

Tactical Warfare in the 25th Century
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[1.0] INTRODUCTION

StarSoldier is a tactical level simulation of man-to-man combat in the 25th Century. Each Player controls from three to a dozen StarSoldiers, which he deploys and conducts in combat, attempting either to accomplish, or prevent his opponent from accomplishing a particular mission. The game features simultaneous movement and combat, and thereby portrays realistically the swift and/or rapid problematical pace of tactical level operations. Each Player pre-plots all activity for his Soldiers before any movement or combat is actually executed on the map; therefore, one Player never knows what precisely the other will be doing. The Rules are divided into three parts, or "sub-games."

The Basic Game (Sections 4.0 to 13.0) is presented first. It concerns the first military interspecies conflict to involve Humans, the First Contact with the L'Chal Dah in 2451. It is intended to serve as an introduction to the mechanics of play.

The Standard Game (Rules 14.0 to 27.0) adds a more refined Sequence of Play and rules for specialized weaponry, tactics, and other species besides the Humans and the L'Chal Dah. Except for the specifically noted changes, the rules for the Basic Game apply for the Standard Game as well. It is composed of several scenarios drawn from the military conflicts which marked the 25th Century as described in the Future History of SPI's companion game of strategic level interstellar conflict, StarForce. Typical scenarios simulate patrols, assaults, base defence, etc.

The Link Game (41.0) allows Players owning SPI's StarForce game (which concerns the strategic interstellar situations on which StarSoldier is based) to play the games in tandem, systematically linking actions in one to the other. Hence, Players can resolve with StarSoldier tactical situations that are brought about by the resolution of conflicts in StarForce.

[2.0] GENERAL COURSE OF PLAY

Starsoldier is a two-player game. The Players select a Scenario to play. Following instructions, they assemble their respective forces from the die-cut counters provided. They then proceed to conduct the movement and combat of each of their soldiers with a view toward accomplishing their overall mission as set forth in the Scenario instructions.

Each Scenario is played in successive Game-Turns. Each Game-Turn is subdivided into Stages, Phases, and Segments. These subdivisions are arranged in a structure (called the Sequence of Play); it provides a systematic scheme by which the Players execute the activities of their respective forces in the course of the Game-Turn. When following this Sequence of Play, the Players will be simultaneously plotting and then executing the fire and/or movement for each of the soldiers under their command.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The terrain printed on the mapsheet included rough terrain, mountains, forests ("organic cover"), bodies of (not necessarily) water, as well as settled ("urban") areas. Most conflicts will be over inhabited, or, at least, habitable planets. However, it is likely that especially resource-rich planets with hostile environments (or even barren ones in strategically located systems where control of the StarGate could be crucial) might be militarily garrisoned and require force to secure. Some scenarios, therefore, call for certain terrain-areas to be treated as if they were something else.

A hexagonal grid has been superimposed over the map to regularize the positioning of the playing pieces and to facilitate distance calculations. Each hexagon (hereinafter referred to as "hexes") represents an area one kilometer in diameter, measured from one edge directly across to the opposite edge.

[3.2] PLAYING PIECES

Four differently colored sets of die-cut counters are provided representing soldiers of the various species in the game. Each soldier has a unique identifying number code, and displays type: Regular, Heavy Weapon or Android. Each soldier's counter is backprinted to indicate either Ground and Airborne Modes (front and back sides, respectively). There are also counters differentiated by species to represent Homing Missiles and to mark targets acquired by each individual Homing Missile, to represent Support Platforms and to mark their Fire Registration and for Strike Commands which may be used in the Link Game with SPI's science fiction game, **StarForce**. There are counters undifferentiated by species for Free Flight Missiles, Guided Positron Bombs, Opacity Grenades, and so forth, most of which are backprinted with craters, "smoke", and the like, as appropriate. Finally, there are two sets of Game Aid Markers, which are used to record losses (on the Task Point Level Track) and to keep track of the "Preservation Level".

[3.21] Species-Differentiated Counters

There is one set of these each for Humans, L'Chal Dah, the Rame, and the Xenophobes. In some scenarios, where Humans are fighting each other, Players may utilize L'Chal Dah counters to represent one of the Human Forces, as indicated in the Scenarios.

Front		Back	Front		Back
	Regular StarSoldier Ground Mode			Free-Flight Missile	
	Airborne Mode			Crater	
	Heavy Weapons Soldier Ground Mode			Guided Positron Bomb	
	Airborne Mode			Crater	
	Android Ground Mode			Opacity Grenade	
	Airborne Mode			Smoke	
	Homing Missile (dormant)			Orbital Bomb	
	(active)			Crater	
	Target Acquisition (Independent)			Orbital Opacity Bomb	
				Dense Smoke	
	Support Platform (Independent)			Base	
				(Independent)	
	Fire Registration (Independent)			Civilian Marker	
				(Dummy)	
	Strike Command (Independent)			Civilian Marker	
				(Genuine)	
	Neutron Bomb (Independent)			High Altitude Marker	
				(Independent)	
				Dinkblog	
				(Independent)	

[3.22] Game Aid Markers:

Twelve Task Point Allowance Markers and Available Task Point Markers are provided for each side (for use in the Standard Game only). The Players assign each Soldier on their side a number between one and twelve and use the markers in conjunction with the Task Point Level Track to record losses and Task Point expenditure (for the Standard Game only).

	Task Point Allowance Marker
	Available Task Point Marker
	Preservation Level Markers

[3.23] Neutral Game Markers:

The following markers are used to represent various launching weapons, the after-effects of detonations of those weapons, civilians, high-altitude markers, and two carnivorous "Dinkblogs".

[3.3] GAME CHARTS & TABLES

Most of the tables used in the game are to be found in the center of this rules booklet. Players should tear out this center section and, using a scissors, cut it into two identical 8 1/2" x 11" sheets. Each Player is also provided with a separate Task Point Record Display upon which are deployed the markers used on the tracks to record the status of their StarSoldiers.

Note: The dice in the game are used in connection with the tables mentioned above. Note that some tables use both dice while others call for the use of only one.

[3.4] INVENTORY OF GAME PARTS

Each copy of **StarSoldier** includes the following:
 One Rules Booklet
 One Sheet of Die-Cut Counters (400 pieces)
 One 22" x 34" Game Map
 Two Level Record Charts
 Two plastic dice, One Game box.

If any parts are missing or damaged, please write:

Customer Service Simulations Publications, Inc. 44 East 23rd Street New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased to be answered by a simple one word answer. Send rules Questions to the above address and mark the envelope **StarSoldier Rules Questions**.

[4.0] BASIC GAME SEQUENCE OF PLAY

StarSoldier is played in turns called "Game-Turns." Each of these Game-Turns is divided into Phases, during which the Players have the opportunity to plan and execute movement and combat by their soldiers. All action must take place in the **exact sequence** outlined below.

[4.1] SEQUENCE OUTLINE (Basic Game)

This outline should be followed when using the Basic Game Rules.

1. Plot Phase: Each Player simultaneously and secretly determines and writes down ("plots") the movement and combat activities for the current Game-Turn for each of his soldiers.

2. Execution Phase: Although all action plotted for each Soldier during this Phase is assumed to be occurring simultaneously, for the purposes of execution it is divided into two Segments.

a. Fire Segment: All Soldiers plotted to Execute Direct Fire do so. Players should make adjustments on their Task Point Level Charts as appropriate to indicate casualties (which are considered to take effect after the following Segment).

b. Launch Segment: All Soldiers plotted to launch projectiles do so. Any casualties that may have resulted from combat resolutions during the preceding Direct Fire Segment are then considered to take effect.

3. Movement Phase: Each Player moves those of his Soldiers who are plotted to do so (casualty status permitting). The counters are physically moved on the map, hex-by-hex, according to the plot which has been written for them. Any Opportunity Fire that has been plotted is resolved by the Players as they determine.

4. Projectile Resolution Phase:

a. Scatter/Interception Segment: The range and target Counter-Measure activity (CM) are taken into account to determine whether or not any Guided projectiles that have been launched scatter before reaching their targets, and whether any of the Non-Guided projectiles which were launched are intercepted. The effects of any scattering which occurs are calculated.

b. Detonation Segment: Execute the detonation of all projectiles launched earlier in the Game-Turn. Assess casualties where necessary, and adjust the Task Point Level Charts as appropriate. Place Stun Markers on stunned Soldiers.

5. Recovery Phase: Any Soldiers that did not suffer any adverse Combat Results during the immediately preceding Execution and Projectile Resolution Phases benefit from Recovery. Stun Markers are removed.

6. Game-Turn Record Phase: Record the passage of one complete Game-Turn and begin the next, repeating Phases 1 through 5.

[5.0] "SIMULTANEOUS" MOVEMENT

COMMENTARY:

Unlike many other games, **Star Soldier** employs a simultaneous movement system rather than a sequential one. In order to effectively achieve "simultaneity," the Players in **Star Soldier** must plan out and commit to paper all the tasks of their soldiers for a certain time segment (one Game-Turn), and then execute these orders ("Plots") as exactly as possible.

GENERAL RULE:

During each Plot Segment (see Section 4.1), both Players must plan out and record on a piece of paper all the tasks it is desired to have each soldier perform during the remainder of that Game-Turn.

PROCEDURE:

The owning Player writes the identifying letter of each of his soldiers in a vertical column on the left of a sheet of lined paper. During each Plot Segment, the owning Player writes the corresponding task code (Section 7.1) for any activity he assigns each of his soldiers, next to the appropriate identifying letter. If a soldier is moving or firing, the hexes moved through (one-by-one), or fired upon, are also recorded.

CASES:

[5.1] SECRECY AND HONESTY

The written record ("Plot") of each **Player's** task assignments is kept hidden from the other Player until after the end of the game. If a Player has any doubt about the other Player's orders during the course of the game, the best thing to do would be to write them down and compare them with the other Player's Plot at the end of the game. A Player discovered to have secretly violated the rules to gain an advantage forfeits the game.

[5.2] SIMULTANEITY OF ACTIVITY

All actions initiated by Soldiers are considered to be taking place at the same time during the Execution Phase during which they occur. Casualties caused by combat resolved during a given Execution Phase do **not**, therefore, take effect until after **all** combat occurring during that Phase has been resolved. Similarly, all movement is considered to be simultaneous during the Movement Phase in which it occurs.

CASES:

[5.21] A combat effect suffered by a Soldier in a given Execution Phase does not affect that Soldier's combat ability until after all combat occurring during that particular Execution Phase has been resolved. Such a Soldier **must** engage in combat during that Phase if ordered to do so by the owning Player's Plot without any consideration of the combat result. Exception—the Command Control rules in the Standard Game amend this slightly to favor Soldiers in Command Control. (See 14.0.)

[5.22] Both Players execute all movement during the Movement Phase. All movement must be executed precisely as plotted (casualty status permitting). Soldiers may **never** alter their movement in response to Enemy movement.

[6.0] DISTINCTIONS BETWEEN SPECIES

COMMENTARY:

StarSoldier is based on the science-fiction future developed for SPI's first science fiction game, **StarForce**. The game concerns the tactical fighting which occurred in the conflicts depicted on a strategic level in **StarForce**. Hence the species found in StarSoldier include Humans, L'Chal Dan, Rame, and Xenophobes, the same as in StarForce.

GENERAL RULE:

The differences between the species which are represented in **StarSoldier** are simulated in the game by three distinguishing characteristics, which tend to determine the ways in which each species can most effectively participate in combat. These characteristics are **Task Point Allowance (TPA)**, **Efficiency Rating**, and **Recovery Rate**. Numerical values for these characteristics are listed below on the Species Capacity Chart.

CASES:

[6.1] TASK POINT ALLOWANCE

The Task Point Allowance (TPA) is the number of Task Points which can be expended in a given Game-Turn by an individual Soldier. Each Soldier's TPA is a measure of combat ability, in general terms. Task Points must be expended in order to perform movement, offensive, and defensive tasks. The TPA may vary from turn to turn due to the effects of adverse combat results and /or recovery from them. The current TPA of each Soldier is kept track of on the Task Point Level Track (see 11.0).

[6.2] EFFICIENCY RATING

The Efficiency Rating is a sort of generalized evaluation of "competence" (i.e., co-ordination, initiative, and so forth). The rating for each Soldier depends on that Soldier's Species and never varies due to the effects of combat results, unlike the TPA. The effectiveness of each and every task performed by a Soldier is affected by that Soldier's Efficiency Rating.

[6.3] RECOVERY RATE

Each Soldier has a capacity for recovering from adverse effects incurred in combat (which reduce the TPA). This is the **Recovery Rate**, which is constant (never varies). During each Recovery Phase, each Soldier's TPA may be adjusted upwards an amount equal to that Soldier's Recovery Rate.

[6.31] No Soldier who has suffered an adverse combat result (i.e., lost any Task Points) during the immediately preceding Execution Phase and/or Projectile Resolution Phase, or incurred a "Stun" result during that Projectile Resolution Phase, may "recover" in a given Recovery Phase.

[6.32] No Soldier may "recover" to a higher TPA than the initial TPA with which that Soldier began the game.

[6.4] SPECIES CAPACITY CHART

(see center pages)

[7.0] STARSOLDIER TASK SUMMARY CHART

GENERAL RULE:

During a given Game-Turn, each Soldier may perform a combination of activities ("Tasks"). The tasks which may be performed are listed below in the Task Chart. Each task that a Soldier attempts costs a certain number of Task Points to execute. The term "Task Point" is a short-hand way of saying "activity per unit of time." Each Soldier has an allowance of Task Points (a Task Point Allowance, or "TPA") available for use in a Game-Turn, as indicated on the Task Point Level **Chart**. No combination of tasks for any Soldier may be plotted or executed that would cause this TPA to be exceeded in any Game-Turn.

PROCEDURE:

During each Plot Segment of the Game, the Players may assign in writing any of the tasks listed on the Task Chart for a given Soldier. More than one of the tasks detailed may be allocated to a single Soldier in a given Game-Turn, so long as the Soldier has sufficient Task Points to expend to execute all tasks assigned. After the Plot Segment of a particular Game-Turn is completed, all Soldiers must attempt, during the appropriate Phase, to execute all assigned tasks.

[7.1] TASK CHART

Basically, there are four different types of activity which may be plotted: movement, projectile launching, fire combat, and counter-measure. A Soldier or unit may undertake any combination of tasks so long as the total TPA of the Soldier for that Game-Turn is not exceeded. Each Task listed below has a short-hand code of two or three letters which may be used in assigning particular Tasks during the Plot Segment (See 5.0).

Code	Task Points Expended	Description
[MV]	varies	Movement; hex-by-hex, across the map. Task Point expenditures vary with the terrain and movement "Mode."
[GD]	3TP	Grounding; The act of or converting to Ground OTP Mode (the Star Soldier equivalent of "hitting the dirt").
[NE]	3TP	Nape of the Earth; The act of moving to Airborne Mode from Ground Mode, only slightly above the terrain surface.
[HA]	3TP	High Altitude; The act of moving to Airborne Mode from Nape of the Earth at a higher altitude (about 5 km).
[LP]	3+TP	Launch Guided Positron Bomb toward a specific target hex.
[LM]	3TP	Launch Free-Flight Missile Cluster toward a specific target hex.
[DF]	varies	Direct Fire; aimed against a specific target hex.
[RF]	varies	Restricted Fire; aimed at a specific target soldier.
[OF]	varies	Opportunity Fire; pre-allocated with no specific target, in the anticipation that one will present itself sometime during the Movement Phase.
[CM]	varies	Counter-Measures; A variety of techniques carried out to confuse Enemy detection efforts, in order to weaken or prevent attacks.
[SE]	1TP	Search; a particular hex; see Case 13.43.
[TR]	3TP	Transport; a wounded Soldier or non-combatant; see 13.44.
[LG]	3+TP	Launch Opacity Grenade (Standard Game, see 18.0).
[LH]	3+TP	Launch Homing; Missile (Standard Game, see 19.0).
[LN]	3+TP	Launch Neutron; Bomb (Standard Game, see 24.0).

[8.0] MOVEMENT

GENERAL RULE:

There are two **Modes** of movement: Ground Mode and Airborne Mode. Soldiers in Ground Mode move much slower than soldiers in Airborne Mode, although they are much better off defensively. A soldier is either in Ground Mode or in Airborne Mode at any given instant, and may shift from one to the other during the Movement Phase. Movement **per se** is considered to be the act of **altering** a soldier's position in some manner or other—either by changing Modes or moving from one hex to another—in accordance with the soldier's plot. Remaining in Airborne Mode "over" a hex is, therefore, not considered to be "movement." There is no limit to the number of Soldiers, enemy and/or friendly, who may be moved through or into a particular hex.

PROCEDURE:

Movement is an activity; as with all other activities, Task Points are allocated by the Players during the Plot Segment for each Soldier they intend to move. Then, during the Movement Phase, the Players execute the plotted movement of their soldiers as nearly as possible (casualty status permitting) to the orders as written.

CASES:

[8.1] GROUND MODE

[8.11] In order to move from one hex to another, a Soldier moving in Ground Mode must allocate and expend a number of Task Points equal to the Terrain Value of the hex entered. For example, a Soldier moving from hex 0525 to hex 0624 would have to expend three Task Points, as the Terrain Value of the organic cover hex (0624) is three. (See 12.6, Terrain Value Chart.)

[8.12] A Soldier in Ground Mode receives the defensive benefit of the Terrain Value of the hex occupied as outlined in Rules 9.62 and 10.0. (Exception, see Lakes, 12.5.)

[8.13] A Soldier in Ground Mode may shift to Airborne Mode by expending Task Points. It costs three Task Points to move from Ground Mode to **Nap of Earth** (i.e., Airborne Mode low level); it costs six Task Points to shift from Ground Mode to **High Altitude**. Shifting from Ground Mode to Airborne Mode does not affect a Soldier's position relative to the ground, only the distance from it. A Soldier shifting Modes would therefore remain in the same hex, unless additional Task Points were specifically allocated for that Soldier to move another hex.

[8.2] AIRBORNE MODE

There are two types of Airborne Mode: Nap of Earth and High Altitude. Nap of Earth is a "tree-top" level maneuver which yields the advantages of quicker movement without greatly increasing a Soldier's vulnerability to combat results. High Altitude puts the Soldier in a more vulnerable position, but yields a superior vantage point; also increases offensive potential.

[8.21] A soldier in Airborne Mode moving from one hex to another must expend *Vi* Task Point for each hex entered, regardless of the terrain value of such hexes.

