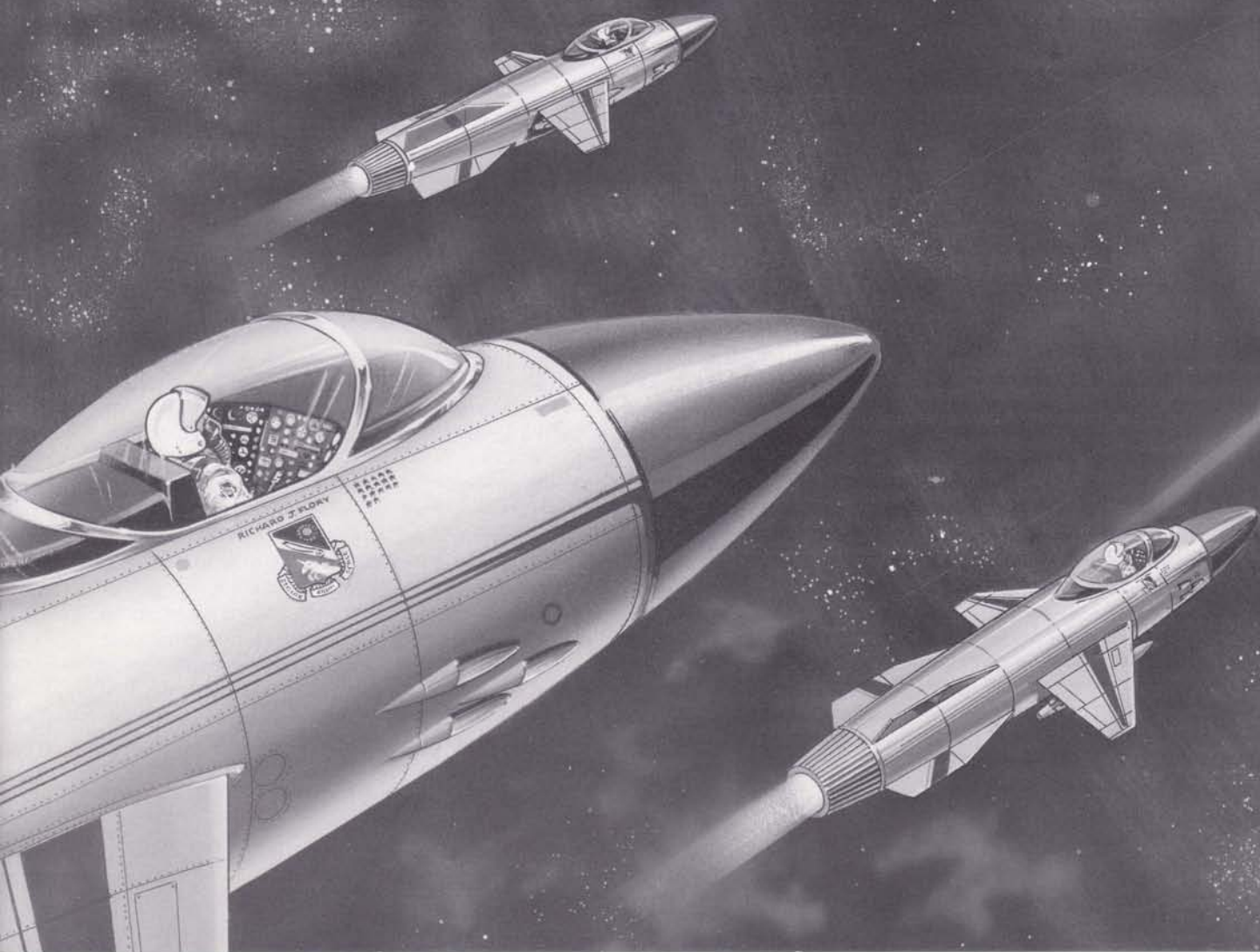


For Use With TRAVELLER™

FIFTH FRONTIER WAR

Battles for the Spinward Marches



FIFTH FRONTIER WAR

Battles for the Spinward Marches

Poised just beyond the frontier of the Imperium stand the war fleets of the Zhodani Consulate. Four times in the past five hundred years, they have attacked in campaigns to wrest control of the vital resources and rich worlds of the Spinward Marches from the Third Imperium. Now they strike again, and the Fifth Frontier War begins in earnest.

Fifth Frontier War is a **Traveller** campaign game portraying the progress of a far-reaching interstellar war and its effects on the many worlds that are its battlefield. The game is playable independently as a tense, fast-moving simulation of interstellar war. Rules cover starship squadrons and space battles, troop units and worlds at war, and the details of long-range interstellar planning. Special rules cover the operation of ship fleets, the use of naval bases, troop carriers, and advanced technological levels. Special charts cover every aspect of combat during the game.

Fifth Frontier War includes a large, four-color map of part of the Spinward Marches, complete with planetary surface boxes detailing the many planets within the area. Three sheets totaling 720 die-cut counters provide starship squadrons, troop units, fleet markers, admirals, and other details essential to the game. The rules booklet details how to play the game, while charts provide reference information. Two dice are included to help generate random numbers for combat.

Fifth Frontier War is playable by itself, but familiarity with the **Traveller** science-fiction role-playing system will aid in understanding the background history. The game may be played in 4 to 6 hours, and can usually be finished in an evening of play. It is designed for two players, but up to four may be involved if desired.

Component Inventory

Box (Base and Lid)
Counter Sheet 1
Counter Sheet 2
Counter Sheet 3
Game Map
Game Rules
Combat Charts

Production History

1981 GDW Edition	11384 copies
1987 Japanese Edition	2400 copies

FIFTH FRONTIER WAR DESIGN CREDITS

Design	Marc W. Miller
Supplemental Design	John M. Astell and Frank Chadwick
Rules Editing	John M. Astell
Advice, Assistance, and Playtesting	John Harshman
	Frank Chadwick, John M. Astell, and Loren Wiseman
Art Direction and Graphics	Paul R. Banner
Assistant Art Director	Chris Purcell
Box Cover Painting	Richard Flory

Fifth Frontier War

Battles for the Spinward Marches

*Selected items from the **Traveller News Service** of the last two years:*

REGINA/REGINA (2314-A788899-A) 097-1105

Officials of the General Shipyards on Regina today announced that they have completed negotiations with Tukera Lines to manufacture locally L-Hyd drop tanks for use on high capacity commercial vessels. The first production examples are expected to be available within six months, at which time Tukera Lines will begin high capacity service from the interior. Component assembly will be carried out at General's more modern facilities on Pixie (2307-A100103-D).

L-Hyd drop tanks are not re-usable and thus increase the absolute cost per jump. However, experience has shown that the increase in cargo tonnage resulting from the elimination of internal J-fuel storage more than makes up for this, the press release explained.

The joint press release concluded by stating that local manufacture of L-Hyd drop tanks marked the dawn of a new era of commerce and prosperity in the Regina subsector. Following that announcement, common stock in Oberlindes Lines plummeted 27 points on the Regina exchange before trading was suspended. Officials of the Oberlindes Lines were not available for comment.

REGINA/REGINA (2314-A788899-A) 101-1105

Close on the heels of the joint announcement by General Shipyards and Tukera Lines that L-Hyd drop tanks would soon be manufactured in the Regina subsector came word by express boat from the Imperial core that a decision has been made to deploy Jump-6 L-Hyd drop tank express boats on all major express boat routes. Initial feasibility studies indicate that such a system could average jump-5.5 per week by executing maximum jumps where possible, leaving current xboat units to disseminate information between the major new relay points. The system is expected to cut communication time to the Imperial hub to under 25 weeks. The Initial System Deployment Schedule indicates that the Regina subsector can expect to be fully integrated into the network within a decade.

REGINA/REGINA (2314-A788899-A) 201-1105

Last night a series of explosions ripped through Vehicle Assembly Building No. 3 of the General Shipyards facility on Pixie. Both company and military investigators on the scene report that the damage was almost certainly the work of saboteurs.

General Shipyard's Vehicle Assembly Building No. 3 housed the main assembly line for the production of L-Hyd drop tanks. The L-Hyd drop tank project, undertaken in conjunction with Tukera Lines (of Vland/Vland), is expected to open up the Regina subsector to high capacity commercial access from the interior. A spokesperson for the company reported that the explosions probably set the project back by at least three months.

Imperial Navy Commander Lobeck hault-Donesev, the naval system liaison officer on the L-Hyd project, announced that Naval Counter-Intelligence was exploring the possibility that the sabotage was the work of Ine Givar terrorists. Ine Givar activity in the Regina subsector has thus far been limited to scattered and ineffective strikes on Efate and Feri, but this incident "definitely bore their signature," he explained.

General Shipyard's press secretary Harcord Haveln, however, discounted any political motives for the sabotage.

"There are commercial concerns in the subsector that place their own self-interest above that of the population as a whole," he said. When pressed for an explanation, he refused to elaborate.

The public affairs officer of the Pixie office for Naval Counter-Intelligence refused an interview later in the day but issued a press release disavowing any responsibility for the remarks of Commander hault-Donesev and stating unequivocally that NCI had no evidence whatsoever of Ine Givar activity on Efate, Feri, or Forboldn.

REGINA/REGINA (2314-A788899-A) 274-1105

The Travellers' Aid Society regrets to announce the indefinite closing of its class A facility on the planet Efate (Regina 2109-A64930-D), gutted during a recent firefight in the administrative capital. There are no immediate plans to repair the facility until civil order has been restored on Efate.

In the event that travel to Efate is necessary, a Society travel agent remains on duty and can be reached through the offices of the Oberlindes Lines at Down-Franklin Starport. Travellers are advised, however, to avoid travel to this world if at all possible.

PIXIE/REGINA (2307-A100103-D) 241-1105

The joint investigative commission into the mysterious series of explosions that ripped through General Shipyard's Vehicle Assembly Building No. 3 three months ago today released their findings. The two page report concluded, contrary to initial statements, that there was no evidence of sabotage and that the explosions appeared to be due to equipment failure resulting in simultaneous discharge of liquid hydrogen and oxygen, which was detonated by sparks from a short circuit in a flux welding unit which had been inadvertently left on at the end of the evening work shift.

Public attention has been riveted on the investigation since it was revealed that the explosions had seriously set back the production of L-Hyd drop tanks, equipment necessary to the opening of high-capacity commercial service between the Regina sub sector and the interior.

An initial public statement by naval commander Lobeck hault-Donesev, the former project liaison officer, had suggested Ine Givar involvement in the incident and had mentioned Ine Givar activity on both Efate (Regina 2109) and Feri (Regina 2410). A subsequent Naval Counter-Intelligence press release had denied any Ine Givar activity on Efate, Feri, and Forboldn (Regina 2212).

When the Naval Counter-Intelligence representative on the joint commission, Lieutenant Artura Gramlyn, was questioned about the inclusion of the planet Forboldn in the denial statement, she replied, "Well, there isn't any Ine Givar activity anywhere in the subsector. We are familiar with all Ine Givar activity, and there isn't any."

REGINA/REGINA (2314-A788899-A) 004-1106

The Travellers' Aid Society has obtained an exclusive interview with Major Windan Lorimer, Imperial Marines (ret), recently returned from six months of duty as a captain of auxiliaries engaged in counter-insurgency actions on the planet Efate (Regina 2109-A64930-D).

In the interview, Major Lorimer revealed that four months ago his battalion became engaged in a firefight and subsequently captured twenty insurgents, two of who were officers. Subsequent medical examination revealed that one of

the two was actually a Zhodani officer serving as an advisor to the Ine Givar cadres.

In response to queries concerning Major Lorimer's claims, Rear Admiral Lord Santanocheev, CINCNINT/RS (Commander-in-Chief, Naval Intelligence, Regina Subsector) today held a press conference during which he claimed that Naval Intelligence was convinced that there was neither Zhodani nor Ine Givar involvement in the Efate disturbances.

"What we have on Efate is a local, very minor situation. We're handling it with local forces and few mercenary contingents. If it were serious, we could commit army or marine assets. We have some very potent assets in this subsector, but we haven't felt the need to commit them. This is not a serious situation," he reported.

When asked about the report of a Zhodani officer, Lord Santanocheev replied, "Naval Intelligence has this man in custody, and I can assure you that he is not a Zhodani officer, or a Zhodani anything. I fought the Zhodani twenty years ago in this subsector. I know the Zhodani, and this man is not a Zhodani."

When contacted afterwards, Major Lorimer refused to comment on the admiral's remarks, beyond insisting that his original reports had been accurate.

DENTUS/REGINA (2605-C979500-A S) 361-1105

Word was received today that two weeks ago the Imperial Battle Cruiser *Adamdun* mistakenly engaged and destroyed the merchant craft *Bloodwell* of the Oberlindes Lines. The *Bloodwell*, according to the crew of the battle cruiser, was not showing its ID transponder signal and would not answer broad-beam hails. The ship was under full acceleration and, after it refused to change vector in response to laser warning fire, was engaged by high-G missile fire and destroyed. A subsequent (and unsuccessful) search for survivors resulted in the identification of the ship.

Oberlindes Lines officials called the story "an obvious cover-up of a tragic display of incompetence" and claimed that the *Bloodwell*'s ID transponder had just undergone its annual maintenance check and could not have failed to function. As in all commercial vessels, the ID transponder was supposedly tamper-proof and could not have been turned off by the crew. Legal action is expected.

REGINA/REGINA (2314-A788899-A) 186-1106

A spokesman for Tukera Lines today announced indefinite suspension of high capacity commercial service to the Regina subsector pending outcome of the official investigation of the *Trimkhana-Brilliance* tragedy.

Less than a month ago, the 800-ton liner *Trimkhana-Brilliance* was lost with 217 lives due to a jump capacitor discharge immediately prior to jump. While all four survivors of the disaster are still under intensive medical care, interviews with the one surviving crew member indicate that the capacitor discharge may have been due to a delay in jump after full charging due to a failure of the port inboard L-Hyd drop tank to separate completely.

A Tukera Lines official press release stated that a team of company engineers would be "taking a long hard look at General Shipyard's quality control standards."

In the wake of the announcement of high-capacity service suspension, General shipyards common stock fell 34 points on the Regina exchange before exchange officials suspended trade. Oberlindes Lines stock closed up 5 ¾.

EFATE/REGINA (2109-A64930-D) 148-1106

Reliable sources in the defense establishment have admitted in private that the Imperial Army's 1197th Separate Light Infantry Brigade has been engaged in counter-insurgency operation in the Vandere district of Komoran (Efate's northern continent) for the last eight months. When asked to comment on Rear Admiral Lord Santanocheev's recent claim that no Imperial army or marine units had been committed, they declined. One official did explain, however, that the brigade was only employed in mopping-up operations and had been inserted only to allow rotation of the local units in the Vandere have had a spell in the rear, the 1197th will be pulled out," he said.

RUIE/REGINA (2213-C776977-7) 003-1107

Military officials in the Jingarlú army on this non-Imperial frontier world are apparently encountering difficulty in hiring mercenary striker units for use along the Jingarlú-Nebelthorn border. For over a year, border tensions between the two nations have been increasing, and numerous incidents have caused the normally stormy relations between the two governments to break down altogether.

Jingarlú has often hired mercenary units from the Spinward Marches of the Imperium to beef up its border constabulary in times of tension, but such units are largely unavailable at the moment. Jingarlú authorities speculate that large scale Imperial Army hirings in the Regina subsector for use on Efate may be the cause of the shortage, but reliable Imperial sources deny that the hirings have been higher than normal.

EFATE/REGINA (2109-A646930-D) 078-1107

The small brushfire war that has sputtered off and on for several years on this frontier world has, within the last week, suddenly come alive. New ships are arriving in orbit daily, and Down Franklin Starport, for many months near empty, is now choked with a steady flow of marines and army troopers disgorged from busy fleet shuttles.

Yesterday Colonel Eitan Rahbaan, public relations officer for the newly formed Third (Provisional) Frontier Army explained in a press conference the reason for the sudden build-up and the general plan of action. The continuing protracted nature of the insurgency action on Efate had been a mounting drain on manpower resources and had begun to sap the morale of indigenous troops. As a result, the decision was made to concentrate maximum effort to end the conflict in the shortest possible time.

Maximum effort is the only way to describe the amazing build-up that has taken place literally overnight. Already official circulars list eleven brigade-sized Imperial formations deployed on-planet, in addition to the four brigades that apparently were here previously. Even now, large transports are off-loading the heavy vehicles of the well-equipped and hard-hitting 317th Air-Mechanized Brigade, and rumor has it that the build-up is still not complete.

This reporter admits to being overwhelmed by this truly impressive show of force. One can only wonder how long the stubborn but indifferently equipped insurgents on this world can hold out against the ultramodern juggernaut army that Vice-Marshal Lord Calavan, commander of the 43rd Army, is preparing to unleash on it. Days? Hours?

REGINA/REGINA (2314-A788899-A) 054-1107

Reports over the course of the last several weeks of a marked increase in piracy in the coreward reaches of the subsector have been substantiated by Navy officials in a routine press release. In today's weekly press briefing, a naval spokesman confirmed that an unusually large amount of shipping had failed to make scheduled planet-fall and that no communications from the Kinorb Cluster had been received for over two months.

When questioned further, public relations officer Lieutenant Commander Vanderheydt hault-Josephson pointed out that fewer than ten ships had been scheduled to make the little-used Kinorb-Pixie run in that period, and difficulties at Riesling Down Starport on Kinorb could easily explain the situation. However, hault-Josephson added that the Navy had not ruled out the possibility that piracy from a source or sources unknown: could be responsible.

In response to the situation, hault-Josephson announced that the battle cruiser *Agidda*, until yesterday under orders to join the squadron at Efate, was instead being routed to join her sister ship *Adamdun* in the Kinorb Cluster and report back on the situation. The dispatch of the *Agidda* was further described as "purely precautionary."

