ground forces from planets to transports/bases, or vice versa, on the Solar System side charts.

4. Conduct trades and receive income from the trades.

5. Engage in combat(s) on the tactical map for opposing units occupying the same hex on the strategic map in which at least one of the players wishes to engage in battle (note the possible exception for units on the strategic map that are not in a hex containing a system — see General Description of Technology). Each battle is resolved separately using the rules of the Tactical Game.

ECONOMICS

Players must keep track on a separate sheet of paper (or use Monopoly money) the amount of money he has

available in his treasury.

Every *habitable planet* on the map *controlled* by a player raises $10 of income for his treasury each turn during Phase 1 of the Strategic Sequence of Play.

Trade

Every cargo ship that enters a friendly solar system hex (after transiting from some other solar system) during Phase 3 of the Strategic Sequence of Play and "trades" with that system rolls one die, subtracts 1 and multiplies that result by $1 to determine the trade income for that trade attempt. Double that value if the solar system is neutral (not controlled by you or your opponent). Triple it if the system is enemy controlled (your opponent must allow the ship to do so).

Trade only occurs during the Strategic Game Sequence of Play during the turn in which the ship enters the solar system on the strategic map. No tactical maps are needed and the cargo ships can remain on the strategic map if the player wishes (it is assumed they go "in system," trade, and then leave the system), or they may be placed on the system side chart.

REPAIRING UNITS

Damaged ships that are docked with a base (See Tactical Game), or reduced strength fighter squadrons that have "landed" at a base, as indicated on the system side chart, may have one step of damage repaired during each Repair Phase (Phase 2) of the Strategic Game Sequence of Play. Adjust the counter to reflect the appropriate *step value* — as indicated in the description of units — after the necessary repair costs are made (See Build/Repair Costs Chart).

Only full-strength (4-step) bases can repair units other than themselves and such a base may only make one step worth of repairs (regardless of how many units are landed/docked with it) during the Repair Phase.

Bases may repair themselves simply by paying the cost to make a one-step repair. A base may be at any step level to repair itself.

Planets may repair ground units and Planetary Defense Bases (only).

BUILDING UNITS

Only full-strength (4-step) bases can build units (exception — see building a base and ground units).

A unit being built is considered to be "docked" or "landed" as per the rules in the Tactical Game.

Each base has one "under construction" marker available to it, which is placed on top of the unit being built at the time that the costs for the first turn of construction are paid. The counter for the unit being built is placed under the base at its lowest strength. During the Construction Phase in the Strategic turn (See Strategic Sequence of Play), the player may "build" one step of a unit, increasing the strength (adding steps) of the unit as appropriate (this helps keep track of where you are in construction of the unit).

The player must pay, *each turn*, the costs necessary

BUILD/REPAIR COSTS CHART		
Costs per step/turn		
Unit	Build	Repair
BB	$30	$15
BC	$25	$13
CA	$20	$10
CL	$18	$9
DD	$15	$8
CV	$25	$15
F	$10	$5
Cg	$5	$3
B	$35	$25
T	$10	$5
Inf	$12	$6
Arm	$20	$10
SS*	$12	$6

Space stations require only two Cg to build, not three as is required for a base.

for construction that turn (see Economics and the Build/Repair Costs Chart), including the first turn the unit is placed under the "under construction" marker.

A unit under construction is not available for any purposes until all steps of that unit have been built and the under construction marker has been removed.

To remove the under construction marker: After all steps of the unit have been built, the player must "build" the equivalent of one additional step. (Thus, for example, a 4-step unit will take 5 turns to build).

To build a base, three Cargo Ships must be stacked in the same hex (or on the solar system side card) adjacent to a *planet*. Place an *under construction* marker on the ships and a base marker beneath them, its lowest step level, facing up. During each construction phase, reduce one step worth of cargo ships, until they are all gone, then allow the 1-step base to complete building itself. Thus, it takes 11 turns to build a base — one for the initial placement of the counter's first step under the "under construction" marker, six for the cargo ship steps being removed, one each for steps two, three and four of the base, and one to remove the under construction counter.

Building ground units and planetary construction

Like space units, ground units can be "built" by bases in orbit. Ground units, including Planetary Defense Bases, also can be built on planets (simply place the "under construction" marker on the units and follow the same procedure as building at a base).