[8.22] A Soldier at Nap of Earth receives the fall defensive benefit of the Terrain Value of the hex occupied (exception 12.42). A Soldier at High Altitude receives a defensive benefit of "one" regardless of the actual terrain value of the hex (see 9.62).

[8.23] Soldiers who are plotted to spend any portion of a particular Game-Turn in Airborne Mode **always** have their Efficiency Rating halved when calculating Counter-Measure Strength during that Game-Turn (exception, see 23.2).

[8.24] A Soldier at Nap of Earth must expend three Task Points to shift to High Altitude. A Soldier at High Altitude must expend three Task Points to shift to Nap of Earth.

[8.25] A Soldier at Nap of Earth may shift to Ground Mode without expending any Task Points. Such a shift must, however, be pre-plotted during the Plot Segment of the Game-Turn. A Soldier at High Altitude must expend three Task Points to shift to Ground Mode.

[8.3] MOVEMENT PLOT EXAMPLE

The example lists the actions for Human StarSoldiers for two consecutive Game-Turns. All Soldiers begin in Nap-of-Earth. Soldier 101 moves to hex 3126 in the first turn and goes to Ground; in the second turn, the Soldier puts up two Task Points worth of CM and allocates the remaining three to Opportunity Fire. Soldier 102 moves to hex 3321 the first turn and then to 2921 the second turn, utilizing the remaining three Task Points to put up CM. Soldier 103 moves to 3533 the first turn and then 2629 the second turn and goes to Ground. Soldier 104 moves to 3517 in the first turn and expends four Task Points to launch a Guided Positron Bomb to 2220 and uses the fifth Task Point to put up CM in the second turn.

101	GR	3 OF
3126		2 CM
102	3321	3 CM
		2921
103	3533	GR
		2629
104	3517	1 CM
		4 LP 2220

[9.0] FIRE COMBAT

COMMENTARY:

Each StarSoldier is equipped with a Conversion device that provides an unlimited amount of Energy for attack, defense, and movement purposes. One means of attack is Fire Combat. This utilizes a very narrow high-energy pulse (or beam). To be effective, the pulse must actually hit (or, at least, closely bracket) the target. Hence, the potency of a particular "shot" would depend not only on the power of the burst, but on the amount of effort that went into aiming it.

GENERAL RULE:

There are two Fire Combat tasks: **Direct Fire** and **Opportunity Fire**. Both require the (pre-plotted) expenditure of Task Points to be performed. Direct Fire is plotted to be shot at a particular hex—the hex which the defender occupies during the Execution Phase (i.e., before any plotted movement is taken into account), the "target hex." It is resolved during the Fire Segment of the Execution Phase. Opportunity Fire is **not** aimed at any hex in particular; it is resolved during the Movement Phase. The effectiveness of a particular Fire Combat is measured in terms of an **Attack Strength**. The value of the Attack Strength depends upon the firing Soldier's Efficiency Rating and the number of Task Points assigned to the attack. The target's vulnerability to Fire Combat is measured in terms of a Defense Strength. The value of the Defense Strength is dependent upon the range of the attack, target CM, amount of Task Points, expended by the target on Movement, and terrain considerations. Some terrain impedes Fire Combat under certain circumstances.

PROCEDURE:

During the Plot Phase, each Player plots any Direct Fire Tasks to be assigned to any Soldiers, noting the target hex and effective Altitude Level within that hex of each attack, as well as the number of Task Points allocated to it. Also plotted at that point are any Opportunity Fire Tasks for each Soldier, with the number of Task Points to be expended noted. Then, during the Execution Phase, for each Fire Combat attack, the Attack Strength and Defense Strength are calculated (see 9.6). The Defense Strength is subtracted from the Attack Strength. The resulting number is the Attack Differential. Find the column on the Basic Game Fire Combat Results Table (9.7) which corresponds to the Attack Differential. Roll two dice and cross-index the total with the appropriate column to obtain the result of the Fire Combat attack. The result is the number of Task Points (if any) to be subtracted from the target's total of currently available Task Points on the Task Point Level Track (see 11.0). Immediately apply the results (if any) of the Fire Combat attack by making the appropriate adjustment on the Task Point Level Track (although in some instances, the effects of the combat result are considered to take effect only at the end of the Phase).

CASES:

[9.1] LINE OF FIRE

The firing Soldier must trace a Line of Fire (LOF) to the target hex of any Fire Combat attack. The LOF is traced in a straight line from the center of the hex which the firing Soldier occupies to the center of the target hex. (It is recommended that Players use a straight edge to make this determination.)

[9.11] Urban, mountain, and organic cover hexes impede Fire Combat at ground level. No Soldier in Ground Mode (see 8.1) may be plotted to perform a Fire Combat task if the LOF for that Task passes through any urban, mountain, or organic cover (exception, see 9.13). Soldiers in Ground Mode may be plotted to perform Fire Combat against targets in urban, mountain, or organic cover hexes, so long as the LOF for such combat does not pass **through** (i.e., in one side and out the other) any hex containing terrain which impedes fire.

[9.12] Urban and mountain hexes impede Fire Combat for Soldiers at Nap of Earth (8.2). Soldiers at Nap of Earth may not be plotted to execute Fire Combat if the LOF for that Task **passes through** any urban or mountain hex (exception, see 9.13).

[9.13] Soldiers at High Altitude may always be plotted to execute Fire Combat at any hex (exception, see 9.14). By the same token, a Soldier at High Altitude may be **fired upon** by a Soldier in any hex, regardless of the LOF (exception, see 9.14).

[9.14] No Fire Combat Task may be plotted or executed if the LOF for that task passes through or into a hex containing one or more live Friendly Soldiers (exception, see 9.4). The presence of Enemy Soldiers along the LOF has no effect on a Fire Combat Task; a Friendly LOF passing through a hex occupied by an Enemy Soldier has no effect on that Soldier.

[9.15] Special LOF conditions pertain to Soldiers in Crater and Lake hexes (see 12.4 and 12.5).

[9.2] OPPORTUNITY FIRE

Opportunity Fire differs from Direct Fire in that it occurs during the Movement Phase, and in that it may only be aimed at one target in a hex. The firing Soldier is, in actuality, withholding fire for as long as possible in the hope that a particularly valuable "target of opportunity" will present itself.

[9.21] Opportunity Fire may be plotted by any Soldier that is not plotted to expend Task Points on movement during the Movement Phase. A Soldier may not simultaneously move and **perform** Opportunity Fire.

[9.22] To plot Opportunity Fire, the owning Player writes that a given Soldier is assigned to Opportunity Fire, designating the number of Task Points to be expended on that Task. Note that it is not necessary, in plotting an Opportunity Fire Task, to designate a specific target hex. The Soldier's "sight" is assumed to **be operative in all directions**.

[9.23] A Soldier plotted to perform Opportunity Fire may fire at any target which, at any point during the Movement Phase, can be fired upon in accordance with the Line of Fire rules (9.1). Note that no actual movement **per se** is necessary on the part of the defender in order to be a possible target; a Soldier plotted to Opportunity Fire may fire at any target that is accessible in terms of Line of Fire.

[9.24] There is no limit to the number of targets a particular Soldier using Opportunity Fire may fire at at different points during the Movement Phase. Although each particular Opportunity Fire Combat affects only one target, if the firing Soldier utilizes only some of the allocated Task Points for such an attack, subsequent attacks against other targets (or even the same target) may be made, so long as Task Points allocated to Opportunity Fire remain.

[9.25] During a Movement Phase for which either Player has plotted Opportunity Fire for one or more Soldiers, each Player alternately executes the plotted movement of one Soldier until all possible plotted movement has been executed. At **any** point during this procedure, any Soldier plotted to perform Opportunity Fire during this Movement Phase may do so if there is an accessible target to be fired at.

[9.26] A Soldier plotted to perform Opportunity Fire may withhold fire, and is never forced to shoot at a given target. A Soldier may, therefore, pass up one possible target in the hope that a better one will show itself. However, a Player is never forced to "take back" the movement or part of the movement of a moving Soldier in order to allow an enemy Soldier a clear Opportunity Fire shot; e.g., if a moving Soldier "Y" moves into and then out of the sights of enemy Soldier "X" who is plotted to execute Opportunity Fire, and Soldier "X" elects to await another target and not fire at Soldier "Y", if no other target appears, Soldier "X" may not fire "retroactively" at the moving Soldier.

[9.27] If at the end of the Movement Phase (after all possible plotted movement has been executed) a Soldier plotted to perform Opportunity Fire who has not fired for one reason or another may now fire at any legitimate target (in accordance with 9.1).

[9.28] If a Soldier plotted to execute Opportunity Fire during a given Movement Phase is affected by Direct Fire during the immediately preceding Execution Phase, the Soldier may be prevented from performing the Opportunity Fire Task (if the combat effect is severe enough). By the same token, any Soldier affected during the Movement Phase by Opportunity Fire may be prevented from completing or performing movement, CM, or Opportunity Fire Tasks (see 11.0).

[9.29] One Soldier's Opportunity Fire Task takes precedence over another's if the owning Player of the first Soldier announces that the Soldier is firing **and** names the target hex before the other Player announces that his Soldier is firing. If one Opportunity Fire Task has precedence over another, the effects of any casualties resulting from it are applied before the second Opportunity Fire Task is resolved.

[9.3] MULTIPLE FIRE COMBAT

[9.31] Each Fire Combat attack against a particular target is resolved separately. If more than one attacking Soldier plots Fire Combat against one defending Soldier, the total strengths of the attackers are **not** combined; each attack is considered distinctly and is resolved separately, one by one. The attacks in

such an instance may be resolved in any order deemed desirable by the attacker. (Exception, see 23.12.)

[9.32] In the event that a Soldier is plotted to perform Direct Fire against a Soldier that is killed as a result of another Direct Fire attack resolved before, the firing Soldier may **not** reallocate fire, and must go through with the (useless) attack as plotted.

[9.33] A Player may choose to have a Soldier perform Direct Fire Tasks against any number of different targets during the same Execution Phase. To do so, the Player simply designates the desired targets and the number of Task Points allocated to each attack. The attacks are then resolved separately.

[9.34] No individual Soldier may attack the same target more than once during any single Execution Phase (exception, see 9.24).

[9.35] A Fire Combat attack affects fully and individually all potential targets within the hex it is plotted to effect (exception, see 9.4), so long as they are all at the same Altitude Level. Example, if a Player were to have a Soldier execute Direct Fire at Nap of Earth altitude into a hex which was occupied by three Enemy Soldiers, two at Nap of Earth and one at Ground Mode, the attack would fully and separately affect both Soldiers at Nap of Earth; i.e., the attack would be resolved at full strength against both Soldiers, one at a time. Any CM put up by a Soldier affects Fire Combat against that Soldier only (exception, see 23.11).

[9.4] RESTRICTED FIRE

Restricted Fire is a type of Direct Fire which allows the firing Soldier to designate a specific Soldier as the object of the attack.

[9.41] When plotting Restricted Fire, the Player must designate a particular Soldier as the object of the attack. Regardless of the number of other Soldiers in the hex occupied by the Soldier designated as the target, and their Altitude Levels, only the designated object of the attack is affected by it.

[9.42] Restricted Fire may be plotted to pass through or enter a hex containing a Friendly Soldier, so long as the Friendly Soldier is not designated the object of the attack.

[9.43] Restricted Fire may not be used by Soldiers executing Opportunity Fire.

[9.5] HEAVY WEAPON SOLDIERS

Certain Soldiers (designated "HV") are equipped with augmented Fire Weapons. They are considered to be the same as normal StarSoldiers in all respects, except two:

a. The Efficiency Level of HV StarSoldiers is **doubled** when computing the Attack Strength for any Fire Combat Task they are plotted to perform.

b. HV Soldiers may **never** utilize Restricted Fire.

[9.6] HOW TO RESOLVE FIRE COMBAT

Subtract the Defense Strength of the target from the Attack Strength of the given Fire Combat (see 9.61). The result yields the Attack Differential. If the Attack Differential is less than or equal to zero, the attack is without effect. Otherwise, the value of the Attack Differential determines which column of the Basic Game Fire Combat Results Table (9.7) will be utilized to obtain the result of the attack. Roll two dice and cross-index the total with that column. Apply the result as appropriate (see 11.0).

[9.61] How to Compute the Attack Strength

The Attack Strength of Fire Combat is calculated according to the following formula: Firing Soldier's Efficiency Rating multiplied by the number of Task Points expended on the attack. For example, if a Human Soldier expended five Task Points on a Direct Fire attack, the Attack Strength would be **ten** (5 x 2).

[9.62] How to Compute the Defense Strength

The Defense Strength of a target is calculated according to the following formula: Range Attenuation + Target CM + Movement Effect + Terrain Value = Defense Strength.

Range Attenuation: since fire declines in strength and accuracy as distance to the target increases, the range of an attack has an influence on its effectiveness. To determine the range, count the number of hexes between the hex the firing Soldier is in and the target hex. (Count the hex which contains the target of the attack itself, but do not count the hex the firing Soldier occupies). For every **ten** hexes (and any fraction thereof) the **Range Attenuation** total is increased by "one." For example, at a range of nine hexes, the Range Attenuation value would be "one"; at a range of fifteen hexes, it would be "two." Add **five hexes** to the range if the firing unit is at High Altitude and the defending target is not (or **vice versa**). If the firing Soldier and the target occupy the same hex, the Range Attenuation value is "zero."

Terrain Value: The Terrain Value addition to a Soldier's Defense Strength is generally equal to the Terrain Value of the hex the Soldier occupies. (See 12.0, **Terrain Value Chart**. There are two exceptions to this:

a) when a Soldier is at High Altitude, the Terrain Value of the Defense Strength against Fire Combat is always "one" regardless of the actual terrain contained in the hex;

b) when a Soldier occupies a crater hex or a Lake hex, the Terrain Value addition to the Defense Strength is "one" unless the Soldier is in Ground Mode (see 12.4 and 12.5), in which case the Soldier receives the full Terrain Value benefit ("two").

Movement Effect: A Soldier undergoing Fire Combat adds "one" to the Defense Strength for each Task Point **plotted to be expended** on Movement during the immediately subsequent Movement Phase. This defensive benefit is **never** mitigated due to the effect of combat losses suffered during the Execution Phase to which it applies, even if losses result in the loss of Task Points allocated to movement. (The defensive benefit here is calculated on how far and how quickly the Soldier would be moving at the time the high-energy pulse is fired.)

Target Counter-Measure (CM): Represents efforts by the defender to mis-direct Enemy attacks by eliminating or disguising all energy emissions.

Target CM = Defender's Efficiency Rating

multiplied by the number of Task Points expended. Note that in calculating the CM value, the Efficiency Rating of any Soldier who was not plotted to spend the entire Game-Turn in Ground Mode is halved (8.23). For the purposes of Direct Fire, the CM put up by a Soldier affects attacks against **that** Soldier only, regardless of the number of Friendly Soldiers in the same hex (exception, see 23.11).

[9.63] How to Calculate the Attack Differential

The Attack Differential is calculated according to the following formula: Attack Strength (of firing unit) **Minus** Defense Strength (of target unit).

Example:

A Human Soldier at Nap of Earth in hex 1325 spends five Task Points to fire at a L'Chal Dah Soldier in Ground Mode in hex 3028. The L'Chal Dah Soldier is not plotted to move and is expending one Task Point for CM (the other five go towards launching a GPB). The attack is calculated and resolved at an Attack Differential of "+3". **Defense Strength** = 7. The range is seventeen hexes, so the Range Attenuation total is "two." The L'Chal Dah Soldier is in an organic cover hex in Ground Mode, so the Terrain Value benefit is

"three." The defending Soldier is not moving, so there is no Movement Effect benefit. An expenditure of one Task Point on CM yields a Target Counter-Measure value of "two." Two plus three plus zero plus two equals seven. **Attack Strength** = 10. The human Soldier expends five Task Points which is multiplied by the Efficiency Rating of two to yield ten. **Attack Differential** = 3. Attack Strength (10) **Minus** Defense Strength (7) = Attack Differential (3).

[9.7] BASIC GAME FIRE COMBAT RESULTS TABLE

(see center pages)

[10.0] LAUNCHED WEAPONS

COMMENTARY:

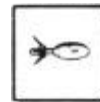
Grenades are considered to be miniscule but potent descendants of what we now refer to as "tactical nuclear weapons." Given the high mobility and extremely resilient power-suits that individual soldiers will be equipped with, it is hard to conceive of any less powerful explosive making much of an impression on them. However, a Guided Positron Bomb, detonating in the vicinity of a Soldier, even if it failed to do any permanent damage, might be effective in at least temporarily jamming much of the sophisticated sensing devices that are so necessary for the soldier to be operational, due to the concentration of highly charged atomic particles that would be emitted by such an explosion.

GENERAL RULE:

There are two types of Launched Weapons ("LW") in the Basic Game—Guided and Free Flight. LW are directed by Soldiers at specific target hexes when launched during the Execution Phase of the Game-Turn. The launching of an LW requires the (pre-plotted) expenditure of Task Points. During the Projectile Resolution Phase, the hex in which each LW which was launched actually explodes is determined, and any Soldiers within the blast radius are potentially subject to misfortune.

PROCEDURE:

During the Plot Phase, the Players determine and record and intended launchings of Guided or Free Flight LW. It is necessary to plot the target hex and the number of Task Points expended on launching the LW, as well as the type of LW used. During the Execution Phase, all Soldiers plotted to launch LW do so, and Guided Positron Bomb and Free Flight Missile counters are placed in the target hexes as appropriate. During the Projectile Resolution Phase, it is determined whether or not LW that were launched reach their designated target hexes. Free Flight Missiles are subject to being shot down by CM activity, and GPB's are subject to being "scattered" as a result of CM. The direction and distance of any GPB "scatter" is determined. Finally, the LW explode, and the effect of the detonation on any Soldiers (both Friendly and Enemy) within the blast radius of each LW is determined and effected immediately.



CASES:

[10.1] GUIDED POSITRON BOMB

A minimum of three Task Points must be expended in order to launch a Guided LW, although more may be allocated at the option of the Player. Each Guided LW is equipped with extensive, highly sophisticated guidance systems designed to give the weapon the independent capacity to discern and approach any potential target in the general vicinity of its intended impact area. However, these guidance systems **can** be counter-utilized by astute potential targets to misdirect the LW away from them, by purposefully feeding the guidance system false information.