REGINA/REGINA (2314-A788899-A) 186-1107

The Admiralty was today electrified by the report of the appearance of a substantial Zhodani battle fleet at Ruie (Regina 2213-C776977-7), scarcely a parsec from the subsector capital. The report was carried by the detached scout-courier *Wayward Dream*. The crew of the *Wayward Dream* was quickly cloistered by Imperial Naval Intelligence and the ship placed under heavy guard in a sealed hangar bay at Luck Gibson starport. Ground crews at the starport, however, reported that the vessel showed some evidence of battle damage.

While all naval personnel at Regina Naval Base were put on full readiness, all ten heavy system defense boats were launched and are rumored to be vectored toward Prometheus, the large gas giant which would be a first priority target of a hostile fleet.

Representatives of the diplomatic ministry have pressured the Zhodani embassy for an explanation of this action, but thus far Ambassador Shterbifriashav has been unavailable for comment. Although Ruie is not an Imperial world, a Zhodani fleet would almost certainly have had to have violated the demilitarized zone, established after the Fourth Frontier War, to have arrived there. Grave diplomatic repercussions are expected.

FLASH FLASH FLASH FLASH FLASH FLASH FLASH

REGINA/REGINA (2314-A788899-A) 187-1107

The duke of Regina, speaking through his seneschal, announced in an emergency press conference that as of 12:01 AM this date a formal state of war has existed between the Imperium and the Zhodani Consulate. The seneschal explained that the declaration of war was handed to him by ambassador Shterbifriashav late last night. The seneschal declined to answer questions, stating that no further information was available at that time.

RHYLANOR/RHYLANOR (3120-A434934-F) 201-1107

Word has today been received by fleet courier of the invasion of Regina, the capital of the Spinward Marches. Naval spokesmen of the 212th Fleet declined to comment publicly, but in private one naval officer expressed the opinion that prolonged resistance on the world was unlikely in the event of a serious Zhodani assault.

Coming only days after the receipt of the news of the outbreak of the war, news of Regina's invasion is a heavy blow to hopes of an early victory over the Zhodani. The fall of Regina could sever the main communications artery to the Jewell subsector and seriously hinder communications with fleet elements presumed to be fighting there.

RHYLANOR/RHYLANOR (3120-A434934-F) 204-1107

Army vice-marshal Adam Lord Bryor today announced that a presumed state of war now exists between the Imperium and the Sword Worlds, following receipt of word that Lanth (Lanth 2123-A879533-B) was under attack by fleet and ground elements of that state. Characterizing the Sword Worlds' action as "a perfidious betrayal", Bryor dismissed and suggested that Rhylanor was vulnerable to a Sword Worlds attack.

"In addition to the Imperial Marines on-planet, Rhylanor has twenty-five active divisions equipped to Imperial standards", Bryor explained. "Even if a Sword Worlds squadron could fight its way through Rhylanor's boats, there's no conceivable way a Sword Worlds army could gain a foothold on-planet. Since Rhylanor is one of the foci for naval reinforcements from the Deneb sector, a Sword Worlds fleet would be courting disaster to strike here."

When questioned as to possible plans to retake Lanth, 212th Fleet spokesmen suggested that no such operation was likely to be undertaken in the near future, as most naval assets would probably be concentrated for an attempt to relieve the 43rd Provisional Army along with its supporting naval squadron, at Efate (Regina 2109-A646930-D).

RHYLANOR/RHYLANOR (3120-A434934-F) 204-1107

The Travellers' Aid Society today issued a traveler's advisory, declaring the entire Spinward Marches an amber travel zone until further notice.

ANOTHER WAR

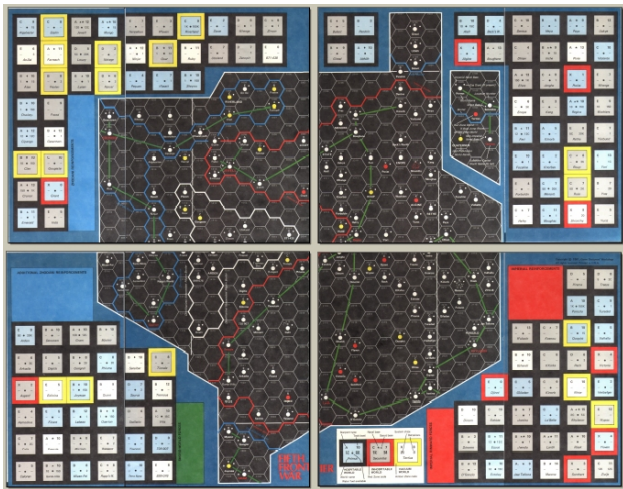
The conflict has been brewing on the borders of the Imperium for decades. Over the past five hundred years, four distinct frontier wars have been fought between the Third Imperium and the Zhodani Consulate, each a large, sprawling interstellar empire, each committed to control of all of the Spinward Marches. Arrayed to the flanks of these empires and allied with the Zhodani cause are the Sword Worlds and the Vargr. All three stand poised to strike against the Imperium. This is the beginning of the **Fifth Frontier War**.

TRAVELLER

Fifth Frontier War is a detailed simulation board game for **Traveller**. While playable separately, the game is also intended as a campaign aid for role-playing adventures using **Traveller** and uses rules which are consistent with materials published for **Traveller** by GDW. Once the game has been played several times, it is recommended for **Traveller** players that **Fifth Frontier War** be played over a series of weeks while individual player-characters participate in campaigns against the backdrop of the war.

1. GAME COMPONENTS

Fifth Frontier War consists of a game map, a set of rules, a set of game charts, three sheets of die-cut counters, and two dice.



The Map: The game map is a 56 by 71 cm sheet. The central area is the stellar display, showing 146 star systems located in a portion of the Spinward Marches. This region is the main theater of the war. Around the edges of the map are world boxes, one corresponding to each of the worlds shown in the stellar display. Also situated on the map are a stellar display legend and a world box legend explaining the symbology used on the map.

The Stellar Display: The hexagonal grid area of the map is the stellar display and is the area where starship squadrons move and fight during the course of the war. Each hexagon is approximately one parsec (3.26 light years) across, giving the entire display scale dimensions of about 20 parsecs by 20 parsecs. For simplicity in display and conceptualization, the third dimension is disregarded in this game.

Within most hexagons (hexes), there is nothing of value; all that is represented is empty space. Other hexes contain world symbols showing the presence of a world. These world symbols are coded and are surrounded by additional symbols

which provide needed information to the players. The system symbols diagram defines these symbols.

Starport letters are given for each system. Starport type is a classification which shows the relative quality of the starport in the range of A, B, C, D, E, and X. A is the best, with quality declining through D. E represents a bare, cleared piece of bedrock, and X represents no starport at all.

Gas giant symbols appear to the upper right of the world symbol, when present, and show that the system contains a large planet similar to Jupiter or Saturn. Gas giants provide hydrogen gas for starship fuel.

Base symbols appear to the left of the world symbol, when present, and show the presence of military bases. Imperial bases are differentiated into naval bases and scout bases, while Vargr, Zhodani, and Sword Worlds bases are shown only as military bases.

World names are given for each world on the map. Names normally appear in white. World names in red are subsector capitals of some importance in the political governance of the local areas. World names in all capitals indicate high population worlds.

World symbols in red indicate worlds which have been classified as travel zone red and are interdicted to Imperial forces. Those in amber are classified as travel zone amber and have been classified as dangerous by the Imperium. The effects of travel zones are explained in the special rules section.

Borders between areas are labeled to show political entities. In addition to the belligerents (Imperial, Zhodani, Vargr, and Sword Worlds), a large autonomous region is shown on the map; worlds in this area are nominally independent, although two (Quar and Zircon) do have Imperial bases located on them.

Xboat routes are shown as green lines connecting some worlds with others. These routes are major communications routes within the Spinward Marches.

The World Boxes: Around the borders of the map are 146 world boxes; one for each of the 146 worlds shown on the stellar display. These boxes represent the surfaces of the worlds. Each box contains a variety of information.

The name and hex location of each world are printed in the box. World boxes are arranged in alphabetical order vertically by quadrant. That is to say, each quarter of the map (as defined by the map folds) contains worlds on the stellar display and world boxes for the corresponding worlds. Those world boxes are arranged alphabetically by world name. The box arrangement reads down in columns.

The starport type and the bases present are repeated on the world surface box for ease of reference.

Each box shows the technological level of the world on a scale from 0 to 15. Tech level 0 roughly corresponds to the Stone Age; tech level 8 is roughly equivalent to the United States and Europe in 1981; tech level 15 is the highest level present. Technological levels are important in determining the relative effectiveness of troops.

A world may have system defense boats available to defend against enemy squadrons, and it may have defense battalions available to defend against invading enemy troops. These boats and forces are shown as numerical factors printed on the world surface box.

A world surface may have water available. Since water includes hydrogen as a component, it can be an important fuel

source. This coding (in the world surface box) echoes the water coding of the world symbol on the world surface box.

A world box is (if appropriate) surrounded by a red or an amber travel zone color. This coding echoes the travel zone coding on the stellar display.

World boxes are presented in colors to indicate the type of atmosphere present on the world. Blue indicates a pleasant, breathable atmosphere. Gray indicates a tainted or hostile atmosphere. White indicates a vacuum on the world surface. Atmosphere affects troops engaged in combat on the world surface.

The Rules: This rules booklet provides the basic rules governing the game and its play. It also includes suggestions for using the game as a campaign setting for **Traveller** role-playing activities.

The Counters: Three sheets of die-cut counters are provided. These counters represent the belligerent forces which are fighting for the Marches and markers which indicate casualties or status for other counters. Counters are color coded to indicate the sides which may use them; these color codes are indicated on the chart set. Counter formats are indicated in the format diagrams in the chart set. Counters may be of six different types: squadrons, troops, fleets, admirals, casualty markers, and the warrant. Each has its own use and capabilities in the game.

Squadrons represent groups of individual starships. Each counter (except for some scout squadrons) is back-printed to indicate reduced values as a result of combat. Squadron counters show a ship silhouette on the face (full-strength side) and a squadron identification number on the back (reduced strength side). Each side shows squadron type and jump number, refueling code, attack factor, bombardment factor, and defense factor.

Troops represent fighting military units. Each counter shows unit type, unit size, unit identification, combat factor, tech level, and (if called for) an elite code. Zhodani guerrilla units are back printed to distinguish their two distinct modes of operation.

Fleets are control elements for squadrons. Each counter shows a fleet symbol and a fleet name or designation.

Admirals are high-ranking naval officers who control fleets. Each counter shows a precedence factor, a planning factor, and a tactical factor on the face, and the admiral's name or office on the back.

Casualty markers are used to indicate battle losses to troops, to system defense boats, and to defense battalions in world boxes. They are available in multiples of ten from 10 to 90 and are back-printed in two distinct color schemes.

The warrant is a special counter available to the Imperial player and is printed with a document symbol.

The Charts: Separate charts are provided for ease of reference during play. These charts include recognition charts, format charts, combat results tables, and two fleet composition charts.

The Dice: Two six-sided dice are included for generating random numbers during the course of the game.

2. SEQUENCE OF PLAY

The game is played in turns. Each turn represents one week of time. Movement and activity within the game are simultaneous; that is to say, the players manipulate their forces at the same time during the turn. For most forces (fleets of squadrons) movement is plotted in advance, and the revelation of the moves is simultaneous. When players are allowed to

move their forces without preplotting (possible in certain cases), the order of such moves is determined randomly by die roll.

Sequence Within A Turn: Each turn is divided into four phases. Each phase specifically indicates the actions which can be performed by the players.

1. Reinforcement Selection Phase: Reinforcements and replacements are selected and made available for play.

A. Reinforcements Step: Each player examines the reinforcement units available off map and selects those which should be moved to the various reinforcement boxes at the edge of the stellar display. The orders of battle indicate which forces.

B. Replacements Step: Replacement points may be used during this phase for reduction of casualties or the selection of replacement units. Replacement points are stated on the orders of battle.

2. Movement Phase: Each player moves various forces in accordance with the proper movement rules.

A. Discretionary Movement Step: Each player rolls one die. The player with the lower number must move first in all situations allowing discretionary movement.

B. Xboat Movement Step: Admirals may be moved by xboat by both players. The player with the lower number (as rolled in step A, above) must move all admirals first, before the opposing player may move any admirals.

C. Scout Squadron Movement Step: Scout squadrons may be moved independently of fleets if so desired. Only scout squadrons which are not currently contained in fleets may be moved independently. The player with the lower number (as rolled in step A, above) must move all scout squadrons first, before the opposing player may move any scout squadrons.

D. Well-Led Fleet Movement Step: Fleets led by admirals with plotting factors of zero may be moved. The player with the lower number (as rolled in step A, above) must move all such fleets before the opposing player may move any such fleets.

E. Plotted Movement Step: All fleets which have plotted movement indicated are moved to their correct new positions for the turn.

3. Combat Phase: Combat may occur in all situations where opposing forces are in the same location.

A. Black Globe Step (Optional): A fleet composed of only black globe squadrons is allowed to perform certain actions, as described in the optional rules.

B. Space Combat Step: All squadrons present in a system hex conduct space combat until one side emerges the victor.

C. Interface Combat Step: Interactions between squadrons and the other enemy forces in a hex occur.

a. System Defense Substep: Squadrons present in a system hex may engage in combat with system defense boats present in the system.

b. Surface Bombing Substep: Squadrons and system defense boats in a system may bomb enemy troops and defense battalions on the world.

c. Space-Surface Transfers Substep: Squadrons may load and unload troops at a world.

D. Surface Combat: Troop units present in a world box may engage in combat.

4. Plotting and Reorganization Phase: Each player examines the forces on the map and makes any proper

changes in organization among squadrons and fleets. Future moves are plotted.

A. Fleet Adjustment Step: Each player may transfer squadrons between fleets in the same hex, remove squadrons from a fleet to a system, or attach squadrons in a system to a fleet in the same hex. Admirals may also be exchanged as allowed by the rules.

B. Guerrilla Step: Guerrilla units undergo recovery and replacement of casualties, and their status as overt or covert is declared by the Zhodani player.

C. Plotting Step: Future moves are plotted for fleets as required by appropriate plotting factors.

The phase structure strictly defines when the various game activities may be performed. No activity may be performed outside this sequence.

3. MOVEMENT

Squadrons move from hex to hex on the stellar display using jump drives. Each squadron has a jump number (printed on the counter) and may move that number of hexes in the movement phase, subject to the various restrictions of refueling, plotting, and fleet control. A squadron may move (jump) a number of hexes equal to or less than its jump number. It is moved from the hex it occupies directly to the hex to which it is jumping. It does not pass through the intervening hexes and thus ignores enemy forces in the intervening hexes.

Any squadron with a jump number of 0 cannot jump and must remain in the hex it occupies.

Fleets: With few exceptions, squadrons may move only if contained in a fleet. Squadrons are assigned to fleets by placing some or all squadrons occupying the same hex with a fleet marker in the fleet's box on the fleet composition chart.

Fleets are restricted in their performance by the squadron with the lowest jump number in the fleet. For example, a fleet containing two jump-3 squadrons and one jump-1 squadron could only jump one hex per turn.

Fleets are restricted in their performance by the refueling status of the squadrons in the fleet. If one or more of the squadrons in the fleet is incapable of refueling or does not refuel, then the fleet may not jump. Thus, if a fleet contains three streamlined squadrons and one unstreamlined squadron and the fleet jumps to a system with a gas giant, then the fleet would be required to spend one full turn refueling (streamlined squadrons are not normally required to spend any time refueling at a gas giant).

Plotting: Fleets are subject to control and planning problems, and their moves must be plotted several turns in advance. Plotting occurs in the plotting phase of each turn. Each fleet has a standard plotting value: the number of turns in advance that movement must be plotted for the fleet. For Zhodani fleets, movement must be plotted four turns in advance; for all other fleets, movement must be plotted five turns in advance. For example, in the plotting phase of turn 3 the Zhodani player will plot where his fleet will move on turn 7; in previous turns, plotting has already determined where the fleet will be moved in turns 4, 5, and 6. Admirals may be used to change a fleet's plotting value, as detailed later in this rule.

1. Initial Plotting: At the beginning of the game (before the game begins), the Zhodani player plans the initial assault against the Imperium; he must plot where all Zhodani, Vargr, and Sword World fleets will move in the first four turns (for the Zhodani) or first five turns (for the Vargr and the Sword Worlds). The Imperial player, being subjected to a surprise

attack, plots no movement for Imperial ships, and they will not be able to move on the first turn (exception: scout ships and fleets commanded by admirals with plotting factor zero).

2. Each Turn: Once the game begins, each player must plot movement for each fleet each turn. A fleet will already generally be plotted several turns in advance: plotting must indicate the movement desired for the appropriate turn in the future.

3. Plotting: Three types of moves may be plotted.

A. Jump: A fleet may be plotted to jump to a new location. This is designated by indicating that the fleet is jumping and stating its destination. For example, turn 7 18F: J2011 means that on turn 7 the 18th Fleet will jump to hex 2011.

A fleet cannot be plotted to jump distances greater than the jump ability of the squadron with the lowest jump number in the fleet. A fleet cannot be plotted to jump if any of its squadrons are certain to need refueling. For example, a fleet containing at least one squadron which requires a full turn to refuel can not be plotted to jump two turns in a row.

B. Refuel/Hold: A fleet may be plotted to refuel, in order to allow those squadrons which require a full turn to refuel the time to do so. A fleet plotted to refuel in a turn may not jump, even if refueling actually is impossible due to enemy presence. Refueling is designated by indicating the action and specifying the fleet's location. For example, turn 8 18F: R2011 means that on turn 8 the 18th Fleet is refueling in hex 2011.

The refuel order may use to have a fleet hold its position, remaining in the hex it occupies. Thus, use of the refuel order requires the fleet to remain in its hex, allowing the fleet to refuel if necessary and possible.

C. Detachments: Normally, squadrons may be detached from a fleet without requiring this action to be plotted. However, if a fleet is to be plotted to perform an action beyond the abilities of some of its squadrons present in its current composition, then these squadrons must be plotted to be detached from the fleet before the action may be plotted.