In addition planets may construct Cargo Ships. When the last step is built (remove Construction Marker), the player pays twice the normal cost for that step and places the Cargo Ship (Cg) in orbit.

Limits on construction and repair

A base or planet may only build <u>or</u> repair one step of a unit per turn (not both). Neutral planets can only repair units, not build them. Planetary Defense Bases cannot build or repair any unit (only the planet can do that for units on the planet's surface).

STACKING IN THE STRATEGIC GAME

There are no stacking limits in the strategic game (use Task Force markers to keep stacks of units from being unwieldy).

STRATEGIC SEQUENCE OF PLAY PHASE 5 — MOVING TO THE TACTICAL GAME

When opposing units occupy the same hex on the strategic map in Phase 5 of the Strategic Game, either player may elect to engage in combat. Go directly to the Tactical Game to resolve any battles.

CONTROLLING SYSTEMS AND PLANETS

While a player controls a system if he is the only one with ships/bases in the system, he can only control (and trade with) the planet in that system if there are no *enemy* ground forces on the planet (unless allowed to do so by the owning player — See Trade). Players can always trade with neutral planets as their forces are not considered to be enemy.

If one player controls the system, but his opponent controls the planet, the planet is considered blockaded. The player controlling a blockaded planet does not receive any revenue from that planet.

A planet is friendly to a player and he can receive the economic benefits of taxes, *only if he has the only ground forces on the planet*, otherwise it is neutral. Neutral planets and/or their forces that are attacked automatically become enemy planets and all their forces are converted to enemy forces of the nearest enemy planet.

THE TACTICAL GAME

The Tactical Game is the heart of Imperial Ambitions. It's here that players get their chance for the "shoot'em up" action that they crave.

When it has been determined that a battle will take place (from the Strategic Game), the players immediately begin the Tactical Game, resolving each battle in any order they choose, until all battles triggered on the strategic map have been resolved.

SETTING UP A BATTLE

When a "battle" is triggered in a system, the player controlling the system (or the first player to have units in that hex on the strategic map) sets up the primary (star) and the planets on the map. If the side chart indicates specific locations of the planets, put them in those locations. If it does not, the system defender places them according to the following criteria:

• No planet may be closer than 3 hexes to another planet (two blank hexes in between) and at a distance of at least 2 hexes from the star (primary).

• No more than 3 planets — one habitable, one rocky/minor planet, and one gas giant — can be placed in orbit around the solar system's star,

The player controlling the system then places eight blank maps around the system map. These nine maps then comprise the *tactical battle map*.

His opponent, the player "attacking" the system he controls, then secretly writes down on which of the eight "outside" maps he will place his attacking forces.

The player controlling the system then places on the center map all of the ships, fighters and bases he has in the system, based on the system side chart. The system side chart should indicate which ships are in space, to which planets bases are adjacent, and what ground forces are available on the habitable (only) planet. In addition, no unit may be placed in the outer 2 hexes from the edge of the central "system" map.

The attacker then places his forces on the map that he previously selected in secret, but no closer than 4 hexes from the central "system" map (this will guarantee that there are at least six hexes of separation between opposing forces to start the battle).

Note that in the rare cases where no system is present, the procedure is exactly the same, except no stars or planets are placed on the center map.

Players then proceed to the Tactical Game Sequence of Play to fight the battle, until either all enemy forces (in space at least, and possibly on the ground as well) have been either destroyed or have withdrawn from the tactical battle map and jumped back into hyperspace (returned to the strategic map).

Concluding battles

Units may not exit the tactical battle map into hyperspace unless they are in the outer four hexes of the battle map. They are then returned to their appropriate TF card and the TF counter is placed on the strategic map in the hex where the tactical battle took place.

A tactical battle is concluded when only one side has units still on the tactical map. That side then controls that star system, although it may be necessary to engage in ground combat to control a planet (see Ground Combat). If there are no enemy ground forces on a planet, the planet automatically comes under his control (he may immediately create without cost and place one half-strength infantry unit on

the planet). If one player controls a system (with his space forces), and the other player controls a habitable planet (with his ground forces), that planet is considered blockaded and does not produce revenue for either player (see Economics in the Strategic Game).