[10.11] Guided LW are subject to the possibility of landing in a hex other than the one they are aimed at ("scatter"). The chances of scatter occurring are dependent on the Scatter Differential.

[10.12] To determine the Scatter Differential for a Guided LW use the following formula: Launcher's **Efficiency Rating** multiplied by the number of **Task Points** expended on the launch, minus **Range Effects Rating** plus **Target CM** value (ERxTP)-(R+CM)=SD.

[10.13] In calculating the Scatter Differential, the **Range Effects Rating** is determined by counting the number of hexes between the launcher and the target hex (not counting the hex the launcher occupies) and **dividing** that number by **five** (round any fraction up). Terrain has no effect on range. **Example:** If the number of hexes between the launcher and the target hex was nine, the Range Effects Rating would be two; if the number of hexes was eleven, the Range Effects Rating would be three.

[10.14] To determine the **Target CM** value in calculating the Scatter Differential, assume that the LW would explode in the target hex and ascertain which targets would potentially be affected by the explosion (that is, all targets within the blast radius of the explosion). The Target CM (see 9.62), if any, for **all** such potential targets within the blast radius is added into a single total, and that total is the Target CM value.

[10.15] If the Scatter Differential is equal to or greater than zero, the Guided LW successfully lands (and explodes) in the target hex. If the Scatter Differential is less than zero, there is a chance that the LW will miss. Refer to the Scatter Table (10.4). Each column corresponds to a Scatter Differential value. Find the appropriate column and roll the die. Cross index the die roll to find the scatter result. The hex to which the LW scatters is the hex of detonation.

[10.2] FREE FLIGHT MISSILES

Free Flight Missiles require the expenditure of three Task Points to be launched. They lack extensive guidance and CM systems, but are powerful.

[10.21] The effective range of a Free Flight Missile is ten hexes. No Soldier may be plotted to launch a Free Flight Missile at a hex more than ten hexes away.

[10.22] To determine whether or not a particular Free Flight Missile is intercepted, total all of the CM of any potential targets within what would be the blast radius (see 10.3) of the explosion if it were to occur as plotted in the target hex. Multiply the CM Total by the Range Effects Rating—"one" if the range is 0-5 hexes or "two" if the range is 6-10 hexes—and refer to the FFM Interception Table (10.25); cross-index a die roll with the appropriate column of that Table. If a "D" result is obtained, the LW is considered to have been intercepted and destroyed, and does not detonate.

[10.23] Free Flight Missiles are **not** subject to Scatter.

[10.24] FFM Interception Table
(see center pages)

[10.3] DETONATION AND ITS EFFECTS

An LW is launched during the Launch Segment of the Execution Phase. Place the appropriate Marker in the target hex. The Game-Turn proceeds through the Movement Phase, until the Detonation Segment, when all surviving LW explode. (The detonation occurs after scatter and—for Free Flight Missiles—possible interception resolutions have been completed during the Scatter Segment.) An LW explosion attacks any personnel. Enemy and/or Friendly, within its blast radius. The blast radius is defined as the hex of detonation and all hexes within two Task Points (of movement at the basic terrain cost of that hex) and is considered to be **either** at ground level or high altitude.

The detonation attacks anything at the same altitude level in its hex with an Attack Strength of 30; it attacks anything in adjacent hexes (if the explosion "reaches" into adjacent hexes) with a strength of 15, and anything it reaches two hexes away with a strength of five. To determine the combat odds, divide the Attack Strength of the explosion by the Terrain Value of the terrain in the hex in question. Roll two dice and consult the appropriate column of the Launched Weapons Combat Results Table (10.5) to determine the effects of the explosion on a target within the blast radius. The result listed is either the number of Task Points (if any) to be subtracted from the target's total of currently available Task Points on the Task Point Level Track, or a **Stun** ("S") result. (See 11.0.)

[10.31] The Game-Turn is structured so that LW Scatter and detonation takes place "after" Movement, although the Launch Segment **precedes** the Movement Phase. Hence, it is possible for some Soldiers to move into, and others out of, the Blast Radius of an LW. If a Soldier is plotted to end movement within the blast radius of an LW, the Player must of course carry out that movement as plotted, regardless.

[10.32] Two or more Soldiers in a **hex** are each attacked separately (roll the dice once for each) with the **Hill** Attack Strength of any detonation occurring in that hex.

[10.33] The effects of two or more LW's are not combined in one attack. A Soldier caught in the blast radii of two or more LW's is attacked separately and individually by each.

[10.34] LW's are "blind" and affect all personnel, Enemy and/or Friendly, in the Blast Radius. However, only Soldiers at Nap of Earth or in Ground Mode are considered to be in the Blast Radius (exception, see 10.35).

[10.35] LW's can be detonated at High Altitude. If this is desired, it must be noted on the Plot for that particular LW. The Blast Radius for a detonated LW at High Altitude spreads as normal, but terrain is ignored and only Soldiers at High Altitude are affected.

[10.36] The detonation of an LW other than at High Altitude results in the formation of a crater in the hex at the center of the Blast Radius. A Crater Marker is placed in the hex in question to indicate its changed terrain status (see 12.4).

Exception: LW explosions never result in the formation of craters in mountain, lake, or urban hexes.

[10.37] Any Soldier incurring a "Stun" result may not "recover" any Task Points during the **immediately** subsequent Recovery Phase (case 6.31). That is the only effect of a "Stun" result.

Examples: Guided Positron Bomb: A L'Chal Dah Soldier in hex 3405 expends three Task Points to launch a GPB at hex 1430, and an additional three Task Points to launch one at hex 2715. At the end of the Movement Phase, both hexes are occupied by Enemy Human Soldiers. The L'Chal Dah Player first determines "Scatter." The range to hex 1430 is 35 hexes, so the Range Effects Rating is $7(35-5=7)$. The Soldier in 1430 is expending two Task Points on CM and has been in Ground Mode for the entirety of the current Game-Turn, so the CM total is not halved; it is 4. The Scatter Co-Efficient is "-5." $[(2 \times 3) \text{ minus } (7+4)=-5]$. A die is rolled, and a "six" results. This is cross-referenced with the "-5" column on the Scatter Table (10.4). The weapon **does** scatter. The die is rolled again to determine the direction of scatter. A "one" is rolled, so the LW scatters to and detonates in hex 1427. Since the Blast Radius "lacks sufficient Task Points," so to speak, to effect hex 1430, the Soldier in that hex is not affected.

The range to hex 2716 is 14 hexes, so the Range Effects Rating is 3. The Soldier in that hex moved there in Airborne Mode, and the CM total, on which four Task Points are being expended, is halved (to 4). The Scatter Co-Efficient is "-1." $[(2 \times 3) \text{ minus } (3+4)]$. A "five" is rolled on the die and the LW scatters. A second die roll of "three" determines that the LW scatters into hex 2817. However, as the Blast Radius does affect adjacent hexes containing terrain with a Terrain Value of "two," the Soldier in hex 2716 is attacked on the "6-1 through 10-1" column (the attack is at 15-2). Two dice are rolled totaling "5" and the Soldier loses three Task Points. **Free Flight Missile:** A Human Soldier in hex 3126 launches an FFM at hex 3321. The Enemy Soldier which ends the Movement Phase in that hex has allocated two Task Points to CM activity. Therefore, a die is rolled and the FFM Interception Table consulted. The CM value is four, so the die roll of "one" is cross-referenced with the "1-10" column. Consequently, the LW is destroyed, and no detonation takes place.

[10.38] A detonation of an LW at High Altitude has no effect on any Soldiers at Nap of Earth or in Ground Mode; a detonation at ground level does not affect any Soldiers at High Altitude.

[10.4] SCATTER TABLE
(see center pages)

[10.5] BASIC GAME LW CRT
(see center pages)

[11.0] TASK POINTS AND THE TASK POINT LEVEL TRACK

COMMENTARY:

The **StarSoldier** game system is conceived in such a manner that everything is integrated into a structure focused around the "Task Point." Instead of Soldiers being rated separately for movement ability, attack strength, and defensive capacity, there is one value, the Task Point Allowance, which reflects all three of these things. Combat losses are also expressed in terms of Task Points, a Soldier's TPA being reduced as a result of suffering an adverse combat effect. It is, therefore, necessary to keep close tabs on each Soldier's current TPA, which obviously varies with the fortunes, so to speak, of war.

GENERAL RULE:

Each Soldier begins the game with a certain Task Point Allowance (see 6.1, Species Capacity Chart). The TPA of a given Soldier may vary during the course of the game, depending primarily upon the results of combat directed against that Soldier. The current TPA of each Soldier is always indicated on the Task Point Level Track.

CASES:

[11.1] TASK POINT TRACK MARKER

Before the game begins, the Players should assign each of their Soldiers a particular "Track" on the Task Point Level Track. A Task Point Level Track Marker is placed in the box of the appropriate value to mark the Soldier's initial TPA (see 6.1). Each time an adverse combat result is incurred, the marker is adjusted to reflect that Soldier's new (reduced) TPA.

[11.2] TASK POINT LOSSES

[11.21] Any adverse Combat Result suffered by a Soldier always reduces the current TPA **and** subtracts from any Task Points allocated to be used during the current Game-Turn (exception, see 11.22). Tasks that were to have been performed utilizing those Task Points will, consequently, not be able to be performed. **Example:** A Terran Soldier with a TPA of five applies two Task Points to CM and three Task Points to launching an FFM. During the Execution Phase, the Soldier is fired upon and suffers a loss of two Task Points. The owning Player reduces the Soldier's TPA on the Task Point Level Track to three, and following the conclusion of the Execution Phase, the CM put up by the Soldier is considered to have been eliminated.

[11.22] A Soldier who suffers an adverse combat result may never lose Task Points allocated to be used during the current Game-Turn for Tasks which **"have been completed"** (according to the Sequence of Play, 4.0) prior to when that combat result is considered to take effect. If a result is incurred which calls for a Soldier to lose more allocated Task Points than are "available" to be lost because of this rule, the excess allocated Task Points to be lost are ignored. Note, however, that the Soldier's TPA must still be reduced by the full amount called for by the combat result. In the example quoted in Case 11.12, therefore, had the Soldier suffered a loss of **three** Task Points rather than two, the owning Player would have reduced the Soldier's TPA on the Task Point Level Track to two, and following the conclusion of the Execution Phase, the CM put up by the Soldier would be considered to have been rendered useless. Note that there would have been no additional effect beyond the elimination of the CM, as the effects of a combat result suffered during the Execution Phase are incurred only after the conclusion of that Phase; the launching of the FFM is considered to have happened prior to the Soldier being hit.

[11.23] Whenever a Soldier suffers a loss that must be subtracted from Task Points allocated, and more than one task for that Soldier is plotted in the current Game-Turn, the owning Player may choose the priority for the loss freely, so long as the proper number (or all available) allocated Task Points are lost. For example, a L'Chal Dah Soldier with a TPA of six applies three Task Points to moving six hexes in Airborne Mode and three Task Points to CM activity. During the Execution Phase, the Soldier is fired upon and suffers a loss of four Task Points. The owning Player reduces the Soldier's TPA on the Task Point Level Track to two and decides whether, following the conclusion of the Execution Phase, the Soldier will either put up two Task Points worth of CM and not move at all, put up one Task Point worth of CM and move two of the intended six hexes, or put up no CM whatever and move four of the intended six hexes.

[11.24] Any Soldier which has a TPA level of zero is considered to have been **killed**. The counter representing such a Soldier is immediately removed from play.

[12.0] TERRAIN

GENERAL RULE:

The terrain features printed on the map have a variety of effects upon movement, fire, and the defensive capacity of Soldiers' attack resistance. Generally, the more "constricted" or "rough" the terrain, the slower Ground Mode movement will be, the less likely it is Fire Combat will pass through effectively, and the better a Soldier's attack resistance will be. This Section summarizes the various effects of terrain and lists the different types with their distinguishing characteristics. Detailed descriptions of the effects of terrain can be found in Rules Sections specifically concerned with movement, Direct Fire, and Launched Weapons, as noted below.

CASES:

[12.1] EFFECT OF TERRAIN UPON MOVEMENT

Soldier's movement is affected by the terrain in the hexes they pass through **only** when they are in Ground Mode. Soldiers in Airborne Mode ignore terrain for movement purposes. See 8.1, "Ground Mode," and 8.2, "Airborne Mode."

[12.2] EFFECTS OF TERRAIN UPON FIRE COMBAT

It is assumed that there is no terrain on Earth—or, anywhere else, for that matter—which can effectively block the sophisticated detection devices that the Star Soldiers will employ to discern the locations of their opposing counterparts. For this reason, there is no Line of Sight Rule, *per se*. However, **knowing** that a target is lodged squarely amidst a mass of mountain peaks and **hitting it** with a straight-shooting high energy burst are two entirely different propositions. That accounts for the Line of Fire rule (Section 9.1) which limits the terrain which a Soldier may fire through. Additionally, Soldiers at Nap of Earth or in Ground Mode receive a Defensive Benefit from the terrain of the hex they occupy. This Defensive Benefit is equal to the Terrain Value of the terrain in the hex. See Case 9.62, "How to Compute the Defensive Strength," for the Terrain Value explanation.

[12.3] EFFECT OF TERRAIN UPON LW DETONATION

In determining the effect of the detonation of an LW on a Soldier in the Blast Radius, the strength of the explosion is matched against the Terrain Value of the hex occupied by the Soldier. See Section 10.3, "Detonation and its Effects."



[12.4] CRATERS

Under certain circumstances, the detonation of weapons may result in the formation of a Crater in a hex (see 10.36 and 20.14).

[12.41] When a Crater Marker is placed in a hex, the terrain that was formerly in that hex is of no account; for the purposes of the game, the hex is considered a Crater hex.

[12.42] Soldiers in Ground Mode in a Crater hex receive full defensive benefit of the terrain against Fire Combat and Launched Weapons. Soldiers in Airborne Mode (**including** Soldiers at Nap of Earth) receive a Terrain Value defensive benefit of "one" (only) against Fire Combat and Launched Weapons. (Exception to 8.22). [12.43] Soldiers in Ground Mode in a crater hex may trace (and may have traced **to** them) a Line of Fire only to (from) enemy Soldiers in Airborne Mode in adjacent hexes.

[12.5] LAKES

Lake hexes are treated as crater hexes except in one respect: A Life of Fire (LOF) may always be traced to or from a Soldier in a lake hex through any number of lake hexsides. **Exception:** the LOF may not be traced thus to a Soldier in ground mode who is not in a lake

hex.

[12.6] TERRAIN VALUE CHART

(see center pages)

[13.0] PLAYING THE BASIC GAME

COMMENTARY:

The Basic Game is intended primarily as an introduction to the mechanics of Play. It consists of one Scenario, which depicts the "classic" Star Soldier situation—a picket defence vs. a probing attack.

[13.1] INTRODUCTION

Although Human settlements had been established in a half-dozen systems by the mid-25th Century, it wasn't until 2451 that the First Contact occurred. It came about when two L'Chal Dah Star Forces happened across the newly-established Human outpost in the Eta Cassiopeiae system. There were no Human Star Forces present, and so after both sides recovered from the shock of the Eta Cassiopeiae StarGate adopted a coy, temporizing attitude, hoping to bemuse the L'Chal Dah long enough for help to arrive. Unfortunately, the ploy only succeeded in energizing the intruders, who swiftly neutralized the StarGate, and landed a scouting force on Eta Cassiopeiae II in an attempt to gain information. The scenario concerns the approach of a Squad of the L'Chal Dah to a moderately sized inhabited area. The object of the L'Chal Dah was to capture Humans for the purpose of gaining information. The L'Chal Dah, prudently wishing to avoid unnecessarily provoking the humans, operated under considerable constraints in an effort to avoid bloodshed. However, the Humans, who had partially completed an evacuation of civilians from outlying areas to a more secure central repository, had guarded the area with a Fireteam of Star-Soldiers, who attempted to prevent the L'Chal Dah from capturing and removing civilians.

[13.2] ORDERS OF BATTLE AND DEPLOYMENT

The Human Player deploys all ten Civilian Markers (seven "dummies" and three genuine) face-up in urban hexes, without revealing which are which to the L'Chal Dah Player. The Civilians may be placed in any urban hexes, with the following restrictions: no more than one Civilian Marker may be placed in any one hex; nor more than three Markers may be placed in any one "group" of contiguous urban hexes; and no more than two genuine Markers may be placed in any one such "group" of hexes. The Human Player now deploys five StarSoldiers, including one Heavy Weapons Soldier (this is the equivalent of one "Fireteam") on the map.

The L'Chal Dah Player receives seven StarSoldiers including two Heavy Weapons Soldiers (the equivalent of a "Squad"). After the Human Player has deployed all Civilian Markers and Soldiers, two dice are rolled to determine on which side of the map the L'Chal Dah enter. A roll of "2," "6," "7," "8," or "12" results in the L'Chal Dah entering the map between hexes 3901 and 3954 inclusively. A roll of "4" or "5" results in the Soldiers coming in between hexes 3954 and 0154 inclusively. A roll of "3" or "11" and the L'Chal Dah Player may choose any hexes between 0154 and 0101 inclusively. Finally, if "9" or "10" is rolled, the L'Chal Dah enter somewhere between 0101 and 3901 inclusively. Soldiers enter the map on the first Game-Turn with a full complement of Task Points which they begin to expend with the move into the first hex.

[13.3] VICTORY CONDITIONS

The L'Chal Dah Player must attempt to locate and transport off the board a "genuine" Civilian Marker without any Human civilians being killed; the Human Player must attempt to prevent this from occurring. There are five different possible combinations of results which yield various degrees of victory for one side or the other:

Substantive L'Chal Dah victory: At least one Civilian Marker off the board; no civilian casualties.

Marginal L'Chal Dah Victory: At least one Civilian Marker off the board; one or more killed by Human fire or LW.

Marginal Human Victory: No Civilian Markers transported off the board; one or more casualties to Civilians caused by Human fire or LW.

Substantive Human Victory: No Civilian Markers transported off the board; no Civilian casualties.

Decisive Human Victory: Any civilian casualty caused by L'Chal Dah fire or, LW, under any circumstances.

[13.4] SPECIAL RULES

[13.41] Human StarSoldiers may launch LW at hexes containing **genuine** Civilian Markers **only** if such a Marker has been transported out of the hex in which it was originally deployed by a L'Chal Dah Soldier **and** if it begins the Execution Phase during which the LW is launched in a hex occupied by one or more L'Chal Dah StarSoldiers.

