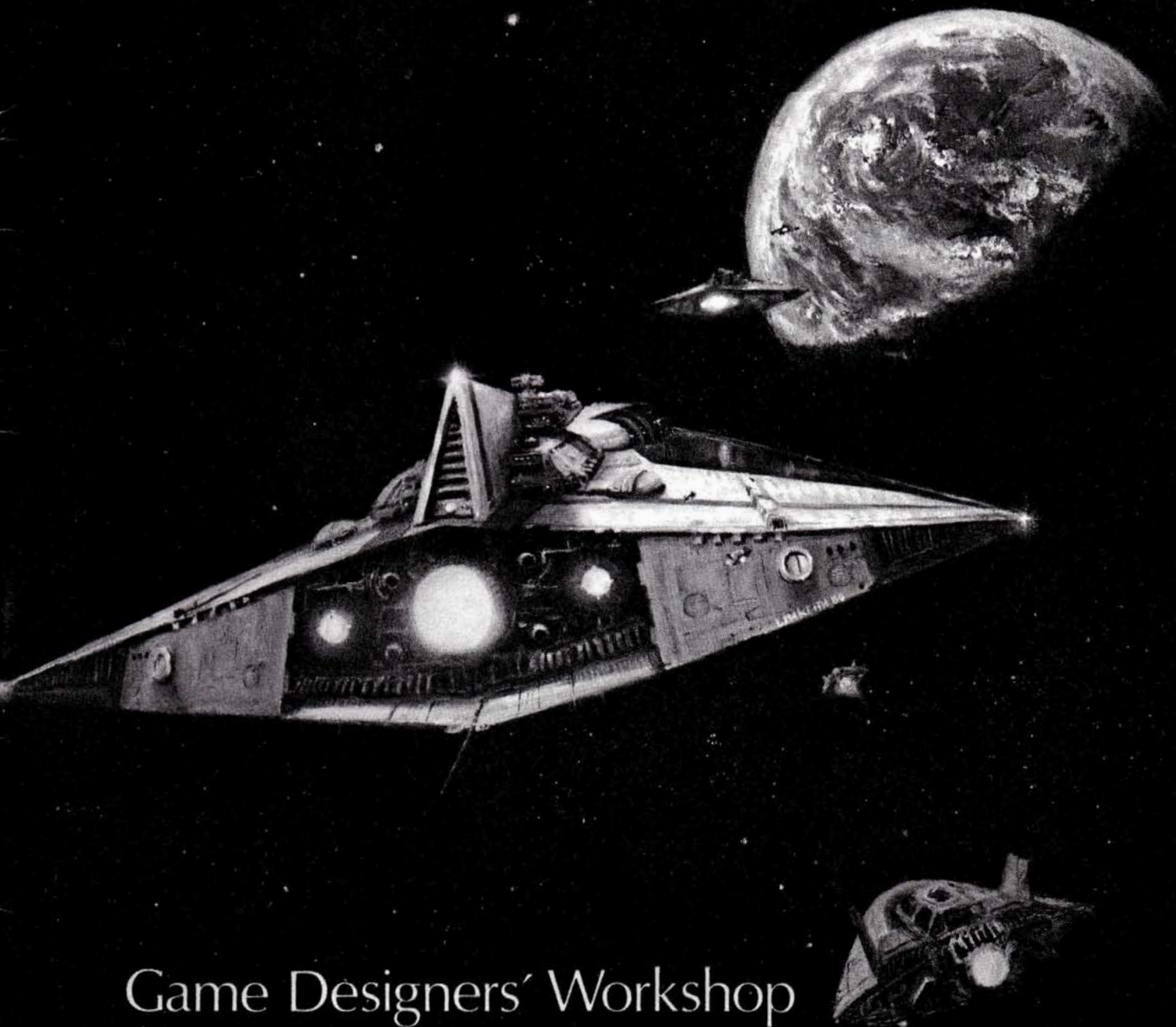


# INVASION: EARTH

*The Final Battle of the Solomani Rim War*



Game Designers' Workshop

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*Invasion: Earth*  
**TRAVELLER**, Game 5

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This game is a complete game for **Traveller**, GDW's science fiction  
role-playing game set in the far future. It is playable by itself or  
in conjunction with **Traveller**.

**Traveller** is GDW's trademark for its science fiction  
role-playing game materials.

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## INVASION: EARTH

*Invasion: Earth* is a two-player game of the assault on Terra by the forces of the Imperium; this battle was the last major campaign of the Solomani Rim War. (A section at the end of the rules gives a brief outline of this war.) One player represents the commander of the Imperial invasion force and controls all Imperial regular, colonial, and mercenary units in the game. The other player represents the commander of the Solomani forces assigned to the defense of Terra and controls all Solomani units in the game.

## TRAVELLER

*Invasion: Earth* is a complete game, playable in itself. It may also be used in several ways to supplement or to provide a background for *Traveller* campaigns and adventures, as indicated in a section following the rules on the play of the game.

### 1. GAME COMPONENTS

*Invasion: Earth* consists of a game map, a rules booklet, a set of charts, two sheets of counters, and two dice.

**The Map:** The mapsheet displays a projection of the surface of Terra in its center and various informational or play-aid boxes along its edges.

The physical layout and use of the map projection is explained in the map explanation box located along the top edge of the mapsheet. Other boxes along this edge show the map orientation, the distance across each hexagonal cell (hex) of the map, and the various terrain types of the hexes. Boxes along the bottom edge of the map are used in conjunction with naval units operating in space.

**The Rules:** This booklet contains the rules for the play of the game, a concise history of the Solomani Rim War, and a section on using this game in conjunction with a *Traveller* role-playing campaign.

**The Counters:** Two sheets of counters are provided. Counters are color coded to show their allegiance and certain broad distinctions. Several items of information are printed on the counters, and this is covered in detail on the unit identification chart.

One sheet of counters consists of markers used to show battle losses to troop units and other markers used for a variety of informational purposes.

The other sheet of counters contains the fighting units for both sides. Most of the counters on this sheet fall into two broad categories: naval units and surface units.

Naval units represent warships, capable of operating fully beyond the confines of an atmosphere. There are two types of naval units: squadrons and SDB (system defense boat) wings. A squadron represents a group of (usually) 2 to 8 large warships, together with their supporting craft. Such squadrons comprise the main fighting elements of interstellar fleets. A SDB wing represents a fighting formation of about 50 system defense boats. These small craft are designed for the defense of a stellar system; hence they are capable of operating in a wide range of interplanetary and planetary environments. Squadrons and SDB wings are rated similarly but are governed by somewhat different rules due to their inherent natures.

Surface units consist of troop units and PD (planetary defense) units. Troop units are the field formations which, through the use of manpower and firepower, are the ultimate defenders or attackers of a piece of terrain. Due to the high

technological levels of the opposing forces, the basic transport vehicle is the anti-gravity vehicle; hence troop units are quite mobile. PD units are collections of energy weapons and missiles capable of engaging naval units bombarding the surface of a world. Each has an intrinsic garrison assigned to it; hence, a PD unit is rated and treated similarly as a troop unit. Most PD units are large, static installations and are immobile, while a few small PD units are mounted on grav vehicles.

The remaining counters consist of troop display markers (used when stacking a number of troop units in a hex) and Imperial base markers (used to show the logistical depots of the Imperial troops).

**The Charts:** Separate charts are provided for ease of reference during play. The combat tables chart provides the tables used in resolving combat. Each player is provided with a troop display chart, for use in conjunction with the troop display markers. One turn record chart is provided for recording the passage of turns.

**The Dice:** Two six-sided dice are included in the game, for use in conjunction with the combat tables.

### 2. SEQUENCE OF PLAY

The game is played in turns. Each turn represents two weeks of time. At the end of each quarter of a year (i.e., after every six consecutive game turns), a special turn occurs; activities that do not happen every turn are handled during the special turn.

**Sequence Within a Turn:** Each turn is divided into four segments, with the allowed game activities occurring in phases within the segments.

**1. Initial Segment:** Both players may consolidate their troop units and may decide to bring emergency replacements into play. Units required to be withdrawn are removed at this time.

**2. Space Segment:** The movement and combat of naval units occurs.

**A. Imperial Naval Phase:** Imperial naval units may be moved. After movement, space battles between opposing naval units occupying the same space box are resolved. If a space battle is fought, then the Imperial player may elect to take another Imperial naval phase, thus allowing Imperial naval units to be moved again and new space battles to be fought. The Imperial player may continue to take a new naval phase after each Imperial naval phase in which a space battle was fought.

**B. Solomani Naval Phase:** Solomani naval units may be moved. After movement, space battles between opposing naval units occupying the same space box are resolved. If a space battle is fought, then the Solomani player may elect to take another Solomani naval phase, thus allowing Solomani naval units to be moved and new space battles to be fought. The Solomani player may continue to take a new naval phase after each Solomani naval phase in which a space battle was fought.

**3. Space-Surface Segment:** The various interactions between units in the close orbit space box and the surface of Terra occur.

**A. Mission Allocation Phase:** Naval units in the close orbit space box have their missions declared. The units engaging in planetary bombardment are placed on the map in their target hexes. The units on the SDB overwatch mission remain in the close orbit box.

**B. SDB Activity Phase:** SDB wings in hiding in the oceans may move one hex or may come out of hiding.

**C. Overwatch Combat Phase:** The naval units on the SDB overwatch mission may attack the SDB wings which come out of hiding.

**D. Bombardment and Defense Fire Phase:** Planetary bombardment fires by naval units and planetary defense fires by PD units are resolved.

**E. Landing Phase:** Troop units and bases may be unloaded from naval units in the close orbit box to land on the surface of Terra. Troop units and bases on the surface of Terra may be evacuated and loaded onto naval units in the close orbit box. PD units may fire at units and bases moving during this phase.

**F. Restoration Phase:** All SDB wings that came out of hiding in this segment go back into hiding. All naval units on the planetary bombardment mission are placed back in the close orbit box.

**4. Surface Segment:** Surface forces may move and engage in combat on the surface of Terra.

**A. Imperial Movement Phase:** Imperial surface units may be moved.

**B. Combat Phase:** Combat is resolved in the hexes occupied by opposing forces.

**C. Solomani Movement Phase:** Solomani surface units may be moved.

**D. Combat Phase:** Combat is resolved in the hexes occupied by opposing forces.

**The Quarterly Special Turn:** At the end of each quarter, the players determine if a side has achieved victory. If there is no victor, both players receive replacements, and play continues for another quarter.

**The Sequence:** The sequence of play strictly defines when the various game activities may be performed. No activity may be performed outside this sequence.

### 3. MOVEMENT

**Space Movement:** Naval units have the ability to operate in space, being able to move, transport surface units, and engage in combat.

*The Space Boxes:* Four space boxes are located along the bottom edge of the mapsheet. The close orbit, far orbit, and deep space boxes represent the confines of the Sol system. The close orbit box represents the region nearest to Terra; naval units in this box are allowed to interact with the surface of Terra. The far orbit box represents the region of space near Terra but further from the planet than the close orbit box. Luna, Terra's moon, is located within this box; Luna may be used as an advance base in preparation for the invasion of Terra. The deep space box represents the remainder of the Sol system. The nearby stellar systems, controlled by the Imperial player, are represented by the out-system box. This box is used by the Imperial player as a marshalling ground for the forces allocated to the invasion of Terra. Movement between the out-system box and the Sol system is limited to naval units capable of making interstellar jumps.

