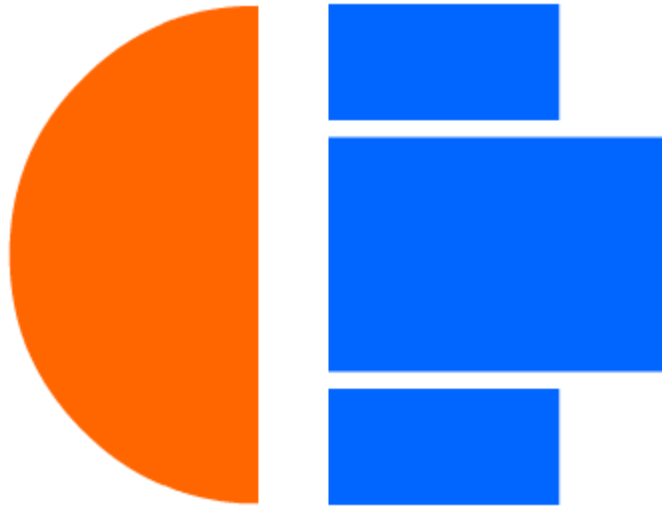


Seldensagen vom Kosmosinsel Legend of the Galactic Heroes



FLEET COMMAND

Strategic and Tactical Space Warfare in the 36th Century

Game Rulebook

3.4 Edition – October 2018

Table of Contents

0. Change Log.....	5
1. Overview	7
2. Campaign Play.....	8
2.1 Overview	8
2.2 Reading the Map.....	9
2.3 Managing Resources	10
2.4 Building Fleets and Structures	11
2.5 Managing Fleets.....	11
2.6 Turn Phases and Battles.....	13
2.7 Dissent and Revolts	14
2.8 Piracy	15
2.9 Special Rules for Fezzan	15
2.10 Special Rules for Multiplayer Factions	16
2.11 Multiplayer Diplomacy.....	18
2.12 Campaign Victory Conditions.....	19
2.13 Additional Campaign Scenarios.....	19
3. Tactical Battle Play.....	20
3.1 Overview	20
3.2 The Battlefield	21
3.3 Moving, Attacking and Damage	21
3.4 Map Obstacles	23
3.5 Admiral Skills and Traits in Battle	24
3.6 Battle Setup and Turns	25
3.7 Routing and Retreat.....	25
3.8 Types of Units	26
3.9 Skirmish Mode	34
4. Tactical Maps	35
4.1 Overview	35
4.2 Orion Arm Maps.....	36
01 – MELIDE	36
02 – TAVETSCH	37
03 – CURMONT.....	38
04 – SUHR	39
05 – ERDE	40

06 – MAANEN	41
07 – ARNBACH.....	42
08 – CASTROP	43
09 – PIRAEUS.....	44
10 – WANSTEIDT	45
11 – SIRIUS	46
12 – SOL	47
13 – VEGA	48
14 – TENHAUSER	49
15 – WALCHSEE	50
16 – KREUZNACH.....	51
17 – WIESEIN	52
18 – VALHALLA.....	53
19 – ALTAIR.....	54
20 – BILROST	55
21 – FIREZARD	56
22 – ARLESHEIM	57
23 – ALVISS.....	58
24 – JAFNHAR.....	59
25 – ALTENA	60
26 – RENTENBERG	61
27 – SCHANN-TAU.....	62
28 – GEIERSBERG	63
29 – WESTERLAND	64
30 – KYFFHAUSER	65
31 – GARMISCH.....	66
32 – GROSSARL	67
33 – DVERGER.....	68
4.3 Iserlohn Corridor Maps.....	69
34 – AMRITSAR.....	69
35 – ISERLOHN.....	70
36 – TIAMAT	71
37 – VAN FLEET	72
38 – DAGON	73
39 – ASTARTE.....	74

4.3 Fezzan Corridor Maps.....	75
40 – BORTHORN.....	75
41 – GHIRA.....	76
42 – FEZZAN.....	77
4.4 Sagitarius Arm Maps.....	78
43 – EL FACIL.....	78
44 – KAFFER.....	79
45 – SHIVA.....	80
46 – RANTEMARIO.....	81
47 – SHAMPOOL.....	82
48 – DORIA.....	83
49 – PAMELEND.....	84
50 – NEPHTHYS.....	85
51 – SVINKOVO.....	86
52 – TOPANGA.....	87
53 – THANATOS.....	88
54 – MASJID.....	89
55 – BA'ALAT.....	90
56 – ISKENDERUN.....	91
57 – SOCOTR.....	92
58 – GLARUS.....	93
59 – DAYAN KHAN.....	94
60 – TORBA.....	95
61 – VERMILLION.....	96
62 – MARR-ADETTA.....	97
63 – GANDHARVA.....	98
64 – FAKARSAR.....	99
5. Appendix Items.....	100
5.1 Fleet Admiral List.....	100
5.2 Numbered System List.....	101
5.3 Build Cost List.....	102
6. Special Rules.....	103
6.1 Space Battleship Yamato.....	103

0. Change Log

ED	DATE	NOTES
1.0	Sep-15	Original Google Draw edition, battles only.
2.0	Sep-16	Updated Google Draw edition, campaign added.
3.0	Jan-18	Conversion to Tabletop Simulator; free-movement to hex-based.
3.1	Feb-18	Post-release playtest bugfixes.
3.2	Apr-18	<ul style="list-style-type: none"> - Added change log. - Changed unclear language, etc. - Updated preface info, dates, etc. - Ships disbanded while near shipyards go to Replacement Pool. - Retreat and routing movement revised to be more forgiving. - Added new Blind Jump retreat rules. - Clarified rules for moving squadrons between fleets. - Clarified admiral assignments from unassigned pool to new fleets. - Removing pirates now reduces dissent levels; Losing increases it. - Fezzan starting money increased to 400. - Clarified when Fezzan special abilities can be used. - Fezzan mercenaries can now be used to attack occupied systems. - Modified multiplayer civil war distribution of admirals/systems. - Added section for Multiplayer Diplomacy. - Added section for Campaign Victory Conditions. - Added section for Additional Campaign Scenarios. - Clarified movement and firing rules. - Added movement change for stars, opposite of black holes. - Fighter movement and targeting rules changed. - Engineering ship MP increased to 2, given coin toss protection. - Minefields can be placed outside of the defender deployment zone. - Mobile Fortresses can now ram any unit, HP increased to 12. - Added Skirmish Battles section. - Added Special Rules section.
3.3	Jul-18	<ul style="list-style-type: none"> - Updated revolt/coup rules for player-controlled Fezzan. - Fezzan propaganda ability effect increased to +/-10% dissent. - Shipyards and commercial centers can no longer be scuttled on the campaign map or targeted by friendly units in battle unless enemy fighters are present. - Clarified fleet supply radius through corridor/impassable areas. - Clarified rules for fighter targeting and attacks against fortresses. - Dissent penalties for battles and territory reversed. - Resource halt for 50% dissent removed. - Clarified Trickster trait rules regarding starting zones. - Blockade Runner trait clarified to cover enemy fleets instead of enemy systems. - Published separate 784/794 scenarios to TTS Workshop. - Minor changes to campaign and battle boards. - Early-game Empire admirals have improved stars and abilities.

3.4	Sep-18	<ul style="list-style-type: none"> - Repositioned Geiersberg, Kyffhauser and Suhr to remove dead-zones for supply in the Orion Arm. - Ships damaged above 50%, excluding flagships, are now sent to the Replacement Pool for recuperation after battle, including carriers which lose their fighter complement. - Pirates now only spawn on systems with economic centers, shipyards or fortresses, not including minefields. - Energy stream rules clarified; Now causes collisions. - Trickster trait always active except single-fleet on defense. - Trading admirals disallowed for game balance, save for Fezzan's special bribe ability. - Pirate dissent reduction typo fixed to +/-2%. - Clarified map borders as solid, preventing cheap shots. - Clarified capture of fortresses, with and without Pirates. - Fighters now deal 2 damage and must be recovered during retreats in order to avoid being sent to the Replacement Pool. - Engineering Ship shielding removed. - Economic Centers provide twice the regular value (¥2 each) in the 794 scenario. - Fixed Rantemario tactical map energy stream. - Added Julian Mintz to FPA admiral roster. - Yamato Cosmo Tiger fighters increased damage to 3.
-----	--------	---

1. Overview

Legend of the Galactic Heroes is a multi-media franchise that depicts the human condition in the form of a space opera. Though it is filled with interesting technology in an expansive setting, the real focus is on the characters and the conflicts between their values. These conflicts often end violently, from short fistfights to battles that cost millions of lives.

LotGH: Fleet Command shows this world at the highest level. Players assume the roles of heads of state and battlefield commanders, forced to make decisions that decide the fate of human civilization. Originally designed as a tabletop game, it has been adapted for use in online play via Tabletop Simulator.

The game is split into two levels of detail: **Strategic** (on a galactic-scale campaign map) and **Tactical** (on a local star-system level where fleet battles occur). While battles can be conducted at any time (as “skirmishes”), tying them into the strategic campaign map is what provides context and brings out the essence of the story. And it is the story that is valuable here: Real interactions between factions and members of the same faction are not only expected but encouraged, up to and including deception and rebellion.

The core mechanics of the game are simply a backdrop. In the end, the legend is yours to tell.



*In every time, in every place,
the deeds of men remain the same.*

2. Campaign Play

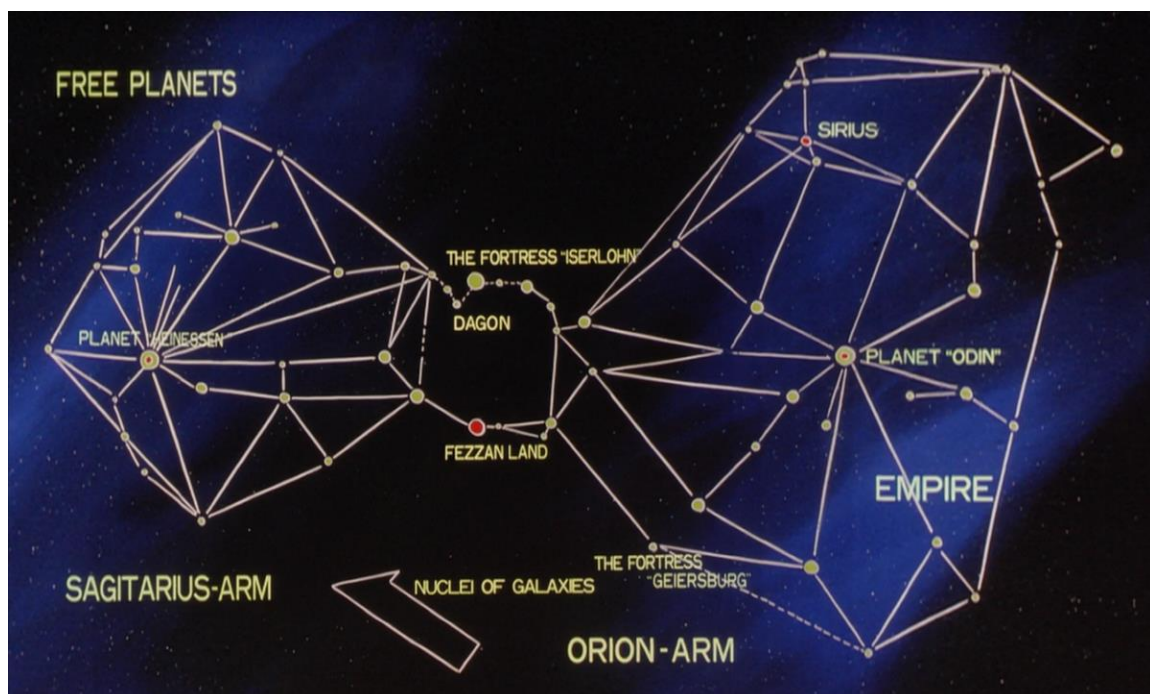
2.1 Overview

Strategic-level gameplay gives individual battles context. It is here that players have the greatest freedom to change the course of events. In a two-player game, this campaign is straightforward grand strategy and is completely military. When more than two players are present, they encouraged to role-play and essentially re-write the series.

The game starts in the year 784 UC, which in the source material is shortly before soon-to-be Alliance hero Yang Wen-li serves as a lowly ensign on the frontier planet El Facil. The map of the known galaxy appears as it does in the source material, split between the Sagittarius and Orion arms of the Milky Way, connected by two corridors of navigable space: Iserlohn and Fezzan.

On one side of this divide stands the mighty but decrepit Galactic Empire, heir of the first united human government, controlled by the Goldenbaum Dynasty and propped up by the labors of its peasant classes. On the other stands the Free Planets Alliance, a breakaway state composed of refugees seeking to rebuild the Galactic Federation which had been usurped by the Goldenbaums. United only by patriotic rhetoric, it too is in decline. In between stands the sole neutral observer to this play, the Dominion of Fezzan. Nominally a subject of the Galactic Empire, Fezzan is independent in everything but name, the only conduit of trade between the two and wielding immense financial, and therefore political, leverage over both sides.

At this point in history, the two great nations have been in a state of total war with each other for 144 years. This intractable conflict, based on starkly opposed ideologies and a stubborn refusal to compromise, has stalemated due to the defensive buildup of the Iserlohn corridor. The wily conniving of the Fezzani has prevented their corridor from being used for a battlefield, turning Iserlohn into a seemingly insurmountable obstacle. There is no end to the war in sight.



2.2 Reading the Map



The campaign map is made up of a hex grid with labeled **star systems** and **impassable regions** between the two galactic arms. All fixed structures are built on controlled star systems, while fleets composed of individual ship squadrons move between them. Systems provide resources to their owners, indicated by color-coding. At the game's start, these are split between the **Free Planets Alliance** (FPA – Orange), the Galactic Empire (EMP – Blue) and the **Dominion of Fezzan** (FEZ – Green).

There are four kinds of objects which appear on the board:

Fleets – Squadrons of ships clustered together in a large group, usually counting in the tens of thousands. Fleets are shown on the map as colored disks, numbered 1 to 20. The contents and leadership of each fleet are displayed on the note cards along the top of the board, along with other information regarding the nation. Fleets can be moved on any hex except for the impassable areas, stacked up to 5 tall.

Fortresses – Massive battlestations designed to hold territory in space. These are treated as ship squadrons and must be assigned to a nearby fleet and admiral to be used. With rare exceptions, fortresses are permanently stationed and immobile. These are shown on the map as small blue and white icons, placed beneath the system's ownership color. Fortresses without a garrison are vulnerable to capture. Minefields, which are not commanded, are also considered a fortress.

Shipyards – Sprawling, orbital construction yards that build your warships. The war cannot be continued if these are lost. These are shown on the map as green and white icons located to the right of the system's ownership color.

Commercial Centers – Orbital hubs dedicated to trade. Each one contributes ¥1 to the national income every turn. These are shown on the map as yellow and white icons located to the left of the system's ownership color.

Each star system has three slots, one for each type of structure. Since there are multiple types of fortresses, this may require scrapping an existing one. Only fortresses can be scrapped; shipyards and commercial centers are permanent unless destroyed by an enemy during battle.

The top of the board shows national leadership and resources. All existing nations are shown, including their their income and savings, their current level of dissent, their fleet compositions, the replacement pool of ships that survived a battle after being damaged above 50% or losing their flagship and a record of admirals, including unassigned and killed in action. If nations enter civil war, they can be split into two factions. At that point additional factions can be added to the sides of the board, unless one wins and takes over the top slot. Nations which change governments have their flags swapped with the alternate, otherwise the rebel faction takes the new flag.

The bottom left has game tools, including lists of admirals, systems and unit build costs. Also located along the bottom are two D10s for percentage rolls and a coin, followed by fleet and ownership icons. Lastly, the current game turn is shown at the bottom right in the form of game year and month. Each turn is equivalent to one in-universe month, so the calendar date will change as well.