Controlling a planet

A planet is controlled by a player only if he has the only ground force unit on the planet. *Any planet without a ground force unit is considered neutral.*

TACTICAL SEQUENCE OF PLAY

Within each Tactical Game battle, the phases in the Tactical Sequence of Play for each turn must be followed in precise order:

1. a) Launch fighters from carriers and bases;
   b) Undock ships from bases;
   c) Place those ships and fighters (from a and b) in the same hex on the board as the base or carrier.
2. Move ships and fighters (movement phase).
3. Check stacking (stacking determination phase).
4. Engage in combat (combat phase).
5. If in the same hex, players may land fighters on carriers and bases or dock ships at bases.

Repeat until all space combat has been resolved (all enemy space forces on the tactical map have been destroyed, surrendered, or withdrawn). After all space combat has been completed, ground combat operations may commence:

Ground Combat Sequence of Play

1. Planetary Defense Bases fire at ships in orbit.
2. Ground units aboard transports adjacent to a planet may assault the planet (place them on the habitable planet).
3. *All* ships that are both in space *and* adjacent to the planet may conduct planetary bombardment.
4. A series of "rounds" of ground combats involving only ground forces are then conducted, the planetary defender attacking first in each round, followed by the planetary attacker.
5. *At the end of any round*, the attacking force may elect to withdraw its ground forces back to the transports adjacent to the planet, ending the ground combat. Otherwise, the ground combat concludes when one side or the other has lost all of its ground combat units.

Note that ground combat technically occurs on the system side chart (the section for the habitable planet), and therefore is technically not part of the tactical map (consider the side chart to be sort of a sub-map or separate "planet" map).

STACKING

Up to three friendly units may stack (occupy) the same hex on the tactical map. Enemy ships may occupy a hex containing friendly ships, with their own, separate, three-unit stacking limit.

Stacking does not apply to fighters that are "landed" on carriers or bases, or ships "docked" at bases (place landed/docked units under the carrier/base counters).

If, during the stacking phase, units are found to be in violation of stacking, the owning player must remove units from the game until stacking limits have been met.

Landing and docking

Each base or space station may "dock" 1 ship. No more than one ship may ever be docked at a base.

In addition, bases and (space stations) can "land" 1 fighter step for each current base (or station) step.

Carriers can "land" 1 fighter squadron step for each current carrier step.

Two half-strength (one step) fighter squadrons landed on a base, station or carrier may be replaced by one full-strength (two step) squadron *after* they have landed.

Fighter strength that exceeds the current step value of the base or carrier cannot be landed.

Landed and docked ships are placed under the base/carrier and *may not engage in combat in any form*.

If the carrier or base a fighter squadron is landed with suffers a step loss, those landed fighters also suffer a step loss (owning player chooses which counter if more than one is available).

If a base a ship is docked at suffers a step loss, that ship also suffers a step loss. This may be in addition to fighter losses (and/or ground unit losses).

TACTICAL MOVEMENT

Tactical movement occurs in a series of rounds.

Initiative

Before the movement rounds begin each player rolls 1 die to determine initiative. The player with the high roll has initiative and moves first in the first round. The second player then moves, completing a round. Players repeat rounds until all ships have been moved that they wish to move this turn.

Stack activation die roll

In each round, the player who will be moving (the "active" player) rolls one die to determine how many stacks (of 1-3 ships/fighters each) he *must* activate that round (See Stacking). Which stack(s) he activates is up to the owning player.

Once a stack is activated, the player then moves all the ships in that stack that he intends to move. The ships/fighters in the activated stack need not move as a unit. They can, if the player desires, move separately to different hexes, but all the units in an activated stack that <u>intend</u> to move <u>must</u> be moved in that round (i.e., *once a stack is activated for a round, it may not be activated in any subsequent round*).

After the "active" player in each round has activate and moved one stack of ships, he may then proceed to activate another stack (if his stack activation die roll allows it), and move all of the ships in that stack, until all the ships he has activated for that round have finished moving.

Force superiority

Each player first determines how many ships, fighters, bases and space stations he has on the board. If one player has at least twice as many ships, fighters and bases/space stations as the other player, that player doubles the number of stacks required to be activated in each round by the stack activation die roll.

Restrictions on movement

No ship may move in more than one round and no ship may exceed its *Movement Allowance* (MA) in any round. A unit's MA is the maximum number of hexes it may move in a turn.

A ship need not move its full MA (in fact, it isn't required to move at all), but no player may pass his turn in a round unless he has moved all the ships/fighters he intends to move this turn.