*Jumps:* Only Imperial squadrons are capable of making interstellar jumps. SDB wings are inherently incapable of making interstellar jumps. The Solomani squadrons in the game are incapable of making interstellar jumps (these squadrons are non-starships left at Terra for repair while their transports were pressed into service elsewhere, and they were

abandoned to their fate when the operating remnants of the Solomani Grand Fleet withdrew from the region).

Only a naval unit capable of making an interstellar jump may move between the Sol system space boxes and the out-system box. Such a naval unit may make only one jump in a turn. Since an interstellar jump may not be made in the vicinity of a planetary body, a naval unit may not jump from or to the close orbit or far orbit boxes of the Sol system. A qualified naval unit may jump whenever it is able to move during its naval phase, provided that: 1) it is not in the close orbit box or the far orbit box at the instant it jumps; and 2) it has not already jumped earlier in the turn.

*In-System Movement:* All naval units have the ability to maneuver in the Sol system. A naval unit may remain in the space box it occupies in the Sol system or may move to either of the two other space boxes in the Sol system. A unit moving between the close orbit and deep space boxes must first enter the far orbit box as part of its move. A naval unit must cease its in-system movement immediately upon entering a space box containing enemy naval units. A jump-capable naval unit may jump out of the deep space box, regardless of the presence of enemy naval units, immediately upon entering the box. A naval unit jumping into the deep space box may not move in-system if the box contains enemy naval units. *Note:* Enemy naval units hiding in the deep space box are ignored for all purposes of in-system movement.

*Hiding:* Naval units in the deep space box may use the vast expanse of the outer Sol system to elude contact with (and thus hide from) enemy naval units. A naval unit has its hiding status determined at the start of each of its naval phases. To go into hiding in deep space, the naval unit must occupy the deep space box; it is then inverted (placed face down) in the box. To come out of hiding in the deep space box, the unit is placed face up in the box at the start of its naval phase. A naval unit hiding in deep space is ignored for all in-system movement purposes: it may not move and does not hinder the movement of enemy naval units.

System defense boats are designed to take maximum advantage of planetary environments; they are able to operate in deep water oceans, thus hiding from the enemy. A SDB wing may go into hiding in the oceans of Terra during its naval phase. The SDB wing must be in the close orbit box; it is removed from the box and placed face down in a deep sea hex anywhere on the surface of Terra. A deep sea hex is any sea hex that contains no other type of terrain (including sea ice sheet terrain). Only one SDB wing may hide in a single deep sea hex. A SDB wing hiding in an ocean is ignored for all in-system movement purposes. A SDB wing may come out from hiding in the oceans of Terra at the start of its naval phase; it is placed face up in the close orbit box. If enemy naval units are present in the box, then the SDB wing may not move in-system any further that phase.

The effects of and procedures for hiding during combat are detailed in the combat rule.

*Transport:* Surface units are not capable of crossing space by themselves and must be transported by naval units. Naval units have limited transport capabilities, as given on the transport capability table of the unit identification chart. The table specifies the maximum number of combat factors a given naval unit may transport at one time. For example, a battle squadron may carry no more than one 20-factor surface unit.

A surface unit must be carried by a single naval unit; several

naval units may not combine to carry a single surface unit. A naval unit may carry several surface units, as long as its transport capability is not exceeded. If a naval unit is eliminated for any reason, any surface unit it is transporting is also eliminated.

Loading and unloading of surface units occur during the landing phase of the space-surface segment. When a surface unit is loaded onto a naval unit, place the surface unit under the naval unit. When a surface unit is unloaded, place it at its destination. The loading/unloading procedure depends upon the location of the units involved:

1. For the out-system box, loading/unloading may occur only with units occupying the box.

2. For the deep space box, no loading or unloading may occur.

3. For the far orbit box, naval units may only load from or unload onto the surface of Luna.

4. For the close orbit box, naval units may only load from or unload onto the surface of Terra. When unloading, the surface unit is removed from under the naval unit in the close orbit box and is placed in any hex on Terra except for an all-sea hex. When loading, the surface unit is removed from the hex it occupies and is placed under the naval unit in the close orbit box.

**Surface Movement:** Troop units and mobile PD units are able to move across the surface of Terra; static PD units and Imperial bases can not. All mobile surface units in the game use grav vehicles for their surface transport, thus freeing them from most considerations of terrain when moving. A mobile surface unit has a movement allowance of 10 movement points per friendly movement phase; it may never move so as to spend more than ten movement points in its movement phase. The cost to enter a hex is 1 movement point, regardless of the terrain of the hex. However, a unit may not end its movement in an all-sea hex.

A mobile surface unit may not move during its movement phase on the turn it is unloaded from a naval unit.

**Stacking:** Only a limited number of friendly surface units may be placed in a single hex. A player may have no more than 1000 combat factors of surface units in a single hex. A player may ignore the stacking limit while landing or moving surface units as long as the stacking limit is not violated at the end of the landing phase (of the space-surface segment) and the movement phase (of the surface segment).

Each player is provided with several troop display markers to aid in stacking in congested hexes. Troop units of a player in a hex may be placed in a box on the troop display chart, with the correctly-identified troop display marker being put in the troop units' place on the map. This marker's only function is to denote the location of the troop units; the troop units in the display box are treated as being in the hex of the marker for all game purposes.

**Zones of Control and Enemy Units:** Corps-sized, army-sized, and all planetary defense surface units have zones of control. A unit's zone of control exists in the hex it occupies and extends into the six hexes surrounding the hex the unit occupies, regardless of terrain or the presence of enemy units. Any unit entering a hex in the zone of control of one or more enemy units must spend a movement point, in addition to the movement point spent to enter the hex. Thus, the total cost to enter a hex in an enemy zone of control is 2 movement points.

A unit may enter a hex occupied by enemy units. (In fact, it must do so if it is to engage those units in combat.) A unit

entering a hex occupied by enemy units must spend one movement point in addition to the movement points spent to enter the hex and to enter an enemy zone of control. Thus, the total cost to enter an enemy occupied hex in an enemy zone of control is 3 movement points.

A unit must cease movement for the remainder of its movement phase upon entering an enemy occupied hex. A unit starting its movement phase in an enemy occupied hex may move, but it may not move directly from one enemy occupied hex to another.

#### 4. COMBAT

Combat may occur at various times during a turn, as naval and surface forces interact among themselves and each other. Due to the close inter-relationship of the events of the space-surface segment, all activities allowed during this segment are detailed in this rule.

**Combat Tables:** The game contains a number of combat tables, which allow the resolution of combat between and among the naval and surface units.

*Space Combat Table: Attack:* This table is used to resolve combat between opposing naval squadrons.

*Space Combat Table: Bombardment:* This table is used to resolve all attacks by squadrons upon SDB wings and all attacks by SDB wings and PD units upon squadrons.

*Surface Bombardment Table:* This table is used to resolve attacks by naval units and PD units upon surface units.

*Troop Combat Table:* This table is used to resolve combat between opposing surface units.

**Losses and the Percentage Loss Table:** Surface units receive percentage losses in combat. These losses are always based on the full (printed) strength of the unit. Thus, multiple percentage losses 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 now it has suffered 100% losses.

When the percentage loss to a unit reaches or exceeds 100%, the unit is totally eliminated and is removed from play.

Losses are shown through the use of casualty markers. Stack an appropriate casualty marker under a surface 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 the 20 marker would be exchanged for a 30 marker.

Surface units which have taken losses use their current strengths in surface combat, not their printed 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 20 factor division that has suffered 60% losses would have a current strength of 8.

The current strength of a surface unit is used for transport purposes. For example, a 100 factor corps that has suffered 80% losses would have a current strength of 20 and thus could be transported by a battle squadron.

The current strength of a surface unit is used for stacking purposes. Thus, the printed strength of a stack of friendly units in a hex may exceed 1000 factors as long as the total current strengths of the units do not exceed 1000 factors.

Naval units do not take percentage losses. A naval unit is

totally eliminated upon receiving battle damage.

**Space Battles:** Combat between opposing naval units occupying the same space box is mandatory (unless one side's naval units are in hiding, as explained below). Space combat is resolved in the following sequence: deep space, far orbit, and close orbit. Within each box, the space battle is fought in a series of combat rounds, continuing until one side disengages or is destroyed.

Each combat round consists of a simultaneous exchange of fire between the opposing naval units. At the start of each round, the players must divide their naval units into two groups each if the Solomani player has both squadrons and SDB wings present in the box. For the Solomani player, all squadrons must be placed in one group and all SDB wings in the other. The Imperial squadrons are divided into two groups as the Imperial player wishes (including up to all squadrons in one group and none in the other), and each group is then allocated to attack one of the Solomani groups. If the Solomani player has only squadrons or SDB wings in a box, then each side's naval units remain in a single group.

For an attack by a group of squadrons upon a group of squadrons, their attack factors are totalled. The total attack factor of a group determines which column of the space combat table: attack is used. A player uses the column that most closely approximates without exceeding his total attack factor. For example, a total of 29 attack factors would attack using the 24 column. One die is rolled, and the number rolled is cross-indexed with the correct column on the table to determine the combat result.

For each attack by a group of squadrons upon a group of SDB wings or by a group of SDB wings upon a group of squadrons, their bombardment factors are totalled. The total bombardment factor of a group determines which column of the space combat table: bombardment is used to resolve the attack. A player uses the column that most closely approximates without exceeding his total bombardment factor. One die is rolled, and the number rolled is cross-indexed with the correct column on the table to determine the combat result.

After all groups of naval units have made their attacks for the combat round, the combat results are implemented. Combat results are implemented as follows:

1) Battle damage caused by an Imperial attack using the space combat table: attack is applied to Solomani squadrons in the space box.

2) Battle damage caused by an Imperial attack using the space combat table: bombardment is applied to Solomani SDB wings in the space box.

3) Battle damage caused by Solomani attacks, regardless of the space combat table used, is applied to Imperial squadrons in the space box, regardless of their organization into groups. However, the results of each attack are implemented separately.

A combat result will be either a number, showing the amount of battle damage inflicted upon the enemy naval units, or a dash, indicating that the attack had no effect. The battle damage taken by the naval units is the (minimum) number of defense factors that must be eliminated by eliminating some or all of the affected naval units. The owning player chooses which naval units are eliminated.

**Disengaging:** At the end of each round of a space battle, the Solomani player may disengage from the battle. If the Solomani player does not disengage, the Imperial player may

choose to do so. The procedures for disengaging depend upon where the space battle occurs:

1) In the deep space box, naval units of either side may disengage by going into hiding in deep space. Furthermore, an Imperial squadron may disengage by jumping to the out-system box if it has not already made a jump that turn.

2) In the far orbit box, naval units of either side may disengage by going into hiding in deep space; such naval units are removed from the far orbit box and placed in hiding in the deep space box. Furthermore, SDB wings may go into hiding in the oceans of Terra if there are no Imperial squadrons in the close orbit box.

3) In the close orbit box, naval units of either side may disengage by going into hiding in deep space. The disengaging naval units are first placed in the far orbit box, where they may be fired upon by any enemy naval units in the box. This fire is conducted in the same manner as a round of space combat, except that the disengaging naval units may not fire. After the round, all surviving disengaging naval units are placed in hiding in the deep space box. In addition to deep space, SDB wings may disengage by going into hiding in the oceans of Terra.

When a side disengages from a space battle, all naval units of the side in the space box where the battle is being fought must disengage.

**Hiding:** SDB wings in hiding in the oceans of Terra are not present in any space box and thus are ignored when resolving space battles. All naval units in hiding in the deep space box are able to use the vast expanse of the outer Sol system to deny contact with enemy naval units and thus are ignored for all purposes (such as battle damage, attacking, and disengaging) when resolving space battles.

