Dark Nebula

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As the Aslan Hierate and the Solomani Confederation expand into unknown space, they meet, and soon fight, in a struggle for control that will bring the victor greater economic and political power. This is the setting for Dark Nebula, a game of interstellar warfare using the popular Imperium game system. Each side manipulates starships and troops in an effort to control worlds while denying them to the enemy.

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Dark Nebula

OUT THERE

In a region of space rimward from Terra, at some time in the far future, the revitalized Solomani Confederation is struggling to establish a stellar empire simultaneously with the Aslanic Hierate. Both cultures are fighting for position, and they find themselves squared off and ready for war. . .

In basic terms, *Dark Nebula* is a science fiction simulation game, presenting a future history situation involving starships, industry, troops, and defenses in a campaign for supremacy among the stars.

1. GAME COMPONENTS

Dark Nebula includes as components a set of game map sheets, one sheet of die-cut counters, and this rules booklet. The game box serves to store these components between games.

A. Rules: This rules set describes the game and contains detailed rules governing play. It is suggested that you read the rules completely before beginning the game; the familiarity thus gained should enable you to refer to specific sections of this booklet as questions arise during the game.

Game charts are included in this booklet and on its back cover. This information is presented in chart form because it is most easily used and constantly needed.

B. Counters: One sheet of die-cut counters provides the 120 counters used in the game. Counters represent starships, troops, and other markers which participate in the game.

Information on the counters is presented in a specific format for ease of assimilation. Counters contain a symbol and may have one or more factors (numbers) representing various strengths. Counter formats and the meanings of the alphabetic codes used to define counter types are provided in Figure 2. Players will quickly learn to identify counters as to strengths and abilities using this information.

C. Game Maps: The eight game map sheets provide the playing surface for *Dark Nebula,* although not all are used in every game.

The game map is a graphic display of stars and planetary surfaces; because of the map's importance, it is covered more fully in Rule 2.

The map labeled Bright Star also

contains a turn record chart to allow players to keep track of the passage of time. The map labeled Rift Routes also contains a resource point chart which is used by both players to record their economic standing during the course of the game.

D. Dice: One die is provided with the game for the generation of random numbers.

The use of random numbers is a central idea in *Dark Nebula.* They do not make the game random, however. Instead, the numbers indicate results on various charts during the course of the game; the players can not absolutely predict any specific result, which in turn makes the game one of skill and strategy rather than either chance or foregone conclusion.

2. THE STAR MAPS

Included in *Dark Nebula* are eight star maps showing groups of stars at a scale of one-half parsec (about 1.63 light years) per hex. Map symbols represent stars, planetary surfaces, and jump routes. The following terms are used in the rules to refer to the map and to map locations.

Most hexagons (called hexes) on the map are black and blank. These are interstellar space hexes. The presence of a jump route or lettering has no effect on an otherwise blank hex.

A stellar hex is any map hexagon which has one star in it; a hex with two stars in it is a binary stellar hex. Most stellar and binary stellar hexes are the end points of jump routes. In general, the term stellar hex includes binary stellar hex unless a point of differentiation is being made.

Those stars which have planets are marked with an adjacent planetary surface box, representing the combined surfaces of the planets in the system, for the purposes of maneuver, development,

and control. Each planetary surface box is printed in a hex adjacent to a star, but represents a location within the stellar hex. The planetary surface box should not be confused with the interstellar space hex in which it is printed.

Binary stellar hexes, in some cases, have two planetary surface boxes; one for each star with planets.

Planetary surface boxes are further classified (and color coded) by the quality of the planets represented. Naturally habitable worlds are classed as primary and coded white; all others are classed as secondary and coded red. Within the Solomani Quadrant map, planetary surface boxes are coded with a disk to indicate control by the Solomani player; within the Aslan Hierate map, planetary surface boxes are coded with a pyramid to indicate control by the Aslanic player. On all other maps, planetary surface boxes are considered neutral; military forces may be present in primary boxes, and inhabitants are considered present in secondary boxes.

A stellar hex taken together with its adjacent planetary surface box or boxes is considered to be a system. This term is used to designate possible locations for starships or other forces. A starship, for example, in a system, could be in the stellar hex (in space) or in a planetary surface box (on the ground). Primary systems have a primary planetary surface box and the name of the star printed in white. Secondary systems have a secondary planetary surface box and the name of the star printed in red. The quality of the Alis/Ria system (on the Bright Star map) is dependent upon the planetary surface box in use; if one player controls both boxes, he or she has a choice as to which box (and thus system type) controls a situation. Tertiary systems have no planetary surface boxes (as in the case, on the Bright Star map, of Daanarni).

3. THE GAME

Dark Nebula is a science fiction game intended to simulate interstellar war between rival cultures. A game involves an encounter and the ensuing conflict between the two opponents.

In the beginning, the players alternate placement of the game maps in order to establish the playing surface which will be fought over. It is reasonable to assume that the players will place the maps to their own advantage, and this is part of playing the game.

After map placement, players will receive opportunities to move forces to strategic positions, attack enemy forces, and invade enemy-held locations. Economics are important for the production of new and repalcement forces, and are dependent on the territory under a player's control, but victory depends on territorial gains and losses.

4. SEQUENCE OF PLAY

Dark Nebula is played in turns, also called game turns where necessary for the purposes of clarity. Each game turn represents the passage of two years.

Game turns are further divided into player turns, each consisting of phases and subphases. This structure of game turns, player turns, phases, and subphases serves to state precisely what activity may be conducted, and when. Game activity not allowed by the sequence, or activity performed out of sequence, is prohibited.

The Phasing Player: At various points in these rules, it is necessary to distinguish between players on the basis of which is currently moving or performing activity. The phasing player is defined as the player who is designated in the title of the current phase. For example, in the Aslanic First Movement Phase, the Aslanic player is the phasing player. In

Game Turn Sequence of Play

Solomani Player Turn

A. Solomani Maintenance and Production Phase.
B. Solomani First Movement Phase.
C. Solomani First Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.
D. Aslanic Reaction Movement Phase.
E. Aslanic Reaction Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.
F. Solomani Second Movement Phase.
G. Solomani Second Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.

Aslanic Player Turn

A. Aslanic Maintenance and Production Phase.
B. Aslanic First Movement Phase.
C. Aslanic First Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.
D. Aslanic Reaction Movement Phase.
E. Solomani Reaction Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.
F. Aslanic Second Movement Phase.
G. Aslanic Second Combat Phase.
　1. Space Combat Subphase.
　2. Planetary Surface/Space Interaction Subphase.
　3. Surface Combat Subphase.

the Solomani Reaction Combat Phase, the Solomani player is the phasing player. Conversely, the non-phasing player is always the phasing player's opponent.

Throughout the rules, reference will be made to the phasing and non-phasing players and to the attacking and defending players. The Combat Rule defines the attacking and defending players; this distinction is sometimes different from the phasing/non-phasing player definition.

Player turns are identical, differing only in that each names a specific player as the primary participant; two player turns constitute a game turn.

The specific sequence of phases and subphases within the player turns is given in the turn sequence list on page three. The sequence is not nearly as formidable as it appears.

General Notes on Sequence: It should be noted from the stated sequence of play that a player, in his player turn, is allowed two opportunities for movement and combat (the first and second movement and combat phases). Between these two opportunities, the enemy player is allowed a limited opportunity to move and attack.

5. MOVEMENT

Various forces may be moved from location to location under their own power, while others may be transported by ships.

Starships, depending upon specific capabilities, may move through space at just below lightspeed using sublight movement or may use hyperspace jumps along jump routes. Monitors, due to their lack of hyperspace drives, may not make hyperspace jumps.

Troops and planetary defenses may be transported from location to location in transport ships. Other ships (any types) may not be transported.

Sublight movement involves interstellar cruising at 90% of the speed of light. In game terms, this is expressed as a movement of one hex per game-turn, executed during the owning player's First Movement Phase.

Sublight movement is slow; monitors use it because they are incapable of jump movement anyway, but only if absolutely necessary. Other starships use it only when forced off jump routes by combat or strategy.

Hyperspace jumps involve movement directly between stellar hexes at faster-than-light speeds. Such jumps are possible only along jump routes printed on the maps; each jump route is a green line connecting two stellar hexes. In game terms, each hyperspace jump is expressed as movement from one stellar hex to another stellar hex along a jump route. The ship making the jump does not actually enter the intervening hexes, and cannot be affected by forces in those hexes. Jumps may be made in the owning player's First and Second Movement Phases, and in the owning player's Reaction Movement Phase. A jump must be from a stellar hex to a stellar hex. It may not begin or end on a portion of a jump route lying between the ends.

Each player is allowed an unlimited number of hyperspace jumps during each of his movement phases. Each of the player's ships may continue making hyperspace jumps until a hex containing one or more enemy starships is entered. The moving ships must then stop and attack the enemy ship(s) in the following combat phase. Ships may end their movement at any time or may elect to remain in their present hexes.

Transport and tanker counters have no attack factors, and are not capable of combat. Ships jumping to a hex containing only these types of ships may ignore them and continue to move. Those ships

which stop to do battle must wait until the combat phase.

During the Reaction Movement Phase, the phasing player may designate any one stack as his reaction force. A stack is any group of counters in space in a single hex or in a single planetary surface box. This force may make up to three jumps, subject, of course, to all restrictions which apply to normal jumps (must use jump routes, must stop upon entering a hex with enemy ships in it, etc). Ships in the reaction force may but need not all jump to the same destination.

Refuelling: All ships use hydrogen as fuel for their thermonuclear reactors. This may be supplied from planetary oceans or from atmospheres of gas giants. The presence of enemy forces does not prohibit ships from refuelling in a system. Refuelling is usually of minor importance. However, tertiary star systems (those having no planetary surface boxes) can not easily provide refuelling opportunities. Ships jumping to these systems are unable to refuel and thus may not jump out of such systems under ordinary circumstances.