[13.42] StarSoldiers may plot fire against Enemy Soldiers occupying hexes also containing Civilian Markers utilizing Restricted Fire (only). If a Star-Soldier transporting a Civilian Marker is the object of a Restricted Fire attack, any result affecting the Soldier affects the Civilian as well (see 13.47).

[13.43] L'Chal Dah StarSoldiers may "Search" a hex containing a face-up Civilian Marker, thereby discerning the nature of that Marker. The L'Chal Dah Soldier must occupy the hex for one full Movement Phase and have plotted one Task Point to search activities (code "SE") to be expended during that Movement Phase. At the end of any Movement Phase in which these conditions are fulfilled, the Civilian Marker is inverted and if it is a "dummy," it is removed from play.

[13.44] Any Soldier that begins a Movement Phase in the same hex with an inverted Civilian Marker may attempt to "Transport" it by expending three Task Points per Game-Turn that the Marker is transported (code "TR"). The Marker is placed under the counter representing the StarSoldier and is moved along with the Soldier as plotted (if the Soldier utilizes any remaining TP's to move). Should more than one Soldier be plotted to transport the same Civilian Marker, neither of them succeed, and the Task Points allocated to the TR task are automatically shifted to Restricted Fire aimed at the other Soldier.

[13.45] The L'Chal Dah Player may attempt to transport an inverted Civilian Marker off the board utilizing any map-board edge.

[13.46] A Civilian Marker within the blast radius of an LW detonation undergoes an "attack" on the LW Combat Results Table utilizing the appropriate column as determined by the terrain. In the event that there is any effect other than "Stun" (which is ignored), the Marker is inverted (if it has not yet been). If it is a dummy, it is removed from play; if it is genuine, it is affected by the result (see 13.47).

[13.47] Any genuine Civilian Marker affected by a combat result is considered to have been killed. If L'Chal Dah fire or an LW caused the casualty, the game ends in a Decisive Human Victory (see 13.3); otherwise, play continues.

[13.48] The Human Player receives reinforcements, which enter the game piecemeal, beginning at a randomly determined point in time. Beginning with the second Game-Turn and continuing thereafter, the Human Player rolls one die prior to the Plot Phase. If the number rolled is less than or equal to the number of the Game-Turn, the reinforcements begin arriving that turn. For example, if the Human Player failed to roll successfully for reinforcements on the second and third Game-Turns, a roll of "one," "two," "three", or "four" on the fourth turn would cause the reinforcements to begin entering the game, while a roll of "five" or "six" would mean their arrival would be delayed. One Human Star-Soldier comes into the game (entering in any hex along the edge of the map) the turn of the successful reinforcement roll; two Soldiers (including one Heavy Weapons Soldier) the next turn, a fourth Soldier after the next turn, and a fifth the next.

[14.0] STANDARD GAME SEQUENCE OF PLAY

COMMENTARY:

Several things distinguish the Standard Game from the Basic Game. Most of them are simply **additions**—of species, weapons, and constraints on their use—that build upon the structure of the Basic Game. Except where specifically contradicted, the Basic Game rules apply as stated in the Standard Game. There is, however, one significant **alteration** that affects the very structuring of the play of the game—in the Standard Game, the Game-Turn is broken down into two identical Stages (see Rule 15.0). This alteration is reflected in the Standard Game Sequence of Play.

SEQUENCE OUTLINE:

A. Initial Stage

1. Plot Phase

a) Command Communication Segment: The Players determine which of their Soldiers, if any, are outside the range of Friendly Communications Control. "Ind" markers are placed on all affected ("Independent") Soldiers.

b) Plot Segment: Each Player simultaneously and secretly determines and plots the movement and combat activities for the current Stage for each Soldier.

2. Execution Phase: For the sake of convenience, this Phase is divided into four Segments. The first two Segments are for the plotted actions of those Soldiers in Command Communication; the last two are for executing the plots of Soldiers **not** in Command Communication. All casualties incurred during the first Segment take effect between the second and third Segments. All casualties resulting from actions taking place during the third Segment take effect after the fourth Segment.

a) Command Fire Segment: All Soldiers in Command Communication who are plotted to execute Direct Fire do so. Players should adjust their Task Point Level Tracks where necessary to indicate casualties (which take effect after the following Segment).

b) Command Launch Segment: All Soldiers in Command Communication who are plotted to launch projectiles do so. All casualties inflicted as a result of actions taken during the Command Fire Segment are then considered to take effect.

c) Independent Fire Segment: All Soldiers not in Command Communication who are plotted to execute Direct Fire do so (casualty status permitting). Players should adjust the Task Point Level Tracks where necessary to reflect casualties inflicted during this Segment (which take effect after the following Segment).

d) Independent Launch Segment: All Soldiers not in Command Communication who are plotted to launch projectiles do so (casualty status permitting). Casualties inflicted during the Independent Fire Segment are then considered to take effect.

3. Movement Phase: Each Player moves those of his Soldiers who are plotted to do so (casualty status permitting). The counters are physically moved on the map, hex-by-hex, according to the plot which has been written for them. In the course of executing these movements, the Players will resolve any **Opportunity Fire** and **Homing Mine Detonation**, which may be triggered.

4. Projectile Resolution Phase
(Identical to the Basic Game.)

5. Recovery Phase (Identical to the Basic Game.)

B. Second Stage

Repeat Phases 1, 2, 3, 4, and 5 in order.

That completes one Game-Turn.

[15.0] DIVIDING THE GAME-TURN INTO STAGES

GENERAL RULE:

The Standard Game is played with a Game-Turn that is divided into two halves called "Stages." As in the Basic Game, each StarSoldier is granted a Task Point Allowance for the entire Game-Turn (see 6.42). However, instead of allocating the entire Task Point Allowance for the whole Game-Turn in one shot as in the Basic Game, the Player will have to split it between two distinct Stages, during two separate Plot Segments in the course of each Game-Turn (see 14.0, Standard Game Sequence of Play). The allocation of Task Points is, in the Standard Game, therefore a somewhat more subtle exercise, in that the Player must keep in mind the requirements of the second Stage while plotting the first.

PROCEDURE:

During the Plot Segment of the Initial Stage of the Game-Turn, both Players determine and record all activity for the Initial Stage. The Initial Stage then proceeds according to the Sequence outlined in 14.0. During the Plot Segment of the Second Stage of the Game-Turn, the Players allocate any Task Points from each Soldier's Task Point Allowance that were **not** expended during the Initial Stage to any desired activities for the Second Stage. The Second Stage then proceeds as outlined in Rule 15.0.

CASES:

[15.1] COMBAT RESULTS EFFECTS ON TPA

[15.11] Any adverse Combat Result suffered by a Soldier always reduces the current TPA **and** subtracts from any Task Points allocated during the current Stage (exception: see 15.2). Tasks that were plotted utilizing those Task Points will, consequently, not be able to be performed.

[15.12] A Soldier that suffers an adverse Combat Result may never lose Task Points allocated to be used during the current Stage for Tasks which "have been completed" (according to the Sequence of Play, 14.0) prior to when the combat result is considered to take effect. If a result is incurred which calls for a Soldier to lose more allocated Task Points than are "available" to be lost because of 15.1, the excess allocated Task Points to be lost are ignored. Note, however, that the Soldier's TPA must still be reduced

by the full amount called for by the combat result. See Cases 11.13 and 11.14 for pertinent examples.

[15.2] RESTRICTIONS ON TP EXPENDITURE

[15.21] The number of Task Points available to be allocated in an Initial Stage is always equal to the current TPA as displayed on the Task Point Level Track.

[15.22] The number of Task Points available to be expended during the Second Stage is equal to the current TPA (as adjusted for any casualties suffered during the Initial Stage) minus any **Task Points expended** (not merely "allocated") during the course of the Initial Stage.

[15.23] No Soldier may be plotted to **execute** in **one** Game-Turn tasks the total Task Point cost of which exceeds the Soldier's Task Point allowance.

[15.24] No Soldier may be plotted to expend more than six Task Points in any given Stage.

[16.0] COMMAND COMMUNICATIONS

COMMENTARY:

To function effectively in combat, Star Soldiers must be able to transmit, receive and interpret a large amount of information in a short space of time. Normally the squad or team leader performs this job, coordinating the actions of the Soldiers under his command, and generally making sure that everyone knows what everyone else is doing. He, in turn, is in direct contact with other leaders and with "off-map" and "off-planet" forces, which provide a constant stream of data on the tactical, operational, and strategic situation. When no leader is available- the individual Soldiers tie directly into these off-map sources. This causes a delay (even with speed of light communications).

PROCEDURE:

To be in Command Communications ('in Command') a Soldier must be within a certain distance of a Friendly Soldier who has been designated as a Leader. This distance will vary, depending on terrain and the damage state of the units involved. To determine whether an individual Soldier is in Command, add the Terrain Value of the hex occupied by the unit to the Range Effects Rating for the distance between the unit and the leader. If the sum of the two numbers is less than or equal to the current TPA status of the Soldier (as indicated on the TPA track, regardless of the number of Task Points that may have been expended in previous States), then the Soldier is in Command. If the sum of the two numbers is greater than the Soldier's current TPA status, then the Soldier is not in Command and must function as an independent Soldier. This determination is made each Rot Phase; Soldiers not in Command are marked with "Ind" markers.

[16.1] EFFECTS OF COMMAND COMMUNICATION

Units that are in Command perform Direct **Fire** Tasks in the Command Fire Segment of the Execution Phase, and perform LW Tasks in the Command Launch Segment of the Execution Phase. Soldiers not in Command perform Direct Fire Tasks in the Independent Fire Segment of the Execution Phase, and perform LW Tasks in the Independent Launch Segment of the Execution Phase. (This is the only effect of Command Communication: **i.e.**, to see if one Soldier or the other "fires first" in a combat situation.

[16.2] FURTHER CONDITIONS

[16.21] Leaders are always in Command. Note that the TPA status of the leader has no effect on determining Command for other units (except that obviously a leader who has been killed can no longer perform that function). Note also that the terrain in the hex occupied by the leader has no effect on the determination.

[16.22] Rame Soldiers (since they are telepathic) are always in Command, and therefore have no leader units.

[16.23] Players must **designate** particular Soldiers to be leaders, as per the Scenario order of battle. However, Players need not reveal which of their Soldiers are Leaders during the course of play; **there** are no special "Leader counters."

[17.0] PRESERVATION LEVEL

COMMENTARY:

Preservation Levels measure how dedicated a force of Soldiers is. There comes a point beyond which the primary interest is saving oneself, and not completing one's mission. When a group of Soldiers has reached this point, it is said to have reached its Preservation Level. The Preservation Level of a group of Soldiers is dependent upon such factors as species, the general quality of the troops, overall strategic situation, and the specific tactical position it finds itself in.

GENERAL RULE:

Each side in each Scenario is given a Preservation Level number. This number is the overall number of Task Points lost, beyond which its Preservation Level is reached. A running tally is kept of each side's total cumulative losses in Task Points. Whenever one side **exceeds** its Preservation Level, its combat effectiveness is reduced considerably. (See 25.0 for a listing of standard unit Preservation Levels.)

PROCEDURE:

On the bottom of the Task Point Level Track is the Preservation Level Track. Each Player records losses in Task Points on this Track. Whenever a Soldier suffers an adverse Combat result, the owning Player adjusts the Preservation Level Track upwards.

CASES:

[17.1] EFFECT ON EFFICIENCY RATING

Beginning with the Game-Turn immediately following the one in which the Preservation Level of a side has been exceeded, the Efficiency Rating of all Soldiers Friendly to that side is halved for the remainder of the game (exception, 17.2).

[17.2] MUTUAL ACHIEVEMENT OF PRESERVATION LEVEL

Once one side has exceeded the Preservation Level, the other side is not effected by subsequently exceeding its Preservation Level. It is theoretically possible for both sides to simultaneously exceed their respective Preservation Levels during the same Fire Segment of Detonation Segment. In such an instance, both sides incur the effect of **exceeding the** Preservation Level (17.1).

[17.3] The addition of a Support Platform to one side's Order of Battle increases that side's **Preservation Level** (see 21.4).

[17.4] All Task Points "recovered" during the Recovery Phase are subtracted from the total on the Preservation Level Table.

[18.0] OPACITY GRENADES

GENERAL RULE:

Opacity Grenades are explosive projectiles that, when successfully deployed, impede Fire Combat and movement. Aside from the effects of their detonation, Opacity Grenades behave as Free Flight Missiles.

PROCEDURE:

Precisely as with an FFM, an Opacity Grenade launching is plotted during a Plot Phase and launched during the corresponding Launch Segment. It may subsequently be intercepted by Enemy CM during the Scatter/Interception Segment of the Projectile Resolution Phase, and if not intercepted, it then detonates in the hex plotted. The Opacity Grenade Marker is inverted to reveal an electronic "smoke" counter.

CASES:

[18.1] EFFECTS ON MOVEMENT

[18.11] The Terrain Value of any hex in which an Opacity Grenade explodes is increased by "two." This effect applies both to Soldiers in Ground **and** Airborne Modes; to enter the hex, a Soldier must expend an additional two Task Points over and above the number that would normally have to be expended.

[18.12] The effect of the detonation of an Opacity Grenade on movement persists for one full Game-Turn (two Movement Phases) **after the** explosion.

[18.2] EFFECTS ON COMBAT

[18.21] For one full Game-Turn following the detonation of an Opacity Grenade in a hex, no Fire Combat LOF may be traced **through** (into **and** out of) that hex.

[18.22] Any Soldier in a hex with an operative Opacity Grenade receives the additional Terrain Value ("two") in computing the Defense Strength for any Fire Combat of which the Soldier is the object. However, there is no extra Terrain Value benefit to such a Soldier in the event **an** LW explodes in the hex.

[18.3] Any Soldier in a hex during a Detonation Segment in which an Opacity Grenade explodes in that hex is automatically stunned. (See Case 10.37).

[18.4] After one full Game-Turn has passed following the detonation of the Opacity Grenade, the effects are considered to have dispersed, and the electronic "smoke" Marker is removed from play.

[19.0] HOMING MISSILES

GENERAL RULE:

Homing Missiles are a special type of Launched Weapon. A Homing Missile is employed in one of two fashions—either it is launched by a Star Soldier during a Launch Segment or it is "planted" secretly in a hex prior to the beginning of play, to be set off if an Enemy Soldier comes near it. Homing missiles function by "homing in" on a target (a particular Enemy Soldier) and actually zooming towards it during the Movement Phase. If a Homing Missile successfully catches up to its target, it explodes; if it fails to do so, it self-destructs **harmlessly**.

PROCEDURE:

During the Launch Segment, Launched Homing Missiles are placed dormant-side up in the hex they are plotted to start in. Homing Missiles acting as mines are not deployed on the map; rather their locations are plotted by the Player deploying them to be revealed during the course of play as appropriate. During any subsequent Movement Phase, whenever an Enemy Soldier enters the Acquisition Horizon of a dormant Homing Missile, it is "activated." The Homing Missile counter is flipped over to its Active side (or deployed on the map Active Side -up in the case of a Homing Missile mine). The Target

Acquisition Marker with the number corresponding to the Homing Missile is placed in the hex with the acquired target. The Homing Missile is then moved hex-by-hex, alternating with the plotted movement (if any) of the target, along the shortest possible path towards the target. If the Homing Missile succeeds in entering a hex containing its acquired target, it detonates; if it is unsuccessful by the end of the Movement Phase in which it was activated, it is removed from play.

CASES:

[19.1] LAUNCHING A HOMING MISSILE

[19.11] The Launching of a Homing Missile is plotted during a Plot Phase, just as with other launched weapons. It is necessary to record the number of Task Points expended and a hex into which the Homing Missile will be dropped. [19.12] Launching a Homing Missile requires a minimum expenditure of three Task Points.

[19.13] For each Task Point allocated to the launching of a Homing Missile, it will travel up to five hexes towards the hex into which it is plotted to drop.

[19.14] A launched Homing Missile may never be plotted to be dropped into a hex less than fifteen hexes away from the hex it is launched from. (This is necessary to insure that the Missile has sufficient time to scan all possible targets and avoid locking onto a Friendly one.)

[19.15] Homing Missiles never scatter. When launched, a Homing Missile is simply placed, dormant side up, in the hex it is plotted to be dropped into.

[19.2] TARGET ACQUISITION

At any point during a Movement Phase, a dormant Homing Missile may acquire a target and be activated. In order for that to occur, the target must enter (or be in) the Homing Missile's Acquisition Horizon. Dormant Homing Missiles—both those which have been launched and are deployed on the board and any which may be deployed secretly as mines—are checked for target acquisition at the beginning of the Movement Phase and again as each Star Soldier **plotted to move executes that** Movement.

[19.21] The Acquisition Horizon of a dormant Homing Missile is variable, depending upon the Defense Strength of any potential target (see Case 9.62). The Defense Strength is calculated as if a Line of Fire were being traced for Fire Combat between the hex occupied by the Homing Missile (considered to be at Nap of Earth) and the target. Any eligible target with a Defense Strength less than or equal to ten is within the Acquisition Horizon of a Homing Missile and causes it to be activated.

[19.22] A particular Homing Missile may never acquire more than one target. If more than one target is within the Acquisition Horizon of a dormant Homing Missile at the beginning of a Movement Phase, the target with the lowest Defense Strength is the one acquired; in the case of a tie, select one target in a random fashion. If no targets are within the Acquisition Horizon of a Homing Missile at the beginning of a Movement Phase, the first target to enter its Acquisition Horizon during the course of that (or any subsequent) Movement Phase is acquired.

[19.23] So long as no target is in/enters the Acquisition Horizon of a Homing Missile, it remains in place, dormant, indefinitely.



[19.24] Whenever a Homing Missile acquires a target, it is flipped over to its active side (or deployed on the map for the first time, active side up, in the case of a Homing Missile acting as a mine). The acquired target is marked with the Target Acquisition Marker with the number corresponding to that of the Homing Missile.

[19.3] MOVEMENT OF HOMING MISSILES

During the Movement Phase in which it is activated, a Homing Missile will move towards its acquired target. The movement of the Homing Missile and its target (if any) are resolved on a hex-by-hex basis, with the target considered to move "first."

[19.31] An activated Homing Missile is considered to have a Task Point Allowance of "six," and to be at NOE (hence, it can move up to twelve hexes). It must always move by way of the shortest possible path towards its target.

[19.32] At any point in time at which an activated Homing Missile is in the same hex as its acquired target, the Homing Missile detonates and any consequential results are applied immediately (exception, see 19.33).