**Space-Surface Interactions:** During the space-surface segment, a wide variety of interactions are possible between naval units and surface units. The activities of the phases of this segment are detailed in the rules which follow.

**PD Units:** PD units are special surface units equipped with energy weapons and missiles capable of firing upon naval units. Thus, each PD unit has a bombardment factor, which is used much in the same manner of the bombardment factor of a naval unit. PD units also have intrinsic troop garrisons, which may engage in combat in the same manner as troop units (see the surface combat rules). While the PD unit's troop strength is subject to percentage losses, the PD unit's bombardment factor always remains at full strength until the PD unit is entirely eliminated.

**Mission Allocation:** During the mission allocation phase, naval units in the close orbit box may be assigned to planetary bombardment missions or to SDB overwatch missions. (A naval unit may simply remain in the box, unassigned to any mission.)

A naval unit with a bombardment factor of 0 may not be assigned to any planetary bombardment or SDB overwatch mission.

Each naval unit assigned to the planetary bombardment mission is placed on the map in the hex containing the surface unit it is to bombard.

Naval units on the SDB overwatch mission remain in the close orbit box; their purpose is to attack any enemy SDB wing that comes out from hiding in the oceans.

**SDB Activity:** During the SDB activity phase, any SDB wing in hiding in an ocean may come out of hiding; the SDB

wing is placed face up in the deep sea hex it occupies. The Solomani player may then move each SDB wing which remains in hiding one hex. The hex to which the SDB wing moves must be a deep sea hex and may not be already occupied by another SDB wing in hiding.

*Overwatch Combat:* During the overwatch combat phase, naval units on the SDB overwatch mission may attack each SDB wing that came out of hiding during the SDB activity phase. Each SDB wing that comes out of hiding is attacked separately; the order in which these attacks are resolved is chosen by the Imperial player. Basically, all overwatch naval units attack each SDB wing that came out of hiding; this is resolved as a series of attacks between the overwatch naval units and each individual SDB wing.

Each attack is resolved as a single combat round as described in the space battle rules, with both the overwatch naval units and the SDB wing firing. In each attack, the overwatch naval units attack the SDB wing, the SDB wing attacks the overwatch naval units, and then the combat results are implemented.

A naval unit on the SDB overwatch mission is not required to attack any SDB wing that comes out of hiding. Naval units on the SDB overwatch mission that do not attack SDB wings that come out of hiding may attack SDB wings that are hiding in the oceans of Terra. As before, only one SDB wing may be attacked at a time. However, each attacking naval unit may make only one attack (alone or in conjunction with other naval units, as the owning player wishes). For example, if there were two Imperial naval units attacking SDB wings in hiding, then both could combine to attack a single SDB wing or each could attack a different SDB wing by itself.

An attack made upon an SDB wing in hiding is resolved as a single combat round, as described in the space battle rules, with the following two exceptions. 1) The attack upon the SDB wing in hiding is shifted three columns to the left. For example, if the 18 column of the space combat table: bombardment would normally be used, then the 3 column of the table would be used. Any attack shifted below the 0 column is resolved using the 0 column. 2) The SDB wing in hiding may not attack.

*Bombardment and Defense Fire:* During the bombardment and defense fire phase, naval units on the planetary bombardment mission may bombard enemy surface units, PD units and SDB wings that came out of hiding may attack enemy naval units on the map and in the close orbit box, and PD units and SDB wings that came out of hiding may bombard enemy surface units on the map. All activity in this phase is considered simultaneous; the combat results achieved during this phase are implemented at the end of the phase.

Each unit capable of firing during this phase may fire once. Thus, a PD unit could not attack enemy naval units in the close orbit box and then attack an enemy surface unit on the map. (It could do one or the other, but not both.)

A naval unit has its bombardment strength halved (retaining fractions) when it is on the planetary bombardment mission if it did not start the turn in the close orbit or if it moved to any other space box at any time during its naval phases in the turn. For example, if a naval unit started the turn in the close orbit box, moved to the deep space box in one of its naval phases, and returned to the close orbit box in one of its subsequent naval phases, then the naval unit would have its bombardment factor halved for planetary bombardment pur-

poses.

Naval units on the planetary bombardment mission may bombard enemy surface units only in the hex the naval units occupy. A PD unit or SDB wing that came out of hiding may only bombard enemy surface units on the map or attack enemy naval units on the map only if those units are within three hexes of the PD or SDB unit. A PD or SDB unit that came out of hiding may attack enemy naval units in the close orbit box, but it does so at half strength. When halving factors, retain all fractions (thus, half of 7 is 3½).

The surface bombardment table is used to resolve attacks upon surface units. Each surface unit must be bombarded separately; two or more surface units may not be bombarded together. Total the bombardment factors of all units bombarding a given surface unit to determine the column used on the table. The column which most closely approximates without exceeding the total bombardment factor is used. One die is rolled, and the roll is modified due to the tech level of the bombarded unit, as given on the tech level modifiers table. The modified roll is cross-indexed with the correct column on the table to determine the combat result. The combat result is the percentage loss to the surface unit (with a dash on the table meaning no effect), and it is implemented at the end of the phase.

The space combat table: bombardment is used to resolve attacks by PD units and SDB wings upon enemy naval units. Naval units are not attacked individually. Instead, all naval units in the close orbit box defend as a single group, and all naval units in a hex on the map defend as a single group.

When naval units on the map are attacked, the attack is resolved in the same manner as an attack during a single combat round of a space battle, by totalling the bombardment factors of all PD units and SDB wings firing upon a group of naval units. The attacked naval units themselves are not allowed to fire in this combat round; thus the round consists of only one attack. Battle damage to the naval units is assessed at the end of the phase.

When naval units in the close orbit box are attacked, the attack is resolved as described above, except that the bombardment factors of the firing PD units and SDB wings are halved.

*Landing:* Surface units are loaded onto and unloaded from naval units, as described in the transport rules, during the landing phase. Surface units loading/unloading between the surface of Terra and the close orbit box are subject to bombardment attacks by enemy PD units and enemy SDB wings that have come out of hiding. Such a PD unit or SDB wing may fire upon all enemy surface units landing in or leaving a hex within three hexes of the firing unit's hex. Each attacked unit is fired upon in a separate attack. For example, if three Imperial marine regiments landed on a hex adjacent to a Solomani PD unit, then the PD unit may fire three times, making a separate attack against each of the three units.

Total the bombardment factors of all units firing upon a landing unit. The attack is resolved on the surface bombardment table, using the column that most closely approximates without exceeding the total bombardment strength of the firing units. One die is rolled, and the roll is modified by both tech level and unit type of the attacked unit, as given on the tech level modifiers table and the assault from space modifiers table. The modified roll is cross-indexed with the correct column on the table to determine the combat result. The combat result is the percentage loss to the surface unit (with a

dash on the table meaning no effect), and it is implemented immediately.

**Restoration:** During the restoration phase, all SDB wings that came out of hiding go back into hiding; they are placed face down in the hexes they occupy. All naval units on the planetary bombardment mission are removed from the map and placed in the close orbit box.

**Surface Combat:** During each combat phase of the surface segment, opposing surface units occupying the same hex engage in combat. Surface combat is not allowed between opposing units which do not occupy the same hex. Basically, surface combat in a hex is resolved as a simultaneous exchange of fire between the surface units occupying the hex; the troop combat table is used to resolve this combat.

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 using 15 factors to attack an enemy unit and 5 factors to attack another enemy unit, but it could not attack both enemy units in a single attack. There is no requirement that all enemy units in a hex 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.

Each separate attack is resolved by the use of combat odds. To determine the combat odds of an attack, compare the total factors firing upon 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 table; round down in favor of the defender. However, treat odds less than 1:100 as 1:100. *Examples:* 13 factors firing on a unit with a current strength of 5 is 13:5, which rounds down to 2:1. 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 units involved in the attack influences the combat odds. 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, the odds are shifted the indicated number of columns to the right. If the tech level difference is negative, the odds are shifted the indicated number to the left. Any attack shifted above 100:1 or below 1:100 is treated as 100:1 or 1:100, respectively.

To resolve an attack, roll two dice. Cross-index the roll with the appropriate combat odds to obtain a combat result. Combat results are given in terms of percentage losses to the attacked unit. 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 combat phase.

*Example:* The Imperial player has a 1C-14 troop unit and a 1C-12 troop unit in a hex occupied by two Solomani 1C-14 units. One of the Solomani units has suffered 80% losses and thus has a current strength of 20, while the other three units have suffered no losses. Thus, the Imperial player has 100 factors at tech level (TL) 14 and 100 factors at TL 12; the Solomani player has 120 factors at TL 14. The Imperial player uses all 100 TL 14 factors against the full strength Solomani

unit for a 1:1 (100:100) attack. Since the tech levels are equal, there is no column shift. A 6 is rolled, and the Solomani unit takes 10% losses. The Imperial player uses the 100 TL 12 factors to attack the 20 strength Solomani unit. The odds of 5:1 (100:20) are shifted two columns to the left to 2:1 because the Imperial factors are two tech levels below the tech level of the Solomani unit. A 7 is rolled for 20% losses to the Solomani unit. The Solomani player allocates 100 factors to attack the Imperial 1C-12 unit. The odds of 1:1 (100:100) become 2:1 due to tech level differences. A 5 is rolled, resulting in 40% losses to the Imperial unit. The Solomani player uses the remaining 20 factors to attack the Imperial 1C-14 unit at 1:5 (20:100). There is no column shift because the tech levels are equal. A 9 is rolled, for a no effect.

**Armor:** Any unit with the armor type symbol, whether alone or in conjunction with other unit type 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.

**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 units. Any mercenary unit suffering over 50% losses has its current strength halved (retain fractions) when firing during surface combat.

## 5. SPECIAL RULES

**Weather and Climate:** The turn record chart describes when and where winter occurs on the map and where the areas of harsh climate are located. The effect of winter weather and climate is as follows: whenever surface combat occurs in a hex that is in winter or has winter climate, each attack on the troop combat table for that combat is modified by -1.

**Guerrillas:** The Solomani player has a number of guerrilla units, which are surface units able to wage an unconventional war against the invading Imperial forces. When stacked with friendly non-guerrilla surface units, the guerrilla unit may operate in the same manner as a non-guerrilla surface unit or it may use its special abilities. When not stacked with friendly non-guerrilla surface units, the following rules govern the operations of guerrilla units.

**Movement:** If a guerrilla unit begins its movement phase in a hex containing no enemy surface units, then it may move exactly as any mobile surface unit.

If a guerrilla unit begins its movement phase in a hex occupied by an enemy surface unit, then the guerrilla unit may move only one hex that phase. All other movement rules apply.

**Bombardment:** Planetary bombardment attacks may not be made against guerrilla units.

**Combat:** Guerrilla units are able to take advantage of certain types of terrain to disperse and hide from enemy attacks. A guerrilla unit is allowed a special advantage for the purposes of combat when it occupies a hex of any of the following types of terrain: urban, desert, and any type of wilderness. A guerrilla unit has no special advantage for combat if it occupies any other type of hex.



At the start of each surface combat phase, the Solomani player states for each guerrilla unit whether it is hiding or not. If it is not hiding, then it is treated as a regular surface unit for all purposes of surface combat. If it is hiding, then it may not fire during surface combat resolution and any attack made on it is resolved with a dice roll modification of +3. (Treat dice rolls modified above 12 as 12.)