Example: The Zhodani 14th Colonial Fleet contains four jump-3 squadrons and two jump-2 squadrons. If the Zhodani player wishes the fleet to make a three hex jump on turn 24, then the jump-2 squadrons must be detached on turn 23 (or earlier), and this action must be plotted.

4. Special Situations: Changes and alterations to plotted movement may be allowed or required.

A. Abort: A player may abort a fleet's plot during any plotting step. A player must abort a fleet's plot if the plot no longer corresponds to reality. (Such is often the case when a fleet disengages from space combat, per Rule 4.) When a fleet's plot is aborted, all previously plotted action is changed to refuel/hold in the hex it occupies. New action (i.e., the plot for the turn after the last hold/refuel of the abort) may be plotted as normal. *Example.* An Imperial fleet jumps to hex 2314 on turn 10. Future action of the fleet already plotted is: turn 11 R2314, turn 12 J2213, turn 13 R2213, and turn 14 J2214. During the plotting phase of turn 10, the Imperial player normally would plot the fleet's action for turn 15. However, the player decides to abort the fleet's plotted movement. All previously plotted movement is changed to refuel/hold in the fleet's current location; thus, its plot becomes: turn 11 R2314, turn 12 R2314, turn 13 R2314, and turn 14 R2314. The player may then plot for turn 15 as normal.

B. Failure to Refuel. If a fleet is plotted to refuel but can not refuel (due to any reason), a player may abort its plot as described above. Alternately, the player may insert a

refuel/hold order as his plotted movement for the next turn. All previously plotted movement is delayed one turn. *Example:* A Zhodani fleet in hex 2409 was plotted to refuel there on turn 6. However, enemy control of the refueling facilities in the hex prevented the fleet from doing so. Future action of the fleet already plotted is: turn 7 J2411, turn 8 R2411, and turn 9 J2314. Instead of aborting this, the Zhodani player decides to insert a refuel/hold order for turn 7, hoping to be able to refuel on that turn and then continue with his plotted action. Thus, the fleet's plot becomes: turn 7 R2409, turn 8 J2411, turn 9 R2411, and turn 10 J2314. Note that the Zhodani player does not plot any new action for turn 10, as his insertion of the refuel/hold order for turn 7 determines his plot for turn 10.

C. Establishing Fleets: When a new fleet is created, the owning player must plot (during the plotting phase) movement for the required number of turns in the future for that fleet.

D. Changing Plotting Requirements: It is possible to change plotting requirements (the number of turns to be plotted ahead) by assigning an admiral to the fleet. The admiral's plotting factor is then used instead of the fleet's standard value. It is also possible to change the plotting requirements by assigning a different admiral to the fleet to replace a previously assigned admiral. If the plotting factor for the fleet is reduced, excess turns of plotting may be erased and need not be rewritten until the plotting factor requires. If the plotting factor is increased, then the required number of turns must be plotted in advance during the next plotting phase.

Example: The Imperial 43rd Fleet, commanded by Admiral Vasilyev (plotting factor 4) jumped into the Regina system on turn 15. During the plotting step of the plotting and reorganization phase of turn 15, the fleet's movement for turn 19 would be plotted (its movement for turns 16, 17, and 18 have been plotted in previous turns), due to Vasilyev's plotting factor of 4. However, Admiral Ashluda (plotting factor 2) was present in the Regina system, and the Imperial player assigned him to take command of the 43rd Fleet from Vasilyev during the fleet adjustment step of the plotting and reorganization phase. In the plotting phase, therefore, Ashluda's plotting factor of 2 requires that the movement of the fleet be plotted only two turns in advance. Thus, turns 16 and 17 (as plotted under Vasilyev) remain as plotted while the plot for turn 18 is erased. Under Ashluda, the turn 18 movement for the 43rd Fleet will not have to be plotted until the plotting step of turn 16.

Fleet Adjustment: During the fleet adjustment step of the plotting and reorganization phase, squadrons may be attached to and detached from fleets. Squadrons plotted to be detached from a fleet must be detached. Squadrons may be detached from one fleet and immediately attached to another fleet in the same hex; simply move the squadrons to the correct box on the fleet composition chart. Otherwise, place the squadrons attached (to a fleet) from the hex the fleet marker and squadron counters occupy to the correct box on the fleet composition chart, and place the squadrons detached (from a fleet) from the fleet composition chart to the hex occupied by the fleet marker on the stellar display.

No squadron may be attached to a fleet if that squadron cannot conform to the fleet's plotted movement. For example, a squadron needing to spend a full turn refueling cannot be attached to a fleet plotted to jump in the next turn.

A player may have only a limited number of fleets in play, as determined by his order of battle. When a player has a fleet marker available, it may be brought into play during the fleet adjustment step by removing some or all squadrons from a hex

or reinforcement box on the stellar display to the fleet's box on the fleet composition chart and placing the fleet marker in the hex or reinforcement box occupied by these squadrons.

A fleet in play may be disbanded by detaching all of its squadrons. A fleet must be disbanded if all of its squadrons are destroyed in combat. Remove the marker of the disbanded fleet from the stellar display during the fleet adjustment step. The fleet marker may be brought back into play on any following turn, in the same manner as a newly-available fleet.

Admirals: Each side has a number of admirals, who increase fleet maneuverability through use of their plotting factors. The admiral's plotting factor is the number of turns that a fleet commanded by this admiral must plot in advance, and this is always less than the plotting factor for a fleet by itself. For example, Zhodani Admiral Demiatl has a plotting factor of 3; thus, any fleet commanded by Demiatl is required to have its movement plotted only three turns in advance.

Any fleet commanded by an admiral having a plotting factor of 0 is not required to have any movement plotted in advance. Instead, the owning player simply moves the fleet as he wishes during the well-led fleet movement step of the movement phase.

Admirals have additional abilities and requirements, which are fully explained in the admiral rule.

Scouts: A scout squadron is the only type of squadron that may make a jump without having to be organized as part of a fleet. A scout squadron may be organized as part of a fleet, but if it is then it must conform to all rules pertaining to the fleet.

If a scout squadron is not part of a fleet, then it may move independently. An independent scout squadron has a plotting value of 0, which means that the scout squadron may be moved as the owning player wishes without having to plot its movement in advance. Independent scout squadrons move during the scout squadron movement step of the movement phase.

An independent scout squadron may transport an admiral (see transport), but the independent scout squadron would retain its plotting value of 0 regardless of the plotting factor of the admiral.

Non-Scout Squadrons: All squadrons other than scout squadrons may make a jump only if they are organized as part of a fleet. If independent of a fleet, such squadrons may only hold position or refuel, and thus no plotting is required for them.

The Stellar Display: Reinforcement and replacement squadrons are brought into play at the various reinforcement boxes surrounding the stellar display. All squadrons except scout squadrons may enter the stellar display from these boxes only if they are organized as part of a fleet. The fleet must have its movement plotted as normal. Its first jump may be to the correct entry hex on the stellar display, treating this jump as a one hex jump in all cases. It may jump to a hex other than its entry hex. A jump to a hex adjacent to the entry hex is treated as a two hex jump; a jump to a hex two hexes from the entry is treated as a three hex jump, and so on.

The entry hexes are:

Imperial reinforcements box: Jae Tellona (hex 2218)

Imperial rimward forces box: Icetina (hex 2822)

Sword Worlds forces box: Gram (hex 1627)

Zhodani reinforcements box: Cronor (hex 0708)

additional Zhodani reinforcements box: Cronor

Fleets may exit the stellar display, entering friendly reinforcements boxes (only). The procedure for entering the map is reversed. Each reinforcements box is considered to contain a base, for refueling purposes.

Refueling: A squadron which makes a jump must refuel before it may make another jump. Refueling entails the acquisition of hydrogen from gas giant planets (much like Jupiter or Saturn) in a star system, from water on a world's surface (henceforth called an ocean), from a starport, from a base, or from a tanker squadron.

The presence of a gas giant in a system is indicated on the stellar display by the gas giant symbol to the left of the world symbol; not all systems have gas giants. Water on a world is indicated by the water dot symbol in the center of the world surface box located to the side of the stellar display; not all Worlds have oceans. The presence of a starport in a system is indicated by the starport letter symbol above the world symbol; only starport types A, B, C, and D have fuel available. The presence of a base in a system is indicated by the base symbol to the left of the world symbol on the stellar display; all bases have fuel available.

All squadrons have refueling codes printed on the counters, which indicate their refueling abilities. The required refueling times table cross-references the refueling codes with the fuel source to state the time a squadron is required to spend refueling.

Refueling occurs during the movement phase. A notation of 0 on the table indicates that it takes effectively no time for a squadron with the appropriate code to refuel at the indicated source. Thus, if a squadron jumps to a fuel source requiring it to spend zero time to refuel, it is considered to be refueled at the end of the movement phase and may jump again in the following turn. A notation of 1 indicates that it takes one full movement phase for a squadron with the appropriate code to refuel at the indicated source. Thus, if a squadron jumps to a fuel source requiring it to spend one movement phase to refuel, it may not jump until it has spent one full movement phase refueling.

Starports with fuel available may refuel only a limited number of squadrons in zero time, as shown on the starports table. All squadrons beyond the indicated number require one full movement phase to refuel at a starport. A squadron's refueling code is ignored when refueling at a starport. *Example:* A fleet of ten squadrons jumps to a system containing a type A starport. Four of the squadrons can be refueled there in zero time; the remaining six squadrons must spend an entire movement phase to refuel at the starport.

Tanker squadrons are able to refuel a limited number of other squadrons. A tanker squadron may refuel a number of non-tanker squadrons equal to the tanker's defense factor; thus, a 0-0-6 tanker could refuel six squadrons. A tanker squadron may refuel squadrons in zero time, regardless of the squadrons' refueling codes. A tanker may refuel itself (or another tanker), counting as all six squadrons it may refuel; this allows it to jump again but does not replenish its ability to refuel squadrons. If any or all of a tanker's ability to refuel squadrons is used in a turn, then the tanker may not refuel any squadron until after the tanker itself has refueled at any fuel source other than a tanker.

A squadron may refuel from an ocean only if the world is friendly controlled; it may not refuel from the ocean if the world is enemy controlled or not controlled. A squadron may refuel from a starport or base only if the world is friendly controlled; it

may not refuel from such facilities if the world is enemy controlled or not controlled. A squadron may refuel at a gas giant regardless of control. Control is defined in Rule 5.

Transport: Troops and admirals have no intrinsic movement ability and must be transported by squadrons in order to change locations. When not being transported, troops and admirals must be placed on the world box of the system they occupy; do not place them directly on the stellar display. When being transported, stack the troops and admirals under the transporting squadrons. For convenience, stack an admiral under the fleet marker of the fleet commanded by the admiral, as long as at least one squadron is present in the fleet.

There is no movement penalty to load or unload for transport. Loading and unloading normally takes place any time during the movement phase. Troops and admirals may be loaded and unloaded at worlds having enemy troops and/or defense battalions present. However, loading and unloading during the movement phase may not occur if there are any enemy squadrons or system defense boats in the system; instead, loading and unloading occur during the space-surface transfers substep of the combat phase.

Any squadron may transport any number of admirals. However, squadrons have limited troop transport capacities. The squadron type codes table gives the troop transport capacity, based on the troops' combat factors, of each type of squadron. The notation *defense factor* means that the indicated squadron can carry up to the value of its defense factor in combat factors of troops. For example, a cruiser squadron with a defense factor of 4 could carry four 1-factor battalions.

A troop unit must be loaded into a single squadron; several squadrons may not combine to carry a single troop unit. A squadron may carry more than one troop unit, as long as its capacity is not exceeded.

Squadrons may be eliminated or reduced in strength in combat. Whenever a squadron is eliminated, all of the troops it is transporting are also eliminated. Whenever a squadron is reduced in strength, the combat factors of the troops being transported by the squadron must be reduced until they are within the limits of the squadron's capacity. Such losses are marked in the same manner as losses from combat are, as described in Rule 4.

Admirals being transported may be considered to be onboard any friendly squadron in the hex and thus are not eliminated unless all friendly squadrons in the hex are eliminated.

Guerrilla units may never be transported.

Xboat Movement: Admirals are able to travel from system to system using the xboat routes printed on the stellar display. An admiral may use only a friendly xboat network: the xboat networks in Zhodani and Sword Worlds space are friendly to the forces controlled by the Zhodani player, and the xboat network in Imperial space is friendly to the forces of the Imperial player.

During the xboat movement step of the movement phase, an admiral may be moved from one system to another along the xboat route. This move may be up to jump-4 in length, and thus intermediary systems along the jump can be bypassed. *Example:* An Imperial admiral at Pixie (hex 2307) may use the xboat network to be moved to Feri (hex 2409), without having to stop at Roughened (hex 2308).

An admiral may not use xboat movement if, during the xboat movement step, either the system he is leaving or the system

he is entering contains enemy squadrons. An admiral moved by xboat movement may not subsequently be transported by a squadron making a jump during the same movement phase.

4. COMBAT

All combat occurs during the combat phase, in the order as specified in the sequence of play. Follow the sequence to resolve all combat in a single hex before proceeding to resolve combat in another hex.

Combat Results Tables: The game contains a number of combat results tables, which allow the resolution of combat among and between the squadrons, troops, and static defenses of worlds (system defense boats and defense battalions).

Space Combat Results Table: This table is used during the space combat step to resolve combat between opposing squadrons.

Squadron Against SDB Combat Table: This table is used during the interface combat step to resolve attacks by squadrons upon system defense boats (SDBs).

SDB Against Squadron Combat Table: This table is used during the interface combat step to resolve attacks by SDBs upon squadrons.

Surface Bombing Table: This table is used during the interface combat step to resolve bombing attacks made by squadrons and SDBs upon troops and defense battalions.

Troop Combat Results Table: This table is used during the surface combat step to resolve combat between invading troops and the troops and/or defense battalions on a world's surface.

Static Defenses: Worlds may be protected by defense battalions, representing indigenous forces such as local militia, raised to protect the world from invasion by enemy troops. Worlds having defense battalions are indicated by the presence of a combat factor in the defense battalion position on the world box. The tech level of the defense battalions located at a world is the tech level of the world. Defense battalions at a single world are treated as single unit; for convenience the term defense unit is used to refer to the defense battalions at a world.

Worlds may also be protected by system defense boats (SDBs), used to attack enemy squadrons in the world's system. Worlds with SDBs are indicated by the presence of a strength factor in the SDB position on the world box. The tech level of the SDBs at a world is the tech level of the world. SDBs at a single world are treated as a single unit; for convenience, the term SDB unit is used to refer to the SDBs at a world.

SDBs and defense battalions are static defenses. They may not be transported from their worlds to any other hex.

Losses and the Percentage Loss Table: Troop units, defense units, and SDB units receive percentage losses in combat. These losses are always based on the full (printed) strength of the unit. Thus, multiple percentage losses to a unit are additive. Example: A troop unit receives 10% losses in a combat. In a subsequent combat, the troop unit receives 40% losses; thus, its total losses are now at 50%. In a later combat, the unit receives 50% losses, and it now has suffered 100% loss.

When the percentage loss to a unit reaches or exceeds 100%, the unit is totally eliminated. For a troop unit, simply remove its counter from play. For a defense or SDB unit, simply consider the world as no longer having any such unit.

Losses are shown through the use of casualty markers. Stack an appropriate casualty marker under a troop unit to show losses to the unit, and exchange the marker for one of greater value when the unit takes more losses. For example, a troop unit receiving 20% losses would have a 20 casualty marker stacked under the unit, and if the unit later receives 10% losses then this marker would be exchanged for a 30 casualty marker. Losses to a defense or SDB unit are shown by placing the casualty marker on top of the appropriate factor on the world box. When such a unit suffers 100% losses, place a blank marker over the factor on the world box.

Troop, defense, and SDB units which have taken losses use their current strengths in combat, not their full strengths. The current strength of a unit can be found on the percentage loss table, by cross-indexing the full factor of the unit with the percentage loss of the unit. Thus, a 50-factor corps that has suffered 40% losses would have a current strength of 30.

The current strength of a troop unit is used for transport purposes. For example, a 50-factor corps that has suffered 60% losses would have a current strength of 20 and thus could be transported by a battle squadron.

Squadrons do not take percentage losses. Instead, most squadrons are back printed, allowing the squadrons to operate at reduced strengths after taking battle damage. Squadrons operating at reduced strength are eliminated upon taking further battle damage. Various scout squadrons are not back printed and are totally eliminated upon taking battle damage.

Space Combat: Combat between opposing squadrons occupying the same hex is mandatory. Space combat is fought in a series of combat rounds, continuing until one side or the other is destroyed or disengages.

Each combat round consists of a simultaneous exchange of fire between the opposing squadrons. Each player totals the attack factors of his squadrons and uses this total to determine the column used on the space combat results table. A player uses the column that most closely approximates without exceeding his total attack factor. For example, a total of 29 attack factors would fire using the 24 column. Each player rolls one die and cross-indexes his roll with the correct column to determine the combat result. The combat result will be either a number, representing the battle damage inflicted upon the enemy squadrons, or a dash, indicating that the fire had no effect. Combat results are assessed at the end of the round.

If a player's total attack factor exceeds 48 (the highest numbered column on the table), then the player splits his total attack factor to make a multiple attack that round. The attack factor is split into multiples of 48 until a remainder less than 48 is reached. One attack is made on the 48 column for each multiple of 48 attack factors the player has, and one attack is made using the remainder. The combat results of a multiple attack are added together to determine the total battle damage to the enemy squadrons; the results are not assessed separately. *Example:* A player having a total attack factor of 58 would make a multiple attack. One attack is made using 48 factors, and a 10 is rolled for a combat result of 9. The other attack is made using the remaining 10 factors; the 6 column is used, and a 4 is rolled for a combat result of 2. The two results are added together for a total combat result of 11 for that round.