Tankers are capable of manufacturing fuel directly from stellar atmospheres; when such a ship moves to a tertiary system, it is immediately capable of refuelling friendly ships, enabling them to leave the hex using hyperspace jumps. A tanker automatically provides itself fuel to leave the hex.

Transport: Transportation is the means whereby non-ships (troops, planetary defense markers) may be moved through space. One counter (the cargo) may be carried by a transport. The cargo should be placed under the transport ship counter to indicate that it is being transported.

Capital ship counters (M, B1, B2, and BB) may carry troop counters, but no other type of cargo; each may carry one troop counter, with the exception that armored troop counters may not be carried.

Ships carrying cargos may always embark or disembark cargo in a friendly system (containing a friendly world or outpost marker); a single transporting ship may not carry more than two distinct cargos in a single Movement Phase. When delivering a cargo in a non-friendly (not necessarily enemy) system, the act of movement from space to the planetary surface box must take place during the Planetary Surface/ Space Interaction Subphase (subphase 2) of the Combat Phase.

In the Reaction Phase, starships transporting cargos may embark or disembark cargo, but not both. Such transports would necessarily be part of the reaction force.

Cargos may not be transferred between ships in space.

When a ship is destroyed in combat, its cargo is also destroyed.

6. COMBAT

Each combat phase consists of three subphases, allowing space combat, planetary bombardment and planetary defense fire, and surface combat.

Space Combat

Space combat is a series of combat rounds, each being the exchange of fire between enemy ships in the same hex and occurring during the space combat subphase. Space combat usually occurs in stellar hexes, but may occur in any hex.

Preparation: Each player prepares for space combat by laying out his or her ships (all ships, including transports with cargos) in a blank area of the map or table. The phasing player is the attacker; the opposing player is the defender.

Each combat round consists of three segments: range determination, ship allocation, and combat resolution.

Range: Space combat occurs at one of two ranges. Long range allows the use only of missiles in the attack; short range allows the use of missiles (but at reduced factor) or beams. Range for the first combat round in any encounter is automatically long.

To determine range in each subsequent combat round, each player rolls one die. The player with the smaller force (the fewer ships present) may add 1 to his or her die roll. The player achieving the higher die roll has the option of changing range. Such a change may be from long to short, or from short to long. Because range change is an option, the player may decide not to change range.

If the range determination die roll comparison is a tie, range automatically remains the same in the current round, and changes to the other range in the following round. No range determination is then necessary in that second round.

All starships in a hex are at the same range, and all starships change range together. Starships belonging to one player may not occupy different ranges.

Either player may decide to break off the engagement in any combat round, provided a suitable exit route exists. Immediately after range determination, the player indicates that he or she is breaking off, and all of the player's starships capable of hyperspace jumps must break off; ships incapable of hyperspace jumps may, and must, remain behind and continue the action. See Terminating Combat (page 8).

Ship Allocation: After range is determined, players allocate their ships to specific attacks. The defender moves forward one ship, and the attacker allocates one ship against that ship. The

defender then moves forward another ship to be matched by another attacking ship. This procedure continues until all defending ships have been moved forward, or until there are no more attacking ships. Extra ships at this point (unmatched defending ships, or extra attacking ships) may be allocated to any enemy ships, doubling or tripling up for maximum effect (there is no limit to the number of extra ships which may be allocated against an enemy ship). Extra ships may elect to sit out the combat round and be screened from fire by the ships engaged in combat.

After specific ships have been allocated, their types of fire are declared. The attacker first declares his or her fire options (such as beam fire, close range missile fire, suicide attacks, high intensity fire, etc). The defender then declares any options desired and notes any defensive fire which has become available. The attacker then notes any defensive fire which has become available by reason of the defender's fire allocation. The various fire options are discussed later in this rule. Combat is then resolved.

Combat Resolution: During the combat round, each ship fires at an enemy ship matched against it. Each starship may fire once per combat round. If more than one enemy ship is matched against a ship, it may choose which one it fires on.

To fire at an enemy ship at long range, a player notes the missile factor of the firing ship and the screen factor of the target. The space combat results table is then consulted. The proper missile factor row and screen factor column are consulted; at the intersection of the row and column is the hit number required for the destruction of the target. The attacker then rolls one die and compares that result with the hit number; if the result is equal to,

or greater than, the hit number, the target is destroyed and removed from play. If the result is less than the hit number, then the target is unaffected. At long range, an attacking ship may elect to use high intensity fire (detailed below) with the ship missile factor doubled.

To fire at an enemy ship at short range, the procedure is much the same, but more options are available and beam factors are the primary weapons used. The attacking beam factor and the target's screen factor are used to determine the required hit number. One die is rolled and the effect noted. At short range, a ship may elect to make a suicide attack (described below), gaining a +1 die roll modification by first undergoing enemy defensive fire. Missiles may be fired at short range at half factor (rounded down) instead of beams, after surviving all beam fire in the round.

Space combat is normally considered to be simultaneous within a combat round. All possible fires are made and destroyed starships are allowed to fire before being removed from play (except for the victims of defensive fire). Both players may attack within the round using all available starships. All space combat is resolved before play proceeds to the next subphase (the Planetary Surface/Space Interaction Subphase).

High Intensity Missile Fire: A starship may elect to expend its entire supply of missiles in a single attack, thus endeavoring to overwhelm the target with a high intensity of fire. The ship's missile factor is doubled (to a maximum of 12) and the attack is resolved. The ship, however, has then exhausted its missile supply, and its missile factor is reduced to zero for the remainder of the current Combat Phase.

Short Range Missile Fire: Starships may elect to fire missiles at short range,

disregarding the fact that the superiority of beams at short range drastically reduces the effectiveness of missiles. Missile fire at short range is made at half factor (fractions rounded down). The firing ship may not attack until all beam fire has been resolved. Ships destroyed by beam fire may not fire missiles at short range. A ship at short range may elect to fire missiles and also to make such an attack as a high intensity attack. In some cases, the doubled missile factor (previously rounded down) may not now equal the full normal factor.

Suicide Attacks: Starships with beam factors may make suicide attacks if at short range, provided they first undergo defensive fire from the target. Suicide attacks must be declared before any combat occurs in the combat round. The attacker declares his suicide attacks first, and those ships making suicide attacks may not themselves be attacked in this manner.

The target of a suicide attack is entitled to defensive fire using beams at full factor or missiles at half factor (fractions rounded down). High intensity missile fire may not be used in defensive fire. The target may fire on the attacker, and if it destroys that ship, the suicide attack is foiled and not resolved; the suicide attacker is not allowed to fire at all during the combat round and is removed from play immediately. If the suicide attacker survives the defensive fire, it then attacks in the normal manner, but it adds 1 to its die roll before comparing the roll to the required hit number.

Normally, a ship may only fire once in a firing round. If more than one suicide attack occurs against a single ship, that ship may make defensive fires once against each of the attacking ships.

A ship which has made defensive fire has used its ability to fire, and may not fire normally.

Disrupted Starships: Ships may become disrupted as a result of faulty maintenance. Disrupted starships subtract 1 from the die roll when attacking. When a disrupted starship is attacked, the attacker may add 1 to its die roll. Disrupted starships may make suicide attacks, but may not conduct high intensity missile fire.

Terminating Combat: Space combat is ended in one of two ways: by the complete destruction of one side or by one side breaking off the engagement.

If one side is destroyed, the other player's forces have won, and the hex is now controlled by the victor.

Either side may elect to break off the engagement at the beginning of the combat round, immediately after range determination, and effectively surrender the hex to the enemy. All forces remain in combat for the current combat round, but those breaking off may not fire. At the end of the combat round, all surviving ships capable of hyperspace jumps then jump out of the hex. A priority for jumps exists: if possible, the break off jump must be to a friendly system (one jump away) with no enemy ships present. Failing that, the break off jump must be to an empty system (one jump away). If neither of these two circumstances is available, break off cannot occur.

Ships which cannot perform hyperspace jumps (monitors, disrupted starships unable to make their required roll, reaction forces which have already jumped three times) are left behind to carry on the battle alone. When break off is performed, all ships capable of breaking off do so; all others remain.

Deep Space Combat: In the rare event that both sides have forces in an interstellar hex, the combat between them occurs in the Combat Phase which follows the movement of the attacker. Break off is impossible, and such combat becomes a duel to the death.

General Notes: No ship may fire more than once in a combat round (except when allowed defensive fire). Several ships may not combine their fire against a single target; each ship fires individually, and each target defends individually.

Planetary Surface/Space Interaction

After space combat, ships which are in possession of a system hex may interact with the associated planetary surface box. If the planetary surface box is already friendly, landings may be made. If the box is not friendly (not necessarily enemy), bombardment may occur, planetary defense fires may be made, and landings then performed.

Planetary Bombardment: Ships may elect to bombard enemy forces in a planetary surface box by allocating missile factors. Each enemy counter in the box is a target; more than one target may be attacked in this subphase, but no target may be attacked more than once. No ship may bombard more than once; several ships may combine their missile factors to attack a single target.

The missile factors allocated against a target are totalled and one die is rolled. This die roll is then indexed to the planetary bombardment table and the result noted.

Three results are possible on the planetary bombardment table: No Effect, Target Neutralized, and Target Destroyed. A neutralized target is inverted, and remains so until the end of the player turn; it may not attack (either with planetary defense fire, or against troops) but defends normally. A destroyed target is removed from play immediately.

Note that planetary surface boxes may fire with planetary defense fires. Such fires cannot be destroyed or neutralized by planetary bombardment.

They do change hands once a world has been conquered and thereafter may be used by the victor.