[19.33] Opportunity Fire, which is executed during the Movement Phase, is considered to be Movement if plotted by an acquired target. Therefore, a Soldier acquired by a Homing Missile as a target always has the opportunity to execute Opportunity Fire (if any has been plotted) in an attempt to destroy the approaching Homing Missile (see 19.4, **Homing Missile Vulnerability**). Note that this is **always** the case; i.e., even if a Homing Missile were to be activated by a Soldier in the same hex, the Soldier would have the opportunity to execute Opportunity Fire prior to the detonation of the Homing Missile. (A Soldier in such a situation would also have the opportunity to move out of the hex before the Homing Missile could detonate if plotted to move, although, of course, the Homing Missile would immediately catch the Soldier in the first hex moved to.)

[19.34] If at the end of the Movement Phase in which it acquired a target a Homing Missile has failed to "catch" its target, it self-destructs with no effect and is removed from play.

[19.4] VULNERABILITY OF HOMING MISSILES

A dormant Homing Missile may be destroyed at any time during the Game-Turn by Fire or the detonation of other LW; an active LW may be destroyed during the Movement Phase by Opportunity Fire at any time prior to its detonation. The Defense Strength of a Homing Missile is determined in the same fashion as that of StarSoldiers (see Case 9.62). A Homing Missile is destroyed if any combat result other than "No Effect" is achieved against it, **including "Stun."**

[20.0] ORBITAL BOMBARDMENT COMMENTARY:

Undisputed control of local space is a doctrinal prerequisite to any attempt by a StarForce to induce a Heissen Field and land StarSoldiers on an unfriendly planet. It is therefore usually the case that only one side—the side attacking, in the strategic sense—that will be able to call upon off-surface support. And being extremely destructive, Orbital Ground Support is only utilized in extreme circumstances. In any event, the provision of support bombardment by even "unopposed" StarForces is somewhat problematic, as the presence of automated and Star Soldier-manned defensive missile batteries and laser banks on the surface of the planet has the capacity to make things difficult for orbiting Teleships. A StarForce may not move or defend itself telestetically within the proximity of the gravity fields which characterize solar systems, and so is dependent upon "conventional" kinetic drive (Energy Modulation Packs) and computer-directed laser interception for those tasks. Faced with a powerful surface defense

utilized to capacity, Teleships generally adopt variable geometary orbits, which allow them to approach closely to the planet for brief and unpredictable passes. At least two StarForces (eight TeleShips) are required to provide effective ground support under such circumstances.

GENERAL RULE:

There are three types of Orbital Ground Support. These are Orbital Bombardment, Orbital Laser Barrage, and Orbital Opacity Bombs.

CASES:

[20.1] ORBITAL BOMBARDMENT

Orbital Bombardment is plotted during the Plot Phase and explodes during the Detonation Segment just as LW. It is resolved on the Standard Game LW Combat Table (26.2). The amount of Orbital Ground Support varies from scenario to scenario. [20.11] Orbital Bombardment is plotted to impact in a given hex. The plotting Player **always** rolls for Scatter for Orbital Bombardment, utilizing the "-4" column of the Scatter Table (10.4) and doubling the number of hexes of any scatter result obtained.

[20.12] Orbital Bombardment detonation results in a Blast Radius precisely the same as that for a Guided Positron Bomb (see 10.3), except that the strength of the explosion is triply powerful such that any Soldiers in the hex of impact are attacked at ninety, and Soldiers one hex away at thirty, and any two hexes away at 15.

[20.13] "Range" and CM allocations have no effect on Orbital Bombardment.

[20.14] An Orbital Bombardment detonation results in the formation of craters in any hexes in which an attack strength of thirty or greater obtains. A Crater Marker is placed in any affected hexes. **Exceptions:** Craters are never formed in mountain, lake, urban, (or crater) hexes.

[20.2] ORBITAL LASER BARRAGE

Orbital Laser Barrage is simply a form of especially potent Direct Fire. In all respects it is treated so, except that the Range Attenuation Total is always zero (see 9.62), and the Attack Strength of an Orbital Laser Barrage is always **twenty-four**.

[20.3] ORBITAL OPACITY BOMBS

Orbital Opacity Bombs are plotted during the Plot Phase and deployed on the map during the Detonation Segment, as with LW. Invert the Opacity Bomb Markers in the plotted hex of impact to obtain a "smoke" counter.

[20.31] Orbital Opacity Bombs are plotted to impact in a given hex. The plotting Player **always** rolls for Scatter for Orbital Opacity Bombs, utilizing the "-2" column of the Scatter Table (10.4).

[20.32] Orbital Opacity Bombs add six to the Terrain Value of the hex in which they detonate for movement and combat purposes.

[20.33] Any Soldiers in a hex in which an Opacity Bomb detonates are Stunned. Soldiers subsequently moving into a hex containing a smoke counter are not affected.

[20.34] The effects of the detonation of an Opacity Bomb may disperse. Prior to the first Plot Phase of each Game-Turn, a die is rolled for every Opacity Bomb that has been detonated and has not dispersed, by the Player who caused it to be detonated. Rolls of "one" or "two" result in dispersal; the "smoke" counter is removed from the board.

[21.0] SUPPORT PLATFORMS

GENERAL RULE:

Support Platforms are manned heavy vehicles with the capacity to assist Friendly Soldiers in the performance of military tasks. Support Platforms behave in a manner similar to individual Soldiers, with several exceptional advantages and restrictions. There are Human, L'Chal Dah, and Rame Support Platforms; each type has a TPA, Efficiency Rating and Repair Rate equal to the regular values for a StarSoldier of that species (see 6.42). The TPA of Support Platforms must be kept track of on the Task Point Level Track.

[21.1] MOVEMENT OF SUPPORT PLATFORMS

Support Platforms are perpetually at High Altitude in Airborne Mode (no High Altitude Marker is necessary to indicate this). Support Platforms may be plotted to move as is done with Soldiers; since they are at High Altitude, it costs them *1*i** Task Point per hex to move.

[21.2] OFFENSIVE ABILITIES OF SUPPORT PLATFORMS

[21.21] Support Platforms have all the offensive abilities of a regular StarSoldier, and are plotted to allocate Task Points between such tasks as Direct and Opportunity Fire, launching Guided Positron Bombs, Free Flight Missiles, and so forth, movement, and Counter-Measure activity up to the limit of their Task Point Allowances.

[21.22] Support Platforms have an additional weapons system, the Laser Cannon. The Laser Cannon may fire up to once per Stage. The firing of the Laser Cannon must be plotted; however, firing the Laser Cannon expends **zero** Task Points. A Support Platform that had expended its entire TPA in the Initial Stage of a Game-Turn could still fire the Laser Cannon in the Second Stage. Laser Cannon fire is a form of Direct Fire and is resolved on the Standard Game Fire CRT (26.1).

[21.23] The Laser Cannon fires with an Attack Strength of 24.

[21.24] **Instead of firing, a Laser Cannon may be** plotted to spend a Stage "registering" on a particular hex. A Registration Marker is placed in that hex. In any subsequent Stage, that Laser Cannon may fire at any target in the hex and in resolving that Fire Combat, any Enemy CM in the hex is ignored.

[21.25] Each Laser Cannon may be simultaneously "registered" on up to two hexes at any one time. **If** a Support Platform's Cannon that is already registered on two hexes registers on a third, it must surrender registration on one of the original two.

[21.3] SUPPORT PLATFORMS ON DEFENSE

[21.31] A Support Platform always defends as if it were in a hex at Nap of Earth with a Terrain Value often. The detonation of any LW (at High Altitude) in a hex containing a Support Platform is always resolved as an odds reduction of the Attack Strength of the LW compared to "ten" when determining the effect on the Support Platform. Similarly, when computing the Defense Strength of a Support Platform against any Fire Combat, the Terrain Value is always considered to be "ten." Note that as Support Platforms are at High Altitude, their Efficiency Rating is halved when computing the CM total (exception: see 23.2).

[21.32] Attacks against Support Platforms are resolved on the Standard Game LW and/or Fire Combat Tables as appropriate. However, Support Platforms do **not** have their TPA's reduced by the requisite number of Task Points as listed there.

Instead, if the listed result calls for the loss of six or more Task Points, Players refer to the **Support Platform Damage Table** (21.5). If the listed result calls for the loss of five or fewer Task Points (including a "Stun" Result) it is ignored.

[21.33] If an attack against a Support Platform calls for a loss of more than six Task Points, the corresponding roll on the **Support Platform Damage Table** is increased (over the actual total of the dice) by the difference between six and the result obtained from the attack. So if the original result called for the loss of eight Task Points, the roll on the **Support Platform Damage Table** would be increased by two. Adjusted results greater than "twelve" are treated as "twelve."

[21.4] EFFECTS ON PRESERVATION

The addition of a Support Platform to the Order of Battle of a side adds to that side's Preservation Level (see 25.0 for standard Preservation Levels). Human Platforms add three to the Preservation Level (each); L'Chal Dah Platforms add four; Rame Platforms add four also.

[21.5] SUPPORT PLATFORM DAMAGE TABLE

(see center pages)

[22.0] ANDROIDS

COMMENTARY:

Androids are intelligent machines. They are composed of inorganic material, and while they are considered to be more than "just machines," they are also second-class "citizens." They are, there-form, generally assigned to high-risk tasks so that the casualty level among the regular Soldiers may be reduced.

[22.1] RESTRICTIONS ON ANDROIDS

There are Human, L'Chal Dah, and Rame Androids. Each has a TPA and an Efficiency Rating equal to the regular values for a StarSoldier of that species. Except as noted below. Androids behave in all respects precisely as regular StarSoldiers.

[22.12] Androids may **never** repair; they have a Recovery Rate of "zero".

[22.13] An Android may never be designated as a Leader in any battle where that side has at least one organic StarSoldier present.

[22.14] Rame Androids may not form "Killer Swarms" (i.e., ignore Rule 23.1).



[23.0] THE RAME

GENERAL RULE:

Unlike the Humans and L'Chal Dah, the Rame are a non-humanoid species. The Rame possess a "joint mind" and have no concept of individual identity. The outlines of their bionic-based technology has vague similarities to that of the other species, but there are enough significant differences, that when combined with the physiological contrasts result in a particularly distinctive style of tactical combat.

[23.1] RAME KILLER SWARMS

[23.11] Whenever two or more individual Rame occupy a single hex at the same altitude, any CM produced by any of those Rame apply for defense against Fire Combat for all. Should more than one Rame put up CM, the **combined total** applies for all against any Fire Combat. (Exception to 9.35).

[23.12] Whenever **precisely three** Rame occupy a single hex at the same altitude, they may pool Task Points allocated to Direct Fire into one attack. To accomplish this, each Soldier must be plotted to expend precisely the same number of Task Points on a **Direct Fire** task against one particular hex.

[23.2] EFFICIENCY RATING

The Efficiency Rating of Rame plotted to spend some portion of a particular Stage in Airborne Mode is **not** halved when computing the CM value. **Rather**, the Efficiency Rating of Rame plotted to spend any portion of a particular Stage in **Ground Mode** is halved when determining the CM value. This is the opposite of the way it works with Human and L'Chal Dah Soldiers, and is an exception to Case 8.23.

[23.3] COMMAND COMMUNICATIONS

Rame are always in Command Communications; there are no Rame "Leaders."



[24.0] XENOPHOBES

COMMENTARY:

The Xenophobes are a radically different life form. They are totally unable to tolerate other sentient beings. Upon contacting the Pan-Sentient League late in the 28th Century, the reflexively attempted to liquidate the entire League. Eschewing any sort of contact with the other species, they made no attempt to land or establish bases on occupied planets, but rather engaged in wholesale genocide by systematically inducing stars in inhabited systems to go Nova. Overmatched against an aroused PSL, the Xenophobes were eventually expelled entirely from known space and then systematically purged from the systems they had settled and at length, confined to their home world. In these latter campaigns, ground fighting did occur—with a vengeance.

[24.1] RESTRICTIONS ON XENOPHOBES

Xenophobes move and utilize Fire Combat as regular StarSoldiers. They may not utilize any LW other than Neutron Bombs. They may not use Homing Missiles.

[24.1] EFFECTS OF NEUTRON BOMBS

Neutron Bombs behave as Guided Positron Bombs so far as launch and scatter are concerned, except that on the Scatter Table (10.4) the roll is always made one column to the right (worse) than it would be for a GPB.

[24.21] Neutron Bombs may be plotted to detonate either at High Altitude or Nap of Earth. When detonated at Nap of Earth, they always create Craters, regardless of the terrain in the hex. Any Soldier, Android, or Support Platform in the same hex as a Neutron Bomb which detonates is vaporized (removed from the game; killed) if at the same Altitude Level. Soldiers and Androids in the same hex but at the other Altitude Level are stunned; Support Platforms in a hex in which a Neutron Bomb at ground level detonates are not affected.

Preservation Levels and the presence of Civilians are always ignored in scenarios involving the Xenophobes; both sides consider it a fight to the death.

[25.0] UNIT ORGANIZATIONS

The Unit Organization Chart illustrates the way in which the Humans, L'Chal Dah, and the Rame construct their tactical formations.

[25.1] UNIT ORGANIZATION CHART

(see page 10)

[25.2] EXPLANATION OF UNIT ORGANIZATION

The numbers listed are the number of Soldiers that make up the composition of the unit. Leaders are in all cases identical to regular StarSoldiers, except as noted in the Command Communications Rule (16.0). The Preservation Levels listed are the standard values for each unit. They are additive in instances where a combination of different units are on one side. (See Rule 17.0, Preservation Level).

[26.0] COMBAT RESULTS TABLE

(see center pages)

[26.1] STANDARD GAME FIRE COMBAT CRT

[26.2] STANDARD GAME LW CRT

[27.0] GENERAL GAME SITUATIONS

And their use in creating scenarios.

The Standard Game is composed of scenarios. These scenarios are drawn from the interstellar conflicts occurring between the years 2400 and 2785 as described in the Scenario Background and Order of Battle Sections (28.0 to 29.0) Most of the scenarios are composed by the Players themselves. This is done by combining a General Situation with a specific Order of Battle.

There are three General Situations into which most of the tactical combat simulated in **StarSoldier** can be classified. These are the patrol, reconnaissance, and assault situations. They are described in this Section.

There are twelve different **Orders of Battle** sets taken from a variety of conflicts. These are Sections 28.0-39.0. The specific Orders of Battle may be combined with the General Situations to create three dozen game set-ups.

[27.1] PATROL SITUATION

25th Century-style ground combat features mobile, extremely independent troops and highly sophisticated data-gathering and data-dispersing systems. Given that, the classic territorial-oriented 20th Century infantry patrol activity will be unheard of, based as it is on the concept of a "front." There will be no "front" when individual soldiers, with only intermittent and minimal logistical dependency, can transport themselves at speeds in excess of 4000 km/hour.

Nevertheless, relatively immobile ground bases will be present. These bases will perform a multitude of functions: shield selected key civilian personnel from the effects of the invader-induced Heissen Field, provide repair and equipment stations for StarSoldiers in the field, perform tracking functions, provide planetary defense against the Invaders' orbiting Teleships (or against the defender's orbiting satellites), and so forth. To some extent, the bases will be concealable from off-world detection, so long as energy emissions are effectively shielded. Actual surface searches will be necessary to pin down the locations. Much of the ground combat will center around the search for, protection and defense of and assaults against these bases. The Patrol Situation represents an outer-perimeter defense of such a base pitted against a probing search/patrol. The probing force will hereinafter be referred to as the "Alpha Force," the defending force as the "Bravo Force."

Depending on such factors as the size and purpose of the base and the availability of orbital intelligence info, the Alpha Force will have a more or less vague knowledge of the location of the base. The purpose of the patrol will be to determine the location within a specific sector of the planet's surface.

In the Patrol Situation, the base itself is either off the East or West edge of the map. The Bravo Force is deployed on the map; the Alpha Force enters from the edge **opposite** the base and attempts to exit as many men as possible off the edge closest to the base.

[27.11] Set-Up

The Players determine which one will control the Alpha Force and which the Bravo Force. An Order of Battle is selected from among those listed in the Scenario Sections (28.0 to 39.0).

It is determined in a random fashion which edge (East or West) of the map the Bravo Force's base is considered to be off of. Each Player plots all Initial Stage activity, with the Bravo Player's forces entering the map from the edge which the base is located off and the Alpha Player's forces entering from the other side. The first Game-Turn then proceeds according to the Sequence of Play.

[27.12] Game Length

The game proceeds an indeterminate number of Game-Turns, until the Alpha Player has no live troops left on the map (including Androids and Support Platforms).

[27.13] How Victory is Determined

At the end of the game, the Player with the most points is the winner. Points are awarded as follows:

Alpha receives 2 points for every Task Point loss recorded on the Bravo Preservation Level Track.

Alpha receives 10 points for every StarSoldier and/or Android exited off the opposite side of the map from the one entered.

Bravo receives 3 points for every Task Point loss recorded on the Alpha Preservation Level Track. The greater the margin of difference in points between the Players, the greater the margin of victory:

Victory Point	Margin Victory Level
12 or less	Marginal
13 to 25	Substantial
26 and up	Decisive

For example, if Alpha had 54 points and Bravo had 67, then Bravo would win a Victory.

[27.14] Alpha Forces may enter the map in any Mode (except for Support Platforms, if any, which must be at High Altitude), and in the Stage they enter the map, may be plotted to expend Task Points on movement and CM only.

[27.15] In some scenarios, one or both Players may receive reinforcements. The restrictions outlined in Case 27.14 apply to any reinforcements in the Stage in which they enter the map.

[27.2] RECON SITUATION

The question at issue in this situation is the location of a surface installation/base. One force ("Alpha") is attempting to determine the exact location of the base, which is known to be in the vicinity, in preparation for an assault. The other force ("Bravo") is attempting to prevent the discovery of the base.

In the Recon Situation, the Bravo Player deploys all forces, including the Base, on the map. The Alpha Player's forces enter the map and attempt to locate the Base.

[27.21] Set-Up

The Players determine who will control each Force and choose an Order of Battle. The Bravo Player deploys all initial forces secretly, noting the hex locations on a sheet of paper only; **except** for any Support Platforms, which must be openly deployed on the map. These "initial forces" include at least one Base, which is also deployed secretly. Meanwhile, the Alpha Force Player plots all Initial Stage activity, as does the Bravo Player. The first Game-Turn then proceeds according to the Sequence of Play.