**Bases:** The Imperial player has a number of bases available, which are used as logistical and administrative headquarters for Imperial surface units. A base may be transported by a naval unit, requiring 100 factors of transport capability. A base may be landed on any hex except all sea, sea ice sheet, or ice/tundra hexes. A base may only be landed in a hex where Imperial surface units either are landing or are already present. A base can not move once it is landed (except to load onto a naval unit). A base has no combat factor and is automatically destroyed when there are enemy surface units but no friendly surface units in the base's hex. A base may be bombarded during the space-surface segment (it is treated as a tech level 14 unit) and is destroyed upon taking 100% losses.

**Supply:** Surface units must be supplied in order to operate at full strength. To be supplied, a line of hexes must be traced from the unit to its supply source; this supply line may be up to 5 hexes in length. The supply line may pass through any hex except: 1) it may not pass through a hex occupied by an enemy surface unit unless a friendly surface unit also occupies the hex; 2) it may not pass through a hex in an enemy zone of control unless a friendly surface unit occupies the hex.

Supply is traced in the surface segment of turn, during the movement phases and at the start of the combat phases. During a movement phase, supply affects the ability of units to move. A unit which starts the movement phase in supply may not move so as to end the phase out of supply. A unit which starts the movement phase out of supply must either remain in the hex it occupies or move back into supply; it may not move if it can not move back into supply. In either case, a unit may never move directly from an enemy occupied hex to a hex where the moving unit would be out of supply, even if the unit would be able to end its movement in supply.

At the start of the combat phase, supply is traced for all units. A unit out of supply at the start of the combat phase may not fire (attack) and has its current strength halved (retain fractions) when fired upon (attacked).

A Solomani surface unit may use any starport or urban hex that is not garrisoned by Imperial units as a source of supply.

An Imperial surface unit may use any Imperial base as a source of supply.

Solomani guerrilla units are always in supply.

**Garrisons:** The Imperial player must garrison captured starports and urban hexes in order to retain control of them. If such a hex is not garrisoned, then the Solomani player may continue to use its replacement or shipbuilding abilities. Imperial troop units are used to garrison a hex.

A hex occupied by a Solomani surface unit (except a guerrilla unit) may not be garrisoned; the Solomani unit must be destroyed (or must move from the hex) before the Imperial player may garrison the hex. A guerrilla unit prevents the garrisoning of a hex only if it does not go into hiding in the hex at any time during the turn.

An Imperial unit having a zone of control is able to garrison all hexes in its zone of control. A hex in an Imperial unit's zone of control is considered to be garrisoned as long as the

hex is neither occupied by a Solomani unit nor in the zone of control of a Solomani unit.

**Mock Turtles:** The Solomani player may use two blank counters as dummy SDB wings when SDB wings go into hiding in the oceans. Each dummy unit is placed face down in a deep sea hex and is treated exactly as a SDB wing hiding in an ocean. A dummy SDB unit is revealed whenever it receives any battle damage due to an Imperial attack upon it. A dummy SDB wing revealed in a turn is returned to play at the start of the following turn.

**Commandos:** A commando unit may totally ignore the presence of enemy units and enemy zones of control while moving. Thus, a commando unit pays no additional movement points to enter an enemy zone of control or enemy occupied hex and is not required to cease its movement for the phase upon entering an enemy occupied hex. A commando unit is always in supply.

**Luna:** There is no stacking limit on Luna. The Imperial player must land a base on Luna in order to station troops there.

## 6. REPLACEMENTS

**Consolidation:** During the initial segment of a turn, each player may consolidate troop units (only) that have taken losses. Consolidation consists of removing a troop unit from play and distributing its current strength as combat factors to other friendly troop units in its hex. This current strength is not modified due to supply, armor, or elite status. Troop units receiving combat factors due to consolidation may never be raised in strength above their printed strengths. *Example:* Two Solomani 1C corps occupy the same hex. One has a current strength of 40 and the other has a current strength of 60. The Solomani player removes the 40-strength corps, consolidating the factors with the 60-strength corps. Thus, the 40-strength corps is eliminated and the 60-strength corps is at full strength (100). If the 60-strength corps was instead at 70-strength, then only 30 factors of the 40-strength corps could be consolidated, with the other 10 factors being lost.

There are four restrictions on consolidations:

1) Factors from a non-elite unit may never be consolidated into an elite unit.

2) Factors from a non-armor unit may never be consolidated into an armor unit.

3) Factors from a unit of a given tech level may never be consolidated into a unit of a higher tech level.

4) Jump troop units, marine units, and commando units may receive factors only from other jump troop units, marine units, and commando units, respectively.

**Replacements:** Both sides receive replacements during the special turn at the end of each quarter of a year. At that point, the Solomani player may use the Solomani replacements accumulated during the quarter, may activate SDB wings built during the quarter, and may start construction on new SDB wings. The Imperial player may take a number of Imperial replacement waves, taking as many replacement waves as he wishes. (The number of replacement waves taken by the Imperial player does influence victory calculations.)

**Surface Unit Replacements:** Solomani surface unit replacements are accumulated each turn during the initial segment, based upon the map situation at that point. The Solomani player receives one replacement point from each ungarrisoned urban hex. The Solomani replacements chart is used to record the number of replacement points received.

For example, if the Solomani player has accumulated 121 replacement points, then markers in the 100, 20, and 1 boxes on the chart would indicate this. The chart may also be used to record the number of ungarrisoned urban hexes. The total is adjusted whenever the Imperial player garrisons or loses control of urban hexes. (The Solomani player has 61 urban hexes at the start of the game.)

The Imperial player may use a replacement wave to replace a base or provide replacement points for surface units. Each replacement wave may replace one base or may provide 100 replacement points. Replacement points are recorded on the Imperial replacements chart. The number of waves taken should also be recorded on the chart, for use when determining victory.

Replacement points may be used to rebuild eliminated surface units. A unit must be replaced at full strength, with one replacement point being spent for each combat factor of unit, regardless of tech level, armor, or elite status. When spending replacement points, be sure to adjust the markers on the replacements charts to reflect the expenditures. Replaced Imperial surface units and bases are placed in the out-system box. Replaced Solomani surface units are placed in any ungarrisoned urban hex.

*Naval Unit Replacements:* An Imperial replacement wave may be used to replace any three eliminated Imperial naval units. Record each wave taken on the Imperial replacements chart, for use when determining victory. Replaced Imperial naval units are placed in the out-system box.

The Solomani player may build SDB wings at ungarrisoned starports. To be built, a SDB wing is placed face down on an ungarrisoned starport during the special turn at the end of each quarter. If the SDB wing still occupies the starport at the start of the next special turn, the wing is fully operational. At that point, the Solomani player may place the wing either in hiding in a deep sea hex within three hexes of its starport or in the close orbit box.

When an Imperial unit garrisons a starport, the SDB wing being built there (if any) is automatically destroyed. A SDB wing being built at a starport may be bombarded during the space-surface segment. Due to the starport's defenses, an attack on such a SDB wing is resolved in the same way as an attack on a SDB wing in hiding in an ocean.

**Guerrillas:** The Solomani player has eight guerrilla units available to enter play. On each special turn at the end of the first two quarters of the game, four guerrilla units may be placed on the map. No more than one guerrilla may be placed in a single hex during this initial placement, but the Solomani player may place the guerrilla units in any hexes on the map (including those garrisoned by Imperial units). Eliminated guerrilla units may be replaced through the use of replacement points and are placed on the map in the same manner as newly arriving guerrilla units.

**Emergency Replacements:** During the initial segment of each turn, either player may decide to take emergency replacements. The Solomani player may use the replacement points accumulated up to and during that turn, at a rate of two replacement points for each combat factor replaced. The Imperial player may take any number of replacement waves, with each wave providing 50 replacement points or replacing one naval unit. Two emergency waves may be taken to replace a base. (As above, the Imperial player should record the number of waves taken.) Emergency replacements enter play

as do regular replacements.

**Withdrawals:** Due to the needs of the Imperial war effort elsewhere, the Imperial player must withdraw two transport squadrons (0-0-4 naval units) during the initial segment of the second turn of the game. The Imperial player must withdraw these units, even to the extent of using emergency replacement waves to replace them if they were lost in combat on the first turn.

## 7. PREPARING FOR PLAY

The order of battle chart gives the specific information for the deployment of units for each side. Basically, all Imperial naval units, troop units, and bases are initially available and start in the out-system box. All Solomani units except for the guerrilla units are initially available. Surface units start in various hexes on Terra. All Solomani naval units are placed either in the close orbit box or in the far orbit box.

The game begins with the April 1 turn.

## 8. VICTORY

During the special turn at the end of each quarter year, the players check the current situation on Terra to determine if a side has achieved victory. If victory is achieved, then the game ends at that point. Otherwise, play continues for (at least) another quarter. If the end of a year is reached and the game is still in play, a new year is begun.

**Automatic Victory:** The Imperial player may abandon the attempt to conquer Terra, in the belief that the events of the campaign have made the invasion too costly to continue. The game ends upon this decision, and the Solomani player wins a major victory.

**Standard Victory:** If the Imperial player does not abandon the invasion, play continues until the Solomani have insufficient industrial and population resources remaining to support their war effort. For game purposes, this occurs when there are fewer than 10 urban hexes remaining to the Solomani player (that is, there are fewer than 10 urban hexes ungarrisoned by the Imperial player). When this occurs, the play of the game ceases, and the Imperial player is awarded 10 victory points. This victory point total is modified as follows:

-1 for each quarter the game lasted. For example, if the game lasted three quarters, then the modification is -3.

-1 for each replacement wave taken by the Imperial player. For example, if the Imperial player has taken 5 replacement waves, then the modification is -5.

+1 if all Solomani non-guerrilla surface units are eliminated.

+1 if all Solomani naval units are eliminated.

The victory point total is modified as indicated above to determine the final victory point total. Victory is based on this final total, as follows

### Level of Victory Table

<i>Victory Point Total</i>	<i>Level of Victory</i>
7 or more	Imperial Decisive Victory
4, 5, 6	Imperial Major Victory
1, 2, 3	Imperial Marginal Victory
0, -1	Draw
-2, -3	Solomani Marginal Victory
-4 or less	Solomani Major Victory

## THE SOLOMANI RIM WAR

The Solomani people are an important and successful branch of humaniti, able to trace their ancestry back to the original human stock of Terra. The Terrans (as the Solomani were known before their widespread settlement on worlds other than Terra) achieved space flight about 2,500 years before the founding of the Third Imperium and soon contacted the Vilani Empire and the Vilani, another important branch of humaniti. The Vilani Empire was deep in a period of decline at the time of the contact, and the Terran Confederation was eventually able to conquer the empire after a long series of interstellar wars. Thus, the Rule of Man was established. However, the decline of civilized organization continued throughout the region, as the Terrans' industriousness was insufficient to counteract both their inexperienced, brash rule and the inefficiency and decadence of the surviving bureaucracies of the Vilani Empire. Within 400 years of the conquest, the Rule of Man collapsed, and a 1700 year interregnum began.

Though brief, the Rule of Man allowed a wide dispersal of the Solomani throughout the region. They came as conquerors, rulers, and administrators throughout the old Vilani Empire, eventually forming a large proportion of the present-day Imperial nobility. Outside the region of the Vilani Empire, they came as settlers, making the entire region from Sol to Canopus overwhelmingly Solomani in character.