Facing and turning

Ships must have the top (forward) edge of their counter aligned with a specific hexside of the hex they are in. This represents their "facing."

Ships move in the direction they are facing, pay-ing one point from their MA for each hex entered.

A ship may not make a one-hexside turn (change in facing) until it has moved one-half *or more* of the movement points it intends to move in a given round (note, this may be less than the maximum MA available to the ship). A ship may make a turn of 1-3 hexsides if it does not move in a round (such turning in place is considered its full movement).

TACTICAL COMBAT

At the start of the combat phase, players roll 1 die each, with the high roller winning initiative.

Beginning with the player with initiative, players alternate fire of individual *units* (ships, bases or fighters) or *fire groups*.

Up to nine units may form a *fire group* to concentrate fire on a single target.

Each attack is made only against a single designated target (one ship or base/space station).

No unit may fire more than once per combat phase, *but a unit may be the* target *of more than one attack*.

Combat losses are taken in steps (See Steps). All combat losses are applied *immediately* after the resolution of the die roll on the Combat Results Table.

For each combat, the attacker adds the *attack strength* (AS) of all attacking units (adjusting for range and facing) and divides it by the *defense strength* (DS) of the target ship (adjusting for facing), and then dropping all fractions, to achieve an odds ratio. On the Combat Results Table, the player rolls 1 die and cross-references that roll with the odds to determine how may hits (step losses) will be applied to the target.

Odds of less than 1-3 result in no damage. Odds greater than 5-1 use the 5-1 line.

COMBAT RESULTS TABLE (CRT)

odds	1	2	3	4	5	6	die
1-3	*	-	-	-	-	-	
1-2	1	-	-	-	-	-	
1-1	1	1	-	-	-	-	- = no hit (step loss)
2-1	1	1	1	-	-	-	
3-1	2	1	1	1	-	-	
4-1	3	2	1	1	1	-	
5-1	4	3	2	1	1	**	

*= roll 1 die again. On a roll of 1-3 target takes 1 hit. **=roll 1 die again. On a roll of 1-2, target takes no hits. On a roll of 3-4 target takes 1 hit. On a roll of 5-6 target takes 2 hits.

Adjust each individual attacking unit's AS based on its range in hexes to the target unit:

Range	Adjustment
0	Add 50% rounded up, of attack strength
1-3	No adjustment
4	-1 attack strength
5	-2 attack strength
6	-3 attack strength

No attacks may be made at ranges greater than 6, or with an AS less than 1.

Facing and firing arcs

In addition, after making those adjustments, players adjust each individual unit's AS and/or DS based on facing (see facing arcs chart).

If the target unit lies in the forward arc of the attacking unit, reduce the AS to 2/3rds AS (rounding all fractions up).
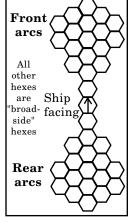
If the target unit lies in the rear arc of the attacking unit, reduce the AS to 1/3rd AS (rounding all fractions up).

All other attacks (including same-hex attacks) are "broadside" attacks and not adjusted for facing.

For bases and fighters, all hexes are considered "broadside" hexes for both attack and defense.

The defending unit's DS also may be adjusted based on facing. If ALL of the attacking units are located in either the forward or rear arc of the defending unit, divide the DS by 2, rounding fractions up (Bases/fighters are not affected).

Attacks at 0 range (same hex) are considered broadside attacks.

Front arcs

All other hexes are "broadside" hexes

Ship facing

Rear arcs

STEPS

All AS/DS/MA values are based on the step values of the ship. Combat losses are taken in steps. Step values representing one loss are on the back of the full-strength counter. Steps representing two or three losses are on a second counter that replaces the original counter on the board (for multi-counter units).

STARS and PLANETS

In addition to the ships, fighters and bases that make up the basic units, there also are star and planet counters used *on the tactical map (only)*.

Units may not enter a hex containing a star or planet counter on the tactical map and may not fire through stars or planets.

Line of fire

To determine if a planet or star is in the line of fire, draw a straight line from the center of the attacker's hex to the center of the defender's hex. If the line passes through the star or planet hex or *hexside*, the firing path is blocked.

Space units (ships, bases, etc.), both friendly and enemy, do not block lines of fire.