2.3 Managing Resources

Strategic play centers on two key resources: **Money** and **Admirals**. Without these, all of your efforts will grind to a halt.

Money (¥) is straightforward. A state must finance its expenditures, even if that involves taking on debt from another party. All new units and structures require money to build them. Commercial centers grant one money per turn during the economic phase. Money can be pushed into negative numbers due to certain actions, during which no purchases can be made. Trade with other nations is the only alternative form of financing.

Admirals are the leaders that hold a nation's forces together. They are assigned to individual fleets or can be assigned as the supreme commander of all space fleets, granting bonuses in both cases. Admirals are recruited according to a historical schedule, and can be lost (permanently) during battles.

It is important to remember that every unit or structure on the board at game start represents time and money needed to replace it, and that every admiral of considerable rank or skill is perishable. The current edition of the game is resource-scarce, and players should not underestimate this when making their plans.

2.4 Building Fleets and Structures

Once enough money is available, players can build ships and structures. However, there are limitations which must be followed:

- New fleets/ships can only be built one at a time in star-systems with a shipyard:
 - o If a **flagship** is built, one of the 20 available fleet slots is placed on the map and recorded with the other fleets in the nation's fleet record. At this time, an admiral from the Unassigned pool can be immediately placed in command.
 - o If other ships (referred to as **squadrons**) are built, these must be added directly to fleets (flagships) already stationed on the system.
 - o If no flagship is available, all new squadrons can be added to the **Replacement Pool**, after which they can be built at any shipyard for free if a flagship is available to host it. In practice, a nation can build as many units per turn as they have shipyards, but can only mobilize them at the same rate as new ships.
 - o Squadrons can be placed into the Replacement Pool if they are disbanded while their fleet occupies a shipyard. A shipyard can disband one squadron per turn, in addition to new construction, enabling you to redeploy across long distances.
- Fortresses, shipyards and commercial centers are limited to one per owned star system. Since more than one type of fortress is available, an existing fortress must be scrapped before the new one can be made. Since these also have locations on the tactical maps, the positioning must be decided upon immediately during construction and recorded (preferably by the game's host) for future reference. This is most easily done by marking copies of the maps found in the appendix of this manual.

All building is done during the **Economic Phase** of a nation's turn. This will be described in a later section of this chapter.

2.5 Managing Fleets

Fleets are composed of squadrons, each squadron being a playing piece on the tactical level of play. These are tracked in the national data section at the top of the board. Up to twenty fleets can be built per nation, and up to five can be stacked on one hex.

Fleets are always composed of one flagship. No units can appear on the map without a flagship in existence. If a flagship is destroyed in battle, all surviving squadrons from that fleet are added to the Replacement Pool and can be "re-built" for free at any shipyard, assuming they have a new flagship to join up with. Likewise, any unit damaged over 50% is sent to the pool for recuperation. At the same time, fleets can exchange units with each other during the military phase of each turn, but this must be done between fleets at the same location and ceases all additional movement for those fleets involved during that turn.

Fleets are always commanded by an **admiral**. Admirals have names, **skill levels** on a 1-5 star scale and have unique **traits** that can affect both the strategic and tactical games. Admirals are assigned or re-assigned at the start of the military phase, but this uses up a fleet movement point (to be described) and freezes the fleets involved during that turn. In the absence of a

named admiral, fleets are commanded by “no-names” (or N/A) with an automatic skill of 1 and no special abilities.

Furthermore, the entire force of your nation is commanded by an overall supreme commander. The skill of this admiral determines the agility of your actions on the campaign map. Again, if no named admiral is supplied, they are filled in with a “no-name” of skill level 1. Supreme commanders can be changed like fleet admirals at the start of the military phase, but doing so prevents all other military actions during that turn.

Fleets can move 1x the admiral rank in hexes per turn, with halves rounded down. Your fleets cannot skip over hostile fleets without the Blockade Runner trait, and so will fight whenever they come into contact. This is the lead-up to a tactical battle. Should fleets survive and win, they may have movement points remaining to continue the attack or pull back. A fleet that retreats from a battle intact can use all of the admiral’s movement points to escape, although this may not be enough to prevent further pursuit and attack.

The number of fleets that can move per turn is determined by the skill level of supreme commander, rounded down for half-star levels. In addition, the skill of the supreme commander determines the order each player goes for each turn, granting a first-mover advantage. The higher skill level always wins, but if the skills are tied, a coin toss is performed to judge the winner. In the case of additional players who are also tied with the other two, coin tosses are used in an elimination method (heads for success) for each player until only two remain, followed by the regular toss.

Admiral skill level is important for movement and in battle, but special traits also determine the value of your leaders. While most admiral traits affect only the tactical battlefield, some affect actions on the campaign map. These are:

Blockade Runner – Fleet can bypass enemy fleets without engaging. This requires the opponent to stack fleets in great depth to prevent a breakthrough, or to keep additional forces in reserve.

Staff Officer – +1 rank when assigned as supreme commander.

Logistician – Fleet can move one extra hex on campaign map.

Cautious – Fleet moves one less hex on campaign map.

There is a careful balance to be struck between the use of skilled commanders in tactical, strategic and supreme commander roles. Given that admirals appear over time according to a scheduled roster, and that admirals can be killed in combat and eliminated due to revolutions and bribery (more on these later), it becomes even more important to assign the right men for the right job, at the right places and at the right times.

In addition to the impassable areas of space, star systems are important chokepoints because they provide **supply** to all fleets within a 6-hex radius. Fleets that operate outside of this radius are immediately starved and destroyed. This means that offensives into enemy territory must be made in deliberate jumps, and that over-extending can allow the enemy to cut your supply lines and decimate your invading fleets. *(Note: This is measured as ships fly. Impassable corridor areas do not permit supply, such as from Rantemario to El Facil.)*

Fleets on the campaign map are represented by numbered disks, while the details are tracked using the note cards at the top of the board next to each faction's flag. All 20 fleet slots are available for use, filled in with the number, the assigned admiral's name and the individual squadrons (BB/CV/DD + Forts, Engineering Ship, etc.) The supreme commander is shown at the top of the second card, between fleets 10 and 11. Unassigned admirals are on the third card, along with the Replacement list on the bottom line (again in BB/CV/DD format). Deceased admirals are placed on the fourth and last card.

2.6 Turn Phases and Battles

As described in the previous section, the skill of a player's supreme commander determines the order in which they take turns on the campaign map, except when a tie requires a coin toss.

Turns are split into two phases: **Military** and **Economic**. Military phases are accomplished one player at a time. The economic phase is performed by all players simultaneously.

All combat takes place during the **Military** phase:

- First, *Admiral Assignment* takes place. Admirals can be assigned to unstaffed fleets or swapped at will. If the supreme commander is changed, no additional actions may be taken during this military phase. If any fleet changes admirals, they will be unable to move during the next part. One swap between existing admirals or assignment to/from the unassigned pool costs a fleet movement point.
- Second, *Fleet Movement* occurs. The total number of fleets that can be moved during a turn is dependent on the skill of the supreme commander. The distance that any individual fleet can move is equal to its admiral rank. Whenever a fleet overruns an enemy star system that is not defended, it automatically changes hands, including any structures and forts located there. If any enemy fleets are thereby outside of supply, they are immediately destroyed. However, if the fleets come into contact with the enemy, the next part occurs.
- Third is *Detection*. To prevent all engagements from being predictable, this mechanic ensures that not all battles go as planned. Fleets may be unable to track down the precise location of their opponents, or fail to marshal their combined forces in time. In practice, this is a percentage chance of contact based on the ratio of fleets. Whenever an equal or lesser number of fleets attacks, the battle is guaranteed. When the attacking force is larger, there is a chance that they will not connect. This is determined by dividing the ratio of fleets (i.e. 3/5 or 1/3) to get a percentage, and rolling 2D10, where each result is a digit (10 = 0 except when both are 10, which is then read as 100). If the value is equal or less than the percentage, the battle occurs. Otherwise, no combat can occur with the targeted stack of fleets until the next turn, and the stack cannot be bypassed in the meantime. This may mean retreating, or waiting on the spot until the other side attacks or retreats during their own turn. Overwhelming force may backfire, while small raiding parties may get through unscathed. Players must judge acceptable levels of risk.
- Fourth and last is *Battle*, in which any fleets that make contact will be brought into a tactical battle using the local system map. These battles have casualties, up to and including flagships and the admirals on them. Ships that have over 50% damage,

excluding flagships, are sent to the Replacement Pool. Losing the flagship removes the fleet disk from the campaign map, and any surviving forces that retreat are recycled into the Replacement Pool. Should a fleet retreat in good order (with the flagship intact), their fleet disk will be permitted to move away up to the admira's skill level. However, victorious attacking fleets can continue to use their available movement points to attack additional targets as means permit. Winning or losing a battle affects a nation's **dissent** rating, and this is added or removed immediately after battle.

Once each player has had their turn at the combat aspect, the **Economic** phase starts:

- First, *Pirate Attacks* occur. A nation's dissent level, from 0-100%, directly corresponds to a 0-100% per turn of a pirate force appearing on an owned star system that has an economic center, shipyard or fortress (not including minefields). First, 2D10 is rolled. If the value is less than or equal to the current dissent, pirates spawn. The location is determined by rolling a second 2D10 and comparing the result to the numbered list of star systems. The first combination that covers an owned star system is the spawn point. If a friendly fleet is stationed there, the pirates do not spawn at all. If unprotected, pirates occupy it, along with any structures and fortifications present. Needless to say, losing empty star systems on the frontier is rarely troublesome, but pirates that occupy a major shipyard or a front-line fortification become a tremendous problem. Pirates will appear in a fleet of 3x Destroyers (DD). In the unlikely event that pirates spawn multiple times on the same location during subsequent turns, the pirate fleets may stack up to 5, which can result in surprisingly difficult fights. Pirates are commanded by opposing players with no conflict of interest, effectively giving them a free chance to damage you.
- Second, *Income* is calculated. After all owned commercial centers are accounted for (after any losses), the current turn's income is determined and added to the nation's funds.
- Third and last, *Building* takes place. Funds are used to make units and structures as appropriate. Ships are limited by the number of shipyards as mentioned previously. Any public diplomatic actions between factions also take place at this point.

Once this phase is complete, the calendar is changed to the next month and the next turn begins.

2.7 Dissent and Revolts

Whenever a nation quits a fight by having all flagships retreat (or be destroyed), this is counted as a loss, and adds +5% dissent. Conversely, the winning side gets a reduction of -5%. Losing a star system to an enemy results in +2% and -2% respectively. Losing systems to pirates does not increase dissent, but doing battle with them does result in +/-2% for combat. As previously mentioned, dissent has an immediate impact in the form of pirate attacks. Over time, this effectively paralyzes a nation and may lead to defeat.

Another method to reduce dissent is in a revolt. When Fezzan is not player-controlled, revolts are triggered at will. This causes an immediate reduction of -50% to dissent and changes the nation's flag and color to the alternate style. However, this also results in a military purge: All admirals not included under the new regime up to this point (color-coded on the list of admirals)

are considered killed. This effect is not ongoing, as admirals from both factions continue to be added to the available pool according to the schedule.

Revolts differ greatly when multiple players are involved and when a player uses Fezzan. This will be elaborated on in the Multiplayer section of this chapter.

2.8 Piracy

To liven up an otherwise stalemated campaign map, random pirate raids occur behind the lines. These are usually a result of dissent, and as such they do not increase dissent by a further 2% when they steal a star system. Eliminating pirates will reduce it by -2%, similar to a normal victory. On the other hand, losing to pirates still costs +2% for the botched policing attempt. In essence, pirates are free distractions for enemy players, and roadblocks to your own offensives into hostile territory.

Pirate fleet stacks always appear with 3 destroyer squadrons. Unlike regular fleets, pirate fleets do not have a flagship and so cannot be routed. In addition, they have a 3-star admiral, meaning they can maneuver all units in a single turn (*Note: More on tactical battles in a later section*). Lastly, they do not suffer losses on the campaign map: Damage is not persistent. This gives the stand-in player considerable flexibility to cause damage with such a limited force.

2.9 Special Rules for Fezzan

The Dominion of Fezzan is a special case, as its gameplay is almost strictly on the strategic level and must be pursued by mostly non-military means. In-context, Fezzan is the only trade route between the two sides and wields tremendous “soft” power over the other nations. Its neutrality keeps a second possible frontline in the war closed, and various special abilities allow it to promote or punish the other factions from afar. This makes it the side most suited to role-players. That said, Fezzan takes part in very few battles and is therefore much better suited to a more experienced player who is effectively the “dungeon master” and is content to play a long, indirect game. Different rules apply to an automated or player-controlled Fezzan.

An **automated** or **NPC Fezzan** is simple to operate, allowing for 2-player games. It does not have any fleets, has no dissent and does not produce any structures. Its base income of ¥2 is given to the Free Planets Alliance, until or unless the FPA seizes the Iserlohn star system, after which it is given to the Galactic Empire, and vice versa. Should either nation attack Fezzan, its base savings of ¥400 is deducted from the attacker’s funds (even if this pushes it into the negatives) and granted to the other side, along with its admirals and any remaining star systems. This implicit threat makes invading the Fezzan corridor very risky, even after one side has won a clear advantage.

A **player controlled Fezzan** operates like the other nations, with a few special traits added in:

Money – Fezzan generates ¥2 per commercial center instead of ¥1. This money is not automatically granted to the weaker side of the war and can be used however the player sees fit to balance or manipulate the outcome of the game.

Loans – Fezzan can give loans to other nations so long as it has the money to do so. A rounded amount is ¥10 at 35% interest, resulting in payments of ¥1 per month for 12 months, though the amount and terms are entirely up to the players involved. Players who default on Fezzan's loans instantly owe and transfer the entire remainder of the payment, which can temporarily push their cash below zero (the Fezzan player receives the money regardless). The number and amount of loans is also up to player discretion. Loans are granted and paid for during the economic phase.

Bribes – Any admirals of skill 3-stars or below can be “bought” at the start of Fezzan's military phase at a rate of ¥50 per skill level. While this can allow Fezzan to fill out its roster, it is intended to be at the expense of the nation which loses their admiral, possibly at a critical moment.

Propaganda – For the cost of ¥100, add or reduce 10% dissent for any targeted nation. This can be done any number of times to any nation per turn, taking place at the start of Fezzan's military phase.

Mercenaries – For the cost of ¥100, spawn a pirate fleet on the targeted star system. If this system is currently occupied, the pirates will launch an attack (played by Fezzan). The number of mercenary hires is not limited, and multiple pirate stacks can be bought per turn at the start of Fezzan's military phase.

Instigate Coup – Fezzan has the unique ability to trigger a mid to late-game crisis for both main factions by instigating a coup. This can only be performed once per-faction, per-game. Starting the coup does not cost any resources and is triggered from the military phase. For further information, see the next section on Special Rules for Multiplayer Factions.

It is important to remember that Fezzan can use these abilities even if they have been completely removed from the board, so long as there are funds (or donors to fund them).

Though unlikely, other nations can issue loans to each other, but they are not protected by the punishment for defaults per the rules above. All nations can negotiate items on their own, such as treaties and resource transfers, but Fezzan's bribes, propaganda, mercenary hires and instigating coups do not require the consent of other players to use.

2.10 Special Rules for Multiplayer Factions

The game can be played with a minimum of two people, with a third enabling player-driven interactions with Fezzan. More than three players can be accommodated by treating them as co-commanders of nations and enables Fezzan's coup and civil war mechanic.

All nations require a single faction leader, selected before the game begins, who is responsible for managing all aspects of their nation. Additional players are only allowed to perform those tasks that they are delegated, dividing up responsibility and coordinating tactics. This means other players are always subordinate and dependent upon the decisions of the faction leader. However, when there are at least two players per major faction and Fezzan is player-controlled, this leadership structure can be completely overturned in a coup.