The interregnum ended when a Solomani noble, Cleon Zhunastu, using his family industrial base and considerable political support, declared himself emperor and established the Third Empire (today's Imperium). The Imperium, centered on Zhunastu's (now Cleon I) holdings based in the core of the Vilani settled region, expanded rapidly in its first few centuries. During this period, the Solomani hypothesis came into vogue. The hypothesis held that Terra was the homeworld of not just the Solomani but all humaniti, and that all other human races developed from specimens transported from Terra by an ancient star-faring species. A similar theory had been promoted during the Rule of Man, but it was largely forgotten during the interregnum. When Terra was incorporated into the Imperium in 588 (Imperial calendar), a scientific expedition to the world verified the theory through archaeological evidence. The hypothesis was especially embraced by the nobility of the Imperium, which was composed mostly of Solomani families.

In the 600's, the Imperium witnessed a chaotic period, brought on by the very success of the Imperium's expansion in the preceding centuries. In particular, the admirals along the marches of the Imperium had command over large concentrations of naval and military power, while the slowness of communications meant that the Imperial government had little control over these admirals. The result was a period of civil wars, as various admirals used their forces to proclaim themselves emperor. During this period, Vilani industrialists and nobles began to assume positions of authority within the Imperial political and economic hierarchies, often at the expense of the entrenched Solomani families. As a reaction to this tumultuous time, the Solomani movement was born. In essence, the movement held that the pure Terran racial stock was superior and best fit for running the Imperium, as witnessed by conquest of the Vilani Empire by the vastly outnumbered Terrans. As the Imperial troubles grew, the movement gained many supporters. It was at its height at the end of

the civil wars, and it completely dominated the inner circles of the Imperial court. Although rejected by Emperor Zhakirov in the 660's, proponents of the movement remained a strong political force, and the Solomani Autonomous Region was formed in 704 to placate them.

The charter granted control of the region of space within a radius of 50 parsecs of Terra (hence the name, the Solomani Sphere) to a Solomani governing body; although trade and even taxes were to continue with the Imperium, the Solomani were given broad powers of authority. Interestingly, the charter ignored the fact that a number of worlds of the Alsan Hierate lay within the defined boundary of the Solomani Autonomous region. While the Solomani government tended to maintain that the charter granted control over Imperial space only, a small Solomani faction has blocked all attempts for the government to abandon officially its claim to these worlds. This has been a continuing source of tension between local Aslan clans and the Solomani.

In the two centuries following the granting of the charter, the Solomani government did its best to implement the aims of the Solomani movement throughout the sphere. In 871, the Solomani government reorganized itself as the Solomani Confederation, to strengthen its claims to the heritage of the heroic Terran Confederation. This move was tantamount to declaring independence, but it gained little attention from the Imperium. Within three decades, however, the increasingly arrogant and extremist policies of the Solomani Confederation caused a growing stream of petitions to the Imperial court from non-Solomani races seeking redress. Scattered resistance to Solomani rule began on some of these worlds, particularly by the Vegans in the Vegan District and by the Vilani and other pro-Imperial inhabitants of the Old Expanses sector. These resistance movements are marked by some to be the actual beginning of the Solomani Rim War, particularly as various Vilani organizations in the Imperial portion of the Old Expanses started to send aid to their cousins in the Solomani portion of this sector.

With the ascension of Margaret II to the Imperial throne (in the year 908), the oppressed peoples in the Solomani Sphere gained a champion. Initially, the Imperium used diplomacy and bureaucracy to counter Solomani influence along the borders of the sphere. This method was especially successful in the Old Expanses, whereby a Vilani world would depose its Solomani rulers and petition to be placed under direct Imperial government. In such cases, the Imperial fleet would move in and be present in force to face any Solomani attempt to re-establish authority. The Solomani at first backed down from any major confrontation, but minor engagements by the opposing fleets occurred more and more often. Meanwhile, the Solomani Confederation marshalled its resources to entrench itself firmly among the border worlds.

In response to the Solomani mobilization, Margaret II declared the Solomani Autonomous Region dissolved in 940. The Solomani Confederation resisted. The Imperium continued its diplomatic initiative against the Solomani border worlds, but with less success than before. The number of incidents and fleet skirmishes continued to increase.

In the late 970's, the Imperium began to prepare for a major confrontation with the Solomani. The center of the Imperial strategy was to grant the Vegans their own autonomous district and then to use it as a base for a strong Imperial presence in the center of the Solomani Sphere.

The originators of this plan did not seem to realize that this would provoke full scale retaliation by the Solomani, but such oversights were rather common in the mismanaged reign of Styryx (emperor, 945 to 989). The plan was not implemented, as Imperial attention and resources were instead channeled to fight the Third Frontier War (979 to 986).

The Solomani, convinced that a major clash was now inevitable, used the respite to begin full war production. Hoping to profit from the abdication of Styryx in 989, the Solomani re-asserted their claim to full control over the entire Solomani sphere, including the portions re-absorbed by the Imperium. The Imperium chose to consider this to be a declaration of war, and the Solomani Rim War officially began in 990.

The initial phase of the war went very favorably for the Solomani. Although the Imperium maintained sizeable fleets along the border, they were inferior in strength to the massed naval elements of the Solomani Confederation. In most areas, the Solomani regained the border worlds lost to the Imperium in the last half century and even occupied a number of worlds that had never been part of the Solomani Sphere. However, Solomani fortunes were checked in 993 when a large invasion force attempted to regain the worlds in the Old Expanses Sector; it encountered near-fanatical resistance from the Vilani there and was repulsed with heavy losses.

The period from 993 to 998 was one of stalemate. The Solomani abandoned their plans of further expansion in order to rebuild their forces. However, their policy of inflexibly defending every border world was a constant drain on their resources, and the Solomani were not able to regain the initiative. By 998, the Imperial Navy achieved strategic dominance, as the greater industrial base of the Imperium made its power felt.

The last phase of the war, 998 to 1002, consisted of a near-continual advance by Imperial forces into the heart of the Solomani Sphere. The basic Imperial strategy was to attack along two parallel axis of advance, with lesser task forces spreading out to create a huge pocket of Solomani territory. Although the Solomani occasionally achieved a tactical success against a task force (such as the Battle of Kagukhasaggan in early 1002), they were unable to halt the main advances. With the liberation of the Vegan District in 1001, the Imperium gained the secure base envisioned in the reign of Styryx. The loss of the Vegan district prompted the Solomani to embark on a desperate gamble. Recalling the time when the outnumbered Terran Confederation was able to defeat the Vilani Empire, the Solomani consolidated their remaining naval forces into a single fleet and struck at the Imperial fleet advancing out of the Vegan District. At the Battle of Dingir, in early 1002, the Solomani Grand Fleet was scattered and substantially destroyed. The remnants of the Solomani fleet fell back deeper into the Sphere, with the Imperial forces firmly establishing themselves in Terra's own subsector.

The Imperial High Command decided that Terra would have to be invaded, in order to end forever all claims of Solomani superiority and thus the use of Terra as a rallying standard elsewhere in the Sphere. In order to invade Terra, a sizeable fraction of the Imperial forces in the Solomani Sphere were assembled as the assault force, effectively ending the pursuit of the defeated Solomani fleet. The invasion began in the second quarter of 1002, and the hard fought campaign lasted until nearly the end of the year. In the end, the Imper-

ium conquered the planet. However, the battle for Terra had consumed so much of the Imperial military resources that the Imperial High Command felt they lacked sufficient strength to resume their advance into the rest of the Solomani Sphere. Accordingly, they negotiated a temporary armistice with the Solomani military commanders, who were glad to gain a respite to regroup their remaining forces. The war ended on this basis as both the Imperial and Solomani civilian governments, concerned with the strain placed on their economies by the protracted war, informally agreed to extend the armistice indefinitely.

Although scholars continue to debate the wisdom of invading Terra, some claiming that the battle was a marginal if not Pyrrhic victory for the Imperium, the general consensus is that the war as a whole was a major victory for the Imperium. A substantial amount of the Solomani Sphere was re-absorbed by the Imperium, and a vigorous Vegan Autonomous District was set up to oversee Imperial interests along the new border. While the Solomani Confederation continues to exist, the central tenet of the Solomani movement is largely discredited. In fact, with the strong Imperial presence along the border, the Solomani Confederation seems to have abandoned any plans to resume the conflict in the near future, instead concentrating on reviving its claims to certain worlds in the more loosely organized Aslan Hierate.

—excerpts from Hsanivvoh Morr's *The Rise and Fall of the Solomani Movement* (Vegan Free Press, 1042)

## TRAVELLER

Welcome to Terra in the 50th Century.

The events of *Invasion: Earth* occur during the Solomani Rim War, some one hundred years before most of the published Traveller adventures. The game does serve to show players the events that shaped the current Imperial policies for Terra and to indicate the current features of Terra. Further, the game is designed for two players. As a result, it is possible to play Traveller with two players by playing the game, for those times when there aren't enough people to run an adventure.

In the Imperial dating system, the Rim War took place from 990 to 1002, with the actual invasion of Terra being mounted in the year 1002. Traveller adventures tend to be dated from 1105 to 1107; thus, for most situations, *Invasion: Earth* is a historical exercise. The geodesic game map, which shows the oceans, the continents, and the settled, urban, and wilderness regions of Terra, does provide some excellent opportunities for adventuring.

**Adventuring:** Using the game map, a referee can easily guide players into many types of situations. For general orientation, this essay presents two common situations: the casual adventure and the layered campaign.

*Casual Adventures:* Travellers newly arrived on Terra have a great potential for adventure simply because they are on a new world. The following are examples of situations the travellers might encounter.

1. The Prisoner. A patron indicates that his daughter has joined a cult and is now being kept in isolation from any stabilizing influence in a farming community in Tibet. The group must find the community and rescue the individual. She may not want to come with them.

2. The Robbery. While touring Terra, the group witnesses a violent robbery in their hotel lounge. The victim dies, but not before speaking a few seemingly meaningless words to one of the party. Thereafter, the group is pursued and repeatedly attacked. What the victim said is unimportant, except that his assailants believe it was and are now trying to silence anyone who heard it.

3. The Galleon. A patron has discovered evidence of the location of a sunken Spanish galleon in the Caribbean, and she wants assistance in performing a preliminary survey. Actually, any private meddling with such an important historical find is strictly prohibited. There are great rewards for reporting the location of such a site, but this patron is greedy and wishes to obtain a few priceless doubloons from the wreck before reporting the site to the authorities. She wants to enlist the travellers to help her, relying on the fact that the off-worlders are unlikely to know of the law about such sites.

*Continuing Campaigns:* It is possible to thread many different events and situations together into a campaign. Each event may provide information and clues as to the overall framework of the campaign. The examples given above for casual adventures, for instance, could be part of a larger adventure:

1. The cult camp that sequestered the patron's daughter could be a Solomani activist organization, professing strong political, racial, and social policies rather than holding a particular philosophical or ethical stance. Indeed, the organization could be using its cover as a cult to recruit and train individuals for its future plans. In rescuing the patron's daughter, the travellers could become aware of the

cult's true nature and perhaps some of its secret plans.

2. The vendetta against the characters could be the result of direct or indirect actions by a Solomani security force. They had thought that the victim, an Imperial agent who had obtained important information concerning the Solomani group, died instantaneously, but they became quite alarmed when a hotel employee informed them that the victim was able to communicate briefly with one of the travellers. Fearing that an important name or codeword had been revealed, a security force was assigned to silence the travellers lest they pass on the information to the Imperial authorities.

3. The search for the exact location of the sunken galleon could result in the inadvertent discovery of a SDB squadron, lying concealed on the sea floor. While marked in Imperial colors and identifications, the boats' outlines seem to be based on a century-old Solomani SDB design rather than on any current Imperial pattern. Additionally confusing the issue, the area may have been marked on the charts as an Imperial defensive position, off limits to all private citizens. The multiple layers of mystery could make it dangerous even to ask what the SDBs are doing there.