SURRENDER/SCUTTLE

Units in space that cannot withdraw from a tactical map (due to damage or inability to make a hyperspace jump), and are certain to be destroyed eventually by the player who has "won" the tactical battle, may be scuttled (removed from play) by the owning player, or surrendered to his opponent (in which case the unit is replaced with an identical unit of the same type and current step value). The decision to scuttle or surrender a ship occurs at the end of the owning player's combat round.

Scuttle

Ships may only be scuttled if they are more than two hexes away from an enemy unit. Otherwise, they must surrender if called upon to do so by the player's opponent and the conditions for surrender exist.

Surrender

A unit called upon by his opponent to surrender must meet all of the following conditions:

1) it is down to its last step;

2) no other friendly forces with an AS greater than 0 on the board have more than 1 step remaining;

3) the ship must be at least within two hexes of an enemy ship or stack of ships with a (total) attack strength greater than their own and a movement allowance greater than their own.

GROUND COMBAT and UNITS

Ground combat involves the use of ground units to hold or seize a habitable planet. Technically, all ground combat occurs on the system side chart, not on the tactical map.

Building ground units

Like space units, ground units can be built or repaired by bases in space. In addition, the player "owning" a planet may build/repair ground forces on the planet. All the basic rules for building units apply to ground units, whether they are being built by a base or a planet.

If being built by a base, the base may not also be involved in building or repairing a ship. If being built by a planet, the planet may not also be involved in building or repairing a Planetary Defense Base at the same time.

Ground unit movement

Ground units (infantry and armor) may only be located on a base, transport or habitable planet. They may only move on their own from one of those locations to another if they are adjacent to the habitable planet, base or transport where they need to move. Planetary Defense Forces may only be located on a habitable planet and may not move by any means.

Infantry and armor units may only move through space by being loaded on a transport.

During the Strategic Movement Phase, infantry and armor units may:

• Move from a planet to a transport (or vice versa). The transport is considered to have used up all its movement points this turn to "load" or "unload" the unit.

• Move from a planet to a base (or vice versa).

• Move with a transport on which they had been loaded (in at least the previous turn).

Ground units moved "in system" during the movement phase of the Strategic Game Turn do so by simply making the appropriate adjustment on the system side chart.

During the Tactical Game, armor and infantry units may:

• Move with a transport on which they had been loaded (in at least the previous turn).

• Move from a transport to a habitable planet during Phase 2 of the Ground Combat Sequence.

• Move from a planet to a transport (withdraw) at the end of any round of combat of the Ground Combat Sequence of Play.

Units that are embarked (loaded) on a base or transport are placed under the base or transport.

If a transport or base suffers a step loss, the ground unit embarked aboard that unit also suffers a step loss (this is separate and in addition to, any losses on bases for landed/docked fighters/ships).

Ground Unit Stacking

There many never be more than one ground unit assigned to a base. Each step of a transport unit may carry 1 step of a ground unit. If a transport or base suffers a step loss, the ground unit being carried also suffers a loss.

The presence of a ground unit at a base does not prevent the base from having docked/landed units at it as well. Like dock/landed units, ground units at a base do not count for stacking on the tactical map.

Ground units on a planet are placed on the solar system's "side chart" card, in the section for habitable

planets (only). There is no limit to the number of ground units that may be present on a planet.

Deploying forces for ground combat

If there are enemy ground forces on the planet, the friendly player may, *after all space combat is completed*, move any of his ships adjacent to the planet, and engage in ground combat by deploying the infantry or armor units carried by adjacent transports onto the planet's surface (the side chart).

GROUND COMBAT

Ground combat occurs after all space combat has been completed. The Ground Combat Sequence of Play begins only after all enemy *space-based* forces in the system have been eliminated (either destroyed, withdrawn to the strategic map, or scuttled/surrendered).

Declaration of planetary assault

The player then declares that space combat is over and he will be making a planetary assault.

He then may place "in orbit," i.e. adjacent to the habitable planet, any remaining ships he wishes, but at least one must be a transport carrying a ground unit and at least one ground unit must be allocated to making an assault on the planet.

Only ground units aboard transports that are *specifically designated by the player* for the subsequent planetary assault and ground combat may be moved to the planet's surface during Phase 2 of the Ground Combat Sequence of Play.

Planetary defense attacks (Phase 1)

After the player declares that space combat is over and he will be making a planetary assault, all of his forces in orbit are then immediately subject to a one-time attack by Planetary Defense Bases. Planetary Defense Bases may attack ships in orbit exactly as if it were space combat (except there is no return fire). There are no adjustments made for range or facing during planetary defense attacks.