When Fezzan is an NPC and a nation has a revolt, the national colors are changed and admirals are purged (with leaderless fleets getting free assignments from the unassigned pool). This may be chosen by the faction leader to quickly reduce dissent. But when multiple players are present in a faction and Fezzan is player-controlled, revolts are handled by the Fezzan player only and become attempted coups and civil wars.

The Fezzan player will choose one of the other players (not the faction leader) to become the new faction leader of the coup and the breakaway state that will form. Both leaders are now battling for supremacy in their home country. Should either of them lose, they will be moved to the opposing major faction, essentially losing all of their progress and possibly joining the new losing side of the campaign. Any other players involved may pick which side of the coup they stand on, but they will not move to the other major faction upon a loss.

The breakaway state is formed by an almost 50/50 split, slightly in favor of the revolters. To make the split, the following steps should be taken:

- Reduce dissent by -50% on the main faction, per single-player revolt rules.
- Flip revolter faction flag on the board in the empty country slot.
- Split any saved money between the two sides (give larger half if uneven to the revolters).
- Perform a coin-flip check to split any replacement pool ships between the two sides.
- Perform a coin-flip check of each currently controlled star system for transfer to the revolting side. (*Note: This is independent of fleets, meaning a loyalist fleet can start on top of a defecting system and immediately take it, or vice versa.*)
- Transfer any fleets with currently-assigned traitor admirals to the revolters.
- Perform a coin-flip check of any fleet which has no admiral (N/A) assigned to it.
- Transfer any unassigned traitor admirals to the revolters.
- Assign a Supreme Commander for the traitor faction using any currently assigned or unassigned traitor admiral. Unassigned admirals can be used to fill-in for supreme commanders taken from a fleet. Repeat this step with the main faction if the supreme commander was a traitor at the time of the revolt.
- After all of the above has been accomplished, tally the number of defecting fleets and compare it to the number of fleets the main faction had at the start. If the number is not 50:50 (or slightly in favor of revolters when the number is uneven, e.g. 6:5 fleets) then there will follow an opportunity to rebalance them. The side which has less than half may perform coin-flip checks on any opposing fleet desired and take it, instantly assigning it an admiral from the unassigned pool. This may only be performed once per-fleet, and the number of attempts is equal to the number of fleets left to strike a 50:50 balance.

Example: 10 fleets at start, 3 defect = 2 coin-flip attempts to steal other fleets, potentially bringing it to 5:5, but in the worst case staying at 3:7.

Civil wars are assumed to be temporary, as the split nation is now very vulnerable to the outside. However, from this point on all activities are considered separate: Resources are earned based on the star-systems they control and new admirals are added to the faction with whom they have sympathies for. While unlikely, these nations can also negotiate separately with their neighbors. In theory, up to 5 independent nations can participate on the map simultaneously. *(Note: Fezzan has a color for a second faction, however it does not have coups and civil wars, meaning there will never be 6 factions.)*

When fighting a civil war, the two sides follow a structure-annihilation game rule: If a side loses all shipyards, commercial centers and fortresses (except minefields) then they will be automatically defeated, even with fleets still on the map. This represents a collapse of internal support for the regime and a surrender by the remaining combatants. On losing, opposition admirals are purged as in regular revolts (with leaderless fleets being granted a chance to be staffed from the unassigned pool), and all surviving resources, fleets and star-systems are returned to the victor.

As the coup and civil war mechanic is intended to be a “hurdle” on the way to victory, they will always occur before the campaign is finished. To prevent late-game abuse, a coup will be automatically triggered if no other factions remain on the board and the Fezzan player has not yet triggered it for the remaining one, ensuring time to successfully resolve the civil war. In addition, Fezzani (protected) loans are tied to the faction that originally took them out. They are only inherited by the opposition if they eliminate the original side. Likewise, NPC Fezzan money transfers are tied to the original factions and do not carry over until the civil war is finished.

2.11 Multiplayer Diplomacy

Aside from power struggles within a nation or faction, diplomacy can take place between nations. For games that lean towards the source material’s canon storyline, this will usually be brokered by Fezzan. However, nothing stops players from diverging from this unless agreed upon before game start.

Negotiations are entirely up to the players involved. They are encouraged to be as creative, and as scheming, as means permit, and to treat the rules as tools rather than limitations. That said, the further one strays from the rules, the less protection they have against foul play. As a general rule, all diplomacy which results in bending game rules must be declared publicly and is effective until rescinded. Some examples of creative diplomacy include:

- Allowing another faction use of your shipyards during an economic phase. Nothing would prevent them from building a fleet/flagship and taking that system during the very next military phase.
- Allowing another faction use of your star systems to keep their fleets in supply. Nothing prevents you from cutting that supply at will, thereby instantly starving and destroying their fleets deep in your territory.
- Trading money, star systems, squadrons and fleets. There is no requirement for them to be traded or taken back if there is a subsequent betrayal. **Trading admirals should be disallowed for game balance, except for Fezzan’s special ability and the bribed admirals.**

2.12 Campaign Victory Conditions

Depending on the kind and length of game players wish to use, there are different victory conditions available which must be decided upon before game start. Some modes will take more time than others to complete, so it is recommended to use the first (and also shortest) option available for either situation listed below.

For 2 Players:

Control Capitals – Occupy all capital star systems (Ba'alat, Fezzan and Valhalla).

Surrender – Fight until one player sees the situation as hopeless and concedes.

For 3+ Players:

Surrender – Fight until one player concedes. If this is a major faction, all of the remaining assets are transferred to Fezzan, which may choose to fight on or surrender. If Fezzan surrenders first, they choose how to distribute their remaining resources.

Annihilation – Only one nation is left standing on the campaign map.

(Note: This is the best choice for roleplaying, with complete freedom for diplomacy, to include resurrecting previously destroyed nations.)

In any case where Fezzan is player-controlled, the Fezzan's player objective is to induce a stalemate and prevent any faction from achieving victory before the game timer runs out (Year 805.01). This can be accomplished even if Fezzan has been completely eliminated from the board and can no longer affect the game. Running out the game timer represents Fezzan's network of corruption taking full control of the galaxy.

Please note that the Fezzan coup and civil war mechanic is only applicable in a game with 5 or more players, such that there are 2 or more players per major faction. Games with 4 or fewer players will revert to the self-induced revolt mechanic as a means to reduce dissent.

2.13 Additional Campaign Scenarios

794 Scenario

For a quicker start and a shorter game, this pushes the players into the era of the source material right away. There is little time for buildup of forces, and many of the protagonists appear within a short period of time. This scenario very much favors the Galactic Empire, as the majority of their best leaders appear in the second half of the 20-year span. The Free Planets Alliance is bolstered to compensate for this, however the advantage will quickly disappear.

Both sides start with increased dissent and some money. Fezzan also starts with an increased treasury. In addition, all income is doubled: Economic Centers provide ¥2 each.

The 794 Scenario has been uploaded to the Tabletop Simulator Workshop as a separate game file.

3. Tactical Battle Play

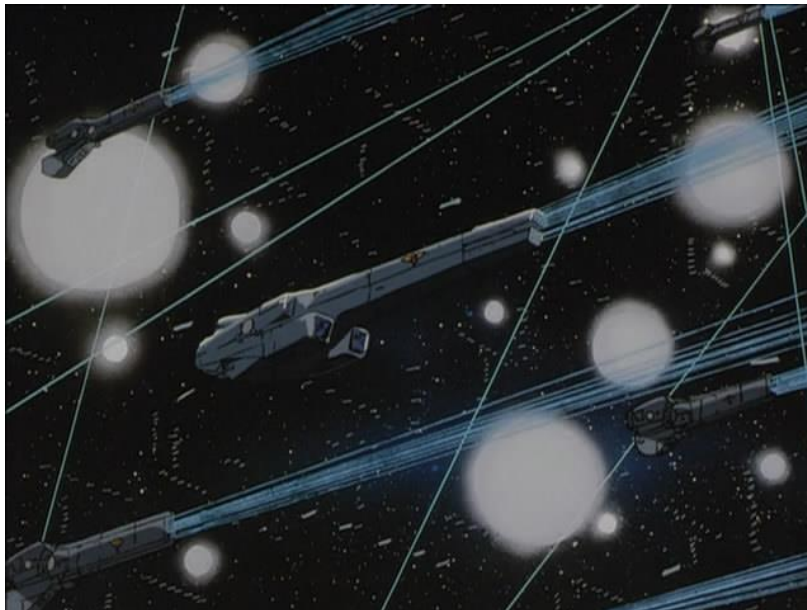
3.1 Overview

While the campaign map provides context, the core of the game is the battlefield itself. Every battle, from a minor skirmish to a massacre, will have an impact on the larger story.

In the source material, most warfare is conducted in space using large warships, hundreds of meters long, which sweep their opponents from the stars before threatening planets with impunity. It is an era of high technology, interstellar travel and directed energy weapons that have extended the size of a battlefield into lightminutes of distance.

But the technology is deceptive. Alongside the weapons have grown countermeasures, particularly in the fields of sensor and communications jamming. Out of necessity, fleets remain clustered, salvoes are sometimes fired blind and tactics have returned to a kind of primitive warfare more reminiscent of the age of gunpowder. Lines of battleships swap fire while smaller, more nimble ships dart around the flanks and form screens. Space fortresses are vulnerable to siege but are often too powerful to attack directly. Space fighters, a recent development at the time of the game's starting date, show great promise but do not yet have the capacity to wage war on their own.

In this setting, the lines between past and present, between warfare on land and at sea, have dissolved into a new kind of creature. It is your job to master it.



"Battles are won by slaughter and maneuver. The greater the general, the more he contributes in maneuver, the less he demands in slaughter."

Winston Churchill

3.2 The Battlefield

The tactical battle is played on a fixed hex grid field that is 28x31 hexes across. This area may have various obstructions such as planets, asteroid fields and energy currents. Each star system on the campaign map has a dedicated tactical battle map, meaning that the campaign map has “terrain” of a sort. When structures are built in a star system, they are placed on the tactical map and become persistent from one battle to the next. Those hexes without a star system do not have any terrain, and any battles taking place here occur in wide open space. The edges of the map are considered solid and impassable.

Warships themselves appear as groups or squadrons, color coded by faction (rim) and by assigned fleet (sides). These move across the map from a top-down perspective. While it is true that space is three-dimensional, the firing distances involved mean that such maneuvering is relatively pointless, and so it is simply assumed that they are in fact large stacks of ships which cannot fly or fire through one another from a distance with a guarantee of safety.

Each map is divided into two deployment zones, with the first expanding 8 hexes from the center in all directions, and the latter being outside of this boundary. The owner/defender of the star system places fleets within the inner zone (up to and including the blue boundary marks), while the attacker places them around the periphery.

Like the campaign map, the margins of the board have additional tools. These include fleet icons and portraits of the admirals involved in the battle, a spot to place squadrons which are destroyed or retreat and other markers which are used during play.

Most objects are tiles that will automatically lock into place on the board. The degree of turn can be set to 60 degrees to make movement across the board fluid, and some tiles have different undersides. Please refer to a tutorial of Tabletop Simulator when it comes to basic commands.

3.3 Moving, Attacking and Damage

With the exception of space fighters, all ships will follow the principles outlined below.

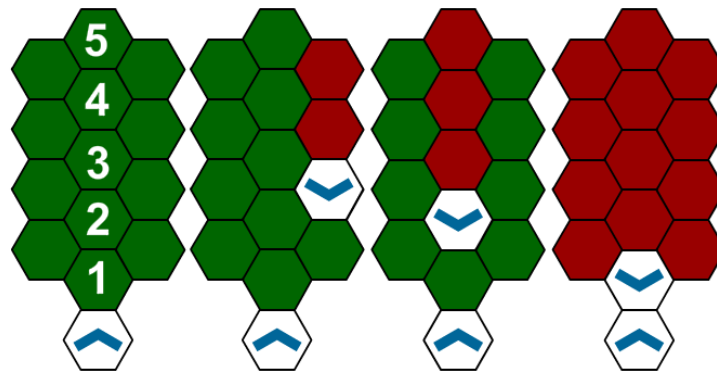
Movement is accomplished in steps, using Movement Points. Different types of warships have different amounts of these to reflect their agility. Points are expended as follows:

- One hex forward = 1 Movement Point
- Strafe one hex sideways (both fore and aft) = 2 Movement Points
- Reverse one hex backwards = 2 Movement Points
- Turn 60 degrees = 1 Movement Point

Attacking is generally performed by pointing a unit at another and ensuring that they are within firing range. Firing will then end the unit’s turn, whether it had moved or not. Under most circumstances, there will be a coin toss to determine whether it was a hit or miss. Units cannot fire through each other, and they cannot fire on friendly targets (*Note: Refer to the section on Fighter units for the exception.*)

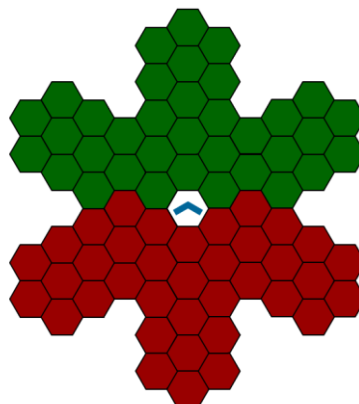
Ships follow the same firing pattern: A straight line of hexes, including one hex width on each side. The longer the firing distance, the wider the dead-zone that cannot be targeted in between when turning. Fleet maneuvering and formations are essential to plugging these gaps.

Fire can be blocked by other units if they are on the same “lane” as the target, or by positioning themselves directly in front of the guns. This goes for both friendly and enemy units. Below is an example of the gun range of a Battleship (BB) squadron, where the maximum range is 5 and red hexes cannot be fired upon because another unit blocks the path.



Damage is displayed by explosion markers, numbering 1 to 11. When a unit loses all HP and is destroyed, the piece is flipped over and becomes a single large explosion that remains on the board until the owner’s next turn. Debris is impassable and must be avoided until it has been cleared away. Destroyed units are then moved to the “Destroyed” pool off to the right of the board.

The amount of damage dealt is generally determined by the kind of ship that is firing, but can be modified in a number of ways. The most common is the effect of forward-facing shields. When a regular ship fires on another from the forward hemisphere, there is a 50/50 chance (coin toss) that the shields will be effective and deflect it. When attacks are made from the rear hemisphere, no coin toss is needed and damage is dealt immediately. Since firing cones are 3 hexes wide, several hexes to the sides permit a 90-degree “broadside” and will also count as rear shots. This is demonstrated below, where the green area is a location where a Battleship squadron can fire and hit from the front and the red area counts as a shot from the rear, so long as the nose is pointed in the right direction. A rule of thumb is that if you can draw a 90-degree, perpendicular line from the target to your guns, it’s considered a flanking shot.



3.4 Map Obstacles

The battlefield of space is not always empty. In addition to walls of ships blocking both fire and movement, there are also natural obstructions which may get in the way.



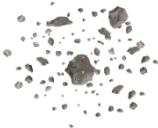
Planets and Moons – These are static objects which take up space and are impassable. Given the scale of the game, it is assumed that the closer you are to a planet, the lower you are in its orbit. At a critical point your ship will be behind the planet and not exposed to enemy fire. It is not possible to land on or bombard planets, as the game focuses on control of the space around them. Planets take up whole hexes, regardless of the art on the board, and prevent firing through them.



Stars – It is not uncommon to fight an enemy right up to a system's star. Like planets, stars are treated as solid objects and cannot be fired through. However, their mass allows ships to use a gravity-assist to slingshot around them. When moving in any hex immediately adjacent to a star, all movement point costs are halved, effectively doubling your range of movement. Note that this effect can result in ships moving away from the star with half a point left, which cannot be rounded up to a full movement point.



Black Holes – While fighting near a black hole is unwise, all is fair in war. Black holes are impassable like planets but also have a deadly gravity well effect in adjacent hexes. Moving inside this area doubles the cost of movement points needed for all maneuvers, and if a unit remains here without moving during a turn, it is automatically drawn into the event horizon and destroyed.