Planetary Defense Fires: Planetary surface boxes and planetary defense markers may fire at incoming ships in an attempt to destroy them. Ships which have conducted planetary bombardment and ships wishing to land on the planetary surface box must undergo planetary defense fire.

Each planetary defense marker and each planetary surface box may fire at each incoming ship. For example, if a planetary surface box contains a planetary defense marker, each would fire at each enemy ship which is vulnerable. Each marker fires once at each vulnerable ship by rolling one die and consulting the planetary defense fire table. If the target starship has a screen factor of 7 or greater, add 1 to the die roll before consulting the table (thus, starships with a higher screen factor are less vulnerable to planetary defense fire). The die roll is then indexed to the table and the column corresponding to the marker firing. The result is noted.

Two results are possible on the table: No Effect and Target Destroyed. A destroyed target is immediately removed from play. The destruction of a ship also requires that any cargo it is carrying also be destroyed.

Jump troops are capable of landing directly from space without being transported down by a ship. Such units are ejected in space by the transporting ship, and each is then subject to defense fire individually (the ship is not subject to fires because of this action). Jump troops are treated (for the purposes of planetary defense fire) as having a screen factor of 7 and are thus allowed a die roll modifier of +1 when landing.

Note that planetary bombardment can destroy or neutralize planetary defense markers before they are able to fire, thus allowing easier landings by starships or troops. However, the fire from planetary surface boxes can not be stopped before the planetary surface box itself is conquered.

Surface Combat

Surface combat is a series of combat rounds, each being an exchange of fire between enemy forces in the same planetary surface box and occurring during the Surface Combat Subphase.

The player controlling the planetary surface box is the defender; his opponent is the attacker. Note that this may not correspond with phasing/non-phasing player definitions.

Preparation: Each player temporarily removes his counters from the specific planetary surface box to some clear area of the map or the playing table. As in space combat, the defender moves forward one troop counter (which may be regular, jump, or armor, and may be either loyal troops or hired mercenaries); the attacker responds by matching this unit with one of his troop counters. This procedure continues until either the defender or the attacker has no more troops available. Neutralized troops may be used by either player in this procedure; they may be attacked, but may not themselves attack.

If the attacker has fewer troops than the defender, the defender may commit his excess troops against attacking troop counters, doubling or tripling up (or more) for maximum effect. If the defender has fewer troops than the attacker, the defender must now move forward non-troop counters (planetary defense markers, and ship counters) each to be matched by an attacking troop counter.

All defending counters not involved in this preparation are considered screened, and do not participate in surface combat at any time during this

subphase. Set them aside. After each combat round, troops and other counters involved in surface combat may be reallocated as losses occur, but the screened forces may not participate (or be forced to participate) in surface combat.

Note: This rule imposes a theoretical limit for conquest. A planetary surface box cannot be conquered in one subphase if the number of attacking troops is less than the number of defending counters.

Combat: Once units have been allocated (roughly in pairs), the attacking and defending counters are each allowed one attack (but non-troop counters and neutralized troop counters may not attack, they may only defend). Troop counters are each printed with the factor with which they attack and defend. Planetary defense counters defend with their printed factor; all other counters (including starships) defend with a factor of 1.

Combat is resolved using a combat differential. Each troop counter may fire at one or more of the counters matched against it, subtracting the target counter's or counters' defense factor total from the firing troop counter's factor (this result may be a negative number). The correct column of the surface combat results table is noted, one die is rolled, and the result is implemented.

Two combat results are possible on the surface combat results table: No Effect and Target Destroyed. A destroyed result indicates that the target unit or counter is removed from play. A world can never be destroyed as a result of combat.

Combat is simultaneous, and all units firing may fire before any combat results are implemented in a combat round. A single unit may fire at one, some, or all counters which are matched

against it; if several units are matched against one or more targets, they may sum their factors and fire on one of the targets only. There is no requirement that all counters must be attacked or that all must attack.

Each troop unit may fire once in a combat round.

Defensive Fire: Because jump troop units are only lightly equipped (to enable them to jump) they are at a disadvantage when defending against armor or regular troops. In any situation where a jump troop attacks an armor or regular troop (including situations when more than one counter per side is involved, but each side is using homogeneous forces of jump troops or armor/regulars), the armor/regular troop is allowed a defensive fire. If the jump troop is destroyed by defensive fire, it is immediately eliminated and may not fire.

Mercenaries: Hired forces used by one player may find themselves fighting against hired forces being used by the other player. In such cases, any attacks which involve any number of mercenary units (at least one on each side) are resolved with a die roll modification of +2 to reflect their unwillingness to engage in decisive action against the other.

Terminating Combat: Surface combat is terminated when all combat troops are eliminated. For the defender, this includes all committed troops, but not those forces screened during the initial preparation. If all attacking troops are eliminated, all other attacking forces (transports, or other ships, unplaced cargos, etc) on the world surface are also eliminated.

Reaction Combat

Certain restrictions apply to the Reaction Combat Phase. Only those counters designated as the reaction force (the stack allowed to move during the phase) may participate in the

Reaction Combat Phase. If those counters enter a situation where other friendly forces are also present, they may join the attack. The reaction force units may engage in any permissible combat activity (space combat, planetary bombardment, surface combat).

7. STARSHIPS

Each starship counter represents a squadron of individual ships and exhibits a variety of characteristics and values. Each counter is marked with beam, missile, and screen factors, a maintenance number, and an abbreviation for ship type. Counters also carry a ship silhouette which may be used for recognition.

The following ship types are available:

Transports (TR) are cargo-carrying ships capable of moving planetary defense markers, and troops from place to place. One transport carries one counter as cargo. Production Cost: 1 RU.

Tankers (AO) are mobile stations capable of manufacturing fuel directly from stellar atmospheres. A tanker is required to properly refuel starships so that they may jump from a tertiary system hex (though unfuelled ships could still exit such a hex using sublight movement). Production Cost: 2 RU.

Scouts (SC) are small, lightly-armed ships originally designed for exploration and courier duties. Production Cost: 1 RU.

Destroyers (DD) are small fleet units designed for escort duty and limited independent operations. Production Cost: 3 RU.

Cruisers encompass several types of ships, including light cruisers, strike cruisers, attack cruisers, and heavy cruisers. Cruisers form the major heavy fleet elements of any force, due to their relatively low maintenance cost, and to their high firepower.

Light Cruisers (CL) are the smallest of cruiser-type ships. Production Cost: 6 RU.

Strike Cruisers (CS) are characterized by high missile factors, lending themselves to a variety of missions, especially planetary bombardment. Production Cost: 10 RU.

Heavy Cruisers (CR) are the standard cruiser class ship, forming the backbone of major space forces. Production Cost: 12 RU.

Attack Cruisers (CA) are potent ships with high beam armament. Production Cost: 14 RU.

Expeditionary Ships (EX) are scientific research ships which combine armaments with laboratories, and are used in the exploration of space and new worlds. Production Cost: 10 RU.

The general class of capital ship includes dreadnoughts, improved dreadnoughts, battleships, and monitors. Capital ships are each capable of carrying one troop counter as cargo and ejecting jump troops for invasions. Capital ships are better equipped to defend against planetary defense fires because each has a screen factor of 7 or greater. All capital ships except monitors require two turns for construction; monitors only require one turn.

Dreadnoughts (B1) are heavily armed and armored starships intended as the mainstay of the fleet. Maintenance costs for such vessels greatly hinder their usefulness. Production Cost: 13 RU.

Improved Dreadnoughts (B2) are evolutionary developments of the dreadnought. Production Cost: 14 RU.

Battleships (BB) are the ultimate capital ship with the highest available firepower and armor. Production Cost: 15 RU.

Monitors (M) are heavily armed ships incapable of performing the hyperspace jump; they may only move using sublight drive. Monitors are predreadnought in design and belong only to neutrals. Because they do not have hyperdrive and because they are often assigned to the defense of outposts, monitors may pay for maintenance (see the Maintenance Rule) when in a friendly secondary system, rather than perform the die roll. Production Cost: 6 RU.

8. TROOPS

Three types of troops are available: Jump Troops, Regular Troops, and Armored Troops. In addition, troop units may be in either Solomani or Aslanic colors, or may be in neutral colors, in which case they are considered mercenary and may be hired by either side.

Regular troops (also called regulars) represent the ordinary military manpower which forms the soldiery of the Aslanic Hierate and the Solomani Confederation. Each counter represents a force of about one reinforced division. Because regulars organizationally include the firepower of heavy artillery, they are allowed a defensive first fire against jump troops (which are not so equipped).

Jump troops are the elite of the armed forces, and represent highly trained and specially equipped individuals. Each counter represent a force of about one division. They are characterized by high combat factors and by the jump capability (see Planetary Surface/Space Interaction).

Armored troops (armor) represent the firepower of grav-tanks, with each unit approximately a brigade of heavily armored vehicles and supporting personnel. Armor, due to its weight and bulk, can not be landed on a planetary surface box unless friendly units were present in the box at the start of the player turn. Armor is allowed a defensive first fire against jump troops.

Troop units in national colors may be raised by paying the required RUs and placing the counter on the turn record chart to appear in the next friendly player turn. The specific counter is determined by placing all available counters of the correct type (regular, jump, or armor) face down, and randomly selecting one. Note that the strength of the unit does not directly influence its cost.

Troops destroyed in combat return to the pool of available troop counters, and may be produced through the payment of the correct amount and use of the random draw.

Troops are not subject to maintenance costs. Troops may operate only in planetary surface boxes and perform no function while in space as cargo.

Mercenaries: Troop units in neutral colors are placed among the various non-aligned worlds at the start of the game, defending their worlds against Aslanic or Solomani aggression. However, once such a world has been attacked and the neutral forces have surrendered (see Neutrals), those forces are available for hire as mercenaries. The required RU cost for mercenaries is lower than that for national troops, but it must be paid every game turn. Such forces may be released from service by returning them to a friendly primary system, after which they need not be paid unless again hired and used.