*Campaign Background:* As the tide of the Rim War turned against the Solomani, with the likelihood that Terra would be cut off and conquered, a branch of the Solomani government instituted the Phoenix Project, preparing for the loss of the homeworld, its occupation by the Imperium, and an eventual rising to recover it for the Solomani.

The Phoenix Project consists of prepositioned military supplies and weaponry at various points on Terra and of a continuing program for training guerrillas.

The secret military caches are concealed in many different locales on Terra, generally in wilderness or desert terrain. These caches contain large quantities of munitions, weapons, vehicles, and medical supplies. The tech level of the equipment varies, so as to be of use regardless of the tech levels of the users. Each cache was hidden, and the knowledge of its location was entrusted to a local family. These families are to form the core of the guerrilla forces when the uprising occurs. The caches were concealed, but as decades instead of years passed the effects of weather and climate have begun to expose the structure of some of the caches.

The guerrillas are extremely well organized on Terra. Early in the occupation, resistance to the Imperium was particularly fierce. When the Solomani government accepted an armistice because the economy in the unsubjected portions of the Confederation could no longer support the war effort, the guerrilla movement on Terra discontinued resistance and went into hiding. Long range plans call for renewed and increasing guerrilla activity as the time for the rising nears.

The third aspect of the Phoenix Project, known only to the highest command levels of the guerrillas on Terra and of the Solomani military, provides for prepositioned forces ready to assist the rising. In the confusion surrounding the collapse of the conventional resistance to the Imperial invasion, many of the surviving SDBs were scattered across Terra and throughout the Sol system. While the Imperial authorities believed the Solomani naval forces in the system had been destroyed in battle or surrendered afterwards, various SDBs were concealed in specially constructed silos, in the oceans of Terra, deep within the atmospheres of Jupiter and Saturn, and elsewhere in the system. With their crews in low berths, the SDBs await

the signal to waken them and to join the uprising. In addition to the SDBs, the Solomani have other forces in the system to aid the uprising. Over the years, planetoid ships have jumped into the asteroid belt, where, disguised as asteroids, they lie in waiting for the rising.

**Role-Playing Data:** As of 1107, Terra's UPP is A867A69-F. Each hexagon on the map represents a distance of 1148 kilometers, from hexside to hexside.

Highly populated, Terra boasts an extensive transportation network. However, travellers may prefer to use their own air/rafts and ATVs where permitted. An air/raft may traverse a hex (regardless of terrain) in about 12 hours. However, traffic regulations for private vehicles may increase this time when flying over settled regions: add 1D hours for a clear hex and 2D hours for an urban hex. An ATV is capable of traversing any type of terrain. However, regulations strictly prohibit the operation of an ATV within an urban hex and allow the operation of an ATV in a clear hex only by special permit. An ATV can travel at a rate of 80 kilometers per hour (kph) in clear terrain, 30 kph in rough or wilderness terrain, and 20 kph in water.

**Other Uses:** The game system of *Invasion: Earth* may be used to play out the events of invasions and other military actions on worlds. The referee or the players must determine the world map and the amount and deployment of forces before play, but the game rules govern play thereafter.

The following rules provide a framework for campaigns involving troops not equipped with grav vehicles. (Such troops would tend to be from tech levels lower than those represented in *Invasion: Earth*.)

Troops using wheeled or tracked vehicles for transport are known as motorized troops. A motorized troop unit has a movement allowance of 5 movement points. A troop unit spends 1 movement to enter a clear or urban hex; 2 movement points to enter a mountainous or forested wilderness hex; 2 movement points to cross a mountain hexside (in addition to the cost to enter the hex); and may not enter a desert, tundra wilderness, sea, or ice sheet hex.

Troops using animal power (such as the soldiers themselves or beasts of burden) for transport are known as foot units. A foot unit may move a maximum of one hex per turn and may not enter a sea or ice sheet hex. In general, only specially adapted foot units are able to operate in a desert; the referee should specify which units are able to do so and prohibit all other foot units from entering a desert hex.

Foot and motorized units are not able to enter all sea hexes or cross all sea hexsides without naval transport. (It is assumed that a troop unit can utilize local transport facilities to operate on islands within a hex.) Each side should be assigned a transport capacity, stating the number of factors that side may transport in a turn. A transported unit may be moved across 15 sea hexes. It may not move over land on the turn it moves by sea; it may not remain at sea at the end of a turn. Up to 10% of a side's transport capability may be used to land troops in an enemy controlled or occupied hex; the remainder may be used only to land troops in friendly controlled hexes.

Supply is also dependent upon transport. The supply system in the game is based on grav vehicles, and has a range of 5 hexes from a supply source. A supply system based on motor vehicles has a range of 3 hexes; one based on beasts of burden has a range of 1 hex. (Note that the status of the supply system, not the troops' mobility, determines the supply

range.) A foot or motorized based supply system depends upon its side's transport capability to supply troops across sea hexes and hexsides; the capability expresses the number of factors that may be supplied across sea hexes and hexsides.

The foregoing provides a basic framework for military campaigns at lower tech levels. Players wishing to explore this aspect in greater detail (wet navies, railroad networks, etc.) should feel free to add the necessary details.

## ORDER OF BATTLE CHART

## INVASION: EARTH

### Solomani Forces

#### *Initial Forces:*

- 34 x SDB wings
- 8 x battle squadrons
- 3 x 1C-factor PD corps
- 17 x 20-factor PD divisions
- 4 x 10-factor PD regiments
- 4 x 5C-factor armies
- 12 x 1C-factor corps
- 16 x 20-factor divisions
- 8 x 10-factor regiments

#### *Deployment:*

Naval units are placed in far orbit or in near orbit. One PD corps is placed at each starport. All PD divisions are placed in urban hexes, no more than one per hex. One army is placed in any urban hex on each of the following continents: Africa, Asia, North America, and South America. All corps are placed in urban hexes or starports, with no more than one army-sized or corps-sized troop unit per hex. All remaining troop and PD units may be placed in any land hexes.

#### *Additional Forces:*

Eight 1C-factor guerrilla units may be brought into play, per Rule 6.

### Imperial Forces

#### *Initial Forces:*

- 14 x battle squadrons
- 7 x cruiser squadrons
- 3 x scout squadrons
- 4 x transport squadrons
- 6 x colonial battle squadrons
- 8 x colonial cruiser squadrons
- 1 x 20-factor marine division
- 5 x 5-factor marine regiments
- 10 x bases
- 2 x 5C-factor armies
- 16 x 1C-factor corps
- 8 x 20-factor divisions
- 6 x 10-factor brigades
- 10 x 1C-factor colonial corps
- 4 x 20-factor colonial divisions
- 2 x 10-factor colonial brigades
- 2 x 20-factor mercenary divisions
- 3 x 10-factor mercenary brigades
- 1 x 5-factor mercenary regiment

#### *Deployment:*

All forces are placed in the out-system box. Troop units and bases may start loaded on board naval units.

#### *Withdrawals:*

Two transport squadrons (0-0-4) must be withdrawn from play on the second turn (April 2), per Rule 6.

**UNIT IDENTIFICATION CHART**

**Troop Unit Counter Format**

**Naval Unit Counter Format**

**PD Unit Counter Format**

**Additional Counter Formats**

**Casualty Marker**

**Troop Display Marker**

**Imperial Base**

**Replacement Point Marker**

**Replacement Wave Marker**

**Urban Status Marker**

**Winter Marker**

**Turn Marker**

<b>Surface Unit Sizes</b>			<b>Transport Capabilities</b>	
<i>Symbol</i>	<i>Unit Size</i>	<i>Combat Factor</i>	<i>Naval Unit</i>	<i>Troop Capacity</i>
III	Regiment	5 or 10	AR	6C
X	Brigade	10	BR	20
XX	Division	20	CR	5
XXX	Corps	1C	SR	0
XXXX	Field Army	5C	SDB	0

<b>Unit Types</b>	
<i>Symbol</i>	<i>Type</i>
☒	Infantry
☐	Cavalry
☉	Tank
☒	Armored Infantry
☐	Armored Cavalry
☒	Jump Troop
★	Marine
☒	Commando
G	Guerrilla
☒	Planetary Defense

**Factor Abbreviations**

C 100. Thus, 1C is 100; 5C is 500.

**Counter Color Codes**

**Imperium**

*Naval Units:*

Regulars . . . . . black on red

Colonial. . . . . white on red

*Surface Units:*

Marines . . . . . red on white

Regulars . . . . . black on red

Colonial. . . . . white on red

Mercenaries . . . . . black on orange

Display Markers . . . . . black on red

Bases. . . . . black on red

**Solomani Confederation**

*Naval Units:*

Fleet Squadrons . . . white on blue

SDB Wings . . . . . black on blue

*Surface Units:*

Troops . . . . . black on green

Planetary Defenses. .white on green

Guerrillas. . . . . green on white

Display Markers . . . green on white

All units with the tank symbol, alone or with other symbols, are armored units.

**Unit Mobilities**

<i>Symbol</i>	<i>Mobility</i>	<i>Movement Points</i>
—	Lift, Grav	10
none	Immobile, Static	0

A unit is referred to by mobility, type, and size; e.g., a lift cavalry division or a grav tank corps.

**Unit Quality**

<i>Symbol</i>	<i>Quality Level</i>
none	Standard
•	Elite



# INVASION: EARTH Counter Inventory

Quantity	Allegiance	Name	Symbol	Color	Color	A-B-D	Combat	Markings
1	Imperial	Regular Battle Squadron	○	Black on	Red	2-3-5		251
1	Imperial	Regular Battle Squadron	○	Black on	Red	3-3-6		327,329
1	Imperial	Regular Battle Squadron	○	Black on	Red	4-4-4		620, 624, 683, 622, 625, 688
1	Imperial	Regular Battle Squadron	○	Black on	Red	3-4-6		415
1	Imperial	Regular Battle Squadron	○	Black on	Red	4-4-6		911, 945
1	Imperial	Regular Battle Squadron	○	Black on	Red	5-4-8		734, 776
1	Imperial	Regular Cruiser Squadron	m	Black on	Red	1-1-3		114
1	Imperial	Regular Cruiser Squadron	m	Black on	Red	3-2-4		260, 261
1	Imperial	Regular Cruiser Squadron	m	Black on	Red	2-2-6		652, 667, 669
1	Imperial	Regular Cruiser Squadron	m	Black on	Red	3-2-8		826
1	Imperial	Regular Assault Squadron	p	Black on	Red	0-0-4		60, 66, 80, 82
1	Imperial	Regular Scout Squadron	p	Black on	Red	0-3-4		22, 34
1	Imperial	Regular Scout Squadron	p	Black on	Red	0-6-6		256
1	Imperial	Colonial Battle Squadron	n	White on	Red	2-2-2		3374, 3375, 3416, 3512
1	Imperial	Colonial Battle Squadron	n	White on	Red	2-0-3		4133
1	Imperial	Colonial Battle Squadron	n	White on	Red	3-1-4		Leptus
1	Imperial	Colonial Cruiser Squadron	m	White on	Red	1-2-5		1625, 1648, 1662, 1691
1	Imperial	Colonial Cruiser Squadron	m	White on	Red	0-2-6		1452, Hiram
1	Imperial	Colonial Cruiser Squadron	m	White on	Red	2-2-6		2408, 2373