Asteroid Fields – While many asteroids are small and scattered over such distances that the odds of hitting one are literally astronomical, there are places in space where fields become incredibly dense. These areas are a hazard to most ships. Whenever something larger than a fighter squadron passes through a hex of asteroids, there is a coin toss to determine whether or not 1 HP will be deducted due to impacts. This is performed as soon as a unit touches the field during its turn, or as soon as a turn starts if the unit has remained within it. Asteroid fields are navigable but the combination of debris and sensor interference means that you cannot fire through them. Units at the edge of a field can fire out of them, which also exposes your own ships to enemy fire.



Energy Streams – Whether this is due to dying stars or dying warships, these are powerful, interplanetary currents which shove units one hex downstream, towards the wider end. Like asteroid fields, the effect occurs as soon as a unit comes into contact with the stream, or at the beginning of the turn if it starts from inside of it. Any units which start in a stream and are not moved during the turn are still pushed one hex. The affect only occurs once per movement point, so only streams that are 2 deep or greater will push ships a greater distance. If two streams point next to each other, such that a unit would be squeezed between them, this region is interpreted as a turbulent and impassable zone, most often encountered in the galactic corridors. In the event any unit is pushed into another due to involuntary movement in an energy stream, both are destroyed in the collision.

As previously mentioned, every star-system on the campaign map has a pre-made battle map to accompany it. As fighting progresses, it will become very important to become familiar with the local “terrain” in order to secure victory.

3.5 Admiral Skills and Traits in Battle

Admirals have a considerable impact on the outcome of tactical battles. Their skill ranks (stars) and traits are equally important.

Skill Rank affects movement on the campaign map, however it also affects both movement and initial deployment in battles.

- During the initial setup of a battle, all admirals are compared to each other from highest to lowest rank. In any case where the ranks are the same, a coin toss is used to determine the winner. Once all admirals (and fleets) have been lined up, their units are placed on the map from lowest to highest rank. When the battle begins, the highest rank moves first, followed by progressively lower ranks. In essence, the lower the rank, the more predictable an admiral is and the slower they react to the onset of battle. The higher the rank, the more cunning the admiral in setting up the initial conditions for the fight. This advantage is immediate, but can be squandered over the course of fighting.
- Once fighting begins, rank determines the number of units within a fleet that can be moved during each admiral's turn. This number is rounded down, hence a 3.5 star admiral can move 3 squadrons. Lower skilled admirals are therefore at a significant disadvantage, regardless of how many units they have available. A careful balance must be struck between massing forces as reserves as opposed to forces that can actually be brought to bear, since every unit not participating is vulnerable to attack.

Traits may further affect the battle. In addition to those which affect the campaign map, the others modify skill ranks depending on the circumstances as well as providing other bonuses.

Offensive Leader – +1 rank when attacking an enemy star system.

Defensive Leader – +1 rank when defending an owned star system from an enemy attack.

Fortress Buster – +1 rank when attacking an enemy star system that has a fortress defending it. *(Note: Does not include minefields.)*

Garrison Commander – +1 rank when defending an owned star system with a fortress defending it. *(Note: Does not include minefields.)*

Minesweeper – Fleet takes no damage moving through minefields.

Ambusher – Fleet takes no damage moving through asteroids. *(Note: Only fighters are immune by default.)*

Tyrant – -0.5 rank to all other friendly admirals in the same battle that are at or below this admiral's rank. This can not only make a half-rank admiral less competitive during setup, but will also reduce a whole-rank admiral to a lower squadron movement group per turn. *(Note: Effect is cumulative with multiple Tyrant admirals, determined by starting rank.)*

Old Guard – -0.5 rank when admiral is not the highest ranking friendly admiral in the battle.

Inspiring Leader – +0.5 rank to all other friendly admirals in the same battle. *(Note: This is the reverse of the Tyrant trait and is also cumulative.)*

Trickster – After all players have finished the setup phase, take any one friendly fleet already positioned on the map and reposition it at will, including both defender and attacker zones. This effectively bypasses the admiral rank for positioning and allows a player to give even lower-ranked admirals an advantageous position, as well as significantly alter a battle plan on the fly. *(Note: This trait can be used on the trickster admiral's fleet as well. However, it does not work if his is the only friendly fleet deployed on the map when on the defense.)*

3.6 Battle Setup and Turns

As mentioned, every star system has a dedicated battle map associated with it. Before the start of any battle, the terrain must be laid out first. References for these layouts are found in the last section of this manual.

Next, all admirals and their associated fleet disks must be lined up and ranked as described in the previous section.

The squadrons belonging to each fleet must be brought to the board and color-coded, along with their commanding admiral. Both the admiral markers and the unit disks are tall enough to permit seeing the color tint applied to the outer rim. This color can be freely selected, however it is recommended that no two fleets, belonging to either combatant, share the same color.

Lastly, the ships are set down on the board in order from lowest to highest ranking admiral. The defending fleets may only be deployed within the center deployment zone indicated by blue chevrons. The attacking fleets may only deploy outside of this boundary.

Once set up, the turns proceed normally, from highest to lowest ranking admiral. Combat continues until one side has retreated or been routed completely.

3.7 Routing and Retreat

Aside from completely destroying all enemy forces in direct combat, it is also possible to attack more deliberately and cause the enemy to retreat or break up. A retreat can be well-ordered or a chaotic rout depending on the situation.

Retreating occurs when a unit moves off the edge of the map. The squadron is then moved off to the right side of the board where the Retreated Pool is located. If a flagship retreats, the rest of the fleet is routed. The fleet, with any survivors, will then be able to move on the campaign map up to the admiral's maximum movement points. Should ships retreat without the flagship (because it has been destroyed), they will be moved to the Replacement Pool on the campaign map where they can rebuilt for free at any shipyard.

Routing occurs when a fleet's flagship has been destroyed, killing the admiral. With the command structure breaking down, the fleet is thrown into disarray. On one hand, all routing ships are permitted to move during their fleet's turn, and all heavy units (larger than fighters and destroyers), gain +1 extra movement point. However, they cannot fire back at the enemy and do not have any saving throws (such as front-facing shields). The only possible action a routing fleet has left is to retreat off of the board, unless a desperate sacrifice is needed to protect another force.

Any form of retreat is difficult to pull off while still swapping fire with the enemy, especially with less capable admirals who can move fewer units per turn. But should a situation become terribly desperate, there remains one final option to encircled or otherwise trapped ships. Launching into superluminal speeds is hazardous in of itself, but to do so without careful planning and calculations is tempting fate. Ship captains can elect to make a **Blind Jump** to immediately leave the battlefield, but this may result in catastrophies such as hitting a star, or even being torn apart in null-space. The order to perform such a maneuver may even cause crews to defect on the spot and surrender rather than take the risk.

In practice, this is a simple coin toss to determine whether a squadron survives this ordeal or does not. A fleet's flagship can initiate a blind jump at any time, while the rest of the fleet (during a rout) may then immediately follow or attempt to retreat normally as means permit. Blind jumps are an absolute last resort, best saved for encirclements in which complete destruction seems certain. **Note: Fortresses are captured after conquering a system. Pirates lack a flagship and do not rout, however pirate fortresses can be captured if all other pirate ships are destroyed.**

3.8 Types of Units

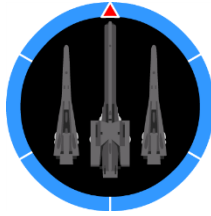
Once the stage has been set for battle, it is down to individual ships to carry the day. The game supports a number of units, divided into Squadrons and Fortresses, each with their own unique play styles. Some units are balanced on the battlefield, whereas others are balanced from the perspective of the campaign map through their cost-to-use ratio.

All units are shared by all factions: Only cosmetic changes differentiate one type from the next. Each faction has a "generic" form of each unit type, and a few have unique, cosmetic variants to choose from.

Unless otherwise specified, all units have **Shield Defenses**: Attacks from the forward hemisphere are treated as hit/miss coin tosses. This means that flanking and rear attacks are essential for success.

Flagships

Cost: ¥80
HP: 6
MP: 2
DMG: 3
RNG: 5



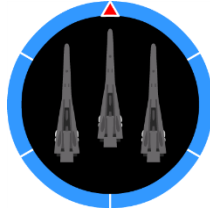
The **Flagship** is the core of a fleet. They are usually oversized, bristling with communications equipment, extra landing bays for courier shuttles, planning rooms, databanks and any high-powered, experimental gear available at the time of construction. Flagships are most easily identified by appearing in a group of 3, with a large ship in the center flanked by two battleships.

The flagship is the rock on which a fleet is built and carries the admiral into battle. Along with its escorts, it is comparable to a squadron of battleships in terms of movement points and attack range, with a slight bonus to damage. This gives the flagship some breathing room when attacked by the enemy, and also permits it to form a powerful spearhead for rapid attacks. However, if the flagship is destroyed, not only is the admiral lost but the fleet is thrown into a rout. If the enemy is capable of pursuing, they are likely to cause significant casualties.

The power of the flagship should not be used lightly. Under most circumstances, it should be kept safely in the rear of formations, as far away from enemy fire as possible. If a battle turns desperate, it is essential to keep the flagship intact so that a disciplined retreat can be made.

Battleships

Cost: ¥50
HP: 6
MP: 2
DMG: 2
RNG: 5



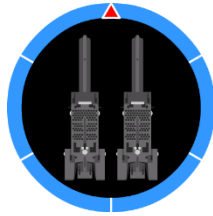
Battleships are the backbone of any space fleet. While slow and cumbersome, they pack the firepower necessary to hurl energy over multiple light seconds worth of space. They appear as a group of three ships, identical to the escorts seen with the flagship.

When kept in formation, battleships form an implacable wall of steel that cannot be bypassed so easily. Their heavy firepower, long range and hitpoints can hold up enemy assaults for a significant period of time. Their weakness is their lack of mobility: Flank and rear attacks avoid their shields, and heavy armor is no match at close range.

The usual role of battleships is to form a "Line of Battle." The appearance is similar to that of line infantry during the age of gunpowder. The difference is that they wield a range advantage over smaller ships, allowing them to double as a kind of artillery. Creative use of battleships outside of organized lines is always possible, but care should be taken not to overextend them and thereby remove them from their element.

Carriers

Cost: ¥60
HP: 3
MP: 2
DMG: 2
RNG: 2



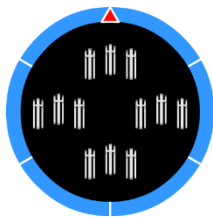
The **Space Carrier** is a recent development in this universe. Compact energy reactors capable of surviving the high G-forces of combat maneuvering while at the same time powering weapons capable of punching through modern armor are essentially brand new. To bring this force to bear, a dedicated mothership must carry it to the battlefield. Carriers appear as a pair of large, ungainly vessels.

Carriers are very expensive, and for good reason: They count as two units because they carry a group of fighters into every battle. Alone, however, carriers have the agility of battleships with the firepower and hitpoints of destroyers. This makes them very poor combatants in a head-on fight, and their own weapons are only intended as a last resort.

The primary purpose of carriers in a fleet is to add their fighter groups to the mix. Since fighters are replenished for free, most of the risk is from the carriers themselves. They will often be kept behind the lines as a result, although there may be a time and place where they can bring their own guns to bear.

Fighters

Cost: ¥0
HP: 1
MP: 4
DMG: 2
RNG: Melee (0)



Space Fighters are a new technology. Like all new technologies, they have yet to be fully utilized, but nevertheless play an important part in space warfare. Fighters appear as four groups of three fighters.

One group of fighters is carried into battle by a carrier squadron in every battle. They are considered individual units and are available after an initial launch into an adjacent hex, pointing in any desired direction, which is treated as the carrier “firing.” They are otherwise immobile for the turn they launched. Landing is accomplished the same way: They are stacked atop their carriers and are no longer exposed to enemy fire. Unlike other situations in which fighters stack up, those loaded on carriers cannot be targeted. That said, destroying the carriers with fighters onboard will still eliminate them both.

Fighters are a very specialized unit that must be used with great care. Unlike other units, fighters are not treated as “solid” and can not only pass through ships but can be fired through as well. They attack by stacking on top of their target in a Melee. When this occurs, they fly too close to large ships to be effectively targeted, allowing them to operate with near impunity as most ships are incapable of defending themselves at point blank range. While not capable of causing much damage on their own, fighters effectively “leech” on targeted enemies and cannot

be safely countered by anything other than other fighters. Firing on your own ships with larger weapons is possible, but can always result in destroying friendlies first.

The melee mechanic is unique to this unit: Upon coming in contact with an enemy unit, the fighters are “attached” and move wherever that unit does. They will deal 1 damage guaranteed (through shields for all units except fortresses) every turn they are ordered to attack. Any fighter group can target anything else in the melee. This means that fighters belonging to both you and your enemy can be stacked multiple times, targeting each other, all while the main enemy squadron beneath continues to move across the board. Fighters can only fire at one target at a time, however, forcing players to choose between hostile interceptors or the intended prey. When “detaching,” fighters can immediately resume movement in any direction. Fighter maneuverability is unmatched: They do not expend movement points to change their direction of travel, meaning 1 point is expended to move to any other hex. They are also immune to asteroid damage rolls, regardless of special admiral traits.

As mentioned, fighters are not “solid,” meaning they can fly through other units and stack on top of them and on each other. Likewise, they cannot position themselves in front of an enemy unit and block fire for friendlies behind them. That said, they are still exposed: When stacked on another unit, firing at that unit will target the fighters as well. The same is true when fighters are between a ship and its target in the same firing lane, hitting fighters “along the way.” This applies to both friendly and enemy fighters, so friendly fire is always a concern.

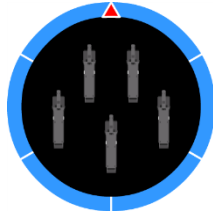
Fighters themselves always have the coin toss protection of shields. This is due to their small size and great maneuverability. However, fighters are incredibly soft at 1 HP and will be destroyed the moment they are hit. Fighters have no endurance limitations, but they should be launched with care as they are very vulnerable both during launch/landing phases and flying out in the open in front of heavy firepower. In the event a fighter group loses its mothership, it may transfer to another carrier so long as there is hangar space. Since fighters have no “mass” they do not impede movement when destroyed (the disks can be flipped to show an explosion, but they can be removed from the board immediately after destruction).

Being parasite units, fighters are not accounted for individually on the campaign map, however losing them will send their motherships back to the replacement pool (counting as 50% damage). Fighters are not permanently matched to their carriers, so this is avoided so long as any pair can be kept intact. During a retreat, fighters must be re-docked prior to the carriers escaping in order to be saved.

The automatic invulnerability to asteroids makes them a good option for ambushes, and leaching onto fortresses will temporarily prohibit them from firing at other targets (though they can still shoot at your fighters). These advantages are offset by their fragility, as well as the low utility and high cost of the carrier motherships.

Destroyers

Cost: ¥25
HP: 3
MP: 4
DMG: 2
RNG: 2



Destroyers are small, fast ships with decent firepower, intended to screen larger warships and patrol civilian traffic routes to counter piracy. Though lacking the staying power of battleships, they are nonetheless an essential part of any fleet. They appear as a group of five vessels.

In the absence of fighters, it falls to destroyers to act as the fast screening force for an armada. Since they lack the range of battleships, it is important not to engage on the enemy's terms. Destroyer attacks are almost always performed from the flanks or rear of their targets, taking advantage of the lack of shielding and resulting confusion. If battleships act as the anvil, destroyers are the hammer.

The greatest benefit of destroyers is their economy: Two squadrons can be purchased for the price of one battleship. In a pinch, a swarm of destroyers can offset a balanced fleet that is caught off-guard, provided that the commander takes full advantage of their agility. Pirate fleets are exclusively made up of destroyers with guaranteed movement during each turn, rendering them deadly opponents.