9. PLANETARY DEFENSES

Planetary defense markers are used to provide additional defensive firepower against enemy attacks. In *Dark Nebula,* only neutrals and Aslanic forces have planetary defense markers. The Solomani do not.

Planetary defense markers represent

extensive batteries of missile and beam weapons with supporting fire control provisions. Planetary defenses have a primary mission of anti-starship fire. Because each defends with a factor of 2, such installations may also serve as defensive ground forces.

Aslanic planetary defense markers are manufactured and must be transported into place. Each becomes operational at the end of the player turn in which it is placed. Neutral planetary defense markers are placed at the beginning of the game and may be used by either player against the enemy player, provided the friendly player controls the planetary surface occupied by the planetary defense marker.

Planetary defense markers cannot be moved once placed.

10. MARKERS

Two types of markers are provided for use in bookkeeping during the course of the game.

Turn Marker: The counter marked T is used on the turn record chart to mark the passage of time. Its presence indicates the current game turn.

Resource Point Markers: Two markers are provided to each side to note the player's current balance of resource units. The marker with the 0 denotes ones and indicates the RU balance from 0 to 9. The marker with the 00 denotes the tens and indicates the RU balance from 10 to 90. Together, the two markers can indicate an RU balance from 0 to 99.

11. ECONOMICS

The basis for economic activity for both players is the resource base of the various planetary systems; each player counts his resources in resource units (RUs). These RU are used to pay for maintenance costs, the production of new starships and other forces, and for the hiring of mercenary forces.

Income: Each player computes his income during his Maintenance and Production Phase and notes the new balance on the resource unit chart. Computation of income occurs as the first step in the phase.

Income is based on a budget (which is based on victories in battles), plus tribute from each connected primary or secondary system. See the Income Table below. In addition, a player may receive bonus income from time to time as a result of scientific advances.

Income Table

Budget (Initial) . . . . 10 RU
Per Connected Primary System . . 4 RU
Per Connected Secondary System . 1 RU

Income according to the income table is received only if a system is connected, and the planetary surface box is friendly to the receiving player. A world is friendly if there is a friendly unit on the world; if opposing units are present, then the world is friendly to the defending player (see Surface Combat). Connected means that the player can trace a path from his home world to the system in question, via continuous jump routes, that path being free of enemy starships (except transports or tankers). In order for a path to be traced through a tertiary system hex, a friendly tanker must be present when the path is traced.

The outcome of battles affects the budget. If both players had at least one cruiser or capital ship participating in a space combat, then the winner (see Space Combat) has his budget increased by 1, and the loser has his budget decreased by ½. When receiving income, round fractions up, thus a player with a budget of 9½ would receive 10 RUs. However, if he lost another battle, his budget would drop to 9.

Maintenance: Continuing maintenance expenditures are necessary on a recurring basis to insure that starships remain functional and in fighting trim. Each starship has a maintenance number expressing its relative maintenance burden. This number is used for various operations, such as determining maintenance, making hyperspace jumps while disrupted, and frontier maintenance.

Maintenance is a required operation for the phasing player during his Maintenance and Production Phase; it must be undertaken during each game turn. Maintenance is of two types: civilized maintenance, performed on starships in systems with a friendly world, and frontier maintenance, performed in all other hexes.

Civilized maintenance applies to all starships in a friendly primary system. The owning player must expend RUs equal to the maintenance number for each starship in order to perform maintenance. The Solomani player only pays half the printed value for his improved dreadnoughts; the printed value is used for frontier maintenance. If a player chooses not to pay for maintenance, the ship becomes disrupted.

Ships in a location which requires civilized maintenance must perform it by payment of RUs (rather than the frontier maintenance procedure described below). Maintenance and payment of necessary cost occurs before newly produced units appear and new production is initiated.

Maintenance is not required for new units on the turn in which they appear.

Frontier maintenance applies to all other situations, including starships in interstellar space hexes, in secondary systems, whether friendly or enemy, in enemy primary systems, and in tertiary systems. The owning player must roll one die for each starship: if a secondary system is not friendly, decrease the die roll result by 1. If the adjusted die roll is equal or greater than the ship's maintenance number, maintenance is successful. Failure to make the throw indicates that the starship is disrupted. Ships not in a location which allows civilized maintenance must undergo frontier maintenance (except for monitors, as explained under Starships).

A player with ships in the Alis/Ria system and who controls both the primary and secondary planetary surface boxes may select the form of maintenance to be performed on his starships.

Neither player pays maintenance on the first turn of the game.

Disruption is indicated by inverting the affected starship counter.

Effects of Disruption: Disrupted starships are hindered in their ability to make hyperspace jumps and to conduct combat.

A disrupted starship must successfully roll its maintenance number or greater on one die before each hyperspace jump it attempts (from a system to a system). Failure to achieve the required die roll prevents the starship from making the hyperspace jump; it may move no farther in the player turn.

A disrupted starship in combat must subtract 1 from the attack die roll before consulting the space combat results table. Any ship attacking a disrupted starship may add 1 to its attacking die roll before consulting the space CRT.

When planetary defenses (primary or secondary planetary surface boxes, or planetary defense markers) fire on a disrupted starship, each may subtract 1 from the die roll before consulting the planetary defense fire table.

Disrupted ships which are otherwise capable remain capable of carrying cargos.

Recovering From Disruption: A ship which has become disrupted remains disrupted until recovery can be accomplished. Recovery takes place during the Maintenance and Production Phase. In a friendly primary system, the disrupted starship must pay its maintenance number plus 1 in RUs, and becomes undisrupted immediately. In any situation calling for frontier maintenance, the disrupted starship must roll one die; if this result exceeds the ship's maintenance number, the ship becomes undisrupted immediately.

Ships may move (subject to the various restrictions on movement) to a location more favorable to recovery.

Production: During the Maintenance and Production Phase, the phasing player removes newly produced forces from the turn record chart and brings them into play; he then expends resource units to initiate production of other forces which are needed or desired. The costs associated with the various forces are shown on the production cost table.

Mercenary forces are also paid for during the Maintenance and Production Phase.

As various ships and forces are purchased, the counters for each are selected from the counter mix (troop counters are selected randomly) and placed on the turn record chart to appear on the next game turn. Capital ships (of types B1, B2, and BB) must be placed so as to appear in two turns. There is no limit to the number of ships or other forces which may be produced in a turn, provided the player has sufficient RU to pay for them. However, a player may not build a B2 until he has built at least one B1; he may not build a BB until he has built at least one B2.

Newly produced forces may appear at any friendly primary or secondary system connected to a friendly world. Starships may be placed anywhere in the system (in space, or in the planetary surface box); all other forces appear in the planetary surface box. Planetary surface markers appear in an unplaced state, and may be moved to their ultimate location during the movement phases.

12. THE DARK NEBULA

The Dark Nebula map contains one dominant feature — a cluster of systems connected by uncharted jump routes. This area of space has not been fully explored, and (at the beginning of the game) constitutes an area avoided because of the difficulty of travel within its borders.

The value of the Dark Nebula can be from scientific advances derived from the exploration of the area, and from its strategic location.

Strategic Location: If the nebula obstructs the only route connecting the two opposing sides in the game, then the nebula has obvious strategic importance. If several routes are possible, and one passes through the nebula, then it becomes part of potential attack and defense strategy. If the nebula is off on a dead-end route, then it probably plays no important role in direct attack and defense strategy.

Scientific Value: The nebula also has potential value to be derived from its exploration. Each planetary surface box within the nebula may be explored, and that exploration may produce advances in scientific knowledge, which in turn can be reflected in better weaponry or industrial might. The exploration table indicates the rather low chance for each world to provide some scientific breakthrough. To use the table, the world in question must be thoroughly explored; at least one troop unit must be placed in the planetary surface box, and an

exploration ship must be within the system hex. After two turns (if placement of the forces occurs in turn 1, then the table is consulted in turn 3), the exploration . table is consulted, and any possible result is implemented. If the forces in the system are attacked, or if they are removed prior to the proper turn, then the table cannot be consulted, and any exploration must be begun anew. Once a planetary surface box has been explored (the exploration table consulted), it cannot be explored again by either side. Each planetary surface box may be explored only once.

If the exploration table indicates a possible breakthrough, then the forces must return to the player's home world. Upon arrival there, the breakthrough table is consulted, and the stated result may be implemented on the next turn.

The following results are possible on the breakthrough table:

Rich Resources: Rich deposits of material resources are discovered and brutally exploited. The player receives a one-time RU amount equal to the roll of one die.

Extensive Resources: Large-scale deposits of material resources are discovered, and may be exploited over time. The world becomes a source of RU equal to the roll of one die. Whichever player controls the world receives this amount every turn.

Missile Technology: The extensive exploration and analysis of the data received has produced a greater understanding of basic theory; one application of this knowledge concerns missile technology. One specific type of ship may be selected by the player, and all of his ships of the type fire missiles with a DM (die roll modification) of +1 whenever used.

Beam Technology: The exploration of the system in question has produced a greater understanding of basic beam theory; beam weapons may be materially increased in efficiency using this breakthrough. The player may select one specific ship type; all of his ships of the type now fire beams with a DM of +1. After six turns, all of his ships of all types fire beams with a DM of +1.

Screen Technology: The exploration of the world surface has resulted in a greater understanding of the underlying technology of beam generators; screen generators may be materially increased in efficiency as a result. The player may henceforth apply a DM of -1 whenever using screen factors, regardless of ship type.