Combat results are implemented at the end of each round. The combat result number achieved against the enemy squadrons is the (minimum) number of defense factors that must be eliminated by eliminating or reducing those

squadrons. The owning player chooses which squadrons to eliminate or reduce; he must eliminate at least as many defense factors as required by the combat result. When reducing a squadron, the defense factors lost equal the difference between the full strength defense factor and the reduced strength defense factor. For example, if a 3-4-6 battle squadron is reduced to its 1-2-3 strength, then 3 defense factors have been eliminated.

Tactical Ability: Admirals affect space combat by use of their tactical factors. If an admiral is present in the hex, then his tactical factor must be used during space combat. Only one admiral per side may be used in space combat; the rest are ignored. (Which admiral is used is specified in Rule 5). If no admiral is present for a side, then the squadrons on that side are assigned a tactical factor of 0.

The side with the higher tactical factor adds one to the die roll for all attacks made by that side in space combat. The side with the lower tactical factor subtracts one from the die roll for all attacks made by that side in space combat. Treat die rolls above 6 and below 1 as 6 and 1, respectively. If the tactical factors of both sides are equal, then there are no die roll modifications due to tactical ability.

Disengaging: At the end of each combat round, after the round's combat results have been implemented, a player may disengage his squadrons from space combat. The player having the side with the lower tactical ability must decide if he is disengaging first; following his decision, the other player may elect to disengage. If both sides have the same tactical ability, then the order the players decide to disengage is determined randomly by die roll.

When a player decides to disengage from a space combat, all of his squadrons capable of jumping to any system must jump out of the hex to a system. A squadron may disengage even if it had jumped during the movement phase, as long as it has refueled by the time of the combat phase. A squadron may not disengage if it is not refueled or if it cannot jump to any system. Note that it is not allowed to disengage by jumping to a hex having no system present.

Within a fleet, all squadrons incapable of disengaging must be immediately detached upon the decision to disengage. All remaining squadrons of the fleet must then jump to the same system, remaining organized as a fleet.

The jump made by a disengaging squadron is considered to occur during the movement phase of the following turn (although, for convenience, the squadrons should be moved to their destinations upon disengaging). In other words, a squadron which disengages in a turn has performed its movement for the following turn. A fleet which disengages must have its plot aborted unless it was plotted to jump to a hex in the turn following its disengaging and it does indeed jump to that hex upon disengaging.

Once all disengaging squadrons have jumped, additional rounds of space combat continue to be fought until the squadrons left behind are destroyed or are victorious.

A player is not prohibited from disengaging simply because his opponent has done so. For example, the squadrons left behind by a disengaging fleet may begin to win the space combat, prompting the other player also to disengage in order to cut his losses.

Interface Combat: The possible interactions between squadrons, SDBs, and the surface forces of worlds occur during the interface combat step, in the order specified by the sequence of play.

System Defense: Combat between SDBs and squadrons is resolved as a series of combat rounds, similar to space combat.

At the start of the system defense substep, the player with the squadrons in a system containing enemy SDBs announces if the squadrons are attacking the SDBs or not. If the squadrons do not attack, then they do not participate any further in the combat phase, including executing surface bombing and landing troops. The player with the SDBs then announces whether the SDBs are active or passive this turn. If the SDBs are active, the combat phase proceeds as normal. If the SDBs are passive, then the following conditions are in force: 1) If the enemy squadrons are attacking, only one round of combat is executed and the squadrons' attack die roll is modified by -3; and 2) the SDBs may not participate further in the combat phase, such as firing upon the attacking squadrons or making surface bombing attacks.

Squadrons use their bombardment factors to attack SDBs; the fire is resolved using the squadron against SDB combat table. The total bombardment factor is calculated, and this factor is used on the table in the same manner as the total attack factor is used on the space combat results table (including making a multiple attack). To resolve the attack, roll one die. From this roll, subtract half the tech level number (round fractions down) of the SDBs; additionally, subtract 3 if the SDBs are passive. This modified roll will be a negative number, 0, or a positive number. Cross-index the total bombardment factor and the full (not current) strength of the SDBs on the table; if the modified roll is a 0, then the intersection of column and row is the combat result. If the modified roll is positive, then count up the column on the table the indicated number to obtain the combat result. If the modified roll is negative, then count down the column on the table the indicated number to obtain the combat result.

Example: Squadrons with a total bombardment factor of 40 attack 100 tech level 13 SDBs (the SDBs are active). A 3 is rolled, and 6 (half of 13, rounded down) is subtracted from it. Thus, the modified roll is -3. On the table, the intersection of the 36 column (used for the 40 bombardment factors) and the 1C row (used for the 100 SDBs) is a 70. If the modified roll was 0, then this 70 would be the combat result. Since the modified roll was -3, counting down three columns shows that the combat result for this attack is 40.

Combat results are given in terms of percentage losses to the SDBs. Thus, a combat result of 30 means that 30% of the SDBs have been lost. A dash (-) means that the attack had no effect. A d means that the SDBs have suffered 100% losses and are destroyed. Combat results are implemented at the end of the round.

SDBs use their current strengths to fire upon enemy squadrons; this fire is resolved upon the SDB against squadron combat table. The SDBs' current strength is used on this table in the same manner as the total attack strength is used on the space combat results table (including making a multiple attack). To resolve the fire, roll one die. Modify this roll by the tech level of the SDBs, as given on the tech level modifiers table. The intersection of the appropriate SDBs current strength column and the modified roll shows the combat result. The combat result is the battle damage to the squadrons and is implemented in the same manner as battle damage resulting from space combat is. Combat results are implemented at the end of the round.

At the start of each subsequent round, either player may break off action, with the player having the squadrons deciding first. If the squadrons break off, they do not participate further in the combat phase, such as executing surface bombing or landing troops. If the SDBs break off, then they are considered to be passive for the rest of the combat phase. In either case, no further rounds are fought between the squadrons and the SDBs when a side breaks off the action.

Surface Bombing: Squadrons and SDBs may bomb enemy troops and defense units on worlds. Squadrons may not engage in surface bombing if there are any enemy active SDBs in the system; SDBs may not engage in surface bombing if they currently are passive. Squadrons use their bombardment factors; SDBs have a bombardment strength equal to one tenth of their current strength. Total the bombardment strengths of all friendly squadrons and SDBs performing surface bombing in a system; this total bombardment strength may be split as the owning player wishes to bomb enemy units on the world. Each unit is bombed separately. The total bombardment factor bombing a unit is used on the surface bombing table in the same manner as the total attack factor is used on the space combat results table. A die is rolled, and the roll is modified by the tech level of the bombed unit, as given on the tech level modifiers table. The intersection of the modified roll and the appropriate bombardment column gives the combat result. The combat is the percentage loss to the unit, and the result is implemented immediately.

Space-Surface Transfers: Troops (and admirals) may be loaded/unloaded at worlds, as explained in the transport rules in Rule 3. Squadrons may not load/unload troops or admirals at worlds if there are active enemy SDBs in the system.

Surface Combat: Surface combat occurs when a player has troop units on a world and the other player has troop units and/or a defense unit on the same world. When such situations occur, surface combat is mandatory at that world. Basically, surface combat is resolved as a simultaneous exchange of fire between the units on a world; all such combat is resolved using the troop combat results table.

A unit's current strength is the number of combat factors that unit has available with which to fire. A firing unit may split its combat factor to fire at several units. A unit is not required to fire during surface combat, but enemy units may attack it even if it does not fire. Each unit is attacked separately; two or more units may not be attacked in a combined attack. For example, a 20-factor unit may split its combat factor to attack one enemy unit using 15 of its factors and another enemy unit using 5 of its factors, but it could not attack both enemy units as a single attack. There is no requirement that all enemy units at a world be attacked. For example, a player could concentrate his entire fire against just one enemy unit, ignoring the rest. A unit may be fired upon only once; total all factors firing upon a unit for the attack.

Each separate fire is resolved by the use of combat odds. To determine the combat odds of an attack, compare the total factors firing on a unit to the current strength of the attacked unit, in the form *firing factors: attacked unit*. Round this ratio down to correspond to one on the troop combat results table; always round down in favor of the defender. However, treat odds less than 1:100 as 1:100.

For example:

1) 13 factors firing on a unit with a current strength of 5 is 13:5, which rounds down to 2:1.

2) 25 factors firing on a unit with a current strength of 2 is 25:2, which rounds down to 10:1.

The tech level of the involved units influences the combat. For each attack, subtract the tech level of the attacked unit from the tech level of the unit with the lowest tech level that is contributing any factors to the attack. If the tech level difference is positive, then the combat odds are shifted the indicated number of columns to the right. If the tech level difference is negative, then the combat odds are shifted the indicated number of columns to the left. Any attack shifted above the 100:1 or below the 1:100 column is resolved using the 100:1 or 1:100 column, respectively.

The atmosphere type of the world may affect surface combat. Every attack on a world with a hostile or tainted atmosphere is resolved using a dice roll modification of -1. Every attack made on a world having no atmosphere (i.e., a vacuum) is resolved using a dice roll modification of -2. Treat a modified roll below 2 as 2.

To resolve an attack, roll two dice and modify the roll due to atmosphere. Cross-index the modified roll with the appropriate combat odds to obtain a combat result. Combat results are given in terms of percentage losses. A dash (-) means the attack had no effect. A d means the attacked unit has suffered 100% losses and is destroyed. Combat results are implemented at the end of the surface combat step.

Example: The Zhodani player has landed two tech level 14, full strength 20-factor troop units on a tech level 10 Imperial world having a tech level 15, full strength 5-factor troop unit and a 150-factor defense unit at 20% losses (thus having a current strength of 120). The Zhodani player attacks the Imperial troop unit using 15 factors; the combat odds are 3:1 (15:5) and are shifted one column to the left (to 2:1) due to tech level difference (14 - 15 = -1). The dice roll is 5 and is not modified, as the atmosphere of the world is normal. Thus, 40% losses are inflicted on the Imperial troop unit. The Zhodani player attacks the defense unit using his remaining 25 factors. The combat odds are 1:5 (25:120) and are shifted four columns to the right (to 1.5:1) due to tech level difference (14 - 10 = 4). A 6 is rolled, and the unit takes 20% losses, increasing its total losses to 40%. Losses to the Imperial units are not implemented until the end of the combat. The Imperial player attacks one of the Zhodani units with all 5 of his tech level 15 factors. The combat odds are 1:5 (5:20). He could have used some of the factors from the defense unit to raise the odds, but this would have meant an unfavorable tech level difference due to the defense unit's lower tech level. The tech level difference is (15 - 14 =) 1, which means the attack is resolved on the 1:3 column. The dice roll is 9, and thus the attack has no effect. The Imperial player attacks the other Zhodani unit with the 120 factors of the defense unit. The odds are 5:1 (120:20) and are shifted four columns to the left (to 1:1) due to tech level difference (10 - 14 = -4). The dice roll is 7, resulting in 10% losses to the Zhodani unit. Surface combat resolution is now finished for this world, and the combat results are implemented: a 10 casualty marker is stacked under one of the Zhodani units, a 40 casualty marker is stacked under the Imperial troop unit, and the 20 casualty marker for the defense battalions is exchanged for a 40 casualty marker.

5. SPECIAL RULES

A variety of special rules apply.

Travel Zones: Amber zones are shown on the stellar display solely for background information; they have no effect on play.

Red zones designate worlds that are normally interdicted to Imperial forces. Imperial squadrons may jump to an interdicted system. However, Imperial troops and admirals may not be landed on the world and Imperial squadrons may not use the world's starport or ocean (if any) until after a unit of the Zhodani player enters the system. Once this occurs, Imperial forces may operate on the world for the rest of the game. Imperial forces may use the system's gas giant (if any) freely.

Control: At the start of the game, the Zhodani player controls the worlds within the Zhodani, Sword Worlds, and Vargr borders; the Imperial player controls the worlds within the borders of the Imperium; and the worlds outside these borders are controlled by neither player. Special exceptions to the preceding are discussed below. Control is important for the use of oceans, starports, and bases for refueling.

A player gains control of a world by destroying all enemy squadrons and SDBs in the system and all enemy troops and defense battalions on the world. To maintain control, the world must be garrisoned by troops. The strength of the garrison must equal at least 1% of the full strength defense battalion factor of the world. For example, the Zhodani player must have at least 15 factors of troops to garrison Regina (hex 2314). If the garrison is under strength, control of the world reverts to its original owner. If the world has no defense battalion factor, then a troop unit of any strength is sufficient to garrison the world.

Surrender: A world with no atmosphere will surrender to the enemy under certain conditions. Such a world surrenders when there is at least one enemy squadron in the system with an attack factor (not bombardment factor) greater than 0 and there are no friendly squadrons or active SDBs in the system. When a world surrenders, its defense battalions and all friendly troop units on the world are disarmed; thus, treat such units as taking 100% losses upon the world's surrender. A surrendered world must be garrisoned, or control reverts to the original owner. It may be garrisoned as described above, or the garrison may consist of any squadron with an attack factor greater than 0 remaining in the system.

Special Situations: Esalin (hex 1408) is a co-dominium between the Zhodani Consulate and the Imperium, having settlers on both states. Both sides thus have forces starting the game on Esalin. Esalin is considered to be controlled by neither player until the standard conditions of control are met by a player. Once controlled, a garrison is required to maintain control. If the garrison is not maintained, then Esalin is again considered to be controlled by neither player.

Quar (hex 1212) and Zircon (hex 1514) are outside the Imperium but contain Imperial bases. For game purposes, consider these worlds to be controlled by the Imperium.

Admirals: Admirals are high-ranking officers capable of commanding the operations of fleets, as described in Rule 3. Their tactical factors are used in the resolution of space combat, as described in Rule 4.

Each admiral is given a precedence number, indicating the admiral's seniority in the rank structure of his navy. A precedence number of 1 designates the most senior admiral in the navy while a precedence number of 14 designates the least senior admiral in the navy. Precedence is considered when two or more admirals from the same navy occupy the same hex, as follows:

1) If there is a fleet in the hex, the most senior admiral present must be its commander.

2) If there are two or more fleets in the hex, the most senior admiral present must command the fleet containing the greatest number of squadrons. The second most senior admiral present must command the fleet containing the second greatest number of squadrons, and so on.

3) The most senior admiral present is considered to be in overall command of all friendly squadrons in the hex for the purposes of space combat. Thus, his tactical factor is used when determining tactical ability. If the most senior admiral present is on a world when space combat is resolved in the system, subtract 1 from his tactical factor due to the time lag in communicating with his forces in space.

Fleets are checked for required changes in composition or command due to precedence during the fleet adjustment step) of the plotting and reorganization phase, and all adjustments due to precedence occur during this step. *Example:* A precedence-3 admiral commanding a fleet of seven squadrons and a precedence-1 admiral commanding a fleet of six squadrons occupy the same hex. During the fleet adjustment step, either the precedence-1 admiral must be placed in command of the other admiral's fleet, or squadrons must be transferred to the precedence-1 admiral's fleet to give his fleet the greater number of squadrons.

Navies: There are four distinct navies in the game, each with its own ranking of admirals: the Imperial navy, the Zhodani navy, the Sword Worlds navy, and the Vargr navy. While the latter three are allied together against the Imperium, an admiral from one of these navies has only limited abilities to command squadrons from the other allied navies, regardless of precedence. An admiral may not be placed in command of any fleet that contains more squadrons from other navies than it does from his own navy. For example, a Zhodani admiral could not be placed in command of a fleet containing three Zhodani and four Vargr squadrons; only a Vargr admiral may command this fleet. An admiral may not be placed in overall command of the squadrons on his side in a hex for the purposes of space combat if there are more squadrons from other allied navies present than there are from his own navy.

Loaned Admirals: For reasons of interstellar diplomacy, the Zhodani requested a Sword Worlds admiral to serve with the Zhodani forces. This admiral is treated as Zhodani admiral with a precedence number of 15 for all purposes.

Similarly, the Imperium hired a Vargr mercenary admiral. This admiral is treated as an Imperial admiral with a precedence number of 15 for all purposes.

The Warrant: A warrant, signed by the Emperor, is available to the Imperial navy. Any Imperial admiral possessing this warrant is assigned a precedence number of 0 and thus is automatically the most senior Imperial admiral. Additionally, the admiral possessing this warrant may operate (land) forces on any interdicted world at any time.

The warrant may be freely transferred between admirals in the same hex during the fleet adjustment step.

Special Troops: A number of special troop units are present in the game.

Armor: Any unit with the armor symbol, whether alone or in conjunction with other symbols, has its current strength doubled during surface combat resolution. Thus, an armored infantry unit with a current strength of 10 has a strength of 20 in surface combat.

Elites: Any unit with the elite symbol has its current strength doubled during surface combat resolution. An elite armor unit

would have its current strength doubled twice: once for being elite and once for being armor.

Psionic: The Zhodani Guards units (the 1 Gd, 2 Gd, 3 Gd, 4 Gd, and 5 Gd Divisions and the GD Corps) are manned by members of the noble houses of the Zhodani Consulate and thus are trained in the use of psionics. In surface combat, these troops are allowed a first fire. They fire at the start of surface combat resolution, and the casualties they cause are inflicted, before any other unit fires. Following their fire, all other troops fire simultaneously, as normal. When psionic troops are present, an enemy troop unit may be fired upon twice: once by the psionic troops during their first fire and once by other troops during simultaneous fire. Psionic troops have no special advantages in defending against attacks.

Guerrillas: The Zhodani player has at his disposal the forces of the Ine Givar - a guerrilla movement fighting against the Imperium on a number of worlds. Each guerrilla unit has two modes of operations: covert and overt. When covert, a guerrilla unit is in hiding on its world and is ignored for all surface combat and world control purposes. When overt, a guerrilla unit is treated as a regular Zhodani troop unit.