# INVASION: EARTH Counter Inventory

1	Imperial	Regular Lift Infantry Field Army	O	Black on	Red	5C-14	276, 299
1	Imperial	Regular Grav Tank Corps	"	Black on	Red	1C-14	631
1	Imperial	Regular Grav Tank Corps	"	Black on	Red	1C-13	590
1	Imperial	Regular Armored Lift Infantry Corps	#	Black on	Red	1C-14	177, 642, 643
1	Imperial	Regular Armored Lift Infantry Corps	#	Black on	Red	1C-13	686
1	Imperial	Regular Lift Infantry Corps	\$	Black on	Red	1C-14	712, 713, 714
1	Imperial	Regular Lift Infantry Corps	\$	Black on	Red	1C-13	689, 745
1	Imperial	Regular Lift Infantry Corps	\$	Black on	Red	1C-12	963, 222, 265
1	Imperial	Regular Armored Grav Cavalry Corps	%	Black on	Red	1C-13	1101
1	Imperial	Regular Grav Cavalry Corps	&	Black on	Red	1C-13	715
1	Imperial	Regular Grav Jump Division	7	Black on	Red	20-14	3001
1	Imperial	Elite Regular Grav Jump Division	7	Black on	Red	20-14	3003
1	Imperial	Regular Grav Tank Division	2	Black on	Red	20-14	2506
1	Imperial	Elite Regular Grav Tank Division	2	Black on	Red	20-14	2511
1	Imperial	Regular Armored Grav Cavalry Division	5	Black on	Red	20-14	2476
1	Imperial	Regular Lift Infantry Division	1	Black on	Red	20-14	651
1	Imperial	Regular Lift Infantry Division	1	Black on	Red	20-13	2257, 2288
1	Imperial	Regular Grav Jump Brigade		Black on	Red	10-14	15, 32, 90, 124
1	Imperial	Regular Grav Jump Brigade		Black on	Red	10-13	127, 130
1	Imperial	Colonial Armored Lift Infantry Corps	#	White on	Red	1C-14	2897
1	Imperial	Colonial Lift Infantry Corps	!	White on	Red	1C-12	5271, 5274, 5281, 5273, 2111
1	Imperial	Colonial Lift Infantry Corps	!	White on	Red	1C-11	4243
1	Imperial	Colonial Armored Grav Cavalry Division	5	Black on	Red	1C-11	1789
1	Imperial	Colonial Grav Cavalry Division	6	Black on	Red	1C-11	8086
1	Imperial	Colonial Grav Tank Corps	"	White on	Red	1C-13	5512
1	Imperial	Colonial Armored Lift Infantry Division	3	Black on	Red	20-12	171
1	Imperial	Elite Colonial Grav Tank Division	2	Black on	Red	20-11	H 50

1	Imperial	Colonial Lift Infantry Division	1	Black on	Red		20-12	1020, 1021
1	Imperial	Colonial Lift Infantry Brigade	C	Black on	Red		10-14	422
1	Imperial	Colonial Lift Infantry Brigade	C	Black on	Red		10-13	9516
	Imperial	Star Marine Division	:	Red on	White		20-14	99 P
	Imperial	Star Marine Regiment	X	Red on	White		5-14	6701
	Imperial	Elite Star Marine Regiment	X	Red on	White		5-14	4217, 4545
	Imperial	Star Marine Regiment	X	Red on	White		5-13	4940
	Imperial	Star Marine Regiment	X	Red on	White		5-12	2666

# INVASION: EARTH Counter Inventory

	Solomani	System Defense Boat Wing		Black on	Blue	0-3-5		1347, 1349, 1350, 1351, 1362, 1368
	Solomani	System Defense Boat Wing		Black on	Blue	0-3-4		1363, 1370
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-5		1336, 1369, 1303, 1288, 1289, 1281
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1441, 1442, 1443, 1444, 1445, 1446
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1386, 1426, 1437
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-3		1372, 1387
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-2		1390, 1395, 1394
	Solomani	System Defense Boat Wing		Black on	Blue	0-1-3		1246, 1252, 1267, 1260, 1269, 1268
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1386, 1426, 1437
1	Solomani	Fleet Battle Squadron	○	White on	Blue	6-2-6		390, 375
1	Solomani	Fleet Battle Squadron	○	White on	Blue	3-0-4		409, 432
1	Solomani	Fleet Battle Squadron	○	White on	Blue	3-1-5		172
1	Solomani	Fleet Battle Squadron	○	White on	Blue	1-3-2		216
1	Solomani	Fleet Battle Squadron	○	White on	Blue	1-2-5		173
1	Solomani	Fleet Battle Squadron	○	White on	Blue	2-2-4		512
1	Solomani	Guerrilla Corps	(	Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Guerrilla Corps	(	Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Guerrilla Corps	(	Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Planetary Defense Corps	)	White on	Green		1C-14	LG, AECO, SP (factor 9)
1	Solomani	Planetary Defense Division	9	White on	Green		20-14	1, 2, 3, 5, 8, 10, 11 (factor 6)
1	Solomani	Planetary Defense Division	9	White on	Green		20-13	4, 6, 13, 14, 16, 17 (factor 5)
1	Solomani	Planetary Defense Division	9	White on	Green		20-12	7, 9, 12, 15 (factor 4)
1	Solomani	Planetary Defense Regiment	V	White on	Green		10-14	1 Lt, 2 Lt, 3 Lt, 4 Lt (factor 3)
1	Solomani	Lift Infantry Field Army	!	Black on	Green		5C-14	NA, SA, AF, AS
1	Solomani	Lift Infantry Corps	!	Black on	Green		1C-14	ARM
1	Solomani	Lift Infantry Corps	!	Black on	Green		1C-13	158
1	Solomani	Lift Infantry Corps	!	Black on	Green		1C-12	116, ihatei

1	Solomani	Lift Infantry Corps	!	Black on	Green		1C-11	AL
1	Solomani	Grav Tank Corps	"	Black on	Green		1C-14	15
1	Solomani	Armored Grav Cavalry Corps	%	Black on	Green		1C-14	65
1	Solomani	Armored Lift Infantry Corps	#	Black on	Green		1C-14	124
1	Solomani	Armored Lift Infantry Corps	#	Black on	Green		1C-13	36 M, 22
1	Solomani	Armored Lift Infantry Corps	#	Black on	Green		1C-12	59
1	Solomani	Armored Lift Infantry Corps	#	Black on	Green		1C-14	124
1	Solomani	Grav Jump Division	7	Black on	Green		20-14	82, 101
1	Solomani	Grav Tank Division	7	Black on	Green		20-14	7
1	Solomani	Armored Lift Infantry Division	3	Black on	Green		20-13	Calg, VN
1	Solomani	Armored Lift Cavalry Division	5	Black on	Green		20-14	12
1	Solomani	Lift Infantry Division	1	Black on	Green		20-13	58, 3 Cent, 6 Cent, 117
1	Solomani	Lift Infantry Division	1	Black on	Green		20-12	342, 511
1	Solomani	Lift Infantry Division	1	Black on	Green		20-12	8 L, 12 L
1	Solomani	Elite Grav Tank Regiment	O	Black on	Green		10-14	1 SG, 2 SG
1	Solomani	Elite Armored Grav Cavalry Regiment	R	Black on	Green		10-14	CSG
1	Solomani	Armored Lift Infantry Regiment	P	Black on	Green		10-14	5 SG
1	Solomani	Elite Grav Commando Regiment	W	Black on	Green		10-14	1 AI, 2 AI
	Solomani	Troop Display Marker		Green on	White			A, B, C, D, E, F
	Imperial	Troop Display Marker		Black on	Red			1, 2, 3, 4, 5, 6
	Imperial	Base						
	Mercenary	Lift Infantry Division	1	Black on	Orange		20-14	Tomut
	Mercenary	Armored Lift Infantry Division	3	Black on	Orange		20-12	SAG
	Mercenary	Lift Infantry Brigade	F	Black on	Orange		10-13	Kaiear
	Mercenary	Lift Infantry Brigade	F	Black on	Orange		10-12	Vr'gnal
	Mercenary	Armored Grav Cav Brigade	G	Black on	Orange		10-13	Khan
	Mercenary	Elite Grav Jump Regiment	T	Black on	Orange		5-14	Zeny

Known Abbreviations:

BR 251 2-3-3	BR 324 3-3-6	BR 620 4-4-4	BR 624 4-4-4	BR 683 4-4-4	BR 611 4-4-6	BR 734 5-4-8
BR 327 3-3-6	BR 413 3-4-6	BR 622 4-4-4	BR 625 4-4-4	BR 658 4-4-4	BR 645 4-4-6	BR 776 5-4-8
CR 114 1-1-3	CR 281 3-2-4	CR 688 2-2-6	CR 628 3-2-8	AR 81 0-0-4	AR 82 0-0-4	SR 22 0-3-4
CR 280 3-2-4	CR 632 2-2-6	CR 687 2-2-6	AR 86 0-0-4	AR 88 0-0-4	SR 34 0-3-4	SR 256 0-6-6
CR 1648 1-2-5	CR 1682 1-2-5	CR 1691 1-2-5	CR 3273 2-2-6	BR 3274 2-2-2	BR 3416 2-2-2	BR 4133 2-0-3
CR 1683 1-2-5	CR 1688 0-2-6	CR 1684 0-2-6	CR 2408 2-2-6	BR 3276 2-2-2	BR 3812 2-2-2	BR 4138 3-1-4

5-14	5-14	20-14	20-14	10-13	10-12
5-14	5-13	5-12	20-12	10-13	5-14

XXXXX A	XXXXX B	XXXXX C	XXXXX G	XXXXX G	XXXXX G	XXXXX G
XXXXX D	XXXXX E	XXXXX F	XXXXX G	XXXXX G	XXXXX G	XXXXX G

SDB 1349 0-3-5	SDB 1351 0-3-5	SDB 1362 0-3-5	SDB 1370 0-3-4	SDB 1338 0-2-5	SDB 1303 0-2-5	SDB 1261 0-2-5
SDB 1350 0-3-5	SDB 1347 0-3-5	SDB 1368 0-3-5	SDB 1363 0-3-4	SDB 1369 0-2-5	SDB 1288 0-2-5	SDB 1289 0-2-5
SDB 1442 0-2-4	SDB 1484 0-2-4	SDB 1448 0-2-4	SDB 1437 0-2-4	SDB 1388 0-2-4	SDB 1390 0-2-2	SDB 1395 0-2-2
SDB 1441 0-2-4	SDB 1443 0-2-4	SDB 1446 0-2-4	SDB 1426 0-2-4	SDB 1372 0-2-3	SDB 1387 0-2-3	SDB 1394 0-2-2
SDB 1252 0-1-3	SDB 1267 0-1-3	SDB 1289 0-1-3	BR 112 2-2-4	BR 111 1-3-2	BR 112 3-0-4	BR 370 6-2-6
SDB 1248 0-1-3	SDB 1280 0-1-3	SDB 1288 0-1-3	BR 112 1-2-5	BR 111 3-1-5	BR 112 3-0-4	BR 300 6-2-6

5C-14	1C-14	1C-14	1C-14	1C-14	1C-13	1C-13	1C-13
5C-14	1C-14	1C-14	1C-14	1C-14	1C-13	1C-13	1C-12
1C-12	20-14	20-14	20-14	20-13	10-14	10-14	10-13
1C-12	20-14	20-14	20-14	20-13	10-14	10-14	10-13
XXXXX 1	XXXXX 2	XXXXX 3	XXXXX 4	XXXXX 5	XXXXX 6	XXXXX 6	XXXXX 6