For the most part, destroyers act as screening units on the flanks of a battle line, as escorts for detached flagships or carriers and as independent groups on the field or on patrol.

Engineering Ship

Cost: ¥160
HP: 3
MP: 2
DMG: 0
RNG: 8



Seffle Particles are invisible, highly explosive molecules which do not require oxidizers, allowing them to detonate even in the vacuum of space. Once detonated with an energy source, such as a beam weapon, the affected area turns into an inhospitable conflagration. It was primarily used as an area denial weapon and on a small scale during close quarters combat, nullifying most ranged weapons and returning battle to the age of pole arms and blades.

In 792 UC, an Imperial scientist developed a method of using nanobots to carry Seffle Particles over long distances and deliberately place them in anticipation of use. In space, this provides options to magnify attacks and allow the rapid clearing of space minefields.

Engineering Ships are used to beam the particles to their target. Any target "marked" during that admiral's turn receives double damage. If shield coin tosses are involved, a failure still results in regular damage being dealt. This makes them perfect for direct attacks on fortresses, or for pinpoint damage during a fleet battle. Minefields can also be marked and then fired upon

with other units. The chain reaction will destroy all other minefield hexes connected to it, leaving the enemy completely open. The same applies if a targeted enemy is resting within a minefield.

Engineering ships do not have any weaponry or any coin toss protection. They are powerful support units, if used wisely.

(Note: Roleplaying suggests that these units are only used by the Empire from 792 UC onwards, however the choice to enforce this limit is up to player house rules.)

Space Mines

Cost: ¥50
HP: N/A
DMG: 1
RNG: Melee (0)



The cheapest defensive option in the game is the **minefield**. Mines are not units per se, but can be freely placed on the map prior to the start of battle to suit the defending player's needs. They offer a hedge, akin to barbed wire, that can delay enemy fleet movements. 18 hexes worth of mines are available and can be placed anywhere on the map (including outside of the defender's starting zone) before the first admiral's ships have been set down. They come in two cosmetic varieties for the Empire (with needle antenna) and Alliance (rounded shape).

Mines act much like asteroid fields in that they cause damage to any units passing through them. However, they do not involve a coin toss (damage is immediate) and can be fired through. Mines can only be destroyed using the Engineering Ship, but are also removed after a victorious siege as the enemy will sweep them away when securing the star system. They are the only fortification that cannot be "occupied" and are simply removed, even if no battle occurs.

Garmisch-Class Fortress

Cost: ¥100
HP: 8
DMG: 3
RNG: 5



The first of several classes of space fortress, the **Garmisch-Class** is a "budget" design that offers the minimum of power suitable for the job. It appears in two aesthetics, Garmisch (five interlinked spheres) and Rentenberg (asteroid base).

The Garmisch-Class is effectively a stationary flagship. Like all fortresses, it is pre-positioned on a star-system's tactical map where it will remain until destroyed or captured. Unlike the flagship, the Garmisch can fire in any direction and always has coin-toss shield protection, including against fighters. This provides a simple but effective hedge against enemy forces, especially when positioned at a choke point or near other objects such as planets and shipyards. Fortresses can also target enemy fighters with their own weapons, however they cannot target anything else until all attacking fighters have been destroyed, keeping the fortress occupied. Fortresses can be immobilized if their associated flagship has been destroyed, but cannot retreat, making for easy capture after the battle is over.

Artemis Necklace-Class Fortress

Cost: ¥250
HP: 6
DMG: 2
RNG: 5



The **Artemis Necklace** is a very recent design, stolen from Imperial developers and sold to the Alliance through Fezzan. Instead of one large fortress, the Necklace is a series of smaller installations strung together as satellites around their objective, forming a necklace shape. Covered in liquid metallic armor and wielding the firepower of battleships, the Necklace is not to be trifled with.

Although very costly, the Necklace has one distinct benefit: It appears as four separate units on the map, all of which can be used simultaneously. When clustered together, this allows for four battleship-equivalent shots per turn, for the price of only one of an admiral's command points. The Necklace can be widely distributed to maximize defensive coverage, or clustered to maximize firepower so long as they do not fire into each other. Like other fortresses, they have shield defenses and can also target attacking fighters. For a large initial investment, the Necklace provides unequalled defensive firepower.

Iserlohn-Class Fortress

Cost: ¥400
HP: 12
DMG: 6/2 (Thor's Hammer/Battleship)
RNG: 6/5 (Thor's Hammer/Battleship)



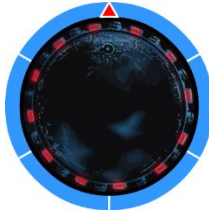
At 60 kilometers across and with a mass of nearly 60 trillion tons, the mighty **Iserlohn-Class** is the most powerful space fortification ever devised. Covered in a sea of liquid metallic armor, this fortress is the size of a small moon and capable of totally independent operations thanks to its internal manufacturing and agricultural centers. It appears in two aesthetic variants: Iserlohn and Geiersberg.

The Iserlohn-Class is by far the most expensive and most powerful unit available. In addition to the standard fortress features, it can also fire the Thor Hammer, an enormous X-ray beam cannon capable of scything through enemy fleets. This weapon exceeds the range of Battleship guns and is the only weapon in the game capable of firing through objects, without respect to shields or fighter size, including anything caught along the line of fire, friendly or otherwise. Damage is dealt immediately to all ships in the path, destroying most in one shot. The Thor Hammer cannot target anything which is in direct contact (melee) or within 1 hex, however, and does not bypass coin tosses against other forts (namely the Mobile Fortress). This weapon takes 2 turns to charge before being able to fire, and starts the battle charged.

Like other fortresses, Iserlohn can target attacking enemy fighters, but is also tied up by them until they are destroyed, preventing the fortress from firing on other targets. The Iserlohn-Class also doubles as a Shipyard on the campaign map, rounding off the most powerful defensive unit in the game.

Geiersberg-Class Mobile Fortress

Cost: ¥200 + Existing Iserlohn Fort
HP: 12
MP: 1
DMG: 6 (Thor's Hammer)
RNG: Very Long (6)



When pressed for an answer against the might of an Iserlohn-Class fortress, one solution was to simply fight it with another fortress. As no enemy would sit by and wait for one to be built on their doorstep, the answer was clear: Move one there. This unit is not so much a fortress as a fortress upgrade, as it requires an existing Iserlohn-Class to make modifications to. Nevertheless, it is a terrifying machine.

The **Mobile Fortress** sacrifices some of its defensive power in the interests of adding mobility. Since it retains the Thor Hammer, this design is essentially a massive siege weapon or battlefield artillery piece. Like the Iserlohn-Class, the weapon requires a 2-turn cool down. Unlike the Iserlohn, it can only fire forward like a regular warship squadron, and does not have battleship-grade secondary weapons. This Thor Hammer starts the battle uncharged.

The single movement point prevents strafing or reversing, and the lack of defensive firepower means that it cannot operate safely without a fleet escort. Furthermore, its overall cost covers the original Iserlohn plus the upgrade, meaning that losing it in battle is a catastrophic defeat.

There is one more feature, however, that may compensate for the cost: The mobile fortress is capable of ramming any other unit and instantly destroying it, including ships, minefields, stations and even other fortresses, although, due to its sheer mass, ramming another Iserlohn-Class will result in mutual destruction. All of these factors combine to make the Mobile Fortress the ultimate siege weapon.

Space Shipyard

Cost: ¥80
HP: 3
DMG: 0
RNG: None



Shipyards appear during tactical battles and can be struck, at considerable cost to their owner. Shipyards have no coin toss protection, no defensive weapons and no ability to evade. Though planets cannot be bombarded, the shipyards above them most certainly can be.

Shipyards are static objects, placed like fortresses. They can be hit during raids, but can also be captured instead: If a fleet battle is won and all opponents flee or are destroyed, leftover shipyards will change hands. *(Note: You cannot target your own shipyards unless enemy fighters are currently flying over them.)*

Commercial Center

Cost: ¥80
HP: 3
DMG: 0
RNG: None



Commercial centers appear on tactical battle maps just like shipyards and are treated in the same manner. They can be captured or destroyed in the same way. *(Note: You cannot target your own commercial centers unless enemy fighters are currently flying over them.)*

3.9 Skirmish Mode

Should players wish to skip the campaign and focus on battles, it is possible to create skirmishes at will. Balancing these is very difficult without the context of the campaign, however there are some suggested items below:

- Use a point/money-based system to compare fleets, charging ¥80 for a flagship and ¥50 for each additional admiral star above the first one.
- For best results, keep total point values below ¥1500 for each side of the battle.
- Do not use named admirals and special traits if absolute balance is required. Stick to star-ranks only.
- To maintain balance, conceal admirals and fleet compositions before initial deployment.
- Use a coin toss to determine offense/defense as it pertains to deployment zones. For perfect balance, a blank map is best.

Failing these, feel free to set up any scenario on any map that you wish. In the future, there may be suggestions in this book for battle scenarios, including ones based on the source material.

4. Tactical Maps

4.1 Overview

The campaign, or galaxy, map is composed of 64 star systems, each with a unique terrain. The layout of planets, moons, asteroids, stars and the like are always fixed. However, static structures such as fortresses and shipyards can vary. At the start of the campaign, many structures are already provided in fixed locations. They may be destroyed and thus removed. New structures must be sited on these maps immediately after construction. It is recommended that players use the below list of maps either in printed or digital format to keep track of all such changes for their running campaigns.

All planets and other heavenly bodies are named in Tabletop Simulator and have notes that describe which star systems they are part of. Some are used multiple times and in multiple star systems.

In addition to the blue (forts), green (shipyards) and yellow (commercial center) icons for structures, the following colored hexes represent fixed terrain:

Green – Planets, including gas giants

Gray – Moons

Yellow – Stars

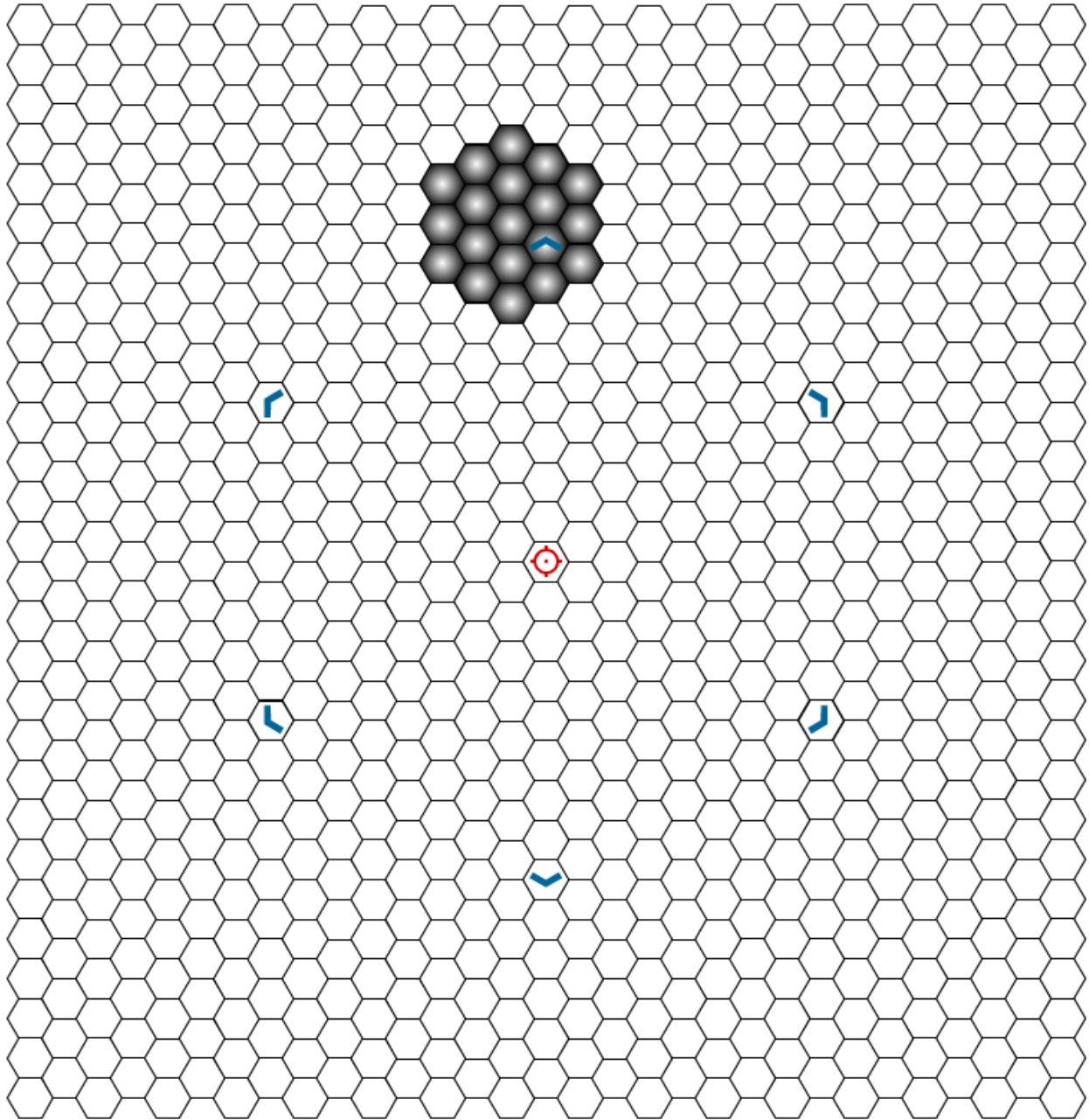
Brown – Asteroids

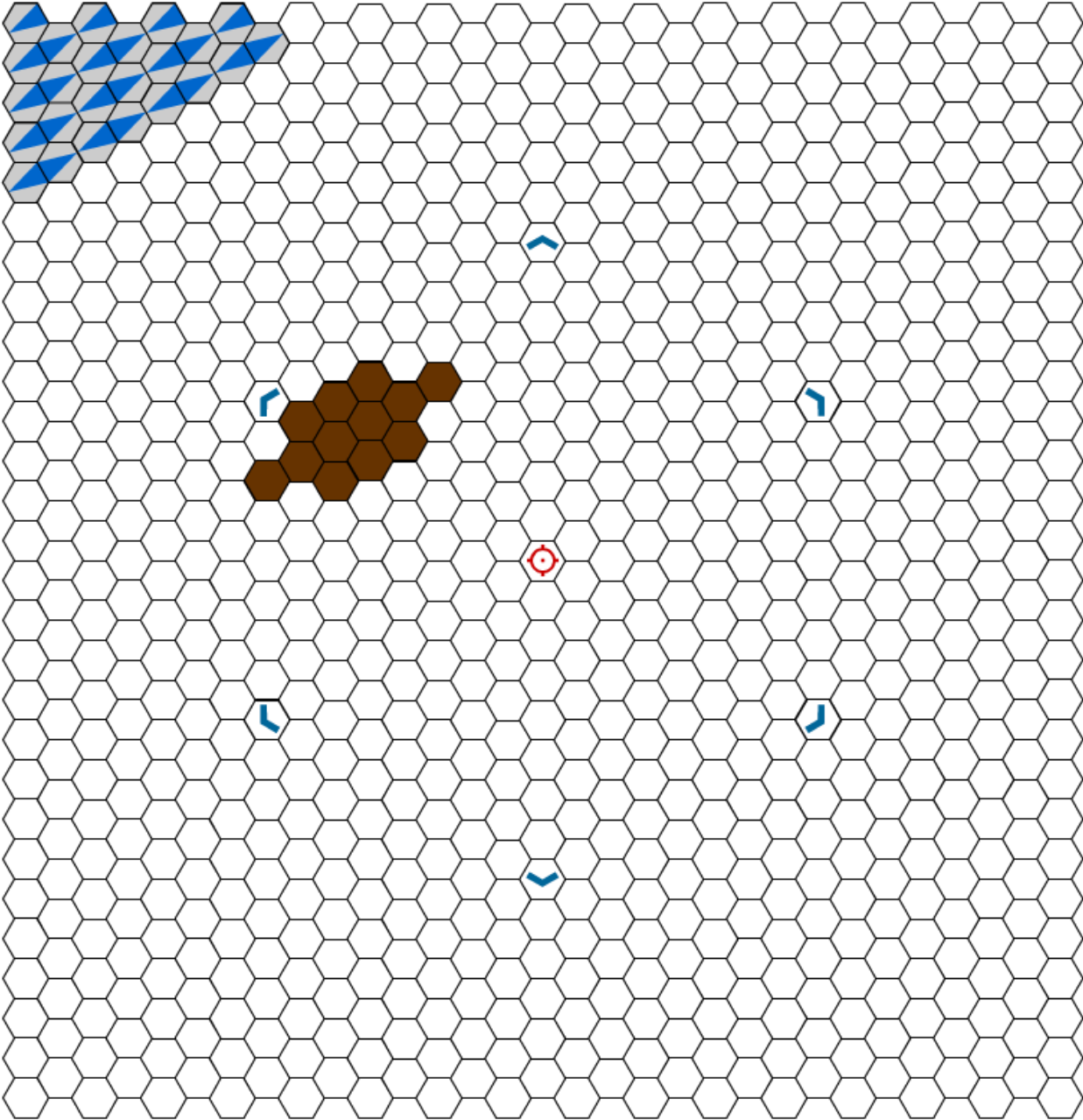
Gradient – Black Holes

Blue Arrow – Energy streams, with the wider end representing downstream

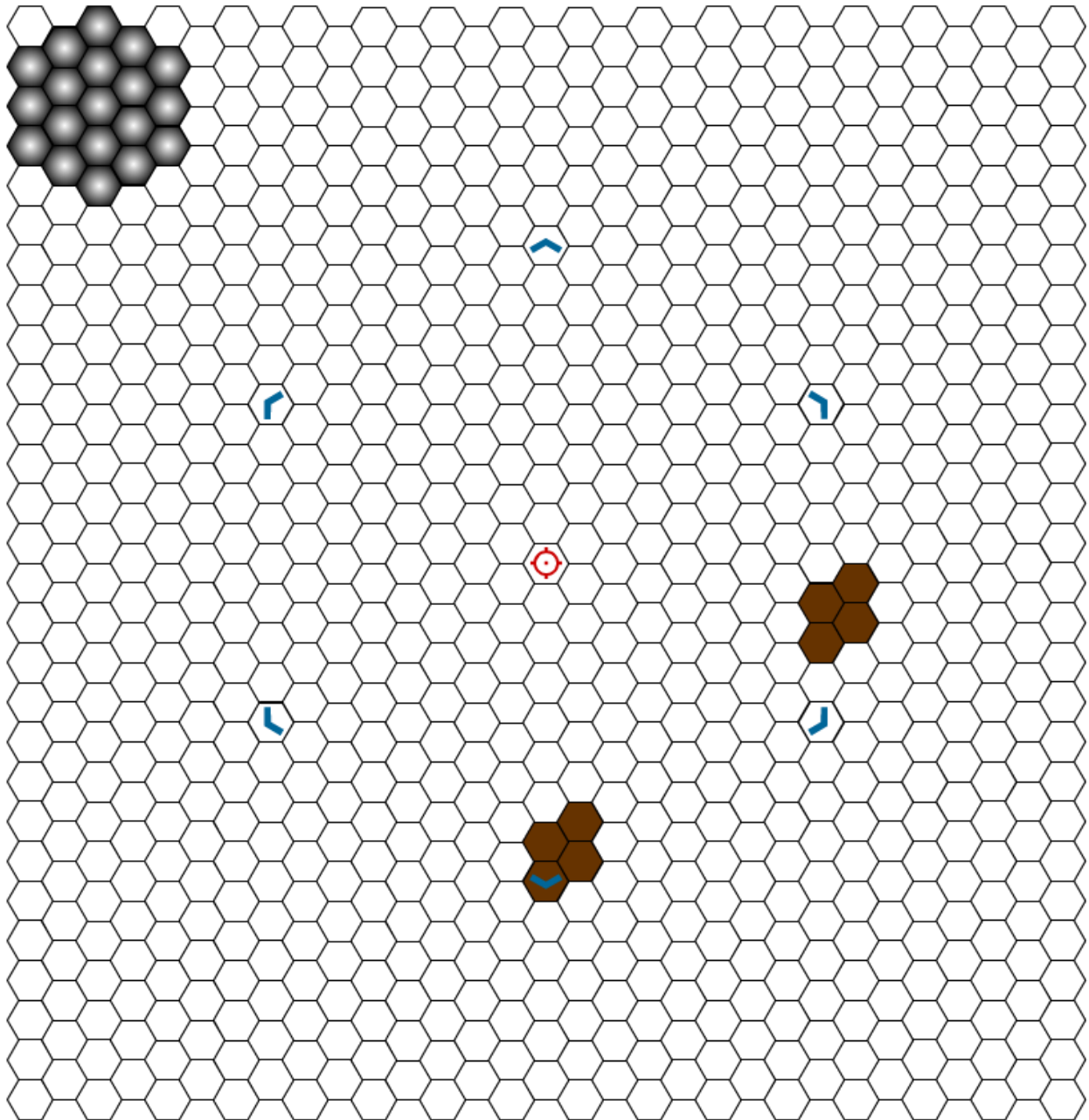