Initiating a planetary assault (Phase 2)

To initiate ground combat, ground units adjacent to a planet may be moved from the transports carrying them to the surface of the planet, in order to conduct their assault. Place the ground units in the habitable planet section of the system side chart.

Planetary bombardment (Phase 3)

Ships in orbit (adjacent to) a planet where ground combat will take place may now make a one-time "bombardment" attack on defending forces on the planet prior to the resolution of ground combat. The targets can be infantry units, armor units or Planetary Defense Bases.

The attack is made exactly as if the defending forces were enemy space ships. However, the effectiveness of the attack is reduced. Ships utilizing planetary bombardment attack at one-half (rounded down) of their AS to the DS of *specifically targeted* individual defending ground combat forces.

No eligible ship in orbit may attack more than once and, unlike space combat, no specific defending unit may be the target of more than one attack, although more than one bombardment attack may be made if there are multiple defending units on the planet.

There are no adjustments made for range or facing by any of the forces involved.

Ground combat procedure (Phase 4)

After all ground units involved in the assault have been moved to the surface of the planet and all planetary defense and bombardment attacks have taken place, the players proceed to ground combat.

Ground combat is resolved in a series of rounds, using the same CRT as space combat, but each round is divided into two segments, and no adjustments are made for facing or range.

In the first segment, the player defending the planet adds the AS of all of his units together and attacks the combined DS of all the units attempting to seize the planet.

In the second segment, the player attempting to seize the planet adds the AS of all his units together and attacks the combined DS of all the units attempting to defend the planet.

Step losses in each segment of each ground combat round are applied immediately (owning player's choice).

Play continues in rounds until either all the forces on one side are destroyed, or, at the end of a round, the attacking player withdraws the units attempting to seize the planet, placing them under their "in orbit" transports.

PLANETARY DEFENSE BASES (PDBs)

Players may build a regular base unit (B) on a planet, using infantry units rather than cargo ships when building the base (See Building Bases). Such bases on planets are called Planetary Defense Bases. *Only base units may be utilized in this manner, not space station units*.

Planetary Defense Bases during space combat

Planetary Defense Bases may attack ships adjacent (only) to the planet where they are located during the regular space combat sequences, exactly as if they were a base in space, but with the limited range of only one hex from the planet. No adjustments are made for range or facing during such attacks. Such attacks end the moment the opposing player has met the conditions to begin a ground combat assault and declares his intentions to do so.

PDBs that have attacked any spaceship at any time during the regular space combat sequences may be attacked by space ships *adjacent to the planet* during the space combat sequences of the tactical game, exactly as if they were space units, but the AS of the attacking ships is halved (rounded down). No adjustments are made for range or facing during such attacks.

PDBs on a planet may combine with each other, but may not combine with any space-based ship to attack an enemy ship.

PDBs that do not attack space ships may not be attacked during the regular space combat sequences.

Planetary defense "final fire"

Planetary Defense Bases (only) also may make a "final fire" attack against space-base forces in orbit around the planet during the planetary defense attacks phase (Phase 1) of the Ground Combat Sequence of Play. No adjustments are made to their die roll for range or facing.

PDBs on the planet may combine with each other in order to attack ships in orbit during the planetary defense phase, but may not combine with any infantry or armor unit to attack an enemy ship.

PDBs and ground combat

In resolving combat between ground forces (Phase 4), each PDB is considered to be a ground unit and has an AS and DS equal to the number of steps it has.

A PDB is considered a ground unit for all purposes related to determining control of a planet.

System and Task Force Side Charts

System ID #	Space-based units in the system	Bases in orbit around planets				Ground units on habitable planet
System 1		**Gas Giant** planet	planet	**Habitable** planet	**Habitable** planet	

Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #	Task Force #

Hex grid for sector and tactical maps

Units													
Full strength BB	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3	BB 12-15-3
Second Counter (step 2 of 4)	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2	BB 6-8-2
Full strength CV	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5	CV 3-3-5
Second Counter (step 2 of 4)	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2	CV 1-1-2
Full strength B	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0	B 32-24-0
Second Counter (step 2 of 4)	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0	B 18-12-0
Full strength CA	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4
Second Counter (step 1 of 3)	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*
Full strength CA	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4
Second Counter (step 1 of 3)	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*
Full strength DD	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6
Full strength DD	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6
Full strength DD	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6
Full strength DD	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6	DD 3-4-6
Full strength F	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength F	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Cg	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2	Cg 0-2-2
	Task Force 1	Task Force 2	Task Force 3	Task Force 4	Task Force 5	Task Force 6	Task Force 7	Task Force 8	Task Force 9	Task Force 10	Task Force 11	Task Force 12	Task Force 13
	Task Force 14	Task Force 15	Task Force 16	Task Force 17	Task Force 18	Task Force 19	Task Force 20	Task Force 21	Task Force 22	Task Force 23	Task Force 24	Task Force 25	Under const-ruction
	Star	Gas Giant planet	planet	Habitable planet	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction	Under const-ruction

Units													
Half strength BB (step 3 of 4)	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3	BB 9-12-3
Second Counter (step 1 of 4)	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*	BB 3-4-1*
Half strength CV (step 3 of 4)	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3	CV 2-2-3
Second Counter (step 1 of 4)	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*	CV 0-1-1*
Half strength B (step 3 of 4)	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0	B 25-18-0
Second Counter (step 1 of 4)	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0	B 12-6-0
Reduced strength CA (step 2 of 3)	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3

Units													
Reduced strength CA (step 2 of 3)	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3

Units													
Half strength DD (step 1 of 2)	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*
Half strength DD (step 1 of 2)	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*
Half strength DD (step 1 of 2)	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*
Half strength DD (step 1 of 2)	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*	DD 2-2-3*
Half strength F (step 1 of 2)	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*
Half strength F (step 1 of 2)	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*	F 2-2-8*
Half strength Cg (step 1 of 2)	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*

Counter Sheet 2 — Front

Units													
Full strength SS	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0	0-4-0
Second Counter (step 2 of 4)	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0	0-2-0
Full strength CL	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5
Full strength CL	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5	5-5-5
Full strength T	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength T	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength T	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength T	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength T	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	1-2-3	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Cg	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	0-2-2	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength INF	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Inf	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Inf	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Arm	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength Arm	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	6-4	4-3-8*	4-3-8*	4-3-8*	4-3-8*
Full strength BC	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4	10-10-4
Second Counter (step 1 of 3)	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*	3-3-1*
	System 1	System 2	System 3	System 4	System 5	System 6	System 7	System 8	System 9	System 10	System 11	BB 12-15-3	BB 12-15-3
	System 12	System 13	System 14	System 15	System 15	System 17	System 18	System 19	System 20	System 21	System 22	BB 6-8-2	BB 6-8-2
	System 23	System 24	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	CA 2-3-1*	Under construction	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4	CA 6-8-4

Counter Sheet 2 — Back

Units													
Half strength SS (step 3 of 4)	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0	ⓢ 0-3-0
Second Counter (step 1 of 4)	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0	ⓢ 0-1-0
Half strength CL (step 1 of 2)	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*
Half strength CL (step 1 of 2)	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*	CL 3-3-3*
Half strength T (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*
Half strength T (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*
Half strength T (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*
Half strength T (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*	0-1-2*
Half strength CG (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*	Cg 0-1-1*
Half strength Inf (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3
Half strength Inf (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3
Half strength Inf (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3
Half strength Arm (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	4-3	4-3	4-3	4-3	4-3	4-3	4-3	4-3	4-3
Half strength Arm (step 1 of 2)	2-2-8*	2-2-8*	2-2-8*	2-2-8*	4-3	4-3	4-3	4-3	4-3	4-3	4-3	4-3	4-3
Reduced strength BC (step 2 of 3)	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3	BC 6-6-3

BB 9-12-3	BB 9-12-3
BB 3-4-1*	BB 3-4-1*

CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3	CA 4-6-3

Handy cheat sheet

COMBAT RESULTS TABLE (CRT)

odds	1	2	3	4	5	6	die
1-3	*	-	-	-	-	-	
1-2	1	-	-	-	-	-	
1-1	1	1	-	-	-	-	- = no hit (step loss)
2-1	1	1	1	-	-	-	
3-1	2	1	1	1	-	-	
4-1	3	2	1	1	1	-	
5-1	4	3	2	1	1	**	

*= roll 1 die again. On a roll of 1-3 target takes 1 hit. **=roll 1 die again. On a roll of 1-2, target takes no hits. On a roll of 3-4 target takes 1 hit. On a roll of 5-6 target takes 2 hits.