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

5C-13	5C-14	1C-14	1C-14	1C-13	1C-13	1C-12	1C-12
5C-13	5C-14	1C-14	1C-14	1C-13	1C-13	1C-12	1C-11
20-14	20-14	20-13	20-13	20-13	20-12	20-11	20-12
20-14	20-13	20-14	20-13	20-13	20-12	20-11	20-12
4 XX 20-12	4 XX 20-12	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14
4 XX 20-12	4 XX 20-12	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14	3 XX 10-14
9 XXX 1C-14	9 XXX 1C-14	6 XX 20-14	6 XX 20-14	6 XX 20-14	5 XX 20-13	5 XX 20-13	5 XX 20-13
9 XXX 1C-14	6 XX 20-14	6 XX 20-14	6 XX 20-14	6 XX 20-14	5 XX 20-13	5 XX 20-13	5 XX 20-13

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

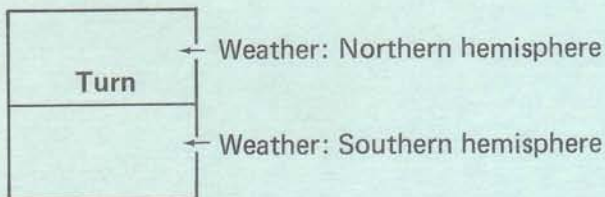
City 1	RP 1	RP 10	RP 100	Wave 1	Wave 100	Turn	
City 10	RP 1	RP 10	RP 100	Wave 10	Winter		

## TURN RECORD CHART

Invasion: Earth

Jan	Jan	Feb	Feb	Mar	Mar	End 1st Quarter
1	2	1	2	1	2	
Apr	Apr	May	May	Jun	Jun	End 2nd Quarter
1	2	1	2	1	2	
Jul	Jul	Aug	Aug	Sep	Sep	End 3rd Quarter
1	2	1	2	1	2	
Oct	Oct	Nov	Nov	Dec	Dec	End 4th Quarter
1	2	1	2	1	2	

Shading indicates winter weather.



## WEATHER

**Winter.** The northern hemisphere is in winter from December through March. All non-clear, non-urban hexes entirely north of the 30° north line are affected by winter. The sea ice sheet in this hemisphere is at its maximum extent during winter.

The southern hemisphere is in winter from June through September. All non-clear, non-urban hexes entirely south of the 30° south line are affected by winter. The sea ice sheet in this hemisphere is at its maximum extent during winter.

For convenience, players may use the winter marker to remind them which hemisphere is in winter. Place the marker on the northern half of the map from December through March and on the southern half of the map from June through September.

## CLIMATE

Tundra/ice sheet hexes and sea ice sheet hexes are treated as being in winter regardless of actual season. A sea ice sheet is at its maximum extent during its hemisphere's winter, with all seasonal sea ice sheet hexes in the hemisphere considered to be sea ice sheet hexes. A sea ice sheet is at its minimum extent during all non-winter weather in its hemisphere, with all seasonal sea ice sheet hexes in the hemisphere considered to be sea hexes.



SOLOMANI TROOP DISPLAY CHART

Invasion: Earth

XXXXX A
------------

XXXXX B
------------

XXXXX C
------------

XXXXX D
------------

XXXXX E
------------

XXXXX F
------------

SOLOMANI REPLACEMENTS CHART

0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90
000	100	200	300	400	500	600	700	800	900

IMPERIAL TROOP DISPLAY CHART

Invasion: Earth

XXXXX 1
------------

XXXXX 2
------------

XXXXX 3
------------

XXXXX 4
------------

XXXXX 5
------------

XXXXX 6
------------

IMPERIAL REPLACEMENTS CHART

0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90
000	100	200	300	400	500	600	700	800	900

## ORDER OF BATTLE CHART

## INVASION: EARTH

### Solomani Forces

#### *Initial Forces:*

- 34 x SDB wings
- 8 x battle squadrons
- 3 x 1C-factor PD corps
- 17 x 20-factor PD divisions
- 4 x 10-factor PD regiments
- 4 x 5C-factor armies
- 12 x 1C-factor corps
- 16 x 20-factor divisions
- 8 x 10-factor regiments

#### *Deployment:*

Naval units are placed in far orbit or in near orbit. One PD corps is placed at each starport. All PD divisions are placed in urban hexes, no more than one per hex. One army is placed in any urban hex on each of the following continents: Africa, Asia, North America, and South America. All corps are placed in urban hexes or starports, with no more than one army-sized or corps-sized troop unit per hex. All remaining troop and PD units may be placed in any land hexes.

#### *Additional Forces:*

Eight 1C-factor guerrilla units may be brought into play, per Rule 6.

### Imperial Forces

#### *Initial Forces:*

- 14 x battle squadrons
- 7 x cruiser squadrons
- 3 x scout squadrons
- 4 x transport squadrons
- 6 x colonial battle squadrons
- 8 x colonial cruiser squadrons
- 1 x 20-factor marine division
- 5 x 5-factor marine regiments
- 10 x bases
- 2 x 5C-factor armies
- 16 x 1C-factor corps
- 8 x 20-factor divisions
- 6 x 10-factor brigades
- 10 x 1C-factor colonial corps
- 4 x 20-factor colonial divisions
- 2 x 10-factor colonial brigades
- 2 x 20-factor mercenary divisions
- 3 x 10-factor mercenary brigades
- 1 x 5-factor mercenary regiment

#### *Deployment:*

All forces are placed in the out-system box. Troop units and bases may start loaded on board naval units.

#### *Withdrawals:*

Two transport squadrons (0-0-4) must be withdrawn from play on the second turn (April 2), per Rule 6.

COMBAT TABLES

INVASION: EARTH

SPACE COMBAT TABLE: ATTACK

Die Roll	Total Attack Strength																																			
1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90+	1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90+			
2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

PERCENTAGE LOSS TABLE

Die Roll	Percentage Loss																										
1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	90	80	70	60	50	40	30	20	10
2	10	20	30	40	50	60	70	80	90	100	150	200	250	300	350	400	450	500	80	70	60	50	40	30	20	10	0
3	15	30	45	60	75	90	105	120	135	150	200	250	300	350	400	450	500	550	70	60	50	40	30	20	10	0	0
4	20	40	60	80	100	120	140	160	180	200	250	300	350	400	450	500	550	600	60	50	40	30	20	10	0	0	0
5	25	50	75	100	125	150	175	200	225	250	300	350	400	450	500	550	600	650	50	40	30	20	10	0	0	0	0
6	30	60	90	120	150	180	210	240	270	300	350	400	450	500	550	600	650	700	40	30	20	10	0	0	0	0	0

SPACE COMBAT TABLE: BOMBARDMENT

Die Roll	Total Bombardment Strength																																			
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

TROOP COMBAT 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	3	4	5	6	7	8	9	10	11	12
2	10	20	30	40	50	60	70	80	90	d	d	d	2	3	4	5	6	7	8	9	10	11	12
3	10	20	30	40	50	60	70	80	90	d	d	d	3	4	5	6	7	8	9	10	11	12	
4	10	20	30	40	50	60	70	80	90	d	d	d	4	5	6	7	8	9	10	11	12		
5	10	20	30	40	50	60	70	80	90	d	d	d	5	6	7	8	9	10	11	12			
6	10	20	30	40	50	60	70	80	90	d	d	d	6	7	8	9	10	11	12				
7	10	20	30	40	50	60	70	80	90	d	d	d	7	8	9	10	11	12					
8	10	20	30	40	50	60	70	80	90	d	d	d	8	9	10	11	12						
9	10	20	30	40	50	60	70	80	90	d	d	d	9	10	11	12							
10	10	20	30	40	50	60	70	80	90	d	d	d	10	11	12								
11	10	20	30	40	50	60	70	80	90	d	d	d	11	12									
12	10	20	30	40	50	60	70	80	90	d	d	d	12										

Tech Level: The tech level of the troops involved in combat affects the odds at which the attack is resolved. See Rule 4.

Winter: Modify every attack made in a hex having winter conditions by -1.

Guerrillas: Modify every attack made upon guerrillas in hiding by +3.

The Combat Tables

Whenever a die roll is modified above the highest number on a table or below the lowest number on the table, the roll is treated as being the highest or lowest number, respectively. For example, if a 2 was rolled on the troop combat table for an attack in a hex in winter, then the roll would remain at 2.

SURFACE BOMBARDMENT TABLE

Die Roll	Total Bombardment Strength																															
1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84+	1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84+	
2	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
3	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
4	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160

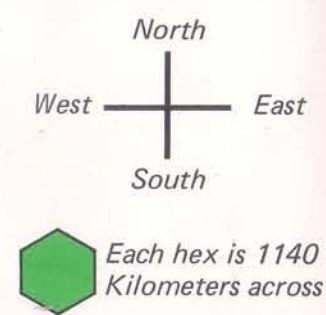
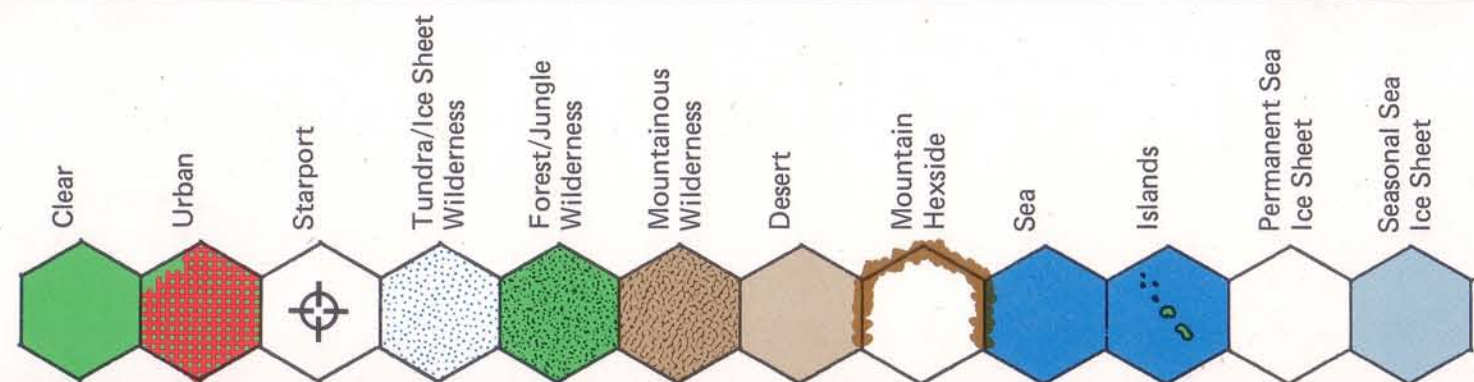
Tech Level Modifiers

Tech Level	Modifier
13, 14	0
11, 12	-1

Assault from Space Modifiers

Unit	Modifier
jump troop, marine	0
all others	-3

**Terrain Types**



This map was made by projecting the Earth's surface onto the twenty triangular sides of an icosahedron. Each triangle shares its sides with the triangles adjacent to it. This projection displays a sphere on a flat surface with a minimum of distortion.

The dashed line across the center of the map is the equator. All hexes north of the equator are in the northern hemisphere; all hexes south of the equator are in the southern hemisphere. The two solid lines running parallel to the equator are the 30° north and the 30° south parallels (in northern and southern hemispheres respectively). Beyond these two lines, the triangles are physically separated. A hex divided between two or more of these triangles is considered to be a single hex for all purposes. The parallel lines beyond the 30 degree lines show the alignment of such hexes. The eastern and western edges of the map are considered to be adjacent, and a half hex on one side of the map has its other half on the other side of the map.

# INVASION: EARTH

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