[27.22] Game Length

The game continues until the Alpha Player discovers the location of the Base or Bases, or until no live Alpha Force Star Soldiers or Androids remain on the map.

[27.23] How Victory is Determined

The Alpha Player wins if the location(s) of (all) the Base(s) on the map is (are) discovered. If he fails, the Bravo Player wins. If more than one Base is present, all must be discovered for the Alpha Player to fulfill the condition of victory.

[27.24] All Bravo forces, with the exception of Support Platforms, if any, are deployed in secret at the beginning of the game. The Bravo Player has the option of keeping the location of any Soldiers or Androids secret indefinitely, so long as they are a) deployed in Ground Mode and b) expend no Task Points whatsoever. At the end of the first Plot Phase in which any Bravo Force Soldier is plotted to expend any Task Points, that Soldier is placed on the map. Soldiers with "secret" locations are subject to the effects of an explosive weapon detonating in such a manner as to place them within its Blast Radius.

[27.25] Alpha Forces enter the map in the first Game-Turn, and any reinforcements for either side enter the map when called for, in accord with the restrictions listed in Case 27.14.

[27.26] Each Base has a TPA of six and an Efficiency Rating equal to that of the Bravo Force Species. The Base may perform any Task allowable to a regular Star Soldier of that species, except movement. For the purposes of determining damage, a Base is treated as if it were a Support Platform; use the Support Platform Damage Table (treating "Laser Cannon destroyed" results as "TPA $\frac{1}{2}$ Reduced"). For multi-hex Bases, each hex is treated independently for all purposes. Hidden Bases may be damaged by the detonation of explosives.

[27.27] Bases remain hidden from the Alpha Player until

a) they expend Task Points for any purpose (which normally would not occur in the Recon Situation) or

b) an Alpha Star Soldier or an Android passes within four hexes of the hex the Base occupies while at NOE or in Ground Mode.

[27.28] If the Alpha Force should exceed its Preservation Level, the range for discovering a Base is reduced to two hexes beginning with the immediately subsequent **Movement Phase**.

[27.3] ASSAULT SITUATION

This situation concerns an attack on a pinpointed base. One Force ("Alpha") attempts to destroy the Base while the other ("Bravo") attempts to prevent that from occurring. There are two versions to the Assault Situation which have substantial differences in set-up; the significant factor is whether or not the Alpha Force is on the strategic offensive (the invading force) or the strategic defensive (defending the planet).

[27.31] Set-Up for Attack on Invader's Base

In this case, the Alpha Force is on the strategic defensive, attempting to drive off the invaders. The Players determine who will control each Force and choose an Order of Battle. The Bravo Player deploys secretly all forces, including the Base(s), and excluding any Support Platforms, which must be placed openly on the map. Both Players then plot all Initial Stage activity and the first Game-Turn proceeds in accordance with the Sequence of Play.

[27.32] Set-Up for Attack on Defender's Base

With the Alpha Force on the Strategic offensive, the assault can be launched directly from orbiting TeleShips. The Bravo Force Player deploys as in Case 27.31. The Alpha Player simultaneously allocates (secretly) ten Orbital Bombardment Explosives and three Orbital Opacity Bombs (see 20.0) and plots the entry of his forces (see below). After the Bravo Player is finished deploying, the Alpha Player places the Orbital Ground Support paraphernalia on the map. The Bravo Player has the equivalent of one Stage to move any mobile forces, and any that move are revealed and placed on the map. The Alpha Player then rolls for scatter and the Bravo Player resolves any attacks against deployed forces, without revealing the location of or exact effect on any hidden forces. All Alpha Forces are now deployed on the map as plotted previously by the Alpha Player. They are deployed in whatever hex(es) the Alpha Player has plotted for them to appear in, at High Altitude. All Bravo Forces (with the exception of Bases) are also deployed openly on the map. Both Players then plot all Initial Stage activity and the first Game-Turn proceeds in accord with the Sequence of Play.

[27.33] Game Length

The game continues until all Bases on the map are destroyed or until no live Alpha Force Soldiers/Androids/Support Platforms remain on the map.

[27.34] How Victory is Determined

The Alpha Player wins if, by the end of the game, **all** Bases on the map are destroyed. **Otherwise**, the Bravo Player wins.

[27.35] Any Alpha reinforcements that may be called for enter the map as the original Alpha Forces did (see Case 27.32). Any Bravo reinforcements enter the map as described in Case 27.15.

[27.36] Bases are treated as in Cases 27.26 and 27.27, with the addition that if a Base hex is destroyed, it is revealed.

[28.0] THE EPSILON ERIDANI CAMPAIGN/SKIRMISHES ON EPSILON INDI, 2405 AD

[28.1] BACKGROUND INFORMATION

Sol had colonized three star systems. **One** of them, Epsilon Eridani, made a move to split from the Solar Hegemony. Forces from Epsilon Eridani attempted to seize a newly accessible habitable system, Epsilon Indi. Solar Hegemony troops, lacking any support from a StarGate (there wasn't one) or StarForces (none were present) attempted to hold out on Epsilon Indi I.

[28.2] ORDERS OF BATTLE

Patrol Situation (only)

Solar Hegemony (use Human counters) as Alpha or Bravo Force: one Squad (PL = 54).

Epsilon Eridani (use L'Chal Dah counters)

As Alpha Force: one Squad plus one HW Section (PL = 63).

As Bravo Force: one Fire Team plus one HW Section (PL = 32).

[28.3] SPECIAL RULES

[28.31] Treat all urban hexes as organic cover hexes.

[28.32] The Epsilon Eridani Player (as either Alpha or Bravo) may utilize Orbital Ground Support. Up to four Orbital Bombardment Explosives, two Orbital Laser Barrages, and two Orbital Opacity Bombs may be plotted/utilized per Game-Turn.

[28.33] Neither side may employ Homing Missiles.

[29.0] RISE OF THE HUMAN LEAGUE/BATTLES ON EPSILON INDI, 2415 AD

[29.1] BACKGROUND INFORMATION

The success of the Epsilon Eridani defiance in 2405 spelled the end for the Solar Hegemony, and a new Pan-Human Hegemony supplanted the older order. However, the PHH was still Sol-oriented, and a more radically frontier oriented society, the Human League, arose and challenged the PHH by the time-honored tactic of seizing Epsilon Indi (which had begun to be developed, but still lacked a genuine indigenous population and a StarGate of its own). PHH forces attempted to regain control of the system and full scale fighting broke out on the planet after the guarding HL StarForee was defeated.

[29.2] ORDERS OF BATTLE

Patrol Situation

PHH (use Human counters)
as Alpha Force: 1 FT and one HW Section (PL = 32).
as Bravo Force: one FT (PL = 23).

HL (use L'Chal Dah counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT and 1 HW Section (PL = 32).

Recon Situation

PHH (use Human counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT (PL = 23), 2 Base hexes.

HL (use L'Chal Dah counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT and 1 HW Section (PL = 32),
1 Base hex

Assault Situation

PHH (use Human counters)
as Alpha Force: 1 Squad and 1 HW Section (PL = 63)
as Bravo Force: 1 FT and one HW Section (PL = 32), 2 Base hexes

HL (use L'Chal Dah counters)
as Alpha Force: 1 Squad and 1 HW Section (PL = 63)
as Bravo Force: 1 Squad (PL = 54), 1 Base hex.

[29.3] SPECIAL RULES

[29.31] Treat all urban hexes as clear terrain.

[29.32] The PHH Player may utilize Orbital Ground Support in any Scenario. Up to two Orbital Bombardment Explosives, one Laser Barrage, and one Orbital Opacity Bomb may be utilized per Game-Turn.

[29.33] The PHH Player (only) may use Homing Missiles. They may only be used as mines (see 19.0), and only in Scenarios where the PHH Player is the Bravo Force. Up to two may be deployed in the Patrol Situation, three in the Recon Situation, and four in the Assault Situation.

[30.0] PHH-HL SHOWDOWN/ ATTACK ON TAU CETI, 2430 AD

[30.1] BACKGROUND INFORMATION

The antagonism between the PHH and the HL grew worse, in the wake of the latter's successful establishment in 2415. Essentially, the PHH wanted centralization on Sol and expansion limited to already-inhabited planets. The HL desired more independence from the Home System and the terra-forming of systems not naturally habitable. When the struggle erupted into open fighting in 2430, the PHH forces attempted to carry the war home to the HL, and mounted an attack on Tau Ceti, the largest (in population) of the HL systems.

[30.2] ORDERS OF BATTLE

Use the same Orders of Battle as are listed for the "Battles on Epsilon Indi" Scenario (see 29.2).

[30.31] SPECIAL RULES

[30.31] Prior to the start of the game, and starting with the Bravo Player, each Player places alternately one Civilian Marker in an urban hex. No Civilian Marker may be placed in the same hex or in a hex adjacent to the hex in which another Civilian Marker has already been placed. Six Civilian Markers are placed on the map.

[30.32] Civilians are considered to be "in Ground Mode." They may be affected by any Fire Combat (excepting Restricted Fire that is not aimed at them) that is directed into that hex unless the Fire is directed at a target at High Altitude. Civilians may also be affected by any explosive weapons which detonate in such a manner as to encompass the hex they occupy in the Blast Radius. Civilian Markers are attacked as normal Soldiers on the appropriate Combat Results Table; **any** result calling for a loss of Task Points is considered to cause that ma'ny "points" worth of Civilian casualties ("Civilian Casualty Points," or CCP's).

[30.33] The number of CCP's caused by each combat is kept track of and "credited" to the account of the Player whose weapon caused them. At the end of the Game, if one Player has more than five more CCP's accumulated than the other, the first Player automatically forfeits the game, regardless of any other considerations.

[30.34] Civilian Markers are never destroyed. Each Civilian Marker may produce an unlimited number of CCP's.

[30.35] The PHH Player may utilize **Orbital** Ground Support in any Scenario, in accordance with the conditions outlined in Case 29.32.

[30.36] Either Player may utilize Homing Missiles. They may be utilized whether as mines or as LW. Only the Bravo Force Player in a given Scenario may utilize them as mines, however, with a limit of two in the Patrol Situation, four in the Recon Situation, and six in the Assault Situation.

[31.0] L'CHAL DAH CONTACT, 2451 AD

[31.1] BACKGROUND INFORMATION

See 13.1 for background information.

[31.2] SET-UP

Patrol Situation (only)

PHH (use Human counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT and 1 HW Section (PL = 32),
plus two Homing Missiles deployed as mines.

L'Chal Dah

as Alpha Force: 1 Squad (PL = 50)
as Bravo Force: 1 FT and 1 HW Section (PL = 36).

[31.3] SPECIAL RULES

[31.31] Six Civilian counters are deployed prior to the Game start as described in Case 30.31. They are treated as explained in Cases 30.32, 30.33, and 30.34.

[31.32] The PHH Player (only) may utilize **rSoming** Missiles.

[32.0] SECOND PHH-HL WAR, 2462 AD

[32.1] BACKGROUND INFORMATION

Although the Human League had been defeated in 2430 AD, the basic cause of the conflict had yet to be resolved. Both sides strengthened themselves as much as possible, and tightened control over other systems. Hostilities broke out again in 2462, but it was a brief and inconsequential struggle. The HL did mount one expedition to Alpha Centauri and succeed in gaining control of local space long enough to land troops on Lauren, but they were swiftly repulsed.

[32.2] SET-UP

Patrol Situation

PHH (use Human Counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT and 2 HW Sections (PL = 41),
plus two Homing Missile mines.

HL (use LCD counters)
as Alpha Force: 1 FT and 1 HW Section (PL = 32)
as Bravo Force: 1 FT and 1 HW Section (PL = 32),
plus two Homing Missile "mines."

Recon Situation

PHH (use Human counters)
as Alpha Force: 1 Squad (PL = 54)
as Bravo Force: 1 FT and 1 HW Section (PL=32),
plus three Homing Missile mines, 3 Base hexes.

Assault Situation

PHH (use Human counters)
as Alpha Force: 1 Squad and 1 HW Section (PL= 63)
as Bravo Force: same plus four Homing Missile mines, 1 base hex

HL (use LCD counters)
as Alpha Force: 1 Squad plus one HW Section (PL = 63)
as Bravo Force: 1 Squad (PL=54) plus four Homing Missile mines. One 3 hex base (must be contiguous).

[32.3] SPECIAL RULES

[32.31] Seven Civilian Markers are deployed prior to the Game's start as described in Case 30.31. They are treated as explained in Cases 30.32, 30.33, and 30.34.

[32.32] Both Players may utilize Homing Missiles.

[32.33] The HL Player may utilize Orbital Ground Support as outlined in Case 29.32.

[33.0] REVOLT OF EPSILON-INDI, 2465 AD

[33.1] BACKGROUND INFORMATION

Soon after the PHH-HL War of 2462 AD, which had ended with an indecisive Pan-Human Hegemony victory, Epsilon Indi revolted against PHH control. Most of the old HL members rallied to support the newest insurgent, while the L'Chal Dah remained neutral, intervening on the side of the PHH only when victory became apparent.

[33.2] SET-UP

Patrol Situation

PHH vs. HL [Choose either PHH or LCD vs. HL]

PHH (use LCD counters)

as Alpha Force: 1 Squad (PL = 54)

as Bravo Force: 1 FT and 2 HW Sections (PL = 41), plus 2 Homing Missile mines.

LCD

As Alpha Force: 1 FT and 1 AD (PL = 50)

as Bravo Force: 1 FT and 1 AD (PL = 50), plus two Homing Missile mines.

HL (use Human counters)

as Alpha Force: 2 FT (PL = 46)

as Bravo Force: 2 FT (PL = 46), plus two Homing Missile mines.

Recon Situation

(Choose either PHH or LCD vs. HL)

PHH (use LCD counters)

as Alpha Force: 1 Squad (PL = 54),

as Bravo Force: 1 Squad (PL = 54), plus three Homing Missile mines, 2 Base hexes.

LCD

as Alpha Force: 2 FT and 1 AD (PL = 68)

as Bravo Force: 1 FT and 1 AD (PL = 50), plus three Homing Missile mines, 2 Base hexes.

HL (use Human counters)

as Alpha Force: 1 Squad (PL = 54)

as Bravo Force: 2 FT (PL = 46), plus three Homing Missile mines, 2 Base hexes.

Assault Situation

(Choose either PHH or LCD vs. HL.)

PHH (use LCD counters)

as Alpha Force: 1 Squad and 1 HW Section (PL = 63)

as Bravo Force: 1 Squad (PL = 54), plus four Homing Missile mines, 2 Base hexes.

LCD

as Alpha Force: 1 Squad and 1 AD (PL = 82)

as Bravo Force: 1 Squad (PL = 50), plus four Homing Missile mines, 2 Base hexes.

HL (use Human counters)

Same as PHH.

[33.3] SPECIAL RULES

[33.31] Four Civilian Markers are deployed prior to the Game start as described in case 30.31. They are treated as explained in Cases 30.32, 30.33, and 30.34.

[33.32] Both Players may utilize Homing Missiles.

[33.33] The Player controlling the PHH or LCD forces may utilize Orbital **Ground** Support as outlined in Case 28.32.

[34.0] WAR WITH THE RAME, 2476 AD

[34.1] BACKGROUND INFORMATION

After the absorption of the L'Chal Dah into the PHH on an Associate basis, the combined leagues made contact with yet a third, more alien species, the Rame, originating from 70 Ophiuchi. After some years of relatively peaceful contact, the PHH attempted to subjugate the Rame. Despite an evident lack of experience, the Rame acquitted themselves well in tactical combat, where the "community mind" was a distinct asset.

[34.2] SET-UP

Patrol Situation [only]

Rame

as Alpha Force or Bravo Force: 1 Killer Swarm

(SW) (PL = 13)

PHH

as Alpha Force: 1 FT and 1 HW Section (PL = 32)

as Bravo Force: 1 FT (PL = 23), plus two Homing Missile mines.

LCD

as Alpha Force: 1 FT and 1 AD (PL = 50)

as Bravo Force: 1 AD (PL = 32), plus two Homing Missile mines.

[34.3] SPECIAL RULES

[34.31] The PHH and LCD (only) may utilize Homing Missiles.

[34.32] Three Civilian Markers are deployed according to the procedure described in Case 30.31. They are treated as outlined in Cases 30.32, 30.33, and 30.34.

[35.0] L'CHAL DAH EXPANSION, 2480 AD

[35.1] BACKGROUND INFORMATION

The L'Chal Dah continued their new policy (**which** had been instituted in 2465) of expansion and activity in stellar politics by attempting to strengthen their power base at the expense of the Rame. They discovered that the Rame had adjusted quickly to the need for military prowess on the ground.

[35.2] SET-UP

Patrol Situation

LCD

as Alpha Force: 1 FT and 1 AD (PL = 50)

as Bravo Force: 1 AD (PL = 32), plus two Homing Missiles (as mines).

Rame

as Alpha Force: 1 SW and 1 AD (PL = 30)

as Bravo Force: 1 SW (PL = 13), plus two Homing Missile Mines.

Recon Situation LCD

as Alpha Force: 1 FT and 2 AD (PL = 82)

as Bravo Force: 2 AD (PL = 64), plus three Homing Missile mines, 1 Base hex.

Rame

as Alpha Force: 1 Squad (PL = 26)

as Bravo Force: 1 SW and 1 AD (PL = 30), plus three Homing Missiles, 3 Base hexes.

Assault Situation LCD

as Alpha Force: 1 Squad and 1 AD (PL = 82)

as Bravo Force: 1 FT and 2 AD (PL = 82), plus four Homing Missile mines, 1 Base hex.

Rame

as Alpha Force: 2 Squads (PL = 52)

as Bravo Force: 1 Squad (PL = 26), plus four Homing Missile mines, 3 Base hexes.

[35.3] SPECIAL RULES

[35.31] Three Civilian Markers are deployed according to the procedure described in Case 30.31. They are treated as outlined in Cases 30.32, 30.33, and 30.34.

[35.32] The LCD Player may utilize Orbital Ground Support as outlined in Case 29.32.

[35.33] Both Players may utilize Homing Missiles.

[36.0] WAR OF THE DEFENSE LEAGUE, 2482 AD

[36.1] BACKGROUND INFORMATION

After the L'Chal Dah defeated the Rame in 2480 AD, the two formed the L'Chal Dah-dominated Defense League. Renouncing their associate status in the PHH, the L'Chal Dah attempted to free themselves from Human interference, with the ultimate goal of defeating the Humans entirely. The Rame were more or less unenthusiastic partners in this venture (due more to bad feelings **vis a vis** the L'Chal Dah than any love of Humanity) and refused to commit troops to the attempt to subjugate PHH planets.