A guerrilla unit's tech level is the tech level of the world on which it is operating. A full-strength guerrilla unit has a strength equal to 10% of the full-strength value of the world's defense battalion factor, regardless of whatever the current strength of the defense battalions is. For example, a full-strength guerrilla unit on Efate (hex 2109) would have a strength of 100 and a tech level of 13. A guerrilla unit suffers percentage losses as other troop units do. For example, a guerrilla unit on Efate suffering 50% losses would have a current strength of 50.

Guerrilla units recover from losses and have their mode of operations determined during the guerrilla step of the plotting and reorganization phase. Only guerrilla units that are covert at the start of the guerrilla step recover from losses. Each covert guerrilla unit recovers 10% of its full-strength at this point. For example, a covert guerrilla unit with 30% losses would have its losses reduced to 20% at the start of the guerrilla step. Note, however, that a guerrilla unit suffering 100% losses is eliminated and removed from play; it does not recover any strength. Following recovery of losses, the Zhodani player may change the mode of operations of any or all guerrilla units in play, flipping the counters to their overt or covert sides as desired.

Mercenaries: The Imperial player has a number of mercenaries - troops fighting for the Imperium for pay rather than out of loyalty or duty. Thus, their effectiveness in the face of adversity declines faster than that of other troops. Any mercenary unit suffering over 50% losses has its current strength halved (retain fractions) when firing during surface combat.

The Secret Base: Before any units are deployed, the Zhodani player secretly selects a world within the borders of the Imperium to be his secret base, recording the world's name on a piece of paper. The selected world may not have an Imperial scout or naval base in its system, may not have any defense battalions, and may not be interdicted. Esalim may not be selected, due to its unique co-dominium status. Until revealed, the world is treated exactly as any Imperial controlled world is. The Zhodani player may reveal the location of his secret base at any time. Upon doing so, the 1-14 elite Fulacin battalion is placed on the world. If there are no Imperial troops on the world, the Zhodani player gains control of the world (and thus may use its starport for refueling). If there are Imperial

troops present, the Imperial player retains control of the world unless his units are eliminated in surface combat.

6. REINFORCEMENTS AND REPLACEMENTS

Each player receives reinforcements and replacements during the game.

Reinforcements: Each player receives reinforcements after play has begun.

Zhodani reinforcements become available in two groups; for convenience place their turn 10 reinforcements in the Zhodani reinforcement box and their turn 20 reinforcements in the additional Zhodani reinforcements box. Sword Worlds reinforcements are available from the start of the game and are placed in the Sword Worlds forces box.

Imperial colonial reinforcements are available on turn 6 and are placed in the Imperial rimward forces box. Regular Imperial reinforcements are available starting on turn 10 and are placed when they become available in the Imperial reinforcements box. These reinforcements are divided into six groups: battle squadrons, cruiser squadrons, troop units, fleet markers, admirals, and the special group (containing tanker and assault carrier squadrons and the warrant). On each turn starting with turn 10, the Imperial player rolls one die and consults the Imperial reinforcements table. This table specifies the number of battle squadrons, cruiser squadrons, and fleet markers that are available as reinforcements on that turn. Randomly choose the specified number of counters from the appropriate groups. For example, if the Imperial player rolled a 4, he would select at random three battle squadrons and two cruiser squadrons. In addition to the die roll, other reinforcements are available. Whenever a fleet appears as a reinforcement, an admiral is selected at random from the admirals group and one counter is selected at random from the special group. All troops in the troops group are available on turn 10, although their actual entry into play depends upon the arrival of squadrons to transport them.

In the reinforcements step of turn 2, the Imperial player randomly selects three fleet markers from the fleet group, three admirals from the admirals group, and three counters from the special group. These reinforcements may be placed in Imperial reinforcements box and/or the Imperial rimward forces box.

The entry of reinforcements from their boxes to the stellar display is described in Rule 3. Note that most reinforcements will not be able to enter the stellar display on the turn they become available due to the requirements of fleet organization and plotting.

Replacements: During the replacements step, both players receive replacement points (RPs) and may use these RPs plus any accumulated RPs. Only Zhodani and Imperial forces receive replacements; Sword Worlds and Vargr forces do not.

The order of battle charts show the RPs available to the players. The *initial* column shows the accumulated RPs available at the start of the game for each player. Other columns specify the turn or turns RPs are received and the amount received. If more than one turn is indicated, then the specified number of RPs is received on each of the indicated turns. Note that a player will not receive RPs on every turn of the game.

RPs are divided into two types: squadron RPs and troop RPs.

Squadron RPs are used to replace or rebuild squadrons. A reduced strength squadron may be rebuilt at any friendly base within the borders of its state. However, only scout squadrons

may be rebuilt at scout bases. One RP will rebuild a squadron: flip the squadron to its full strength side. Squadron RPs may be used to replace eliminated squadrons. Three RPs will replace a squadron: place the squadron, at full strength, on the appropriate reinforcements box. In either case, squadron RPs may be used for any type of squadron.

Troop RPs may be used to replace or rebuild troop units. Each troop RP replaces one combat factor of troops. A totally eliminated troop unit may be replaced by spending a number of RPs equal to its full combat factor; the full strength troop unit is then placed on the appropriate reinforcement box. A troop unit suffering percentage losses may be rebuilt by spending a number of RPs to raise its current strength to its full strength; the troop unit must be on a friendly controlled world with no enemy troop units present. Two RPs are required to replace each combat factor of an armor unit. Elite units may not be replaced or rebuilt.

Admirals, SDBs, and defense battalions may not be replaced. Guerrilla units recover from losses as described in Rule 5 and may not use RPs.

7. PREPARING FOR PLAY

The game is prepared for play in five steps, which are performed in the following order:

1. The Zhodani player selects his secret base.
2. The Zhodani player deploys his guerrilla units.
3. The Imperial player deploys his units.
4. The Zhodani player deploys his units.
5. The Zhodani player does his initial plotting, as described in Rule 3.

Once the five steps are completed, turn 1 begins.

A number of units are selected at random by type. Place all of the units of the specified type in a group and select the indicated number of units from this group. For example, the Zhodani player selects his 23 initial regular battle squadrons at random from the group composed of all of his regular battle squadrons.

The order of battle charts contain the specific deployment information for each side.

8. VICTORY

The game is played until a player achieves an automatic victory or until an armistice occurs.

Victory is based on victory points (VPs), which are awarded for the capture and control of worlds. VPs are awarded based on the current situation on the stellar display at the point victory is calculated. A player gains VPs for controlling worlds outside his states' borders. For each enemy subsector capital controlled, VPs equal to twice its tech level number are awarded. For example, the Zhodani player would receive (10 x 2 =) 20 VPs for controlling Regina. Subsector capitals are: Cronor (hex 0708), Querion (hex 1018), Gram (hex 1627), Jewell (hex 1510), Frenzie (hex 1520), Lanth (hex 2123), Regina (hex 2314), and Rhyllanor (hex 3120), as marked on the stellar display. For each other enemy world controlled, VPs equal to its tech level number are awarded. For each independent world controlled, VPs equal to half its tech level number are awarded. For example, the Imperial player receives (7 x 1/2 =) 3 1/2 VPs for controlling Utoland (hex 1613). For purposes of this rule, an enemy world is a world controlled by the enemy player at the start of the game, and an independent world is a world controlled by neither player at the

start of the game. Due to Esalin's co-dominium status, Esalin is treated as an enemy world by both players for VP purposes.

If the Imperial player controls all three Vargr worlds on the stellar display, he receives a bonus of 15 VPs. If the Imperial player controls all four Sword Worlds worlds on the stellar display, he receives a bonus of 15 VPs.

Levels of Victory: To calculate victory, subtract the VP total of the Imperial player from the VP total of the Zhodani player. This difference is used when consulting the victory table to determine the game's winner and his level of victory.

Victory Table

-301	or less	Imperial automatic victory
-300	to -201	Imperial decisive victory
-200	to -101	Imperial major victory
-100	to -51	Imperial marginal victory
-50	to 50	stalemate
51	to 100	Zhodani marginal victory
101	to 200	Zhodani major victory
201	to 300	Zhodani decisive victory
301	or more	Zhodani automatic victory

Automatic Victory: If, at the end of a turn, a player has achieved an automatic victory, the game ends immediately. The player has won a decisive victory. It is not necessary to calculate VPs each turn to determine automatic victory but only when a player controls a large number of enemy worlds.

Armistice: Both players may agree to an armistice at any time. Play is halted at that point, and victory is calculated based on the current situation.

The Zhodani player may unilaterally declare an armistice at the end of any turn starting from turn 26. If the Zhodani player unilaterally declares an armistice on or between turns 26 to 51, the level of victory is shifted two levels in favor of the Imperial player. If the Zhodani player unilaterally declares an armistice on or after turn 52, the level of victory is shifted one level in favor of the Imperial player. *Example:* At the end of turn 34, the Zhodani player unilaterally declares an armistice. The difference in VP totals is 127, which would normally result in a Zhodani major victory. The level of victory is shifted two levels in favor of the Imperial player (due to Zhodani unilateral declaration of an armistice) and thus is a stalemate.

9. OPTIONAL RULES

The following four rules are recommended for use by players familiar with the game system. The rules are optional due to the complexity they add to the game. They may be used only upon consent of both players.

Surprise Attack: The Zhodani player may deploy a fleet at 871-438 (hex 1914) and/or a fleet at Quare (hex 1319). The fleet at 871-438 may contain only jump-3 or greater, streamlined squadrons. The fleet at Quare may contain only jump-3 or greater squadrons that can refuel in zero time at Ouare. Admirals and troops may be embarked on squadrons of either fleet.

There is a chance that routine Imperial patrols will discover any Zhodani build-up at 871-438. The Imperial player rolls one die if the Zhodani player deploys a fleet at 871-438. A roll of 1, 2, 3, or 4 means that the Imperium discovers the Zhodani build-up at 871-438. If the build-up is discovered, then the Imperial player may do initial plotting (per Rule 3) for his fleets at the same time the Zhodani player does his initial plotting. If the build-up is not discovered, the game begins as normal.

There is no chance that the Zhodani build-up at Quare can be discovered in time for the Imperium to take any countermeasures.

Black Globes: All four Imperial 6-2-8 battle squadrons are equipped with black globe generators. Set these counters aside, as they are not selected at random for initial forces or reinforcements. Instead, these squadrons and one fleet (including its associated admiral and special group draws) are available as reinforcements the first time the Imperial player rolls a 6 when determining Imperial reinforcements. These units are received in place of the units usually received on a roll of 6, not in addition to them.

When a fleet containing only black globe squadrons jumps to a system, the squadrons may have their black globe generators operating fully, and thus the fleet is undetectable upon its arrival in a hex. Add a black globe step to the combat phase, immediately before the space combat step. If a fleet containing only black globe squadrons jumps into a hex, it may do one of three things in the black globe step:

1. It may launch a surprise attack against enemy squadrons in a hex. This attack is resolved as a single space combat round, except that the enemy squadrons may not fire.
2. It may make a surprise surface bombing attack. This is resolved as a regular surface bombing attack, except that the presence of enemy squadrons or SDBs neither prohibits nor hinders this attack.
3. It may load/unload troops at the world. This is treated as a regular space-surface transfers step, except that the presence of enemy squadrons or SDBs neither prohibits nor hinders these transfers.

Once the black globe step is completed, the combat phase proceeds as normal, and the black globe squadrons have no further special abilities in this phase.

Jump Troops: Due to their special equipment and training, jump troop units may land on a world during the space-surface transfer substep even if there are active enemy SDBs in the system.

Squadron Quality: Due to the wide range of tech levels of the belligerents, squadrons differ in performance. This difference is expressed by a column shift during space combat resolution. This consists of shifting the odds of an attack one or two columns to the right. For example, 18 firing factors receiving a column shift of +1 would attack using the 24 column.

The column shift is based on the composition of the squadrons on both sides. Each combat round, both players determine the quality level of their squadrons engaged in the battle. Each side has two quality levels: *standard* and *low*. The Imperium achieves standard quality if at least half the total attack factor is contributed by Imperial regular squadrons; otherwise the quality is considered to be low. For example, if 8 attack factors are contributed by Imperial regular squadrons and 7 attack factors are contributed by Imperial colonial squadrons, then the Imperium is standard quality for that round. The Zhodani achieves standard quality if at least half the total attack factor is contributed by Zhodani regular squadrons; otherwise the quality is considered to be low. For example, if 9 attack factors were contributed by Zhodani regular squadrons and 12 attack factors were contributed by Zhodani colonial, Sword Worlds, and/or Vargr squadrons, then the Zhodani side is at low quality for that round.

Quality column shifts may be used only once per space combat round. If the side is making a multiple attack, the

owning player decides which attack of the multiple attack receives the column shift.

Any attack shifted beyond the 48 column is itself resolved as a multiple attack. If shifted one column beyond 48, the multiple attack would consist of one attack at 48 and one attack at 1. If shifted two columns beyond 48, the multiple attack would consist of one attack at 48 and one attack at 3.

The quality table specifies the column shifts. If a combination of firing/fired upon is not given on the table, then there is no column shift for that combination. Note that only one side will receive a column shift in a combat round.

Quality Table

<i>quality of firing side</i>	<i>quality of fired-upon side</i>	<i>column shift</i>
<i>Imperial standard</i>	<i>Zhodani standard</i>	+1
<i>Imperial standard</i>	<i>Zhodani low</i>	+2
<i>Imperial low</i>	<i>Zhodani low</i>	+1
<i>Zhodani standard</i>	<i>Imperial low</i>	+1

ROLE-PLAYING

Role-playing appears to **Traveller** players to be a simple series of adventures in which situations are presented, dealt with by the players, and resolved. The **Traveller** referee knows that there is a lot more to running a consistent, interesting **Traveller** campaign; preparation for each situation is required, contingencies must be foreseen, and background laid out. **Fifth Frontier War** is intended as a partial solution to the problems of presenting situations to **Traveller** players.

BASIC CONCEPT

Fifth Frontier War is a detailed adventure game of the progress of the current war between the Imperium and the Zhodani in the Spinward Marches. It progresses on weekly turns with forces representing squadrons of military starships and battalions or more of fighting troops. The game is intended to be played for enjoyment of and by itself. Indeed, in situations where no referee is available, or where only two **Traveller** players can get together, **Fifth Frontier War** allows them to play a form of **Traveller** without a referee.

Ultimately, the **Traveller** referee will have enough experience with the game and its rules to be able to use it in a **Traveller** campaign. At that point, **Fifth Frontier War** can be used to indicate the greater conditions that are happening in the Spinward Marches, often just beyond the knowledge of **Traveller** adventurers. Players can be idly exploring a world in the Spinward Marches and be suddenly confronted with a major space battle in the skies above them, or encounter major friendly or enemy troop units establishing bases. The point is that they cannot know ahead of time exactly what activity is taking place even one system away, and that activity could be deadly to them.

Procedure: Playing **Fifth Frontier War** as an adventuring background can take many different courses. The following should be taken as typical.

1. The referee indicates that the current campaign (series of adventures) will take place in the Spinward Marches. The players generate characters and begin on a typical world within the Marches, possibly Regina/Regina. If the players know that the referee has **Fifth Frontier War**, they may guess some of what is coming, but that won't detract from the adventures to come.

2. Working from available data given by the referee (such as a star map of the Regina subsector, basic world statistics, or

simply rumors), the adventurers begin traveling. When establishing a date for the adventurers to begin, it is suggested that about two game years be allowed between their start and the start of the war, although this may vary. Colonial squadrons (ship counters named for worlds on the map) should be placed on the **Fifth Frontier War** map.

3. As time grows closer for the war to begin, the referee should begin placing the various fighting forces on the map. Zhodani squadrons should start concentrating within Zhodani territory in preparation for the initial assault about three or four months before the date set for the attack. Sword Worlds and Vargr forces should concentrate within their own areas at about the same time. Imperial forces available initially should be placed as well.

Adventurers, as they travel through the Spinward Marches, should be informed generally about these force concentrations when they encounter them. For example, when travelers enter a system, they should be informed matter-of-factly of the presence of any squadrons present. The referee might say, "This system is occupied by two Imperial Battle Squadrons." Further investigation might disclose that the units are the 16th and 17th Battle Squadrons, or it might prompt an arrest on suspected espionage if the players look too closely. If the system has a high system defense boat factor, the referee might indicate that there is extensive system defense boat activity without revealing precise numbers. If the players go to the world surface, they could be informed of troop units, suspected guerrilla activity, mercenary units, or other details.

The referee should also be prepared to manipulate the forces available. While the players are adventuring on the world in a system, the referee can dispatch the 16th Battle Squadron to a neighboring system. The players, when they arrive at that system will encounter a Battle Squadron, and may not be able to recognize it as the same one.

4. When war breaks out, the referee should begin resolving the campaign. If possible, the game should be played against someone not in the adventuring party; otherwise, the referee should play solitaire. In either case, the various moves should be recorded.

There is no need to tell the adventuring players that war has broken out. They will find out when news reaches their location, or they will find out when invading forces reach them ahead of the news. In either case, the players are confronted with an event over which they have no control. The war will almost certainly interfere with their plans and goals, and it is up to them to deal with that interference. They may be forced to re-evaluate their goals temporarily. They may bend events to assist them. Or they may be caught up in battles that will kill them.

5. Campaigning continues for as long as the war lasts. The background that the war provides establishes the events that shape the campaign. Ultimately, **Fifth Frontier War** is a backdrop of events against which **Traveller** is played.

POSSIBLE ACTIVITIES

The following is a partial list of activities that players can undertake within the context of the **Fifth Frontier War**.

1. Scout Operations: an adventuring party with a scout ship could be pressed into service with a scout squadron; the specific squadron selected would have jump-2 capability to correspond to their ship's ability. The group would then be under movement orders from the squadron commander and be unable to operate independently.

While under such an assignment, the squadron may sit in port for long periods of time. Under such enforced idleness, the adventurers could entertain themselves looking for rumors, establishing friendships, or generally looking for more information about their situation.