Jump Technology: The use of the exploration ship within the area of the Dark Nebula has resulted in increased understanding of the theory of jump drives, and can be used to enhance jump abilities. Any of the player's ships may now jump up to four hexes without using a printed jump route, but must then cease jump movement for the remainder of the movement phase and becomes disrupted.

Exploration Ships: Exploration ships must be used to explore the jump routes of the Dark Nebula before other ships may use these routes. Any number of ships may accompany the exploration ship while it is doing so. When an exploration ship uses a jump route in the Dark Nebula previously unexplored by that player, the ship (and all ships accompanying it) must cease movement for the rest of the phase. The jump route is now explored, and the player may treat it exactly as any other jump route for the rest of the game.

13. NEUTRALS

A variety of forces and ships may be placed in neutral or non-controlled system hexes at the beginning of the game. These forces are the scattered troops and ships of non-aligned worlds,

and they exist primarily to defend against threats to those worlds.

The presence of neutral ships in a system does not force a player's ships to cease making hyperdrive jumps when entering the system. However, if the neutral system allies with the other player, then its ships are treated as enemy ships for movement purposes.

Neutral forces may be attacked, and destroyed, normally. When these forces are alone (without enemy forces with them), they may be persuaded to join the friendly camp as allies. The negotiation table indicates the various efforts which may be made to convert neutrals to allies. A player may use the negotiation table at the start of each friendly Combat Phase; however, the player may not voluntarily initiate any combat against a neutral in a Combat Phase that he negotiated with the neutral. If the negotiations succeed, the neutral allies with the player: the player must keep a friendly (non-neutral) unit on the world and receives income from the system as if he owned it. The units of the ally will fight along with the player's forces in the system, and may be hired to leave the system (see below). If the player does not have a unit on the world at the end of any phase, the neutral is no longer allied with him.

Ally Hiring: Forces may be hired once they have become allies. Hiring is the only way that forces may leave their original system. The hiring table indicates the costs involved in hiring allies; such costs must be paid every turn. Once hired, the forces must be paid for the remainder of the game, or until they are killed (by enemy action) or stood-down. Allies may be stood down by returning them to their original system.

Hired allies must always be accompanied by some type of friendly unit (ship, troop, or planetary defense marker). In the event that the friendly unit is destroyed, any allies present are also destroyed.

14. PREPARING FOR PLAY

There are five steps involved in the preparation for play: side selection, counter sorting, map placement, neutral placement, and initial deployment.

Side Selection: The two players determine (by lot, if necessary) who will be which side.

Counter Sorting: In order to make the game proceed faster, each player should sort all counters of his side by type and place them in stacks or piles in a convenient location.

Map Placement: Most important in preparation for *Dark Nebula* is the placement of the maps. In each game, the maps may be placed in a different arrangement, with the various relationships between the maps capable of change from game to game.

There are eight game maps, which should be shuffled and placed in a stack face down. The Aslan player then draws the top map, and places it between the two players. The Solomani player then draws the next game map from the stack and places it next to the first map, making sure that the jump routes match up. Players may not place maps so that the routes do not join up: if a jump route exits the side of a map, then any new map placed on that side must have a jump route that connects with the other jump route. This procedure continues until three specific game maps have been placed — the Aslanic Home Worlds, the Solomani Home Worlds, and the Dark Nebula. (It is possible for fewer than all eight maps to be placed.)

Note that the maps match jump routes only in certain specific ways. As long as the maps match, they may be placed in any manner desired by the placing player. Once a map has been

placed, its position may not altered or changed.

Neutral Placement: Once maps have been placed, the neutral counters are mixed together, placed inverted in a pile, and then drawn by the players. The Solomani draws the first counter, examines it, and places somewhere on one of the game maps, but not on either the Aslanic or Solomani Home Worlds maps. The Alsanic player then goes through this procedure, and players alternate drawing and placing the neutrals until the correct number have been placed.

The number of neutral counters is determined by the number of maps laid out. One neutral counter is drawn for each map laid out (including the two home worlds maps).

Neutral counters must be placed in primary systems, and players may place more than one neutral counter in a single system. Troops and planetary defense markers must be placed in planetary surface boxes; monitors and transports may be placed either in the boxes or in the systems.

Initial Deployment: Each player receives 40 RUs, with which he may purchase his initial forces. Any ship or counter may be purchased, with the exception that a B2 may not be purchased before a B1 is purchased, and a BB may not be purchased before a B2 is purchased. All purchased units are available for deployment.

A player controls all the systems on his home worlds map. The planetary boxes of these systems are marked with a symbol indicating this control; the player always controls his home worlds unless the enemy player is the only

player to have a unit in the planetary box. All other worlds controlled by a player must be garrisoned with a friendly unit: if a friendly unit is not in the planetary surface box at the end of any phase, then the player no longer controls that system.

The players may initially deploy their units in any system they control, either in space or in the planetary surface box. The Aslanic player deploys first. Following deployment, the Aslanic player moves first.

15. VICTORY

The game continues for an indefinite number of game turns until one player achieves the victory conditions. Victory conditions depend upon map placement.

Victory is judged at the end of each player turn and is determined by control of certain objectives for a certain number of player turns. A player must start and end a player turn in control of a specific objective in order to count that player turn for victory purposes.

If the Dark Nebula map has the only jump route(s) between the two home worlds maps, then the player who controls all the planetary surface boxes in the Dark Nebula for four consecutive player turns is the winner.

If the Dark Nebula map does not have the only jump route(s) between the two home worlds maps, then the player who controls at least twice as many planetary surface boxes as his opponent does for four consecutive player turns is the winner.

In either case, if a player controls the opposing player's capital for two consecutive player turns, he wins the game at that point.

CREDITS

Game Design: Marc W. Miller
Art Direction and Graphics: Paul Richard Banner
Playtesting: John M. Astell, John Harshman, Tim Brown

PRODUCTION COST TABLE

Cost	Counter
10	Planetary Defense Marker
2	Regular Troop Unit
3	Jump Troop Unit
3	Armor Troop Unit
1	Scout
3	Destroyer
6	Light Cruiser
10	Strike Cruiser
12	Heavy Cruiser
14	Attack Cruiser
10	Expeditionary Ship
13	Dreadnought (B1)
14	Improved Dreadnought (B2)
	—**Solomani B2**: 3-10-9
7	Improved Dreadnought (B2)
	—**Aslanic B2**: 10-8-9
15	Battleship (BB)
6	Monitor
1	Transport
2	Tanker

SHIP TYPE CODES

Code	Ship Type
TR	Transport
AO	Tanker
SC	Scout
DD	Destroyer
CL	Light Cruiser
CS	Strike Cruiser
CR	Heavy Cruiser
CA	Attack Cruiser
EX	Expeditionary Ship
B1	Dreadnought
B2	Improved Dreadnought
BB	Battleship
M	Monitor

COLOR CODES

Counter Type	Color Code
Solomani Troops	White on Red
Solomani Ships	Black on Red
Aslanic Troops	White on Blue
Aslanic Ships	Black on Blue
Neutral Troops	White on Grey
Neutral Monitors	White on Grey
Neutral Ships	Black on Grey

COUNTER FORMATS
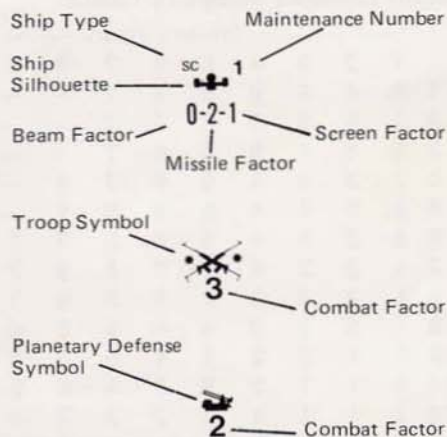
NEGOTIATION TABLE

Neutral forces may be negotiated into cooperation. Roll one die, and allow a DM of +1 per 10 missile factors present in the system. A die roll of 6+ indicates a friendly; a roll of 1 indicates a hostile result, and the neutrals will attack.

HIRING TABLE

Cost	Counter
1	Regular Troop Unit
2	Jump Troop Unit
2	Armored Troop Unit
1	Monitor
1	Transport

Forces need not be hired if they remain in their original system.

EXPLORATION & BREAKTHROUGH

Die Roll	Exploration Result	N2	N3	N5	Osa
1	Possible	A	A	A	A
2	Possible	B	B	B	B
3	No	C	C	E	E
4	No	D	F	F	—
5	No	E	—	—	—
6	No	—	—	—	—

Possible indicates that the World column may be checked. Roll one die. A: Extensive, B: Rich, C: Missile, D: Beam, E: Screen, F: Jump, —: Nothing. See page 16.

BEAM COMBAT RESULTS TABLE

				Screen Factor				
	1	2	3	4	5	6	7	8	9
1	4	4	5	6	6	7	7	—	—
2	3	4	5	5	6	7	7	—	—
3	3	4	4	5	6	6	7	—	—
4	2	3	4	5	5	6	7	7	—
5	2	3	4	4	5	6	6	7	—
6	2	3	3	4	5	5	6	7	7
7	1	2	3	4	4	5	6	6	7
8	1	2	3	3	4	5	5	6	7
9	1	2	2	3	4	4	5	6	6
10	1	1	2	2	3	4	5	5	6
11	1	1	1	2	3	3	4	5	5
12	1	1	1	1	2	2	3	3	4

MISSILE COMBAT RESULTS TABLE

				Screen Factor				
	1	2	3	4	5	6	7	8	9
1	5	6	6	6	7	7	7	—	—
2	5	5	6	6	6	7	7	7	—
3	5	5	5	6	6	6	7	7	7
4	4	5	5	5	6	6	6	7	7
5	4	4	5	5	5	6	6	6	7
6	4	4	4	5	5	5	6	6	6
7	3	4	4	4	5	5	5	6	6
8	3	3	4	4	4	5	5	5	6
9	3	3	3	4	4	4	5	5	5
10	2	3	3	3	4	4	4	5	5
11	2	2	3	3	3	4	4	4	5
12	2	2	2	3	3	3	4	4	4

On each table, the left hand column indicates the missile or beam factor of the firing starship. The number shown at the intersection of the attacking factor row and the screen factor column must be rolled or exceeded on one die for the target to be destroyed.