[36.2] SET-UP

Patrol Situation

LCD

as Alpha Force: 1 FT, 1 HW Section and 1 AD

(PL = 68)

as Bravo Force: 1 FT and 1 AD (PL = 50), plus two Homing Missile mines.

PHH

as Alpha Force: 1 FT, 1 HW, and 1 AD (PL = 56)

as Bravo Force: 1 FT and 1 AD (PL = 47), plus two Homing Missile Mines.

Recon Situation

LCD

as Alpha Force: 1 HW Section and 2 AD (PL = 82)

as Bravo Force: 1 FT and 2 AD (PL = 82), plus four Homing Missile mines, 1 Base hex.

PHH

as Alpha Force: 2 FT and 1 HV Section (PL = 55)

as Bravo Force: 1 Squad (PL = 54), plus four Homing Missile mines, 2 Base hexes.

Assault Situation

LCD

as Alpha Force: 1 Squad and 1 AD (PL = 82)

as Bravo Force: 1 Squad and 1 AD (PL = 82), plus six Homing Missile mines, and 1 Base hex.

PHH

as Alpha Force: 1 Squad (PL = 60), plus two Support Platforms.

as Bravo Force: 1 Squad (PL = 60), six Homing Missile mines, 1 Base hex.

[36.3] SPECIAL RULES

[36.31] Six Civilian Markers are deployed according to the procedure outlined in Case 30.31. They are treated as outlined in Cases 30.32, 30.33, and 30.34.

[36.32] The LCD Player may utilize Orbital Ground Support as outlined in Case 29.32.

[36.33] Both Players may utilize Homing Missiles.

[37.0] WAR FOR IDENTITY, 2487 AD

[37.1] BACKGROUND INFORMATION

After several years, the PHH, despite the victory of 2482, collapsed. Three factions emerged: the Pan-Sentient League (advocating complete freedom for all biologic and cybernetic sentients); the shrunken Human League; and the resurgent Sol-based PHH rump.

[37.2] SET-UP

Orders of Battle for all three factions are given below. All sides fought both offensively and defensively in this war.

Patrol Situation

Pan Sentient League (LCD and Rame).

LCD

(same as 36.2)

Rame

as Alpha Force: 1 SW and 1 AD (PL = 30)

as Bravo Force: 1 SW and 1 AD (PL = 30), plus two Homing Missile mines.

PHH

as Alpha Force: 1 FT, 1 HW Section, and 1 Support Platform (PL = 35).

as Bravo Force: 1 FT and 1 AD (PL = 47), plus two Homing Missile mines.

HL (use LCD counters if deployed against PHH)

as Alpha Force : same as PHH

as Bravo Force: same as PHH

Recon Situation

LCD

as Alpha Force: 1 Squad, 1 AD, and 1 Support Platform (PL = 86)

as Bravo Force: 1 FT, 2 AD (PL = 82), plus four Homing Missile mines, 1 Base hex.

Rame

as Alpha Force: 1 Squad and 1 AD (PL = 42)

as Bravo Force: 1 Squad (PL = 26), plus four Homing Missile mines, 3 Base hexes.

PHH

as Alpha Force: 1 Squad plus 2 Support Platforms (PL = 60)

as Bravo Force: 1 FT, 1 HW Section, and 1 Support Platform (PL = 35), plus two Base hexes.

HL

(same as PHH)

Assault Situation

LCD

as Alpha Force: 1 Squad, 1 HW Section, and 2 Support Platforms (PL = 76)

as Bravo Force: 1 Squad, 1 AD, and 1 Support Platform (PL = 86), plus 1 Base hex.

Rame

as Alpha Force: 1 Squad, 1 AD, 2 Support Platforms (PL = 46)

as Bravo Force: 1 Squad, 1 AD (PL = 42), plus 2 Base hexes (contiguous)

PHH

as Alpha Force: (same as Recon Situation)

as Bravo Force: 1 FT, 1 HW Section, 1 AD, 1 Support Platform (PL = 59), plus 2 Base hexes.

HL

(same as PHH)

[37.3] SPECIAL RULES

[37.31] If the action is taking place on a PHH world, deploy seven Civilian Markers; on a HL world, deploy five Civilian Markers, on an LCD world, deploy six counters, on a Rame world deploy three counters.

[37.32] If the action is taking place on a PHH or LCD world, the attacker gets Orbital Ground Support on the order of that listed in Case 29.32. If the action takes place on any other planet the attacker gets the benefits as described in Case 28.32.

[37.33] All sides may employ Homing Missiles.

[38.0] DEFEAT OF THE XENOPHOBES, 2785 AD

[38.1] BACKGROUND INFORMATION

See Section 24.0 for background.

[38.2] SET-UP

The Xenophobe Scenarios do not use the General Situations. Rather, there are three separate Xenophobe Scenarios, pitting 12 Xenophobe StarSoldiers (the Xenophobe military organization is not known) against Humans, L'Chal Dah, or Rame (choose one).

Xenophobes: 12 Star Soldiers Humans (vs.

Xenophobes): 1 Squad L'Chal Dah (vs. Xenophobes): 1 Squad Rame (vs. Xenophobes): 1 Squad.

[38.3] SPECIAL RULES

[38.31] Civilian counters are not deployed in the Xenophobe scenarios.

[38.32] Humans, L'Chal Dah, or Rame receive Orbital Ground Support, as outlined in Case 28.32.

[38.33] There are no Preservation Levels for either side. Both accept it as a struggle to the last "man." The first Player to eliminate all Enemy StarSoldiers is victorious.

[39.0] PROTECTING SETTLERS FROM THE LOCAL FAUNA

COMMENTARY:

It is rare for StarSoldiers to be seriously challenged by non-sentient organisms other than, perhaps, cold viruses—but on Delta Paconis II, Humans ran into the Dinkblog, a carnivorous four-legged creature possessing the ability to teleport itself. Unfortunately, it quickly acquired a taste for Humans, and troops had to be called in to cope with the creatures.

[39.1] SET-UP

The Human Player deploys ten Civilian Counters in city hexes on the map. No Civilian Counter may be within six hexes of another. The Human Player also deploys three StarSoldiers. After the Human Player has set up, the Dinkblog Player plots his move for the first Stage (which will be to teleport somewhere onto the map). At the same time, the Human Player plots the moves of his StarSoldiers. The Initial Stage of the first turn then proceeds according to the Sequence of Play.

[39.2] SPECIAL RULES

[39.21] Civilians are treated as in Cases 30.32, 30.33, and 30.34.

[39.32] The Dinkblog moves directly by teleportation from hex to hex. It has no TPA, and automatically attacks with a strength of thirty on the LW CRT (26.2), regardless of terrain, any Human in its hex (including StarSoldiers) at any altitude. It may move once per Stage, with no restrictions on range whatsoever.

[39.23] The Dinkblog is always considered to be in Ground Mode and defends with the terrain value of the hex occupied. For all purposes of undergoing attacks, the Dinkblog is considered to be a Support Platform (see 21.0). Any combat result on the Support Platform Damage Table other than "Destroyed" is considered to "wound" the Dinkblog; a second "wound" kills it.

[39.24] Wounded Dinkblogs may **move only once** per Game-Turn.

[39.3] HOW TO WIN

If one Player accumulates in excess of one point more than the other, that Player wins the game. Any other result is a draw. The Human Player receives one point for driving the Dinkblog off the map, and either one point for wounding the Dinkblog **or** five points for killing it. The Dinkblog gets one point for each Civilian eaten (that is, any result other than "stun," which is ignored), and 2 points for each StarSoldier killed.

[40.0] OTHERWORLD ENVIRONMENTS

COMMENTARY:

There are several variables that would affect **in one** way or another the way in which tactical combat would be conducted that would come into play if combat were to occur in non-Earthlike environments. We have assumed that most of the fighting that occurred would be over basically habitable (i.e., "Earthlike") planets, as indeed was pretty much the case in the **StarForce** history. But there is no reason why there couldn't be fighting or wouldn't be fighting in other environments, or planets valuable for other reasons—for resources, for their strategic location, or for their terraforming potential. For Players who are interested in examining these questions further, here are some of the relevant factors to consider.

[40.1] PLANET SIZE

Since Fire Combat needs a "Line of Fire," it is not possible to employ it "over the horizon." Hence, the size of a planet is an important consideration. Earth, with a diameter of 12742 kilometers, has a horizon at sea level of about 20 KM. This limit rises rapidly as the observer gains altitude, so that only units firing from the ground (or, perhaps, NOE) would be affected—but they would be affected, such that the range at which one could fire would decrease as the size of the planet decreases.

[40.2] ATMOSPHERE

The density of the atmosphere also has an effect on Direct Fire. The range attenuation value of "one" for each ten hexes is predicated on an atmosphere roughly as dense as that on Earth. A Vacuum (such as in space) would have no range attenuation; a dense atmosphere would have a greater effect.

[40.3] BACKGROUND INTERFERENCE

That is, more or less, the amount of ambient radiation in the environment. Increases in this would decrease the range of Command Communication.

[40.4] GRAVITY

Gravity has very broad effects; so broad, in fact, that they are rather easily factored out. Generally, a planet with a high gravity would alter the game scale, with each hex representing a smaller area and each Game-Turn a longer period of time.

[40.5] ASSAULT ON ZULU STATION

A tremendous variety of environments are possible. Players are encouraged to experiment. For example, in 2482, in the course of beating back the L'Chal Dah bid for independence from the Pah-Human Hegemony, Human StarSoldiers found it necessary to assault a cylindrical asteroid. After capturing the StarGate at 61 Cygni, it was necessary to secure the outer ring of debris which ringed the system to protect it from low velocity counter-assaults, which could have been staged from any one of several of the larger pieces of debris. One of the largest of these, a cylindrically-shaped hunk of rock dubbed "zulu" was defined by a FireTeam of L'Chal Dah.

[40.51] SET-UP

In order to visualize the following rule, pick up the map off of the table and bend the east and west edges back to the point where they touch—the map forms a cylinder. This is what the map will be representing, even as it lies flat on the table. Replace the map flat on the table and determine which Player will play which side. The L'Chal Dah Player deploys his FireTeam. The Human Player deploys his FireTeam at High Altitude (simulating an Orbital Assault). Players then proceed to plot the Initial Stage of the first Game-Turn.

[40.52] There is no range attenuation for Direct Fire, as there is no atmosphere.

[40.53] No LOF for Fire Combat may extend more than five hexes when traced between two points on the ground (or at NQE). No LOF for Fire Combat may extend more than ten hexes when traced from a point on the ground (or at NOE) to a point at High Altitude. No LOF for Fire Combat may extend more than twenty hexes when traced from one point at High Altitude to another such.

[40.54] Imagine that the Eastern and Western edges of the map are connected. Soldiers may move off the Eastern edge of the map and re-enter (at the corresponding North/South latitude) on the Western edge, and vice versa. Soldiers may shoot or launch grenades "over" the map edge.

[40.55] The Humans have a PL of 23; the LCD PL = 18. The first Player to force the other over the PL wins the game.

[41.0] THE LINK GAME**COMMENTARY:**

It is possible for Players owning a copy of SPT's StarForce game (which concerns the strategic interstellar situation on which StarSoldier is based) to "link" the two games together in a systematic fashion, such that the results of actions taken in one game influence the course of events in the other and vice versa.

GENERAL RULE:

The basic unit of ground combat troops for the purposes of the "Link Game" is the "Strike Command." The Order of Battle Chart (41.7) lists the number of Strike Commands available for each Scenario in **StrikeForce**. Each Strike Command represents some 100,000 individual StarSoldiers with concomitant supporting equipment, logistical cargo, and so forth. The Strike Command is the precise number of troops which can be most efficiently transported by one StarForce (four TeleShips). In cases where one side retains control of the planet(s) in a system without the benefit of the presence of a Friendly StarForce or StarGate (as defined in StarForce), the other side may attempt to gain control of the planet (and of the system) only by utilizing one or more Strike Commands to seize it bodily. Comparing the relative number of opposing Strike Commands gives one a "translation" into the tactical-scale StarSoldier game, which is used to determine the outcome of the battle for the planet.

PROCEDURE:

In any LiteZulu (as defined in **StarForce**) containing a system occupied by one or more Friendly Strike Commands but lacking a Friendly StarGate or other Friendly StarForces, and containing Enemy StarForce(s) which are transporting one or more Strike Commands, at the initiative of the Enemy Player, the Assault procedure may be initiated. For each Strike Command present in the LiteZulu, a Player receives ten **Tactical Points**. Each Player expends his Tactical Points to "purchase" a mix of forces from his available Strike Commands. Each Player then allocates his forces between three Scenarios that will be contested—one each of the three General Situations described in Section 27.0. The outcome of these scenarios is then translated back into results affecting all the Strike Commands present in the LiteZulu, and perhaps determining the outcome of the dispute for control of the planet.

[41.1] TRANSPORT OF STRIKE COMMANDS

[41.11] It takes one StarForce to transport each Strike Command. A StarForce may transport one Strike Command (only).

[41.12] It takes one entire Stellar Game-Turn to embark or disembark a Strike Command. Both the Strike Command and the StarForce involved must begin and end the Stellar Game-Turn in which the embarkation or disembarkation occurs in the same LiteZulu.

[41.13] A Strike Command may embark from or disembark to a Friendly system (including planets in it), to another Friendly StarForce, or to an Enemy controlled planet (this is considered to be an Assault, see 41.2).

[41.14] Embarkation or Disembarkation may not occur in a LiteZulu containing an unneutralized Enemy StarGate, or Enemy StarForce.

[41.15] The positions of Strike Commands on the Stellar Display are revealed to the opposing Player only to a limited extent. A Strike Command counter is placed on every system which contains at least one Strike Command. The exact number of Strike Commands garrisoning a given system is never revealed to the opposing Player until he **enters** the LiteZulu containing them. The fact that any StarForce or group of StarForces is transporting one or more Strike Commands is only revealed when opposing units are actually in the same LiteZulu; at which point the exact number of Strike Commands involved is revealed. See Case 7.4, in the **StarForce** rules, "Semi-Hidden Unit Display."

[41.2] ASSAULT PROCEDURE

[41.21] Whenever the Assault Procedure is initiated, Players determine the number of Strike Commands involved on both sides. For each Friendly Strike Command, the Player receives ten Tactical Points. These Tactical Points are utilized to obtain a mix of Forces according to the schedule of costs listed on the **Unit Organization Cost Chart** (41.3). Players expend Tactical Points to "purchase," in effect, a mix of Forces. There are no restrictions on the numbers or types of Soldiers, Androids, Support Platforms, or whatever a Player may "purchase," so long as no more **Tactical Points** are expended than are available.

[41.22] Players will engage in three scenarios, using the rules to the three "General Situations" in Section 27.0. These are a Patrol Scenario, a Recon Scenario, and an Assault Scenario. The Player who initiated the Assault Procedure will field the "Alpha" Force in each of these scenarios; the Player in control of the planet will field the Bravo Force. Player must divide the mix of forces they have selected between these three scenarios, in secret, before contesting them one-by-one. This division must be written down; it may not subsequently be altered.

[41.23] No more than 50% of the force mix and no less than 20% of the force mix (as measured in Tactical Point cost) may be allocated to any one Scenario. No more than twelve individual units (Soldiers, Androids, Support Platforms, whatever) may be allocated to any one scenario. Only the Bravo Player may purchase Bases and Homing Missiles to be used as mines. The Bravo Player receives (gratis) three-hex bases for the Recon and Assault Scenarios. The Base must be three **contiguous** hexes.

[41.24] Once the force mixes are allocated, the Players contest the scenarios. Each Player loses a fraction of his Strike Commands present in the LiteZulu equivalent to the fraction lost in the scenarios (which are considered to be representative actions).

For example: If a Player loses all three scenarios, all Friendly Strike Commands in the LiteZulu would be considered eliminated (and no Enemy Strike Commands would be lost). If the Player had lost two out of three, two-thirds of all Friendly Strike Commands would be eliminated (rounded up to the nearest Strike Command) and one-third of all Enemy Strike Commands would be eliminated. Fractions are always rounded up.

[41.25] In the event that only one Player is left with Friendly Strike Commands in the LiteZulu, that Player is considered to have gained (or retained) undisputed control of the planet. If both Players retain Friendly Strike Commands in the LiteZulu after all losses have been extracted, the Assault is considered inconclusive, and the Assault Procedure may be re-initiated (if possible) by the attacker in the next Stellar Game-Turn.

In order for a neutralized StarGate to count towards a victory in the StarForce scenario being played, no Enemy Strike Commands may be present in the system.

[41.26] In Assault Procedures where the ratio of Strike Commands is three to one or greater, the larger side wins an automatic victory, and all of the lesser side's Strike Commands are eliminated.

[41.3] UNIT ORGANIZATION COST CHART

(see center pages)

**[41.4] CIVILIANS**

[41.41] Civilians should be deployed on the map, depending on the population density of the system involved. See Case 16.1 of the **StarForce** rules, which lists the inhabited systems. The following systems have a Civilian Density of ten Civilian Counters, in any StarSoldier scenario: Sol, Sigma Draconis, 70 Ophiuchi (the three home worlds). The following colonies have a civilian density of six Civilian Counters: Alpha Centauri, Tau Ceti, Epsilon Eridani, 82 Eridani, HR 8832, 61 Cygni, 36 Ophiuchi, and HR 7703. All other listed inhabited systems have a Civilian Density of three Civilian Counters.

[41.42] Civilians are deployed prior to the start of play, by the Players. The Alpha Player deploys one Civilian Counter, and the Bravo Player a second, and so forth alternately until all called for have been deployed. Civilians are deployed subject to the restrictions listed in Case 30.31.

[41.43] Civilians can suffer casualties, as outlined in Cases 30.32 and 30.34. The number of Civilian Casualty Points caused by each combat is recorded and "credited" to the account of the Player whose weapon caused them. At the end of each Stellar Game-Turn, these accounts for each Player are compared; if the difference between the totals is greater than "five," the Player with the greater number must roll two dice one time for each five CCP's extra there are.

Example: if one Player has a CCP total of 3, and the other Player has a total of 13, the second Player must roll the two dice twice. Fractions of five are rounded down. On any die roll of "11" or "12" on the CCP roll, the rolling Player automatically forfeits the game—the telesthetics of the volume have refused en masse to serve policies which result in so much destruction of intelligent life.