The squadron (and the Scout Service) would probably provide weaponry for installation on the ship as well as bear basic life support expenses. Since scout squadrons can be used to transport admirals, such an operation could result in an acquaintance which will persist long after the war is over. Perhaps the scout ship will carry an admiral's aide and a friendship could result.

Once the squadron begins operations, the travelers are at risk if a battle is joined. If such is the case, the resolution of the battle should be a major adventure activity. And whether the squadron is victorious or defeated, the fate of the single scout ship must also be determined. Saving throws are in order, as well as possibilities of being marooned.

2. Naval Operations: Characters with high former naval rank may be recalled to active duty in command of a squadron. In some cases, they may even be given command of several squadrons in a star system. In such cases, the referee should allow that player to learn the space combat rules to **Fifth Frontier War**, and to participate in the resolution of space combat involving his or her squadrons. As with scout operations, it is possible for the squadron to be defeated in battle, and saving throws may be called for. It is possible for the characters to be captured by the enemy, held prisoner, shipped back to POW camps, and possibly to escape.

3. Mercenary Operations: The various mercenary units fighting for the Imperium offer a wide variety of situations. Players may be allowed to use one of the mercenary counters to represent their unit. Once hired, the unit is deployed where the Imperium decides, but the players must resolve situations as they occur. There are great opportunities for the players to address non-combat situations. During lulls in action, the players may mount a small expedition to explore the local caverns, or ruins, or an interesting geographical feature. There may be attempted espionage against the unit, or unfriendly natives, or lack of equipment, or unit rivalries.

4. Military Operations: Characters with former high military rank may be recalled to command troop units in the war. Lieutenant colonels command battalions; colonels command regiments and brigades; brigadiers and generals command brigades and divisions. Higher ranks (from **Mercenary**, Book 4) may command higher units. Characters who achieve such assignments should be allowed to resolve those parts of combat that affect their units.

5. Merchant Operations: Adventurers with a merchant ship can take this opportunity to make large amounts of money at great risk to themselves. Within the war environment, there will always be cargos ready for transport into the war zone. The referee should feel free to provide lucrative contracts to carry munitions, personnel, and equipment to worlds near the battles of the war. Indeed, the referee is capable of making judgments as to the degree of danger involved simply because he or she knows the true situation. The players' imagination in disguising their ship, faking papers and neutral registration documents, and hiding the identity of their cargo will affect their continued survival.

6. Espionage: Assignments to gain information from the Imperium, the Sword Worlds, the Vargr, and the Zhodani are all possible. The referee can easily provide patrons who desire

information for a variety of reasons. Procuring the information may prove a simple task; avoiding enforcement and counter-espionage agents may be a more difficult task.

In summary, an almost infinite variety of activity is possible for **Traveller** players against a backdrop of interstellar war. The basic drives remain the same, against a backdrop of a continuing, evolving situation.

PUBLISHED ADVENTURES

Traveller Adventures 1, 2, and 3 are set against the background of the Spinward Marches and are ideal situations for use with **Fifth Frontier War**. All three occur in the few years before the war breaks out, and all three add interesting details to the war when it occurs.

Adventure 1, **The Kinunir**, provides five scenarios within the Regina subsector. Because the adventure deals with the battlecruiser Kinunir and its sister ships, players learn something of this class of ship and the Spinward Marches.

Adventure 2, **Research Station Gamma**, provides information about an Imperial Research Station and details some of the considerations of naval combat.

Adventure 3, **Twilight's Peak**, is the culmination of the various hints of information presented in the previous two adventures. Its twisting plot allows the players great insight (if they pay attention) into the burgeoning war situation. The Zhodani secret base rule comes from this adventure. It should be placed on Fulacin, and if the players discover or destroy it, it should not appear in the **Fifth Frontier War** game.

REFERENCES

The following published **Traveller** materials can be useful in adventuring within the Spinward Marches.

Supplement 2, **Animal Encounters**. This supplement provides animal encounter tables for use on world surfaces. It could prove useful for survival or marooned situations.

Supplement 3, **The Spinward Marches**. This supplement provides maps and world data for all of the worlds within the Spinward Marches. It is essential when adventurers travel to areas not covered by the adventures listed above.

Supplement 6, **76 Patrons**. This supplement provides a wide variety of simple scenarios and situations for use when the adventuring slows.

Supplement 7, **Traders And Gunboats**. This supplement provides deck plans for the commercial starships which are likely to be encountered by adventurers.

Supplement 8, **Library Data (A-M)**. This supplement provides detailed background entries and selected essays which shed more light on the Frontier War situation in the Spinward Marches.

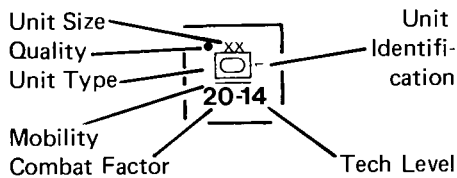
Supplement 9, **Fighting Ships**. This supplement shows High Guard statistics, comments, and illustrations for a variety of ships of the Imperial Navy.

Game 3, **Azhanti High Lightning**. This boxed adventure game presents complete details for a single class of fighting starship in the Imperial Navy. Action centers on the 14 sheets of deck plans for the ship, with multiple scenarios for boarding actions, raids, and other close combat within the ship.

Of course, this is only a partial listing of the available materials for **Traveller**. Nearly all can be useful in one way or another, but this list shows those which have immediate utility.

UNIT IDENTIFICATION CHART

TROOP UNIT COUNTER FORMAT



TROOP UNIT SIZES

Symbol	Unit Size	Combat Factor
II	Battalion	1 or 2
III	Regiment	5
X	Brigade	10
XX	Division	20
XXX	Corps	50-1C
XXXX	Field Army	5C

TROOP TYPES AND MOBILITY

Symbol Type or Mobility

	Infantry; Lift Infantry
	Armored Infantry; Lift Infantry
	Cavalry; Lift Cavalry
	Armored Cavalry; Lift Cavalry
	Tank; Grav Tank
	Marine
	Jump Troop
	Guerrilla
—	Lift, Grav
..	Motorized

All units with the tank symbol (armored infantry, armored cavalry, tank) are doubled in combat factor in combat.

Guerrilla units have special abilities.

UNIT QUALITY

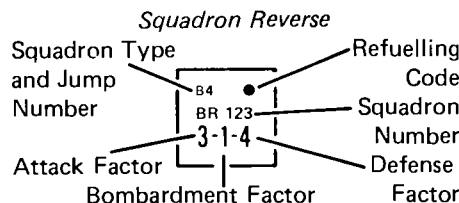
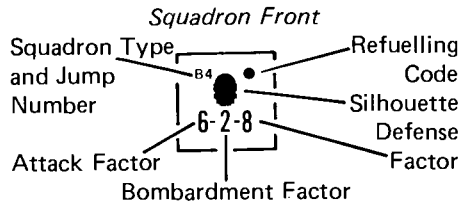
Symbol	Quality Level
blank	Standard Quality
•	Elite Unit.

Elite units are doubled in factor.

FACTOR ABBREVIATIONS

C	100. Thus, 2C is 200, and 15C is 1500.
K	1000. Thus, 1K is 1000, and 20K is 20,000.

SQUADRON COUNTER FORMAT



SQUADRON TYPE CODES

Code	Squadron Type	Troop Capacity
A	Assault Carrier	6C — 3C
B	Battle	20 — 10
C	Cruiser	defense factor
S	Scout	none
T	Tanker	none

Troop capacities indicate the total number of troops that may be carried on the squadron. The first value may be carried by a full strength squadron; the second may be carried if the squadron is reduced by combat.

REFUELLING CODES

Code	Ship Streamlining Class
○	Streamlined
◐	Partially Streamlined
●	Unstreamlined

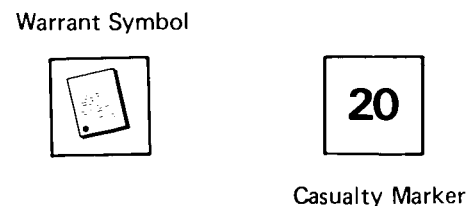
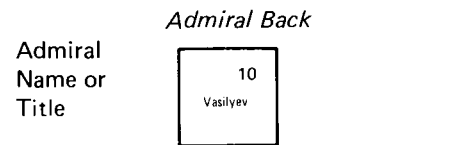
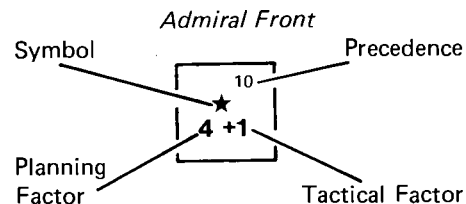
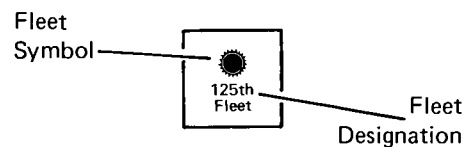
REQUIRED REFUELLING TIMES

	Refuelling Code		
	Streamlined	Partially Streamlined	Unstreamlined
Fuel Source			
Gas Giant	0	0	1
Ocean	0	1	1
Starport	special	special	special
Base	0	0	0

FIFTH FRONTIER WAR

FIFTH FRONTIER WAR

ADDITIONAL COUNTER FORMATS



FLEET DEFAULT VALUES

Fleet Type	Planning Factor	Tactical Factor
Imperial	5	0
Zhodani	4	0
Sword Worlds	5	0
Vargr	5	0

STARPORTS

Type	Description
A	Excellent quality installation. Fuel available for four squadrons in zero time.
B	Good quality installation. Fuel available for three squadrons in zero time.
C	Routine quality installation with fuel available for two squadrons in zero time.
D	Poor quality installation with fuel available for one squadron in zero time.
E	Frontier installation with no fuel facilities available.
X	No starport present.

COMBAT RESULTS TABLES

FIFTH FRONTIER WAR

SPACE COMBAT RESULTS TABLE

Die Roll	Total Attack Factor										Die Roll
	1	3	6	12	18	24	30	36	42	48	
1	—	—	—	1	2	3	4	5	6	7	1
2	—	—	—	2	3	4	5	6	7	8	2
3	—	—	1	2	4	5	6	7	8	9	3
4	—	1	2	3	4	5	6	7	8	9	4
5	—	1	2	3	5	6	7	8	9	10	5
6	1	2	3	4	6	7	8	9	10	11	6

SQUADRON AGAINST SDB COMBAT TABLE

SD Boats	Total Bombardment Factor										SD Boats
	1	3	6	12	18	24	30	36	42	48	
1	80	90	d	d	d	d	d	d	d	d	1
2	70	80	90	d	d	d	d	d	d	d	2
5	60	70	80	90	d	d	d	d	d	d	5
10	50	60	70	80	90	d	d	d	d	d	10
12	40	50	60	70	80	90	d	d	d	d	12
15	30	40	50	60	70	80	90	d	d	d	15
20	20	30	40	50	60	70	80	90	d	d	20
50	10	20	30	40	50	60	70	80	90	d	50
1C	—	10	20	30	40	50	60	70	80	90	1C
120	—	—	10	20	30	40	50	60	70	80	120
150	—	—	—	10	20	30	40	50	60	70	150
2C	—	—	—	—	10	20	30	40	50	60	2C
5C	—	—	—	—	—	10	20	30	40	50	5C
1K	—	—	—	—	—	—	10	20	30	40	1K
12C	—	—	—	—	—	—	—	10	20	30	12C
15C	—	—	—	—	—	—	—	—	10	20	15C
2K	—	—	—	—	—	—	—	—	—	10	2K
5K	—	—	—	—	—	—	—	—	—	—	5K

SDB AGAINST SQUADRON COMBAT TABLE

Die Roll	SDBs Current Strength										Die Roll
	10	30	60	120	180	240	300	360	420	480	
-2	—	—	—	—	—	—	1	2	3	4	-2
-1	—	—	—	—	—	—	1	2	3	4	-1
0	—	—	—	—	1	2	3	4	5	6	0
1	—	—	—	1	2	3	4	5	6	7	1
2	—	—	1	2	3	4	5	6	7	8	2
3	—	1	2	3	4	5	6	7	8	9	3
4	1	2	3	4	5	6	7	8	9	10	4
5	2	3	4	5	6	7	8	9	10	11	5
6	3	4	5	6	7	8	9	10	11	12	6
7	4	5	6	7	8	9	10	11	12	13	7
8	5	6	7	8	9	10	11	12	13	14	8

TROOP COMBAT RESULTS TABLE

Dice Roll	Combat Odds												
	1:100	1:10	1:5	1:3	1:2	1:1½	1:1	1½:1	2:1	3:1	5:1	10:1	100:1
2	—	10	10	20	30	40	50	60	70	90	d	d	d
3	—	—	10	10	20	30	40	50	60	80	90	d	d
4	—	—	—	10	10	20	30	40	50	70	90	d	d
5	—	—	—	—	10	10	20	30	40	60	90	d	d
6	—	—	—	—	—	10	10	20	30	50	80	d	d
7	—	—	—	—	—	—	10	10	20	40	70	90	d
8	—	—	—	—	—	—	—	10	10	30	60	80	d
9	—	—	—	—	—	—	—	—	10	20	50	70	d
10	—	—	—	—	—	—	—	—	—	10	40	60	d
11	—	—	—	—	—	—	—	—	—	10	30	50	90
12	—	—	—	—	—	—	—	—	—	—	20	40	80

PERCENTAGE LOSS TABLE

Full Factor	Percentage Loss									
	90	80	70	60	50	40	30	20	10	
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
5	1	1	2	2	3	3	4	4	5	5
10	1	2	3	4	5	6	7	8	9	9
12	1	2	4	5	6	7	8	10	11	11
15	2	3	5	6	8	9	11	12	14	14
20	2	4	6	8	10	12	14	16	18	18
30	3	6	9	12	15	18	21	24	27	27
50	5	10	15	20	25	30	35	40	45	45
1C	10	20	30	40	50	60	70	80	90	90
120	12	24	36	48	60	72	84	96	108	108
150	15	30	45	60	75	90	105	120	135	135
2C	20	40	60	80	1C	120	140	160	180	180
3C	30	60	90	120	150	180	210	240	270	270
5C	50	1C	150	2C	250	3C	350	4C	450	450
1K	1C	2C	3C	4C	5C	6C	7C	8C	9C	9C
12C	120	240	360	480	6C	720	840	960	1080	1080
15C	150	3C	450	6C	750	9C	1050	12C	1350	1350
2K	2C	4C	6C	8C	1K	12C	14C	16C	18C	18C
3K	3C	6C	9C	12C	15C	18C	21C	24C	27C	27C
5K	5C	1K	15C	2K	25C	3K	35C	4K	45C	45C
20K	2K	4K	6K	8K	10K	12K	14K	16K	18K	18K
150K	15K	30K	45K	60K	75K	90K	105K	120K	135K	135K

SURFACE BOMBING TABLE

Die Roll	Total Bombardment Factor										Die Roll
	1	3	6	12	18	24	30	36	42	48	
-2	20	30	30	40	40	50	50	50	50	50	-2
-1	20	20	30	30	40	40	50	50	50	50	-1
0	10	20	20	30	30	40	40	50	50	50	0
1	10	10	20	20	30	30	40	40	50	50	1
2	—	10	10	20	20	30	30	40	40	50	2
3	—	—	10	10	20	20	30	30	40	40	3
4	—	—	—	10	10	20	20	30	30	40	4
5	—	—	—	—	10	10	20	20	30	30	5
6	—	—	—	—	—	10	10	20	20	30	6
7	—	—	—	—	—	—	10	10	20	20	7
8	—	—	—	—	—	—	—	10	10	20	8

Tech Level Modifiers

tech level	modifier
15 or more	+2
13 - 14	0
11 - 12	-1
9 - 10	-2
8 or less	-3

Atmosphere Modifiers

atmosphere	modifier
breathable	0
tainted/hostile	-1
vacuum	-2

IMPERIAL ORDER OF BATTLE CHART

FIFTH FRONTIER WAR

Imperial Forces

Imperial forces are deployed before all other units (except for Zhodani guerrillas). Except for specifically named units (see below), units are selected at random by type from the available counters. The Vargr admiral serving with the Imperium is selected at random from the Vargr admirals in the game.

Forces Available Initially:

- 16x (all) named colonial squadrons.
- 16x (all) named colonial troops.
- 9x (all) mercenary troops.
- 8x (all) huscarle troops.
- 8x (all) marine troops.
- 8x (all) scout squadrons.
- 2x battle squadrons.
- 6x cruiser squadrons.
- 1x assault carrier squadron.
- 1x 1C-factor troop.
- 4x 10-factor troops.
- 4x 5-factor troops.
- 4x fleets.
- 4x admirals (one must be the Duke of Regina).
- 1x Vargr admiral.

Required Placements: Mercenary division PSG (20-14), one 1C-factor troop, and one assault carrier squadron must be placed at Efate (hex 2108). Mercenary brigade SPL (10-12) must be placed at Ruie (hex 2213). The Duke of Regina must be placed at Regina (hex 2314). Named colonial units are placed in their correspondingly named locations. Troop units are placed on world boxes; squadrons are placed in system hexes.

Discretionary Placements: Marines may be placed on any world box having an Imperial naval base (including Quar, hex 1212). Scout squadrons may be placed in any system having an Imperial scout base (including Zircon, hex 1514). Battle squadrons and cruiser squadrons may be placed in any system containing an Imperial naval base. Huscarles and mercenaries may be placed on any world box in the Imperium, or at Ruie, Quar, or Zircon. Troops may be placed on any world box in the Imperium.

Fleets may be formed using any concentrations of squadrons, and admirals may be placed with any squadrons.

Reinforcements: Reinforcements become available through the course of the war and are divided into two categories: colonial forces and Imperial forces.

Colonial forces consist of all numbered colonial squadrons and troops. They are placed in the Imperial rimward forces box and are available to enter play on turn 6.

Colonial Forces:

- 14x (all) numbered colonial squadrons.
- 14x (all) numbered colonial troops.