Beams attack at short range; Missiles attack at long range. Missiles may fire at short range at half factor after all beam fire has been resolved.

Disrupted starships make all attacks with a die roll modification of - 1. Disrupted starships are attacked with a die roll modification of +1.

PLANETARY DEFENSE FIRE

Die Roll	Primary System	Secondary System	Planetary Defense
1	D	D	D
2	D	—	D
3	—	—	D
4	—	—	—
5	—	—	—
6	—	—	—

— = No effect achieved.

D = Target Destroyed (if screen factor is 7+, allow a DM of +1).

SURFACE COMBAT RESULTS

Die Roll			Combat Differential				
	- 3	- 2	- 1	0	+1	+2	+3	+4
1	—	D	D	D	D	D	D	D
2	—	—	D	D	D	D	D	D
3	—	—	—	D	D	D	D	D
4	—	—	—	—	D	D	D	D
5	—	—	—	—	—	D	D	D
6	—	—	—	—	—	—	D	D

— = No effect on target.

D = Target Destroyed.

PLANETARY BOMBARDMENT

Die Roll			Missile Factors Allocated			
	1+	7+	14+	21+	28+	35+	42+
1	—	N	N	D	D	D	D
2	—	—	N	N	D	D	D
3	—	—	—	N	N	D	D
4	—	—	—	—	N	N	N
5	—	—	—	—	—	N	N
6	—	—	—	—	—	—	N

— = No effect achieved.

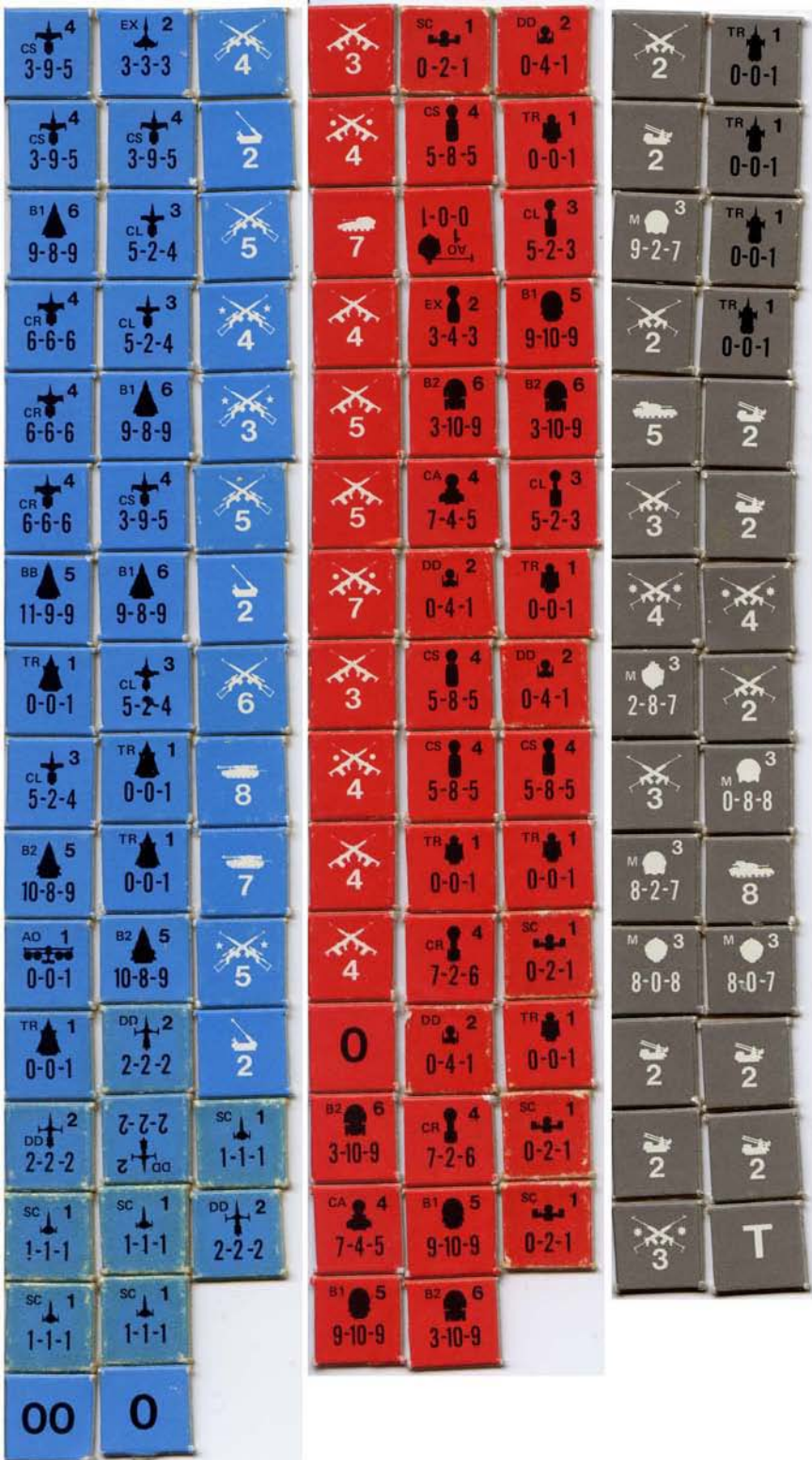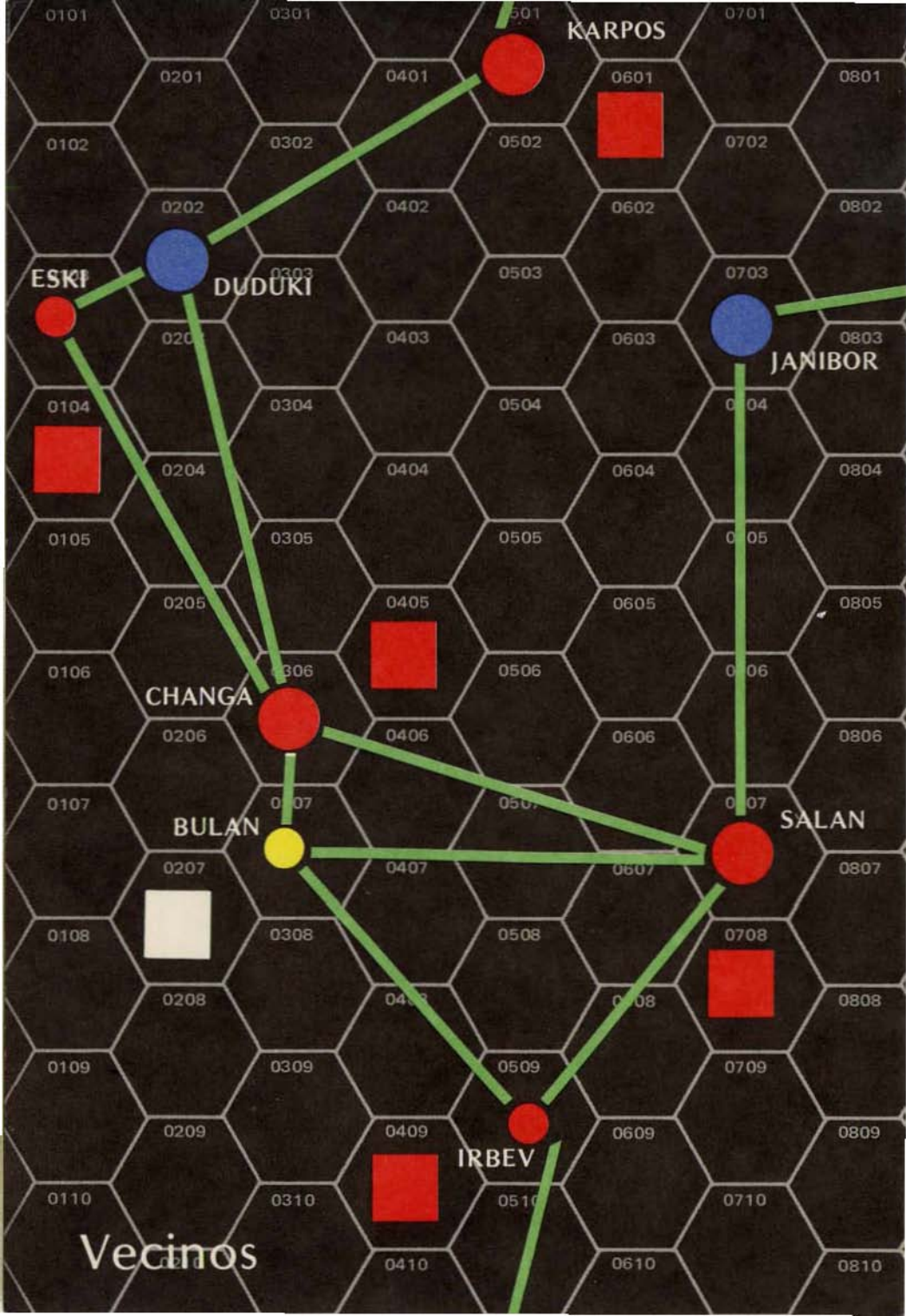N = Target neutralized.

D = Target Destroyed.

Surface combat attacks at differentials greater than 4+ are treated as 4+.

Regular and armored troops are allowed a first fire against jump troops.

Mercenary units attacking mercenary units do so with a DM of +2.