[41.5] ORBITAL GROUND SUPPORT

The Alpha Player may employ Orbital Ground Support in all Scenarios if enough Friendly StarForces are present to offset the planetary defense systems. See the **Orbital Ground Support Availability Table**. "Full" support equals four bursts of Orbital Bombardment Explosives, two Laser Barrages, and two Opacity Bombs maximum per Game-Turn (in **StarSoldier**). "Half" support halves those support levels.

[41.6] ORBITAL GROUND SUPPORT CHART

(see center pages)

[41.7] ORDER OF BATTLE CHART

The following chart gives the number of Strike Commands and their allegiance in each **StarForce** scenario for which information is relevant. Where not indicated. Players have the option of assigning starting positions to Strike Commands as they see fit.

Scenario 18: Solar Hegemony/3; Epsilon Eridani/2.

Scenario 19: PHH/3 on the initial Stellar Game-Turn, 2 on the third, and 2 more on the fifth; HL/5.

Scenario 20: Sol/7; AC/2; TC/2; EE/2; EI/1; 82 Eridani/1; DP/I.

Scenario 21: PHH/6 initially, 3 on the 3rd turn, 3 on the 5th turn; LCD/4 initially, 2 on the 3rd Stellar Turn, 2 on the 5th Stellar Turn.

Scenario 22: PHH/10; HL/6; 82 Eridani/1; DP/I; EI/1.

Scenario 23: PHH/9; EI/6; LCD/8.

Scenario 24: Rame/6; Humans/5; LCD/6.

Scenario 25: Rame/6; LCD/10.

Scenario 26: Rame/3 (May not be embarked onto StarForces remain on Rame systems); LCD/I 6; PHH/12 initially, 2 on the 3rd Stellar Turn, 1 on the 5th Turn, 1 on the 7th Stellar Game-Turn.

Scenario 27: Rame/8; LCD/12; PHH/16; HL/8.

Scenario 28: Rame/S; LCD/10; PHH/10.

[41.8] ADDENDA TO THE LINK GAME

StarGate Capture: At the end of any Stellar Game-Turn in which a StarGate has been "permanently destroyed" by combat (see **StarForce** Case 9.31), if the assaulting Player has been victorious on the ground, he may attempt to capture the StarGate intact. He rolls two dice; on a die roll of "12" the StarGate is considered to be captured (the Telesthetics have been convinced to switch sides).

Replace the Enemy StarGate with a Friendly one (which then functions normally). Increase the die roll for capture by "1" for each five additional civilian casualties caused by the Enemy Player (that is, follow the same procedure as in Case 41.43).

Low Energy Assaults: Each Friendly Strike Command deployed in a planetary system which contains an Enemy StarGate may attempt to destroy the StarGate by Low Energy Assault. At the end of each Stellar Game-Turn, the owning Player rolls the dice once for each Strike Command deployed in the planetary system. On a dice roll of "11" or "12" the StarGate is permanently destroyed and removed from the game; however, no attempt may be made to capture it. There is no limit to the number of Game-Turns in which a given Strike Command may launch Assaults, and there is never any cost or penalty for doing so.

[42.0] DESIGNER'S NOTES

Much of the background history for **StarSoldier** was derived from a previous SPI game. **StarForce**, which provided a general strategic framework in which the various Races could Telesthetically "shift" across interstellar distances to fight short-term wars to determine the economic and political control of planetary systems. With the strategic pattern set, it was still necessary to answer a number of tactical questions before **StarSoldier** could proceed. First off, why do **StarSoldiers** try to conquer planets at all?

Basically it is assumed that a normal attack on a planetary system would follow these general lines: a number of Friendly StarForces would shift into the area of the target system, driving off any defending Enemy StarForces, and neutralizing the Enemy StarGate (which acts as both a transfer point and defensive stronghold). Once control of local space is assured, Heissen Fields would be directed at the inhabited planets, rendering the "civilians" unconscious, (but not affecting **StarSoldiers**, who are protected by their Active Battle Dress).

Finally, Friendly **StarSoldiers** that have been carried in the StarForces would embark onto gravity sleds and assault the planetary system. After a short fight (from 12 to 24 hours), there would have been sufficient casualties so that one side or the other would surrender. (Remember, except for the Xenophobe Wars, these conflicts are not "fights to the death.")

Obviously a large amount of technological restraint is being practiced throughout, as it is within the abilities of both sides to effectively end all life on a planet should they choose to do so. (Indeed, present-day technology could probably come close to achieving this). Casualties among civilians are minimized for "humanitarian" reasons, and in order to provide a broad population base from which to draw Telesthetics. In the short run, it is also necessary to suppress Enemy **StarSoldiers** in order to prevent Low Energy Assaults on a Friendly StarGate in the system. Such assaults would be carried out by a small number of Soldiers making a shipboard "Newtonian" approach to the StarGate (i.e., actually traveling through space at a constant acceleration of about 30 Gs) and attempting to disable it.

Knowing both the causes and results of a **Star Soldier** attack, it was then necessary to determine exactly how they fight. Basically, since no one can predict conditions 500 years in the future anyway, the technology was developed to meet the situation. The trend throughout history has been to reduce the density of soldiers per given area of terrain. Thus the game scale is quite large, about one kilometer per hex, with a correspondingly low unit density. The ability to cover these vast distances is achieved through the use of high-speed travel, especially in Airborne Mode. Since units may move at top speeds of over 2500 MPH (and in an atmosphere, no less), it is assumed that a method of frictionless flight has been

developed.

Moreover, because they are cyborgs (i.e., "men" adapted to make full use of a comparable technology of fairly intelligent machines), Soldiers can deal with an immense amount of information and tasks at all times. This allows them to function without the panic and disorientation that occurs (especially at the personal level) in present-day warfare. Their Active Battle Dress is more than just a convenient "combat suit." Rather, it is a complete mobile environment, equipped with its own limited level of conscious awareness. (Androids are the extreme extension of this principle). Soldiers also have a virtually unlimited source of energy (their Energy Conversion Pack), and the ability to efficiently transform one type of energy to another (neatly avoiding problems of inertia and ammunition supply).

Players will note that there are no Scenarios showing the ferocious onslaught of aroused natives on a poor outnumbered **StarSoldier** squad. (Except for the Dinkblog, which is a creature with certain obvious unusual abilities). Such Scenarios are not included because such an event would be, uh, unrealistic. That is, an individual who can travel at 2500 MPH in an atmosphere, can screen his own energy emissions to the point where he is no longer visible to the unaided eye, who can survive enormous G forces and both use and survive the use of terribly sophisticated weaponry is unlikely to be affected by some poor fellow armed with a medieval crossbow (or an F-14 fighter, for that matter). Murphy's Law would dictate that this would happen occasionally, but it would be on a very low order of probability. Put simply, **élan** has never been much of a match for competently applied technology, and never will be.

Incidentally, the technology itself is changing in the game, as the period covered is several hundreds of years. In fact, because the rate of change is considered to be fairly even, coupled with conscious efforts to prevent the technology from getting out of hand, all that actually occurs is that the game scale is probably expanding in the later Scenarios.

[43.0] DEVELOPERS' NOTES

As people who are familiar with the Dunnigan treatment of 20th Century tactical combat in **Sniper** and **Patrol** will note, the broad outlines of **StarSoldier** have much in common with those two earlier SPI games. All three games concern soldier-to-soldier level fighting, and all approach it in basically the same manner. Each game utilizes a written plotting system to simulate simultaneity, each defines the capabilities of individual soldiers in terms of discrete "tasks", and each utilizes a series of scenarios to structure the presentation of the gamut of tactical situations which can occur.

There were, however, several considerations that had to be taken into account for **StarSoldier** that did not obtain so far as the earlier games are concerned. The most basic of these concerned the necessity for a working rationale that would be consistent with a) common sense, b) extrapolated scientific reality, and c) Simonsen's conceptions of Future History as embodied in **StarForce**. That was one of Walczyk's main charges, in lieu of the usual fidelity to the dictates of historical accuracy (see Designer's Notes), and in fulfilling it, he created subsidiary requirements that pertained more directly to the game development. The most central of these is the distinction between soldiers of differing species. As envisioned, differences between the Rame, L'Chal Dah, Human, and Xenophobe species as reflected in combat capabilities goes beyond those reflected between, say, WWII Germans and Russians (less likely to exceed Preservation Level, more likely to panic) in **Patrol**. The distinctions are more profound, qualitatively affecting the manner in which the different species conduct themselves, and the game systems had to be structured accordingly to reflect them.

Three things were originally done to accomplish this. First, each species was given an Efficiency Rating in addition to a "movement allowance" (as we referred at first to the Task Point Allowance). Secondly, the Game-turn was split into two separate halves to accentuate the differences in the amount of activity that could be concentrated into a short period of time **and** to balance the advantage of the capacity to do so against the necessity of defending oneself twice each Game-turn. Hence, the Rame have the advantage of being able to concentrate on attacking with a maximum strength of twenty-four in a given Stage, and the disadvantage of having to stretch six Task Points to last an entire Game-turn. Finally, movement was defined as a "Task", equivalent to firing a laser or launching a GPB; this was done as an alternative to what would have been yet a third distinguishing numerical value between the Species. This last step was presumably not done for **Patrol** or **Sniper** since the Movement Allowance was constant for all Soldiers, and the effects of time-energy-consuming activities on movement capacity was easily reflected by halving movement for the pertinent turn.

As it turned out, this conception—defining movement as another Task—led to perhaps the most distinguishing aspect of the **StarSoldier** game system. Originally, we utilized an exact reproduction of the **Patrol** CRT for **StarSoldier**; i.e., the combat results included "wound", "incapacitate", and "kill".

However, somewhere along the line, we switched over to define losses in terms of Task Points, bringing that dimension of the game into conjunction with the rest. The idea of defining combat as a function of movement as far as **participating** in it is concerned is not new, and had been reflected notably in **Frederick the Great** (F. Davis/SPD), and **Shenandoah** (S. Peek/Battleline).

However, we do not believe that combat **results** have been expressed in movement costs before, which isn't too surprising, as it is probably a system suitable only for a tactical level game which makes a distinction between attack and defense (such that one can't suffer a loss as a result of one's own attack). Furthermore, the cumulative, gradualistic way in which losses are incurred with this system would probably not be realistic in the absence of self-repairing mechanisms—the Active Battle Dress—supplementing the "natural" constitutions of the individual Soldier. For our purposes, however, we are quite pleased with the integrated elegance with which the system as a whole functions.

As **StarSoldier** goes to print the only reservation left in the mind of the developer concerns the relatively complex plethora of formulae and values that are utilized. While far from sharing Frank Davis' natural aversion to arithmetic, the developer is less than comfortable when confronted with a cacophony of calculations (defined as more than one algebraic equation to be solved within a sixty-second period).

At one point during testing, the developer somehow began utilizing an entirely different set of formulae from those intended by the designer, and was hard pressed to determine exactly the nature of the error when weird things began occurring on the surface of Eta Cassiopeae II (like Fire Combat being **so** potent that firing Soldiers were killing everything on the map, practically including themselves). We gave serious consideration to factoring out the Efficiency Rating altogether and simply utilizing a "sliding" CRT, with distinctions between species accounted for by horizontal and/or vertical column adjustments on the table. However, the ways in which the effects of Fire Combat and the detonation of launched weapons were reflected were different enough that this would not have been possible without "rationalizing" them.

At length, we concluded that this would have required too great a sacrifice in "flavour", and let the original

system, replete with formulae, stand. We are buttressed in our conclusion by the fact that the developer did manage, in the end without any real strain, to absorb the correct equations. Players are advised to keep the back page of the rules folder, upon which the Fire Combat and Launched Weapons formulae are printed, handy for their first game.

[44.0] PLAYERS NOTES

[44.1] THE BASIC GAME

In any military situation, non-military considerations obtain to a greater or lesser degree. Generally, such considerations are more significant and easily discerned at the strategic level than at the operational or tactical levels. The Eta Cassiopeae II scenario is an exception to this rule.

Players should pay especial attention to the Victory Conditions. The motivations to refrain from causing Civilian casualties are great, but particularly so upon the L'Chal Dah. The overall situation dictates that the L'Chal Dah temper their audacious operation with restraint; the reasoning behind the raid is to gain as much information as is possible while prudently taking pains to avoid anything that smacks of gratuitous hostility. As a result, the L'Chal Dah (LCD) Player simply can not afford not to actively avoid causing civilian-casualties.

Several advantages accrue to the Human Player, therefore. While a LCD-caused civilian casualty ends the game with a decisive defeat for the perpetrator, a Human Player-induced casualty merely limits the scale of victory possible (to **either** side) to marginal. While the LCD Player is generally constrained in the deployment of Launched Weapons, and the use of Fire Combat, the Human Player has little reason to pull punches.

For the Human Player, an important consideration is the deployment of the Civilians. One possible approach is to place the maximum of two genuine Civilian Markers in the large urban concentration and set up a defense optimized at denying access to that eminently defensible center. The problem, of course, is the third Civilian, a problem compounded by the uncertainty of where the LCD will be coming from. The Human Player really lacks a force adequate to defend a wide area, which either means that the location of the third Civilian Marker will be readily apparent, or that it will be "hidden", but not well protected. Alternately, all the Civilians should be spread outside the major urban concentrations, and it still defended strongly enough to disguise this, but weakly enough to invite assault.

For the LCD Player, time is of the essence. The sooner the genuine Civilians are located, the better the chances are to succeed. The odds are that Civilians will be found in the major urban concentration, and so depending on the Human deployment, and on which side of the map the LCD forces enter, the LCD Player should consider an attack on it. Of course, it is possible that a weak defense of the urban center indicates **nothing** is there worth defending...

Players should adopt a judicious disregard for the sanctity of Civilian Markers. There is nothing to prevent the Human Player from launching a GPB or two into a hex containing a Civilian Marker known to that Player to be a dummy when a LCD Soldier enters the hex to Search. For that matter, there is nothing to prevent an unexpected LCD blitz of a hex containing a Civilian Marker with one or more (presumably unsuspecting) Human Star soldiers—say if the LCD Player decided the Marker **must** be a dummy. Of course, a wrong decision could end the game immediately, but a correct one could really hurt the Humans.

In general, the use of Launched Weapons will be limited somewhat by the inhibiting effect of the

Civilian Markers, and so players should pay particular attention to maintaining good fields of fire for their Soldiers at all times. The Human Player especially should deploy so as to be able to fire at a LCD Soldier transporting any Civilian Marker. If the LCD can be held off early, the Human reinforcements should swing the odds decisively in the defender's favor.

[44.2] STANDARD GAME

Combat in **StarSoldier** is marked by mobility. It is the crucial quality which stands out above all others. The Soldiers are extremely mobile, the Launched Weapons can reach from one side of the board to another, and the mines are even mobile. The incredible motive capacities of the Soldiers, combined with the defensive benefit for movement makes it virtually impossible to "pindown" a Soldier at any time. Furthermore, the capabilities of Launched Weapons make staying in one place a very dangerous thing to do (except—maybe—for a Rame Killer Swarm). Hence combat in **StarSoldier** will tend to be a trifle less positional than tactical combat is today. Any time the offense is confronted with carefully laid out defensive fields of fire which stop an advance, they can be disrupted with a hail of Launched Weapons.

As a general rule, and especially for the Humans and L'Chal Dah, it is important to maintain dispersion. A Fire Combat or attack Launched Weapon detonation affects everything in that hex, and so combining forces in one hex, even in a particularly strong defensive position, is usually an invitation to cut-rate slaughter. Of course, for the Rame, the Killer Swarm rule provides an exception; the Rame usually work **best** when combined in one hex, with one detailed to provide defensive cover. Unless a Support Platform is available, a Killer Swarm is a most potent formation, and probably the safest way to approach it is with Launched Weapons rather than Soldiers. Situated in a good terrain hex, a Rame Killer Swarm can put up enough CM to ward off GPB's and will probably be able to wipe out any Soldier that gets close enough to attempt to launch a Free Flight Missile.

One possible tactic which can be used against a Killer Swarm in lieu of a Support Platform is the Saturation Technique of launching GPB's purposely to land in hexes around the Killer Swarm and hoping one will scatter **into** the hex. Of course, that is only possible when the Rame are careless enough not to deploy the Swarm in good defensive terrain which protects them from blasts in adjacent terrain. The only hope in such a case is the FFM, which means that while some Soldiers launch a stream of GPB's to force the Rame to expend Task Points on CM, other Soldiers will have to attempt to approach the Swarm closely enough to launch FFM's.

The most significant distinction of the Standard Game is the two-Stage Game-turn. As mentioned in the main body of the Rules, it is necessary constantly to keep in mind the necessities of the Second Stage when plotting the first. This is an especial problem for the Rame, with only six Task Points to last the whole turn. It can be very tempting to make one of those overwhelming 24 pt Attacks... but if the Rame Soldier flies now, it is liable to pay later (if anyone is left around to collect).

In testing, some of the Players found it convenient to mark on the Task Point Level Track the number of Task Points available for the Second Stage, which in most cases would be less than the Task Point Allowance for the whole turn. A set of "Task Point Remain" counters has been provided in the counter mix for those who find this method easier than keeping track on paper.

The Standard Game is also distinguished by the various specialized weaponry that is available. Opacity Grenades are useful for blocking a LOF to protect a wounded Soldier or screen a vital maneuver. Orbital Opacity Bombs are particularly helpful in the Assault Scenarios to screen the initial landing (which may then safely be made into one hex). Support Platforms are very powerful and hard to destroy; it is usually a good idea not to waste energy on trying to destroy one until the more vulnerable accompanying troops have been attacked. Androids, on the other hand, are another story—lacking the capacity for repair, they are brittle and irreparably decrease the Preservation Level of the side deploying them. Bases, of course, should never attack (unless they are discovered) nor be attacked in the Recon Scenarios, and should watch out for orbital bombardment in the Assault Scenarios.

[44.3] THE LINK GAME

There is a subtlety here with regard to the allocation of forces between the three scenarios. Study cases 41.23 and 41.24. Note that by concentrating 50% of the entire force in one scenario, a Player with markedly inferior numbers has a chance to win that one scenario and (if more than two Strike Commands are present) prolong the contest to the next Stellar Game-turn, thus gaining an opportunity to bring in StarForce reinforcements for an attempt to “lift the siege.”

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