Imperial forces begin becoming available on turn 10. Counters should be divided into six groups as indicated below. One die is rolled and the Imperial reinforcements table is consulted. This table indicates the number of battle squadrons, cruiser squadrons, and fleets which become available for placement in the Imperial reinforcements box.

Battle Squadrons

32x battle squadrons.

Cruiser Squadrons

26x cruiser squadrons.

Special

- 2x tanker squadrons.
- 7x assault carrier squadrons.
- 1x warrant.

Troops

- 8x 5C-factor troops.
- 5x 1C-factor troops.
- 8x 20-factor troops.

Fleets

10x fleets.

Admirals

10x admirals.

If a fleet becomes available, then one counter may be selected at random from the special group and one admiral is selected at random from the admirals group.

On turn 2, the Imperial player automatically receives three fleets (plus the associated three admirals and three draws from the special group).

Imperial Reinforcements

Die	Battle	Cruiser	Fleets
Roll	Squadrons	Squadrons	
1	0	5	1
2	1	4	0
3	2	3	0
4	3	2	0
5	4	1	0
6	1	0	1

Imperial Replacements (Rule 6)

type	Initial	Turns 6-9	Turns 10-20	Turns 30+
squadron RPs	0	3	2	3
troop RPs	3	3	1	3

ZHODANI ORDER OF BATTLE CHART

FIFTH FRONTIER WAR

Ine Givar Guerrillas

The Zhodani player places the ten guerrilla units before any other units are deployed. At least three must be placed on Efate (hex 2108), and at least one must be placed on Ruie (hex 2213). The remaining six may be placed on any Imperial controlled worlds that have defense battalion factors and are not interdicted; they may be placed singly or in groups.

Zhodani Forces

Zhodani forces (with the exception of their guerrilla troops) are placed following Imperial deployment. Unless a specific unit is indicated (for example, the Fulacin battalion), units are selected at random by type from the available counters. The Sword Worlds admiral serving with the Zhodani is selected at random from the Sword Worlds admirals.

Forces Available Initially:

- 7x (all) named colonial squadrons.
- 9x (all) numbered colonial squadrons.
- 8x (all) named colonial troops.
- 8x (all) numbered colonial troops.
- 23x regular battle squadrons.
- 14x regular cruiser squadrons.
- 2x regular tanker squadrons.
- 6x regular assault carrier squadrons.
- 6x regular scout squadrons.
- 7x 5C-factor troops.
- 10x 1C-factor troops.
- 16x 20-factor troops.
- 2x 10-factor troops.
- 2x 5-factor troops.
- 7x fleets.
- 7x admirals (one must be the Provincial Governor).
- 1x Sword Worlds admiral.
- 1x 1-factor troop (Fulacin battalion).

Named colonial units are placed in their correspondingly named locations. Troop units are placed on world boxes; squadrons are placed in system hexes. Numbered colonial units may be placed anywhere a named colonial unit may be placed. The Zhodani Fulacin battalion uses the secret base rule. The provincial governor must be placed at Cronor (hex 0708).

All other Zhodani forces are placed in any system within Zhodani territory. Troops may be placed on worlds or embarked on squadrons. Squadrons must be placed in systems. Fleets may be formed from accumulations of squadrons. Admirals may be placed with any squadrons.

Reinforcements: Reinforcements become available on turns 10 and 20; they are placed in the reinforcements box during the reinforcements step of the appropriate turn.

Zhodani Reinforcements

On Turn 10

- 13x battle squadrons.
- 7x cruiser squadrons.
- 1x assault carrier squadron.
- 1x 5C-factor troop.
- 1x 1C-factor troop.
- 1x 20-factor troop.
- 1x 10-factor troop.
- 1x 5-factor troop.
- 4x fleets.
- 4x admirals.

On Turn 20

- 10x battle squadrons.
- 7x cruiser squadrons.
- 1x assault carrier squadron.
- 1x 5C-factor troop.
- 1x 1C-factor troop.
- 1x 20-factor troop.
- 1x 10-factor troop.
- 3x fleets.
- 3x admirals.

Zhodani Replacements (Rule 6)

	<i>Initial</i>	<i>Turn 10</i>	<i>Turn 20</i>	<i>Turn 40+</i>
squadron	30	15	15	2
troop	10	5	5	1

Sword Worlds Forces

Sword Worlds forces are deployed at the same time as Zhodani forces. They must be placed in Sword Worlds systems.

Forces Available Initially:

- 2x battle squadrons.
- 1x cruiser squadron.
- 1x tanker squadron.
- 1x 10-factor troop.
- 2x fleets.
- 2x admirals.

Reinforcements: Reinforcements include all remaining Sword Worlds forces. They are placed in the Sword Worlds forces box and may be brought into play at any time during the game when organized into fleets.

- 4x battle squadrons.
- 2x assault carrier squadrons.
- 1x 50-factor troop.
- 4x cruiser squadrons.
- 5x 1C-factor troops.
- 1x 10-factor troop.

Replacements: There are no replacements for the Sword Worlds forces.

Vargr Forces

Vargr forces are deployed at the same time as the Zhodani forces. They must be placed in Vargr systems.














Forces Available Initially:

- 2x battle squadrons.
- 3x cruiser squadrons.
- 1x tanker squadron.
- 1x assault carrier squadron.
- 1x 5C-factor troop.
- 3x 1C-factor troops.
- 4x 20-factor troops.
- 2x fleets.
- 2x admirals.

Reinforcements and Replacements: There are no reinforcements or replacements for the Vargr forces.

IMPERIAL FLEET COMPOSITION CHART

FIFTH FRONTIER WAR

Imperial Fleets	 212th Fleet	 213th Fleet	 214th Fleet	 193rd Fleet
	 Corridor Fleet	 18th Fleet	 43rd Fleet	 23rd Fleet
	 125th Fleet	 151st Fleet	 187th Fleet	 1st Provis.
				 TF 17

COUNTER COLOR CODES

Imperial

colonial units	white on red
regular units	black on red
marines	red on white
huscarles	red on white
mercenaries	white on orange

Zhodani

colonial units	white on blue
regular units	black on blue
psionic troops	black on light blue
Ine Givar guerrillas	black on light blue

Vargr

all units	black on orange
-----------	-----------------















Sword Worlds

all units	black on green
-----------	----------------



ZHODANI FLEET COMPOSITION CHART

FIFTH FRONTIER WAR



Zhodani Fleets:

	 40th Fleet	 68th Fleet	 65th Fleet	 67th Fleet
 47th Fleet	 28th Fleet	 35th Fleet	 14th Colonial	 15th Colonial
 16th Colonial	 17th Colonial	 1st Assault	 2nd Assault	 3rd Assault

Sword World Fleets:

 Joyeuse Fleet	 Gram Fleet
------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------

Vargr Fleets:

 Uthith Fleet	 Gireel Fleet
-------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------

 212th Fleet	 213th Fleet	 214th Fleet	 193rd Fleet	 Corridor Fleet	 18th Fleet	 43rd Fleet
 23rd Fleet	 100th Fleet	 125th Fleet	 151st Fleet	 187th Fleet	 1st Provs.	 TF 17

 1C-10	 10-12	 1C-14	 50-14	 10-10	 5C-15	 1C-13
 10-12	 5C-12	 5C-15	 1C-11	 1C-13	 5-15	 10-10

						
5C-15	5C-15	5C-15	5C-15	5C-15	5C-15	5C-15
						
1C-15	1C-15	1C-15	1C-15	1C-14	1C-14	5C-14

 1001 5-15	 2001 5-15	 5122 5-15	 9327 5-15	 1,0518 1-15	 2,04518 1-15	 2,04518 1-15
 1011 5-15	 1041 5-15	 3277 5-15	 6127 5-15	 4,0518 1-15	 6,04518 1-15	 6,04518 1-15

C6 ♣	C8 ♣	C5 ♠	C5 ♠	C4 ♣	C4 ♣	C4 ♣
4-2-8	4-2-8	5-4-6	5-4-6	3-4-7	3-4-7	3-4-7
C6 ♣	C8 ♣	C5 ♠	C5 ♠	C4 ♣	C4 ♣	C4 ♣
4-2-8	4-2-8	3-2-4	1-1-3	3-4-7	3-4-7	3-4-7

Figure 1 displays a 2x8 grid of cards. The top row contains six cards with 'C4' and a person icon, each showing '4-4-6', and two cards with 'T3' and a person icon, each showing '0-0-4'. The bottom row contains six cards with 'C3' and a person icon, each showing '3-4-6', and two cards with 'T3' and a person icon, each showing '0-0-4'.

 Gireel Fleet	¹  2 +1	³  3 +3	 5C-13	 1C-12	 20-13	 1C-12
 Uthith Fleet	²  4 +1	^{A3}  0-0-6	 20-10	 20-13	 20-10	 1C-13

1 ★★ 4 -1	2 ★★ 1 +1	3 ★★ 4 0	4 ★★ 0 +2	5 ★★ 0 +3	6 ★★ 4 +1	7 ★ 3 0	
8 ★ 2 +2	9 ★ 4 +3	10 ★ 4 +1	11 ★ 0 0	12 ★ 4 +1	13 ★ 1 -1	14 ★ 4 -1	

 Alati	 Zuppi	 O.V.	 Eqpnt	 Fan	 Eltra	 Viti	 Esc.
1c-10	1c-11	10-10	1c-11	1c-11	1c-13	1c-10	20-8
 Porcello	 Porcello	 Regina	 Moggio	 Extr.	 Ym	 Juvatt	 Porcello
5c-10	5c-10	1c-10	2-10	1c-10	10-13	1c-12	20-10

 20-15	 20-15	 20-15	 20-15	 20-15	 20-14	 20-14	 20-14
 10-15	 10-15	 10-15	 10-15	 5-15	 5-14	 5-14	 5-15

Figure 1 displays a 2x8 grid of cards. Each card features a suit symbol (A4, S4, S2, or S3) and a number (0-6, 0-5-6, 0-3-4, 0-8-4, or 0-8-8). The cards are arranged in two rows of four cards each. The top row contains four A4 cards, one S4 card, and three S2 cards. The bottom row contains four A4 cards, one S3 card, and three S2 cards. The numbers on the cards are: 0-6, 0-6, 0-6, 0-6, 0-5-6, 0-3-4, 0-3-4, 0-3-4 in the top row; and 0-6, 0-6, 0-6, 0-6, 0-8-4, 0-3-4, 0-8-8, 0-3-4 in the bottom row.

Figure 1 shows a 2x8 grid of cards. Each card has a red background and a black dot in the top-left corner. The cards are arranged in two rows of eight. The top row cards are labeled 6-2-8, 6-2-8, 6-2-8, 6-2-8, 5-1-7, 5-1-7, 5-1-7, and 3-1-7. The bottom row cards are labeled 3-1-4, 3-1-4, 3-1-4, 3-1-4, 2-0-3, 2-0-3, 2-0-3, and 1-1-4. The cards are numbered 1 through 8 in the top-left corner.

B3 8-0-4	B3 8-0-4	B3 8-0-4	B3 4-4-4	B3 4-4-4	B3 4-4-4	B3 4-4-4	B2 5-1-3
B3 8-0-4	B3 8-0-4	B3 8-0-4	B3 4-4-4	B3 4-4-4	B3 2-2-2	B3 2-2-2	B2 5-1-3

B3  5-1-8	B3  5-1-8	C3  3-3-4	 Alarm 1-15	 Bell 1-16	 Gamma 1-14	 Gamma 1-13	 Gamma 20-14
C3  3-3-4	C3  3-3-4	T3  0-0-3	 Gamma 1-15	 Gamma 1-15	 Gamma 1-12	 Gamma 1-14	 Gamma 10-12

40th Fleet	68th Fleet	65th Fleet	67th Fleet	47th Fleet	28th Fleet	35th Fleet
14th Colonial	15th Colonial	16th Colonial	17th Colonial	1st Assault	2nd Assault	3rd Assault

1 ★★ 3 0	2 ★★ 3 +1	3 ★★ 2 0	4 ★★ 3 +1	5 ★★ 2 0	6 ★ 0 0	7 ★ 3 0
8 ★ 1 0	9 ★ 1 +3	10 ★ 0 +3	11 ★ 2 -1	12 ★ 2 +2	13 ★ 2 0	14 ★ 2 +2

A3 0-0-4	A3 0-0-4	A3 0-0-4	A3 0-0-4	S3 0-6-3	S2 0-8-4	S2 0-4-4
A3 0-0-4	A3 0-0-4	A3 0-0-4	A3 0-0-4	S3 0-7-7	S2 0-8-5	S2 0-6-4

5C-14	5C-14	5C-14	5C-14	5C-14	5C-14	5C-14
1C-14	1C-14	1C-14	1C-14	1C-14	5C-13	5C-14

1C-14	1C-14	1C-14	20-13	10-13	10-12	1-14
1C-14	1C-14	1C-14	20-14	10-11	10-10	10-14

B3 3-5-9	B3 3-5-9	B3 3-5-9	B3 3-5-9	B3 4-4-9	B3 4-4-9	B3 4-4-9
B3 2-4-8	B3 2-4-8	B3 2-4-8	B3 2-4-8	B3 3-3-7	B3 3-3-7	B3 3-3-7

C3 5-2-5	C3 5-2-5	C3 5-2-5	C3 5-2-5	C3 5-2-5	C3 3-1-5	C3 3-1-5
C4 2-5-7	C4 2-5-7	C4 2-5-7	C4 2-5-7	C4 2-5-7	C4 1-1-3	C4 1-1-3

Joyeuse Fleet	1 ★ 4 +1	3 ★ 2 +2	10-11	1C-10	1C-10	1C-11
Gram Fleet	2 ★ 4 +2	1C-11	10-10	1C-10	1C-10	50-11

1C-13	2-10	10-10	1C-12	10-10	10-10	20-8	20-13
2-10	2-11	2-13	10-12	20-13	20-13	20-13	20-14

B3 4-3-7	C3 2-2-7	C3 2-2-6	C2 0-2-6	B2 3-4-6	C2 0-2-6	C2 0-2-4	B3 4-3-7
B3 4-3-7	C3 2-2-7	C3 2-2-6	C2 0-2-6	B2 3-4-6	C2 0-2-6	C2 0-2-4	B3 4-3-7

20-14	20-14	20-14	Covert	Covert	Covert	Covert	Covert
20-14	1C-14	20-14	Covert	Covert	Covert	Covert	Covert

20-14	20-14	20-14	20-14	20-14	20-14	20-14	20-14
20-14	20-13	20-13	20-13	5-14	5-14	5-13	5-13

B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 3-4-8	B3 3-4-8
B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 6-4-8	B3 3-2-7	B3 3-2-7

B4 4-4-9	B4 4-4-9	B4 4-4-9	B4 4-4-9	B4 4-4-9	B4 4-4-9	B4 4-4-9	B4 4-4-9
B2 3-4-8	B2 3-4-8	B2 3-4-8	B2 3-4-8	B2 3-4-8	B2 3-4-8	B2 1-2-4	B2 1-2-4

T3 0-0-4	C3 3-3-6	C3 3-3-6	C3 3-3-6	C3 3-3-6	C5 3-0-5	C5 3-0-5	C5 3-0-5
T3 0-0-4	C3 3-3-6	C3 3-3-6	C3 3-3-6	C3 3-3-6	C5 2-0-5	C5 2-0-5	C5 2-0-5

A2 0-0-6	A2 0-0-6	B2 4-2-8	B2 4-2-8	B2 4-2-8	B2 4-2-8	B3 3-0-5	B3 3-0-5
T3 0-0-4	C2 1-2-5	C2 1-2-5	C2 1-2-5	C3 1-2-5	C3 1-2-5	C3 1-2-5	C3 1-2-5

B3 ● BR 144 2-1-3	C1 ○ Cian 0-1-2	C1 ○ RiverInd 0-1-3	B2 ● RiverInd 1-2-3	C1 ○ RiverInd 0-1-3	C2 ○ Cipango 1-1-3	C2 ○ Cronor 1-1-3	B3 ● Cronor 2-1-3
B3 ● BR 145 2-1-3	C1 ○ CR 151 0-1-2	C1 ○ CR 129 0-1-3	B2 ● BR 143 1-2-3	C1 ○ CR 128 0-1-3	C2 ○ CR 127 1-1-3	C2 ○ CR 183 1-1-3	B3 ● BR 104 2-1-3

G w Overt	G o Overt	G u Overt	G m Overt	G c Overt		
G r Overt	G - Overt	G z Overt	G y Overt	G h Overt		

B3 ● BR 20 1-2-4	B3 ● BR 21 1-2-4	B3 ● BR 1 3-2-4	B3 ● BR 2 3-2-4	B3 ● BR 3 3-2-4	B3 ● BR 4 3-2-4	B3 ● BR 5 3-2-4	B3 ● BR 6 3-2-4
B3 ● BR 22 1-1-3	B3 ● BR 23 1-1-3	B3 ● BR 10 3-2-4	B3 ● BR 11 3-2-4	B3 ● BR 12 3-2-4	B3 ● BR 13 3-2-4	B3 ● BR 14 3-2-4	B3 ● BR 15 3-2-4

B4 ● BR 16 2-2-4	B4 ● BR 9 2-2-4	B4 ● BR 8 2-2-4	B4 ● BR 17 2-2-4	B4 ● BR 18 2-2-4	B4 ● BR 19 2-2-4	B4 ● BR 33 2-2-4	B4 ● BR 34 2-2-4
B2 ● BR 45 0-1-2	B2 ● BR 46 0-1-2	B2 ● BR 47 2-2-4	B2 ● BR 35 2-2-4	B2 ● BR 36 2-2-4	B2 ● BR 37 2-2-4	B2 ● BR 38 2-2-4	B2 ● BR 44 2-2-4