4.2 Orion Arm Maps

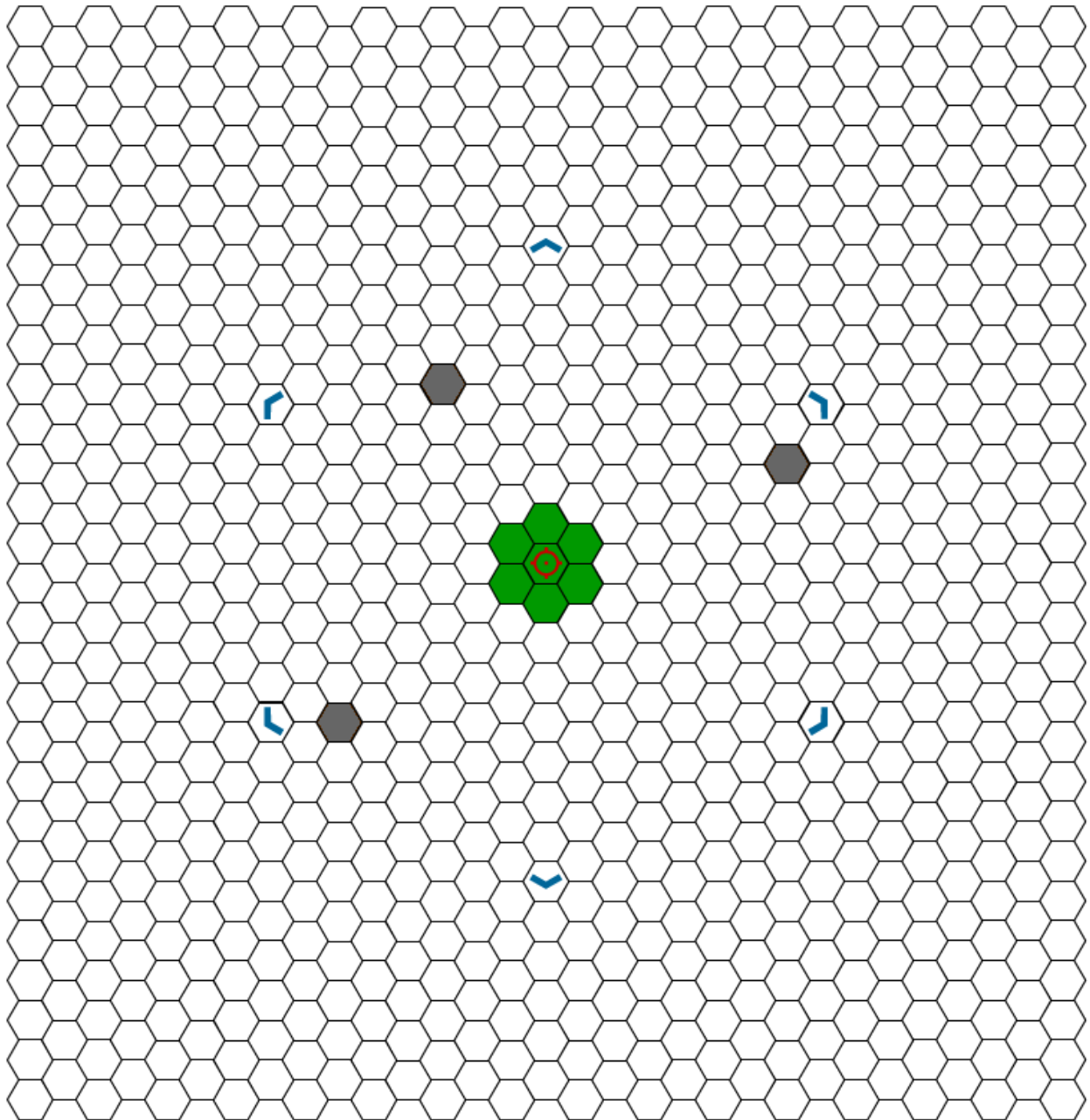
01 - MELIDE

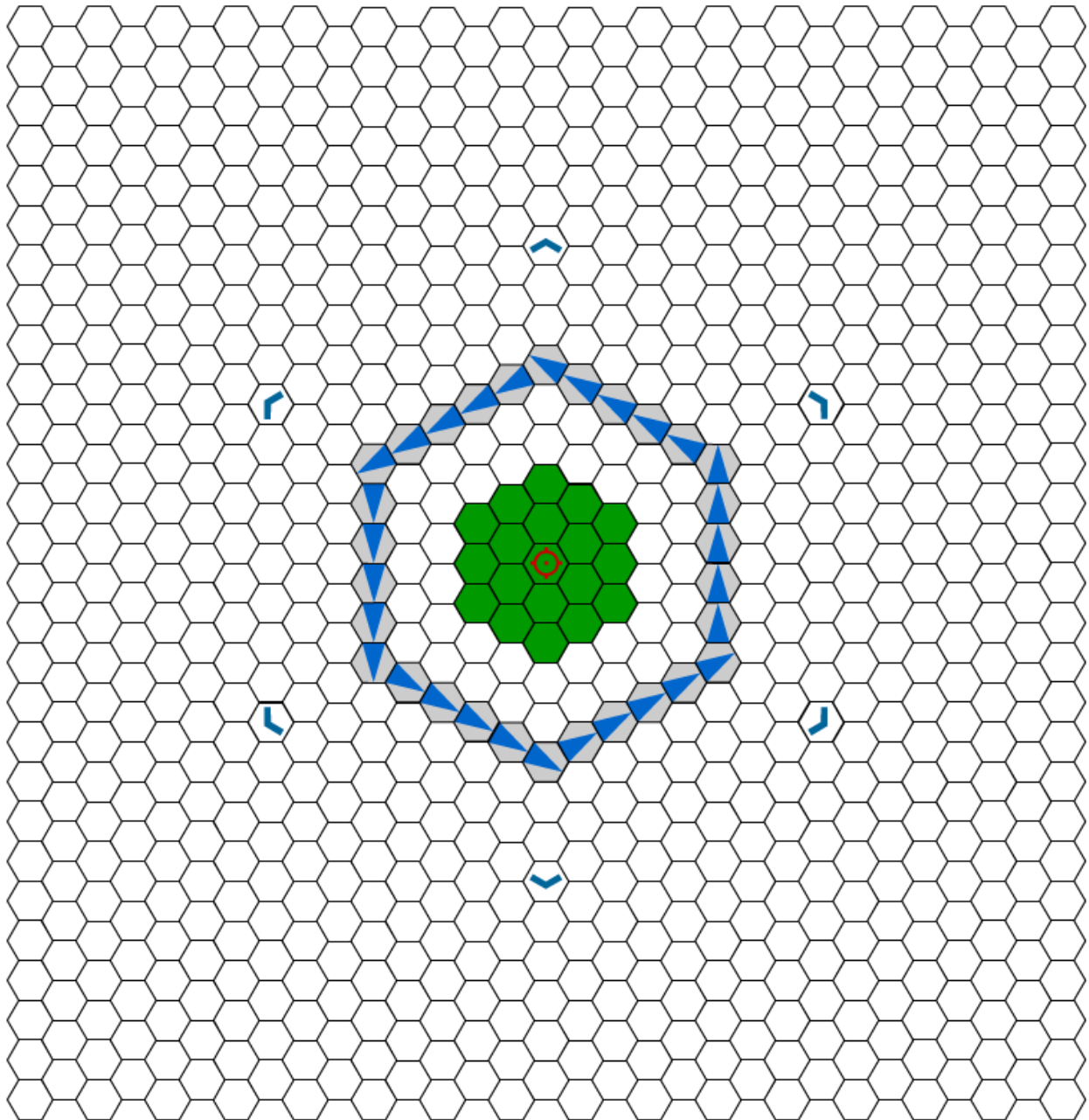


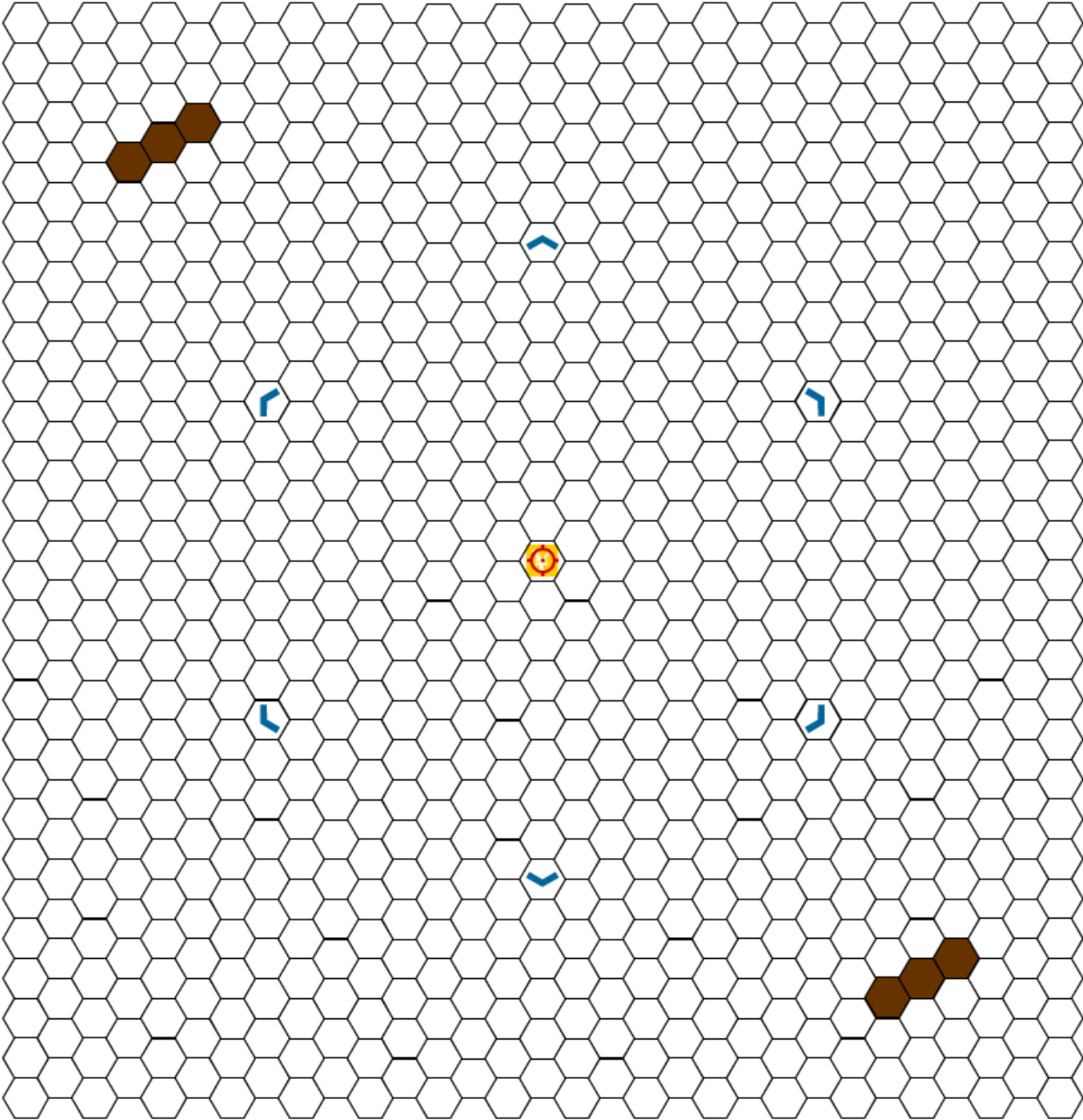


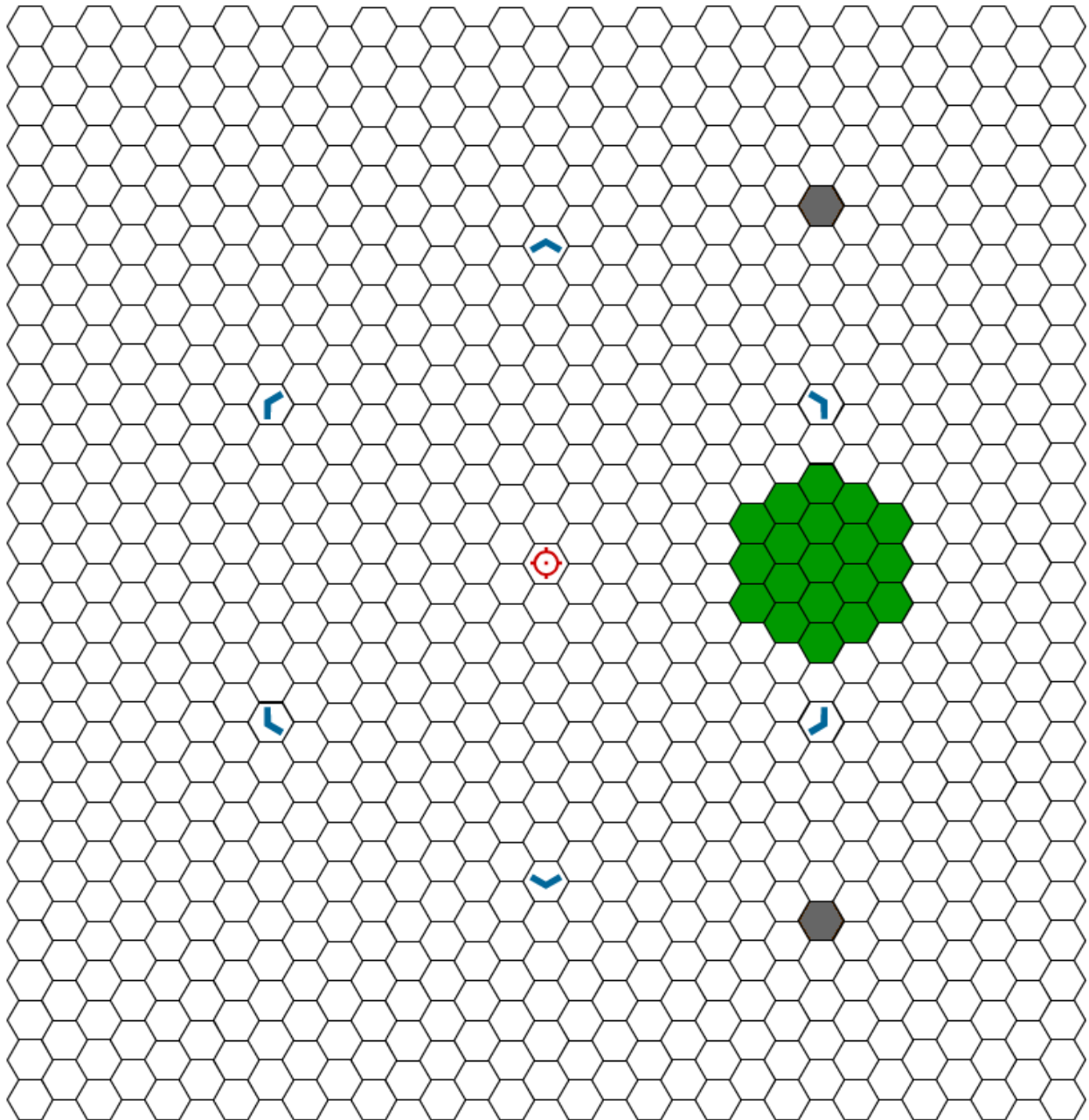
03 - CURMONT



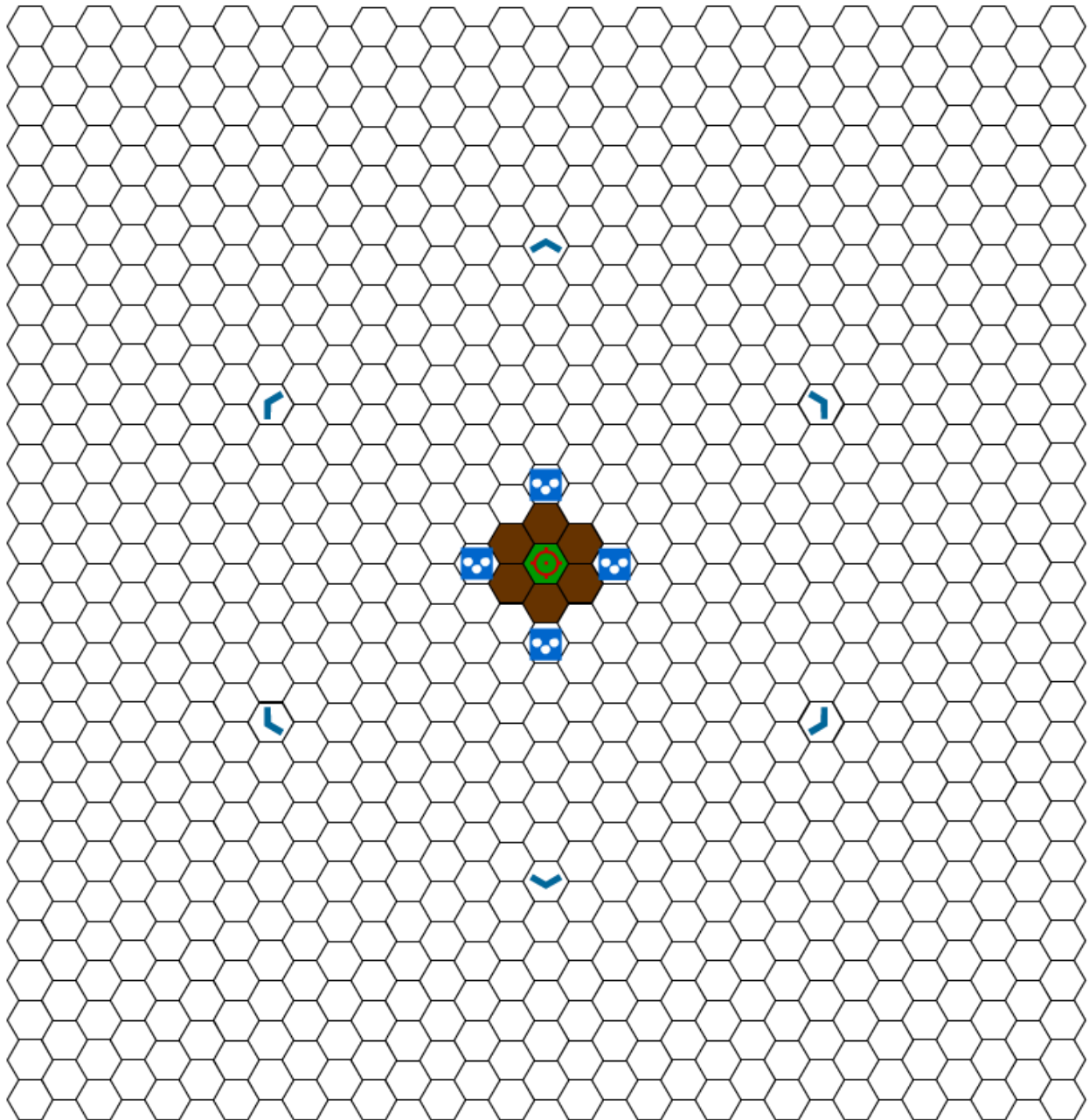