Adjust each individual attacking unit's AS based on range:

Range	Adjustment
0	Add 50% rounded up, of attack strength
1-3	No adjustment
4	-1 attack strength
5	-2 attack strength
6	-3 attack strength

No attacks may be made at ranges greater than 6, or with an AS less than 1.
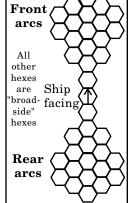
Facing and firing arcs

In addition, after making those adjustments, players adjust each individual unit's AS and/or DS based on facing (see facing arcs chart).

If the target unit lies in the forward arc of the attacking unit, reduce the AS to 2/3rds AS (rounding all fractions up).

If the target unit lies in the rear arc of the attacking unit, reduce the AS to 1/3rd AS (rounding all fractions up).

All other attacks (including same-hex attacks) are "broadside" attacks and not adjusted for facing. For bases and fighters, all hexes are considered "broadside" hexes for both attack and defense. Attacks at 0 range (same hex) are considered broadside attacks.

Front arcs

All other hexes are "broadside" hexes

Ship facing

Rear arcs

The defending unit's DS also may be adjusted based on facing. If ALL of the attacking units are located in either the forward or rear arc of the defending unit, divide the DS by 2, rounding fractions up (B/F units are not affected).

House rules:

BUILD/REPAIR COSTS CHART
Costs per step/turn

Unit	Build	Repair
BB	$30	$15
BC	$25	$13
CA	$20	$10
CL	$18	$9
DD	$15	$8
CV	$25	$15
F	$10	$5
Cg	$5	$3
B	$35	$25
T	$10	$5
Inf	$12	$6
Arm	$20	$10
SS*	$12	$6

*Space stations require only two Cg to build, not three as is required for a base.

STRATEGIC SEQUENCE OF PLAY

Both players perform all actions (except movement) at the same time, during each of the following Phases:

1. Receive income from habitable planets
2. Build/Repair units
3. Move units (individual ships or task forces) on the Strategic Map. Roll 1 die. High roll has initiative and moves first. Players then alternate moving ships or Task Forces on the Strategic Map. Players also may move ground forces from planets to transports/ bases, or vice versa, on the Solar System side charts.
4. Conduct trades and receive income from those trades.
5. Engage in combat(s) on the tactical map.

TACTICAL SEQUENCE OF PLAY

Within each Tactical Game battle, the phases in the Tactical Sequence of Play for each turn must be followed in precise order:

1. a) Launch fighters from carriers and bases;
   b) Undock ships from bases;
   c) Place those ships and fighters (from a and b) in the same hex on the board as the base or carrier.
2. Move ships and fighters (movement phase).
3. Check stacking (stacking determination phase).
4. Engage in combat (combat phase).
5. If in the same hex, players may land fighters on carriers and bases or dock ships at bases.

Repeat until all space combat has been resolved (all enemy space forces on the tactical map have been destroyed, surrendered, or withdrawn). After all space combat has been completed, ground combat operations may commence:

GROUND COMBAT SEQUENCE OF PLAY

1. Planetary Defense Bases fire at ships in orbit.
2. Ground units aboard transports adjacent to a planet may assault the planet (place them on the planet).
3. *All* ships that are both in space *and* adjacent to the planet may conduct planetary bombardment.
4. A series of "rounds" of ground combats involving only ground forces are then conducted, the planetary defender attacking first in each round, followed by the planetary attacker.
5. At the end of any round, the attacking force may elect to withdraw its ground forces back to the transports adjacent to the planet, ending the ground combat. Otherwise, the ground combat concludes when one side or the other has lost all of its ground combat units.

ECONOMICS

Every *habitable planet* on the map controlled by a player (he has the only ground combat forces on the planet) raises $10 of tax income for his treasury each turn.

Trade

Every cargo ship that enters a friendly solar system hex (after transiting from some other solar system) during Phase 3 of the Strategic Sequence of Play and "trades" with that system rolls one die, subtracts 1 and multiplies that result by $1 to determine the trade income for that trade attempt. Double that value if the solar system is neutral (not controlled by you or your opponent). Triple it if the system is enemy controlled (your opponent must allow the ship to do so).