C4 ○ CR 26 2-0-3	C4 ○ CR 27 2-0-3	C4 ○ CR 28 2-0-3	C2 ○ CR 10 1-1-3	C2 ○ CR 13 1-1-3	C2 ○ CR 14 1-1-3	C2 ○ CR 15 1-1-3	C2 ○ TR 4 0-0-2
C4 ○ CR 29 1-0-3	C4 ○ CR 30 1-0-3	C4 ○ CR 31 1-0-3	C2 ○ CR 16 1-1-3	C2 ○ CR 17 1-1-3	C2 ○ CR 18 1-1-3	C2 ○ CR 19 1-1-3	C2 ○ TR 8 0-0-2

B3 ● BR 15 1-0-3	B3 ● BR 16 1-0-3	B2 ○ BR 1 2-1-4	B2 ○ BR 2 2-1-4	B2 ○ BR 3 2-1-4	B2 ○ BR 4 2-1-4	A2 ○ AR 5 0-0-3	A2 ○ AR 9 0-0-3
C2 ○ CR 12 0-1-3	C2 ○ CR 13 0-1-3	C2 ○ CR 14 0-1-3	C2 ○ CR 7 0-1-3	C1 ○ CR 8 0-1-3	C1 ○ CR 10 0-1-3	C1 ○ CR 11 0-1-3	I3 ○ TR 6 0-0-2

7 Qianzhat 14	6 Tiapi- sofat 13	5 Polieta- flasche 12	4 Chetpr- nantflasche 11	3 Kilian- tsa'les 10	2 Zdalenstebr 9	1 Demiat 8
			Province Governor Shtaliqilas	Chienjistebr	Banshat	Vieniziat

SR 71	SR 72	S2 ○ SR 67 0-3-2	A3 ○ AR 33 0-0-2	A3 ○ AR 34 0-0-2	A3 ○ AR 35 0-0-2	A3 ○ AR 36 0-0-2
SR 73	SR 74	S2 ○ SR 68 0-3-3	A3 ○ AR 37 0-0-2	A3 ○ AR 38 0-0-2	A3 ○ AR 39 0-0-2	A3 ○ AR 40 0-0-2

B3 ● BR 39 2-2-4	B3 ● BR 32 2-2-4	B3 ● BR 7 2-2-4	B3 ● BR 24 1-2-4	B3 ● BR 25 1-2-4	B3 ● BR 26 1-2-4	B3 ● BR 27 1-2-4
B3 ● BR 40 2-2-4	B3 ● BR 41 2-2-4	B3 ● BR 42 2-2-4	B3 ● BR 28 1-2-4	B3 ● BR 29 1-2-4	B3 ● BR 30 1-2-4	B3 ● BR 31 1-2-4

C2 ○ CR 8 1-0-3	C2 ○ CR 9 1-0-3	C2 ○ CR 3 3-1-3	C2 ○ CR 4 3-1-3	C2 ○ CR 5 3-1-3	C2 ○ CR 6 3-1-3	C2 ○ CR 7 3-1-3
C3 ○ CR 24 0-0-2	C3 ○ CR 25 0-0-2	C3 ○ CR 20 1-3-4	C3 ○ CR 21 1-3-4	C3 ○ CR 23 1-3-4	C3 ○ CR 30 1-3-4	C3 ○ CR 31 1-3-4

				3 Tryggves- son	1 Riksdettar
					2 Eyofts- son

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

90	90	70	70	70	50	50	50
----	----	----	----	----	----	----	----

90	90	80	80	80	60	60	60
----	----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

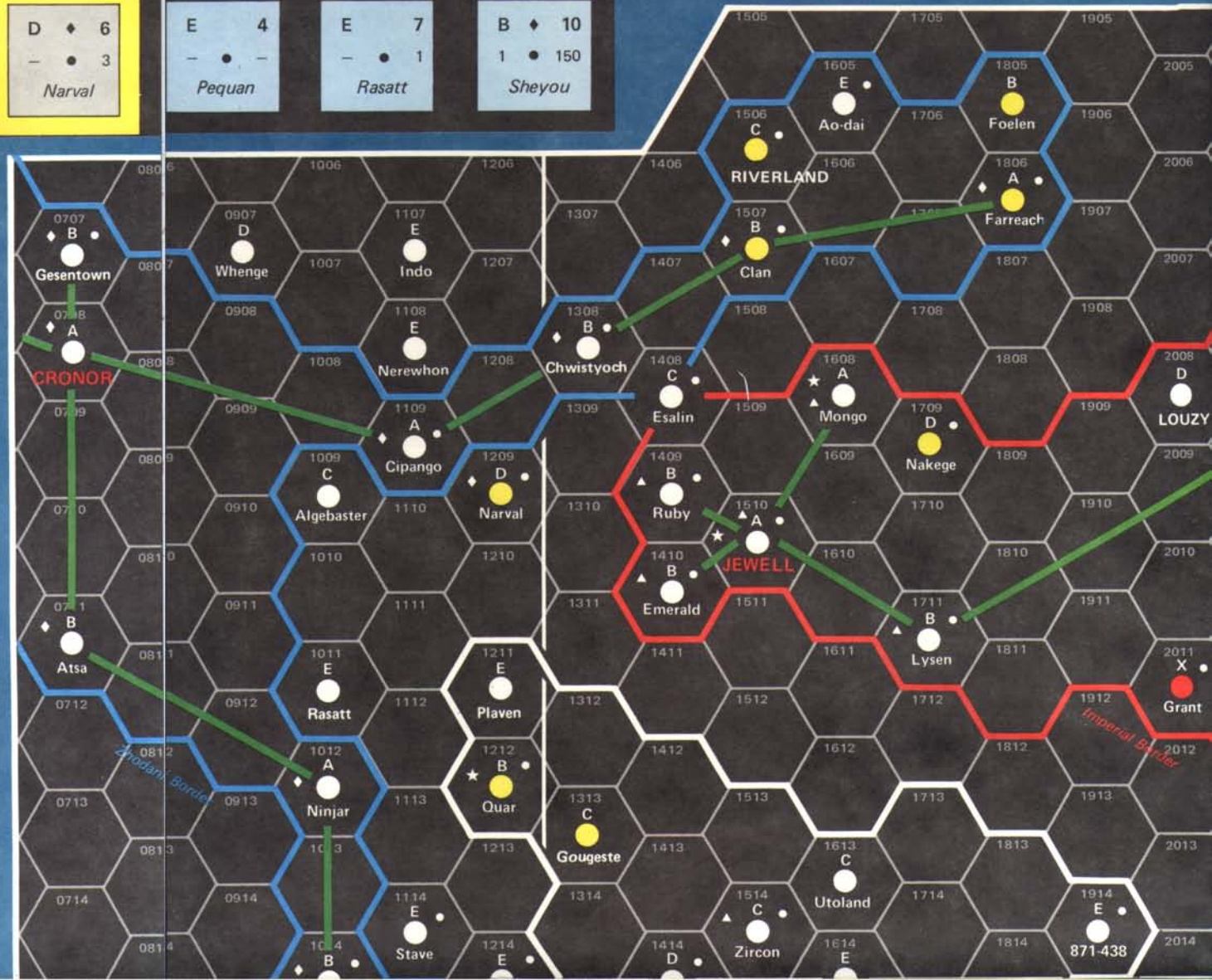
30	30	30	10	10	10	10
----	----	----	----	----	----	----

40	40	40	20	20	20	20
----	----	----	----	----	----	----

C 9 - ● 15 <i>Algebaster</i>	C 8 - ● - <i>Esalin</i>	A ▲★ 12 120 ● 12C <i>Jewell</i>	A ▲★ 10 - ● 15 <i>Mongo</i>	E 7 - ● - <i>Nerewhon</i>	E 3 - ● - <i>Plaven</i>	C 9 1K ● 150K <i>Riverland</i>	E 2 - ● - <i>Stave</i>	D 8 - ● 1 <i>Whenge</i>	C ▲ 9 - ● 1 <i>Zircon</i>
E 6 - 3 <i>Ao-Dai</i>	A ♦ 11 - - <i>Farreach</i>	D 8 5C ● 20K <i>Louzy</i>	D 2 - ● - <i>Nakege</i>	A ♦ 12 - ● 1 <i>Ninjar</i>	B ★ 11 1 ● 12 <i>Quar</i>	B ▲ 11 - - <i>Ruby</i>	C 7 - ● - <i>Utoland</i>	D 7 - 1 <i>Zenopit</i>	E 0 - - <i>871-438</i>
B ♦ 10 1 ● 15 <i>Atsa</i>	B 8 - ● 2 <i>Feolen</i>	B ▲ 10 - ● 1 <i>Lysen</i>	D ♦ 6 - ● 3 <i>Narval</i>	E 4 - ● - <i>Pequan</i>	E 7 - ● 1 <i>Rasatt</i>	B ♦ 10 1 ● 150 <i>Sheyou</i>			
B ♦ 10 1 ● 150 <i>Chwisty.</i>	E 9 - - <i>Fron</i>								
A ♦ 12 12 ● 12C <i>Cipango</i>	B ♦ 12 - ● 1 <i>Gesentwn.</i>								

B ♦ 10 1 ● 150 <i>Clan</i>	C 10 - ● - <i>Gougeste</i>
A ♦ 13 150 ● 1K <i>Cronor</i>	X 0 - ● - <i>Grant</i>
B ▲ 11 - ● 1 <i>Emerald</i>	E 5 - ● - <i>Indo</i>

ZHODANI REINFORCEMENTS



C ♦ 5 — ● — Balent	B 3 — — — Pandrin
B ♦ 9 — ● — Gireel	A ♦ 10 — ● — Uthilh

2601 B 2702 Gireel	2801 2802
2602 A 2703 Uthilh	2803
2603 C 2704 Balent	2804
2604 B 2705 Pandrin	2805

B 10 10 ● 15C Alell	D 4 — ● — Beck's W.
X 4 — ● — Algine	A ▲ 13 — — — Boughene

C ▲ 10 — ● — Dentus	B 5 — ● — Heya	A ★ 9 — ● — Paya	B 13 — ● — Uakye
C 4 — — — Dhian	B ▲★ 9 1 ● 15 Inthe	A ★ 13 — — — Pixie	C 10 — ● — Violante
A ★ 13 150 ● 1K Efate	C ▲ 9 — ● 1 Jenghe	X 1 — ● — Pscias	E 7 — ● — Whanga
C 6 — ● 3K Enope	E 3 — ● — Keng	A ▲★ 10 10 ● 15C Regina	E 9 10 150 Wochiers
B ▲ 11 12 ● 12C Feri	A 5 — ● — Kinorb	E 8 5C 20K Rethe	C 7 — 1 Yorbund
E 10 — ● 1 Focalline	E 2 — ● — Knorbes	C ▲ 6 — ● 3K Roup	C 13 1 1C Yori
E 4 — ● — Forboldn	C 7 50 ● 20K Menorb	C 7 50 ● 2K Ruie	B 7 — 20 Yres
C ▲ 7 — — — Hefry	C 11 — ● 1 Moughas	X 8 — 20 Shionthy	E 5 — — — Yurst

ADDITIONAL ZHODANI REINFORCEMENTS

C 8	B ★ 10	A ♦ 10	B ♦ 10
50 ● 20K	— ● —	120 ● 12C	— ● —
Arden	Denotam	Gram	Mjolnir

E 6	E 5	B ♦ 8	C 8
— ● 3C	— ● —	— ● 20	— ● 20
Arkadia	Digitis	Gungnir	Phlume

X 2	E 5	B ♦ 10	B 9
— ● —	— ● —	1 ● 150	— ● —
Asgard	Edinina	Joyeuse	Quare

E 4	E 5	B 12	B ♦ 9
— ● —	— ● —	— ● 1	1 ● 150
Asmodeus	Ficant	Lebeau	Querion

C 7	A ★ 10	E ★ 8	E 7
5 ● 2C	— ● —	— ● —	— ● 2
Calit	Frenzie	Mirriam	Rangent

D 5	B ▲ 10	B 8	C ♦ 8
— ● —	10 ● 150	— ● 2	— ● —
Caloran	Garda-Vilis	Mizan-Fel	Rapp's W.

B ♦ 10	C 8
— ● —	— ● —
Sansibar	Tionale

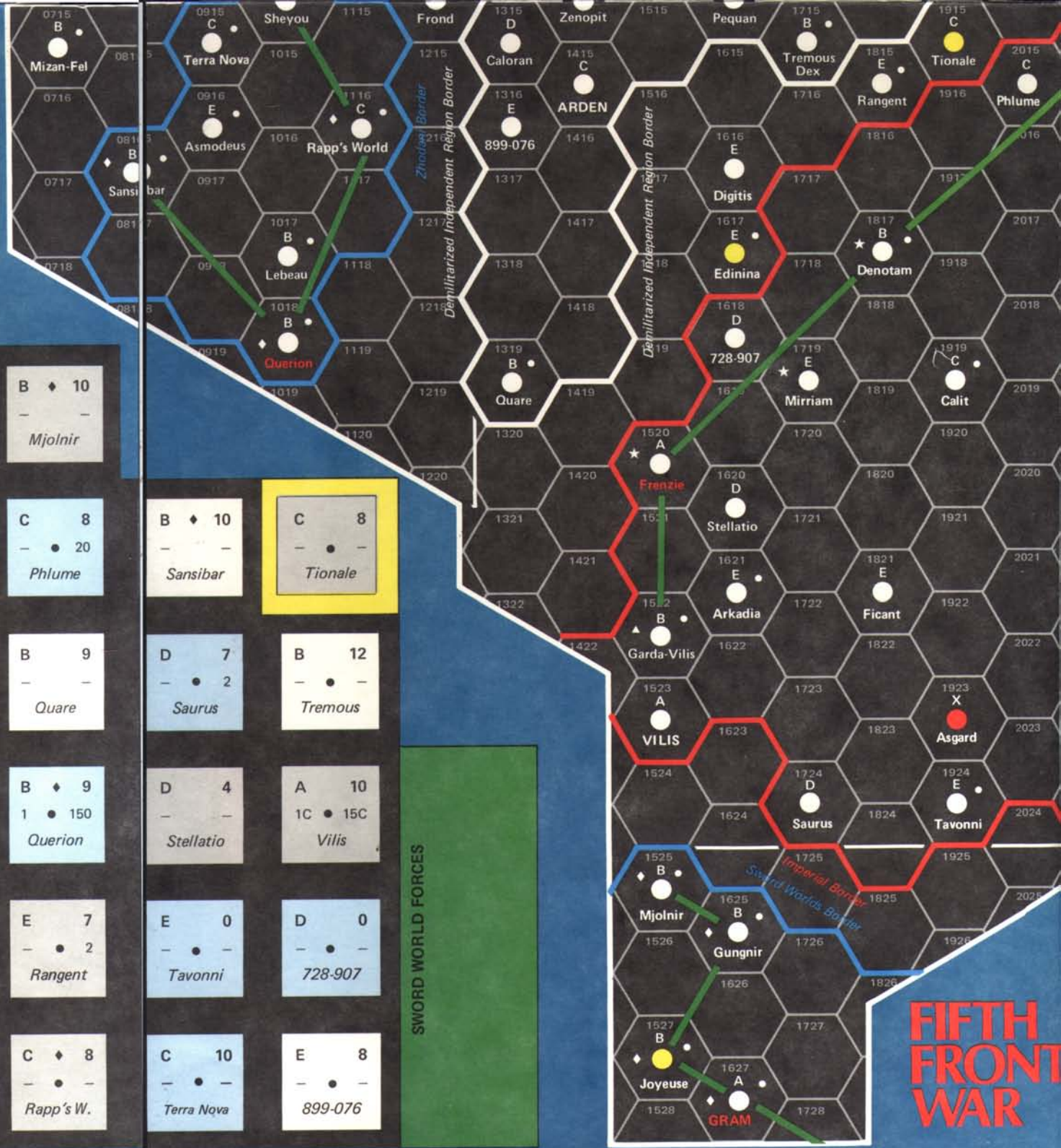
D 7	B 12
— ● 2	— ● —
Saurus	Tremous

D 4	A 10
— ● —	1C ● 15C
Stellatio	Vilis

E 0	D 0
— ● —	— ● —
Tavonni	728-907

C 10	E 8
— ● —	— ● —
Terra Nova	899-076

SWORD WORLD FORCES





IMPERIAL REINFORCEMENTS

D 5	D 8
— ● —	5 ● 2C
Pirema	Treece

A 10	C 9
1K ● 150K	— ● 1
Porozlo	Tureded

A 13	C ▲ 7	B 10	E 5
— ● —	— —	— ● 15	— ● —
Fulacin	Keanou	Quopist	Valhalla

B ★ 10	C 8	D 6	X 4
— ● —	— —	— ● 3	— ● —
Ghandi	KKirka	Rech	Victoria

C 5	C 9	C 10	E 2
— ● —	— ● —	— —	— ● —
Gileden	Kinorb	Rhise	Vreibefger

B ★ 7	C 3	A ▲ ★ 15	C 12
— ● 1	— ● —	2C ● 5C	— —
Ictina	La'Belle	Rhyllakor	Wypoc

B ▲ ★ 10	A ▲ ★ 11	A ★ 10	X 4
— ● 1	— ● —	— ● —	— ● —
Ivendo	Lanth	Risek	Ylaven

A ★ 8	B ★ 14	X 3	C 11
— 2	— —	— ● —	120 12C
Jae Tellona	Macene	Sontherth	Zivije

IMPERIAL REINFORCEMENTS

D 10	C 10
— —	— ● —
Dinom	Echiste
B ▲ 3	B ▲ 11
— ● —	12 ● 12C
Dinomn	Equus
B ★ 13	B 10
— ● —	10 ● 15C
D'Ganzio	Extolay

Starport type	Naval base	System ships
Tech level	Scout base	Battalions
A 10	C ★ ▲ 7	X 8
1C ● 8K	1K 34	2C 3
Primus	Secundus	Tertius
HOSPITABLE WORLD	INHOSPITABLE WORLD	VACUUM WORLD
World name	Red Zone code	Amber Zone code
Water fuel available		