Blue counters:

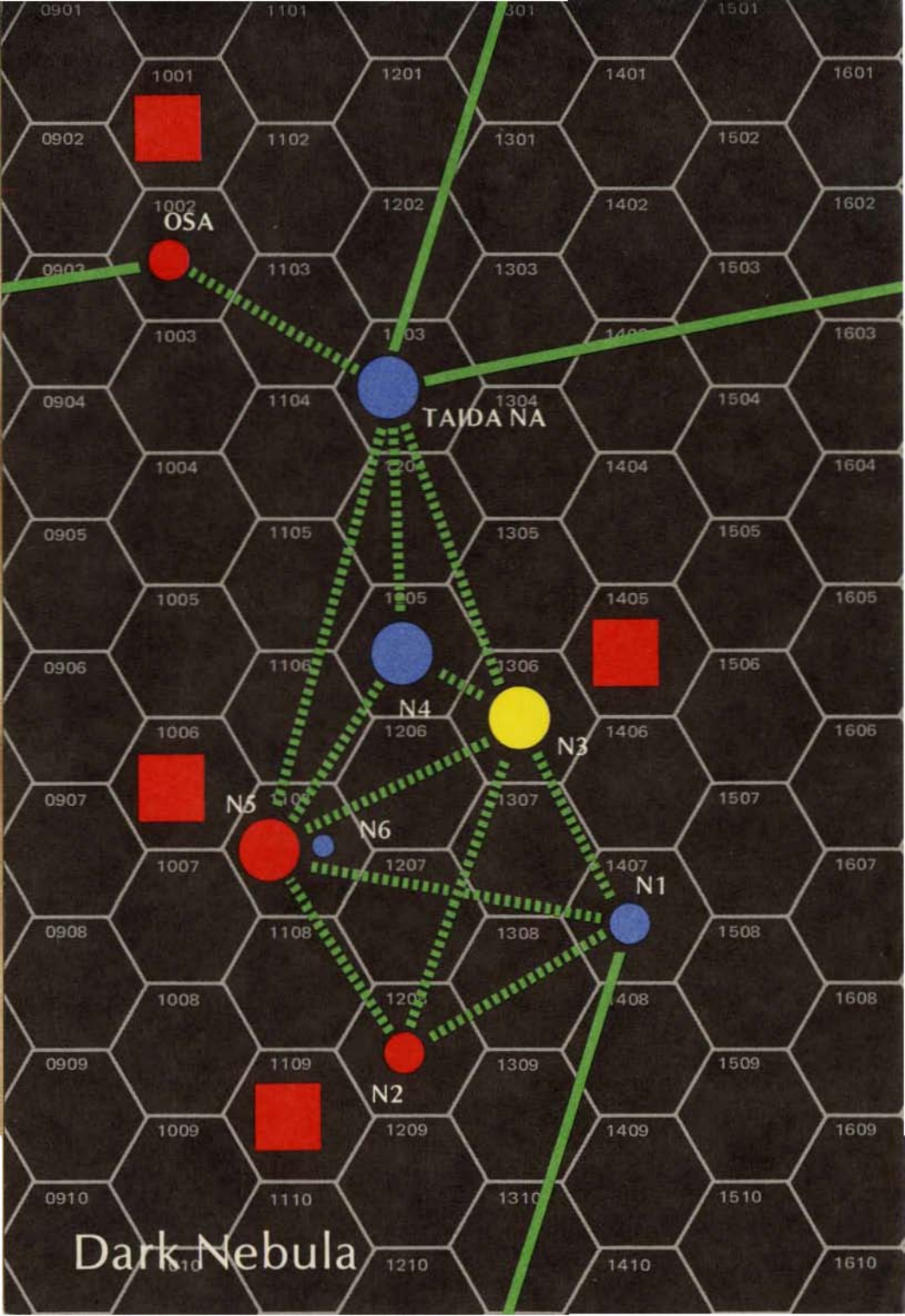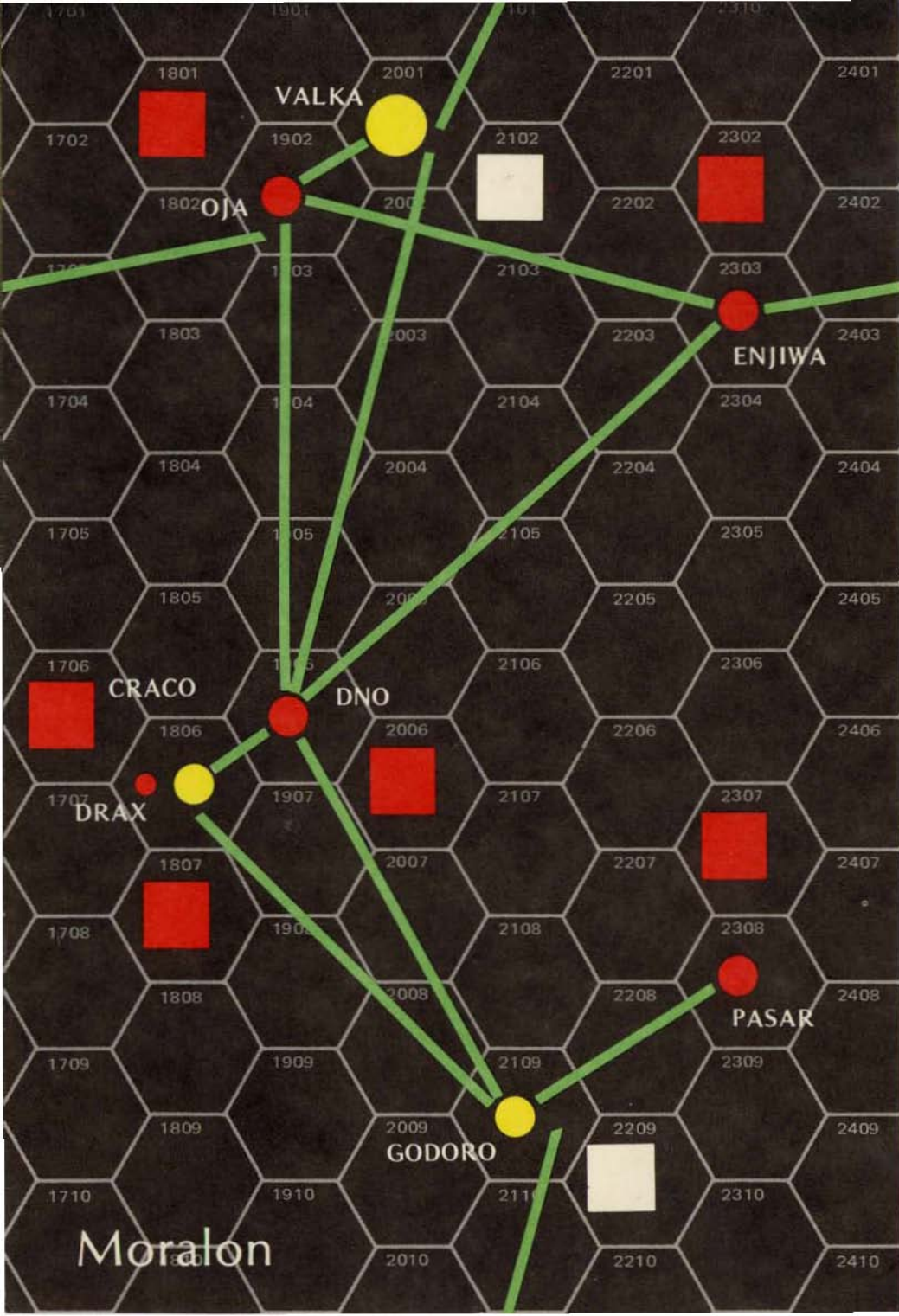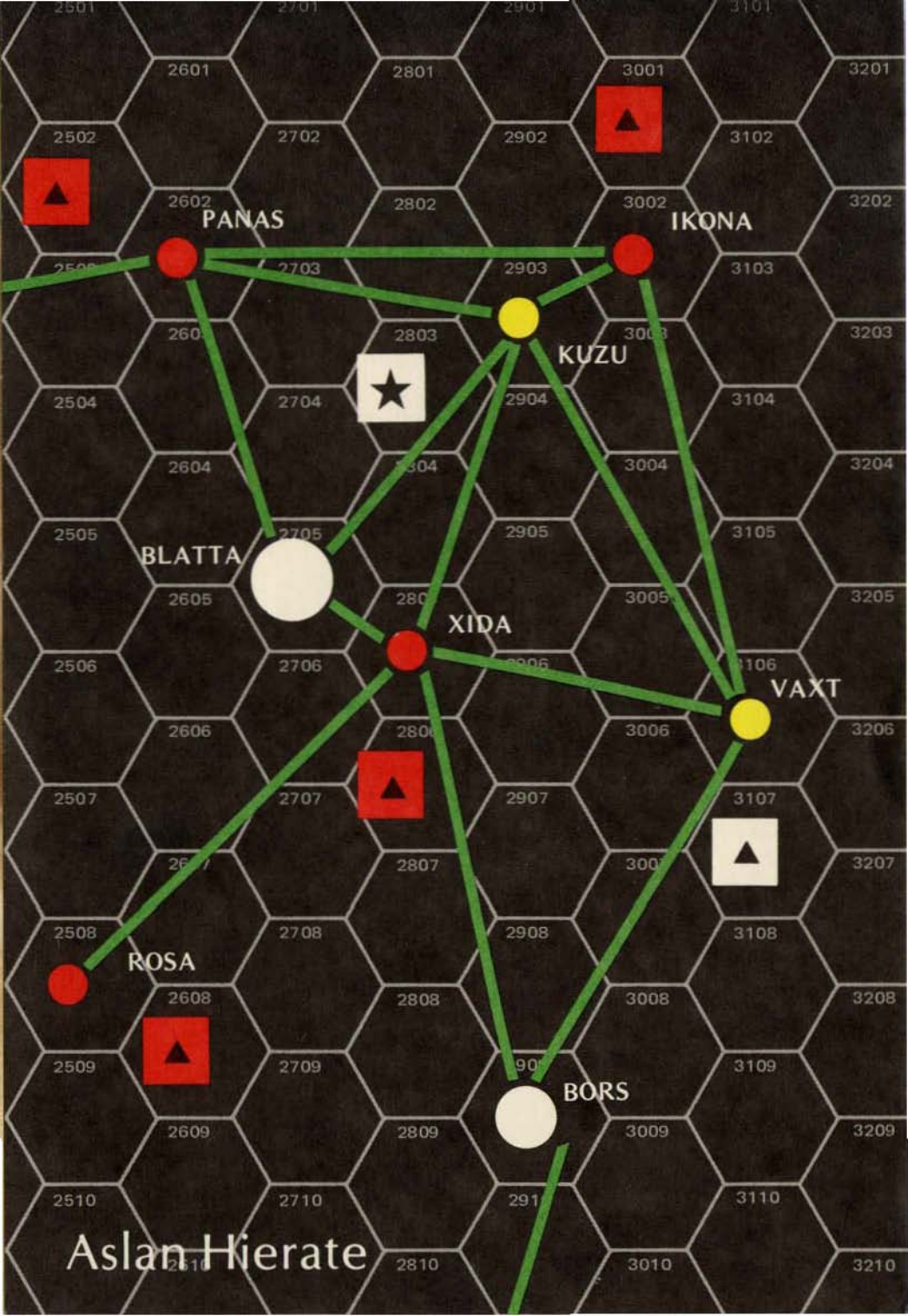|		
CS 4 / 3-9-5	EX 2 / 3-3-3	4
CS 4 / 3-9-5	CS 4 / 3-9-5	2
B1 6 / 9-8-9	CL 3 / 5-2-4	5
CR 4 / 6-6-6	CL 3 / 5-2-4	4
CR 4 / 6-6-6	B1 6 / 9-8-9	3
CR 4 / 6-6-6	CS 4 / 3-9-5	5
BB 5 / 11-9-9	B1 6 / 9-8-9	2
TR 1 / 0-0-1	CL 3 / 5-2-4	6
CL 3 / 5-2-4	TR 1 / 0-0-1	8
B2 5 / 10-8-9	TR 1 / 0-0-1	7
AO 1 / 0-0-1	B2 5 / 10-8-9	5
TR 1 / 0-0-1	DD 2 / 2-2-2	2
DD 2 / 2-2-2	DD 2 / 2-2-2	SC 1 / 1-1-1
SC 1 / 1-1-1	SC 1 / 1-1-1	DD 2 / 2-2-2
SC 1 / 1-1-1	SC 1 / 1-1-1	
OO	O	

Red counters:

3	SC 1 / 0-2-1	DD 2 / 0-4-1
4	CS 4 / 5-8-5	TR 1 / 0-0-1
7	1-0-0 OV	CL 3 / 5-2-3
4	EX 2 / 3-4-3	B1 5 / 9-10-9
5	B2 6 / 3-10-9	B2 6 / 3-10-9
5	CA 4 / 7-4-5	CL 3 / 5-2-3
7	DD 2 / 0-4-1	TR 1 / 0-0-1
3	CS 4 / 5-8-5	DD 2 / 0-4-1
4	CS 4 / 5-8-5	CS 4 / 5-8-5
4	TR 1 / 0-0-1	TR 1 / 0-0-1
4	CR 4 / 7-2-6	SC 1 / 0-2-1
O	DD 2 / 0-4-1	TR 1 / 0-0-1
B2 9 / 3-10-9	CR 4 / 7-2-6	SC 1 / 0-2-1
CA 4 / 7-4-5	B1 5 / 9-10-9	SC 1 / 0-2-1
B1 5 / 9-10-9	B2 6 / 3-10-9	

Grey counters:

2	TR 1 / 0-0-1
2	TR 1 / 0-0-1
M 3 / 9-2-7	TR 1 / 0-0-1
2	TR 1 / 0-0-1
5	2
3	2
4	4
M 3 / 2-8-7	2
3	M 3 / 0-8-8
M 3 / 8-2-7	8
M 3 / 8-0-8	M 3 / 8-0-7
2	2
2	2
3	T

Vecinos

Dark Nebula

Solomani Quadrant

The Fastnesses

Resources

0	5
1	6
2	7
3	8
4	9

DIM

ASTEL

AMANI

KINADA

MIR

DARK NEBULA

Rift Routes

Turn

1	6
2	7
3	8
4	9
5	10

HASARA

DAANARNI

SIMSEK

ALIS

RIA

DARK NEBULA
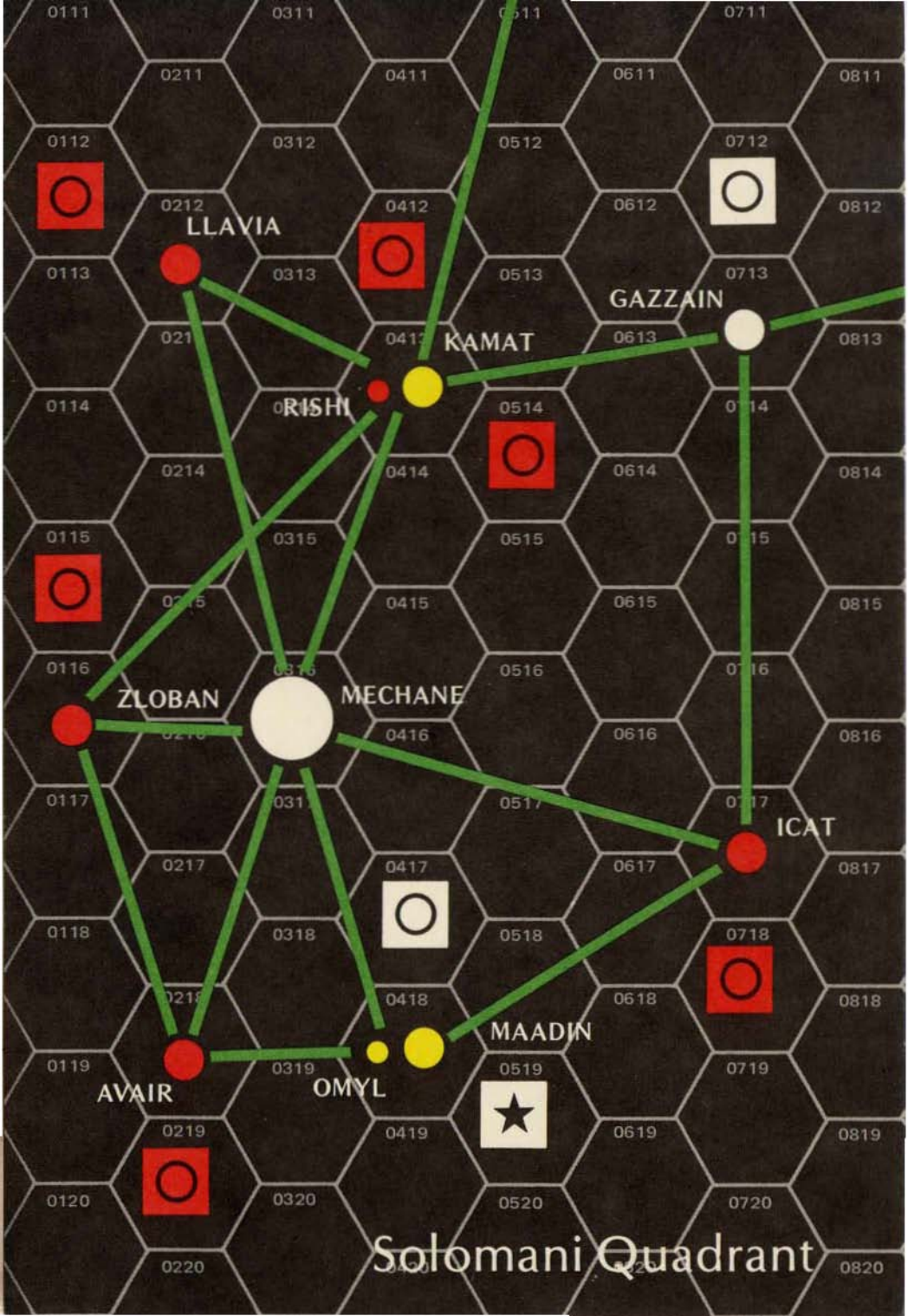
Bright Star

Vecinos

KARPOS
ESKI
DUDUKI
JANIBOR
CHANGA
BULAN
SALAN
IRBEV

Dark Nebula

OSA
TAIDA NA
N4
N3
N6
N5
N1
N2

Moralon

VALKA
OJA
ENJIWA
CRACO
DNO
DRAX
PASAR
GODORO

Aslan Hierate

PANAS
IKONA
KUZU
BLATTA
XIDA
VAXT
ROSA
BORS

Solomani Quadrant

LLAVIA
KAMAT
GAZZAIN
RISHI
ZLOBAN
MECHANE
ICAT
AVAIR
OMYL
MAADIN

The Fastnesses

SALIA
KOV
TANGGA
MIZAH
UMURU
OMARO
SIMBA

Bright Star

HASARA
DAANARNI
SIMSEK
ALIS
RIA

Rift Routes

DIM
ASTEL
AMANI
KINADA
MIR

Turn

1	6
2	7
3	8
4	9
5	10

DARK NEBULA

Resources

0	5
1	6
2	7
3	8
4	9

DARK NEBULA