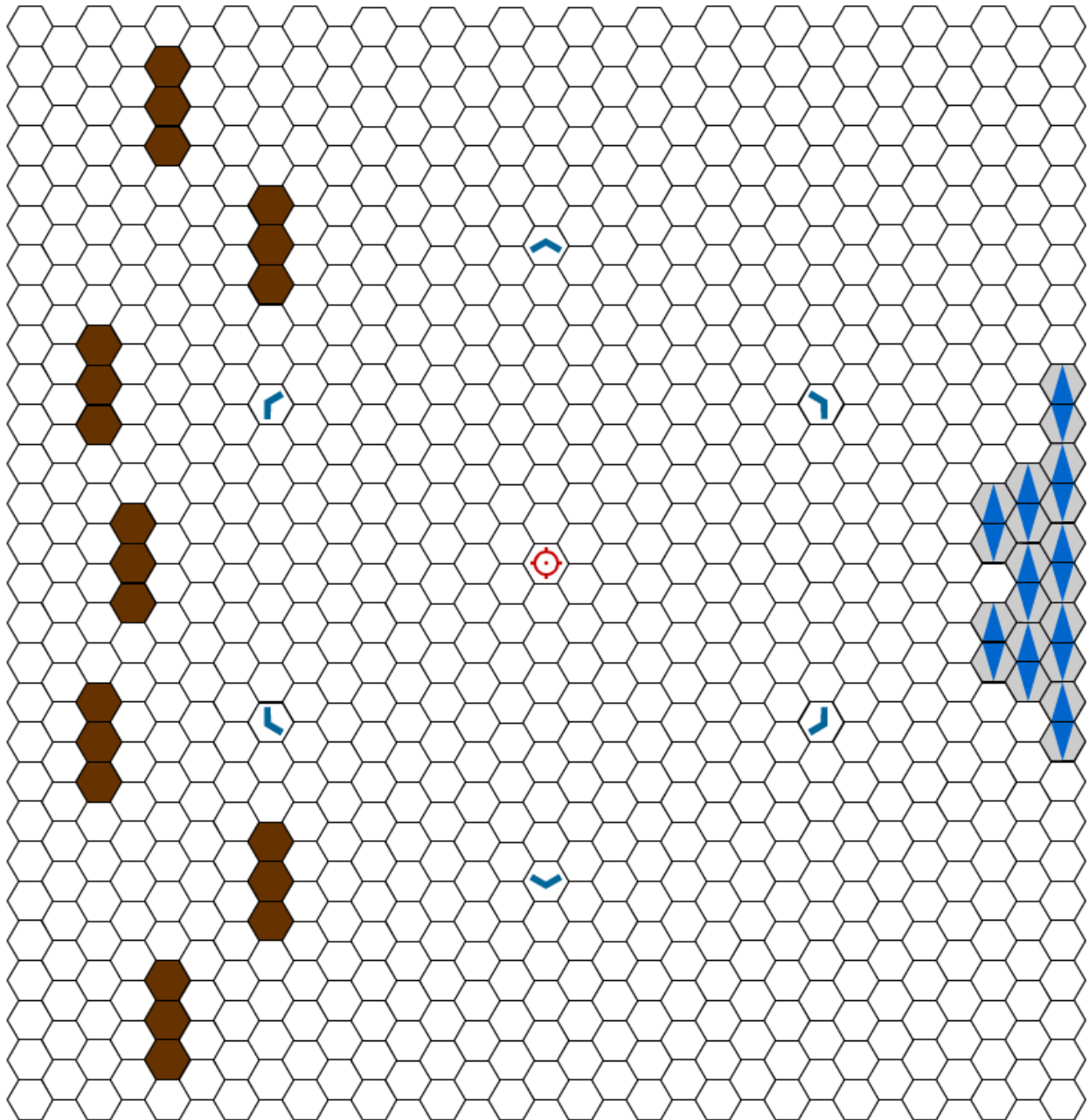




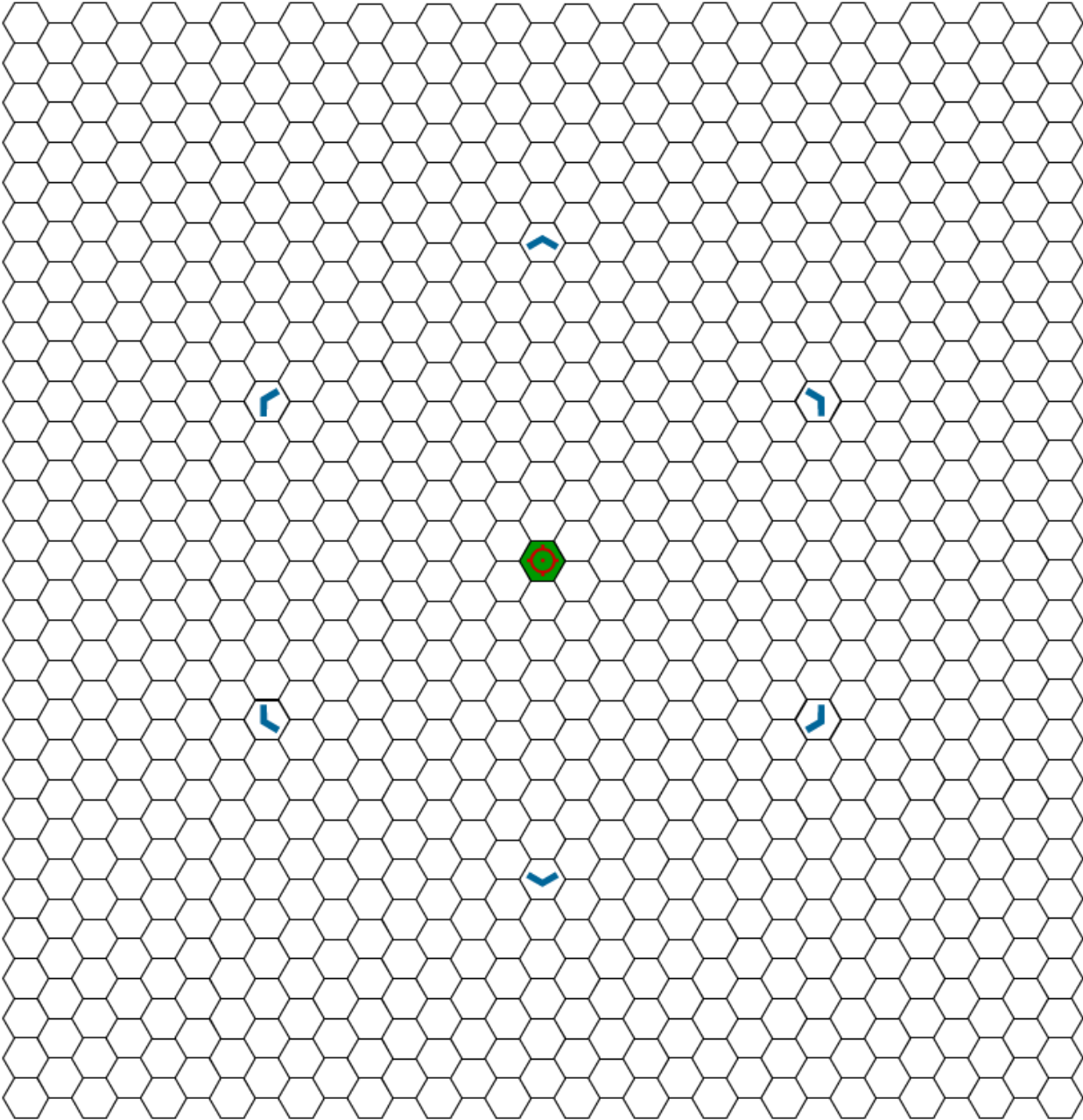
08 - CASTROP



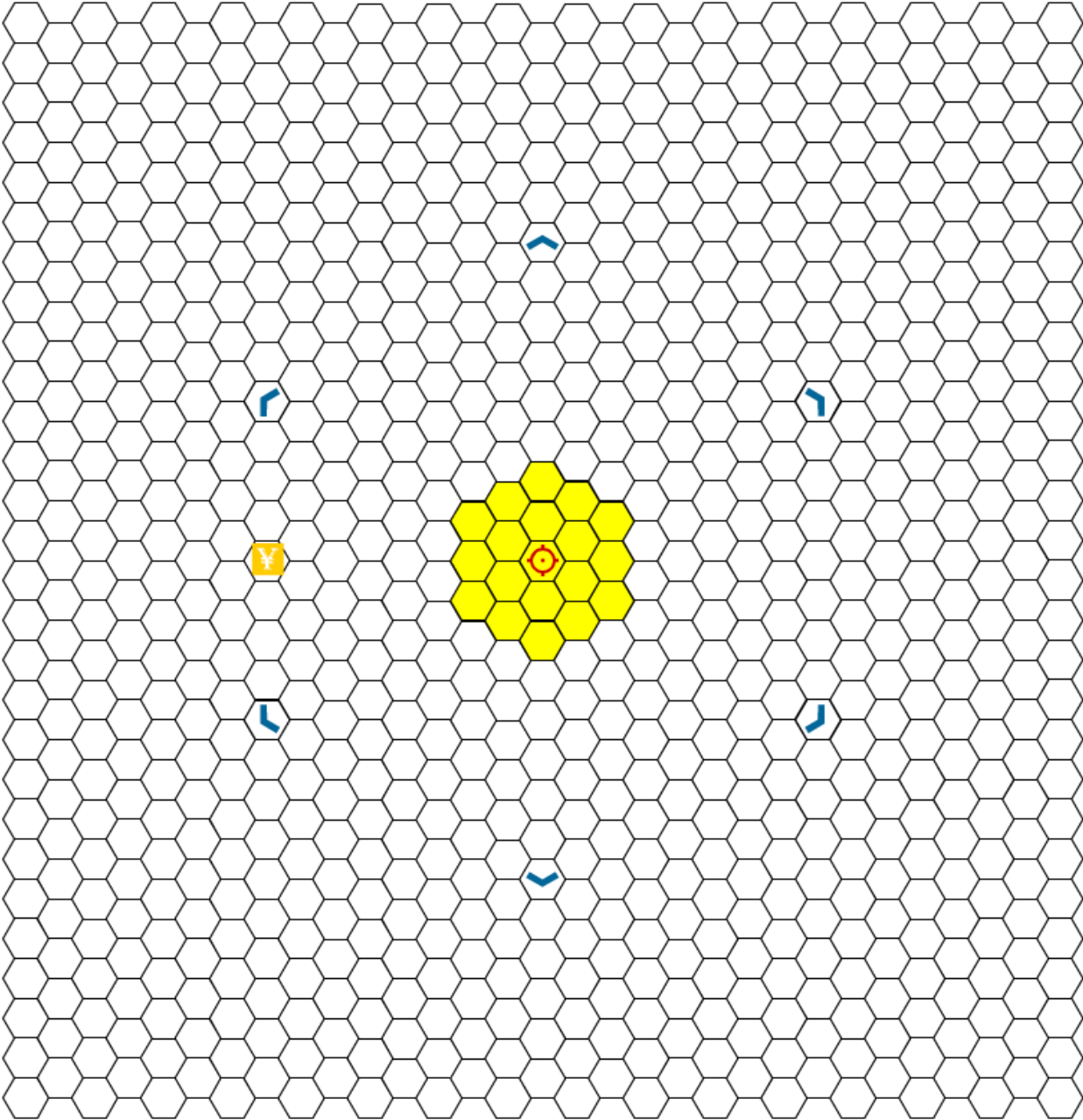
09 - PIRAEUS

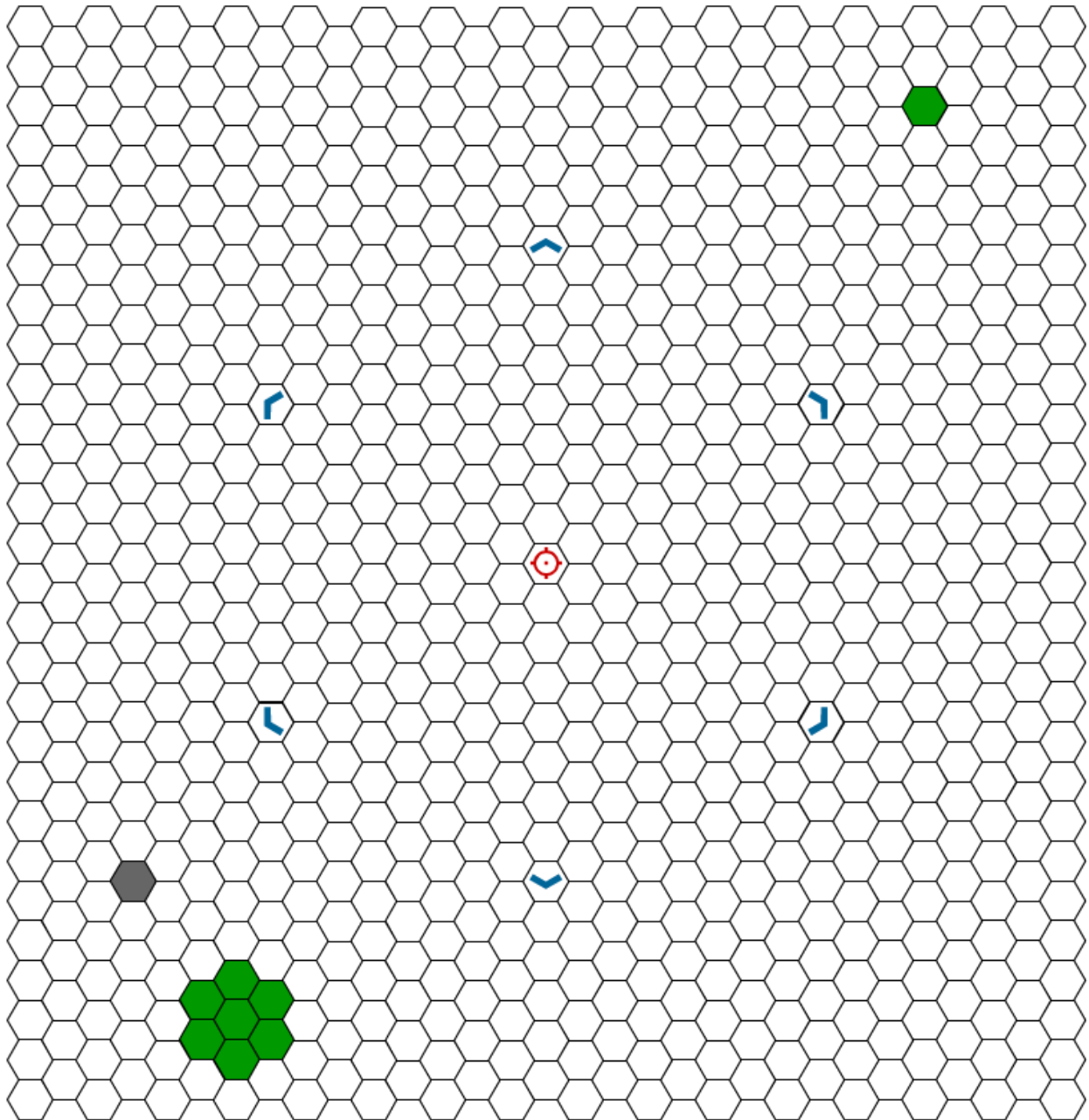


10 - WANSTEIDT

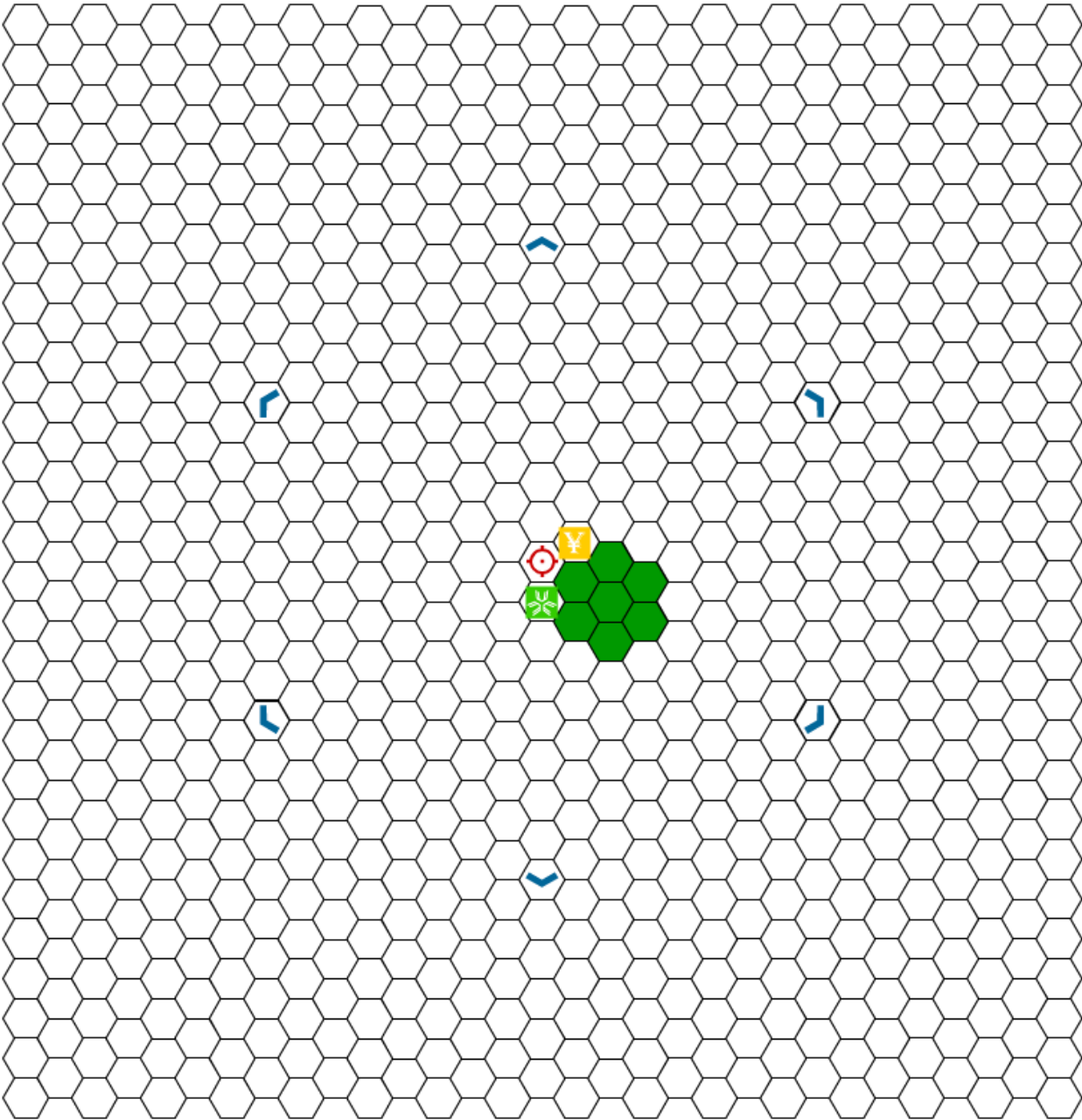


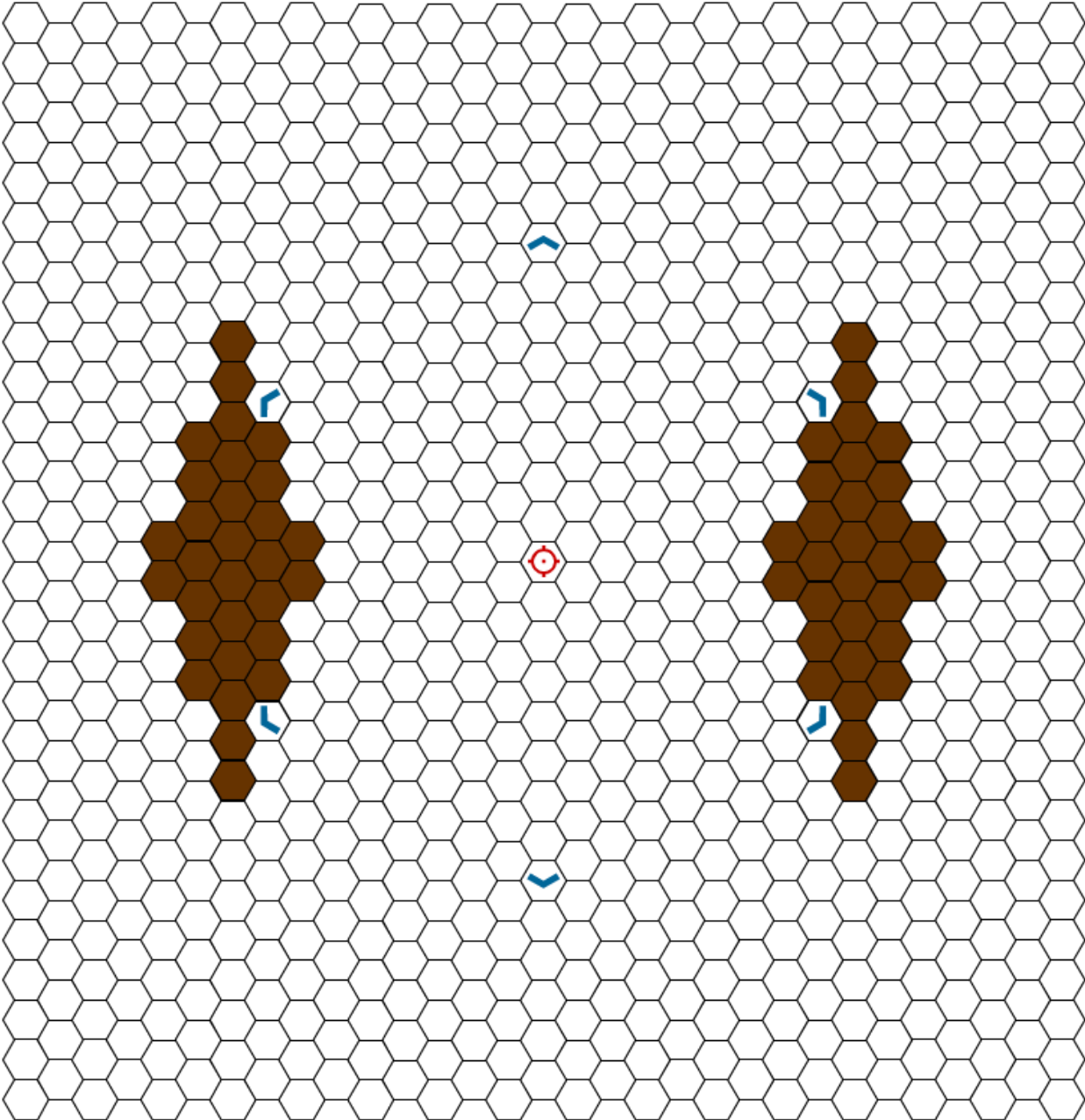
11 - SIRIUS

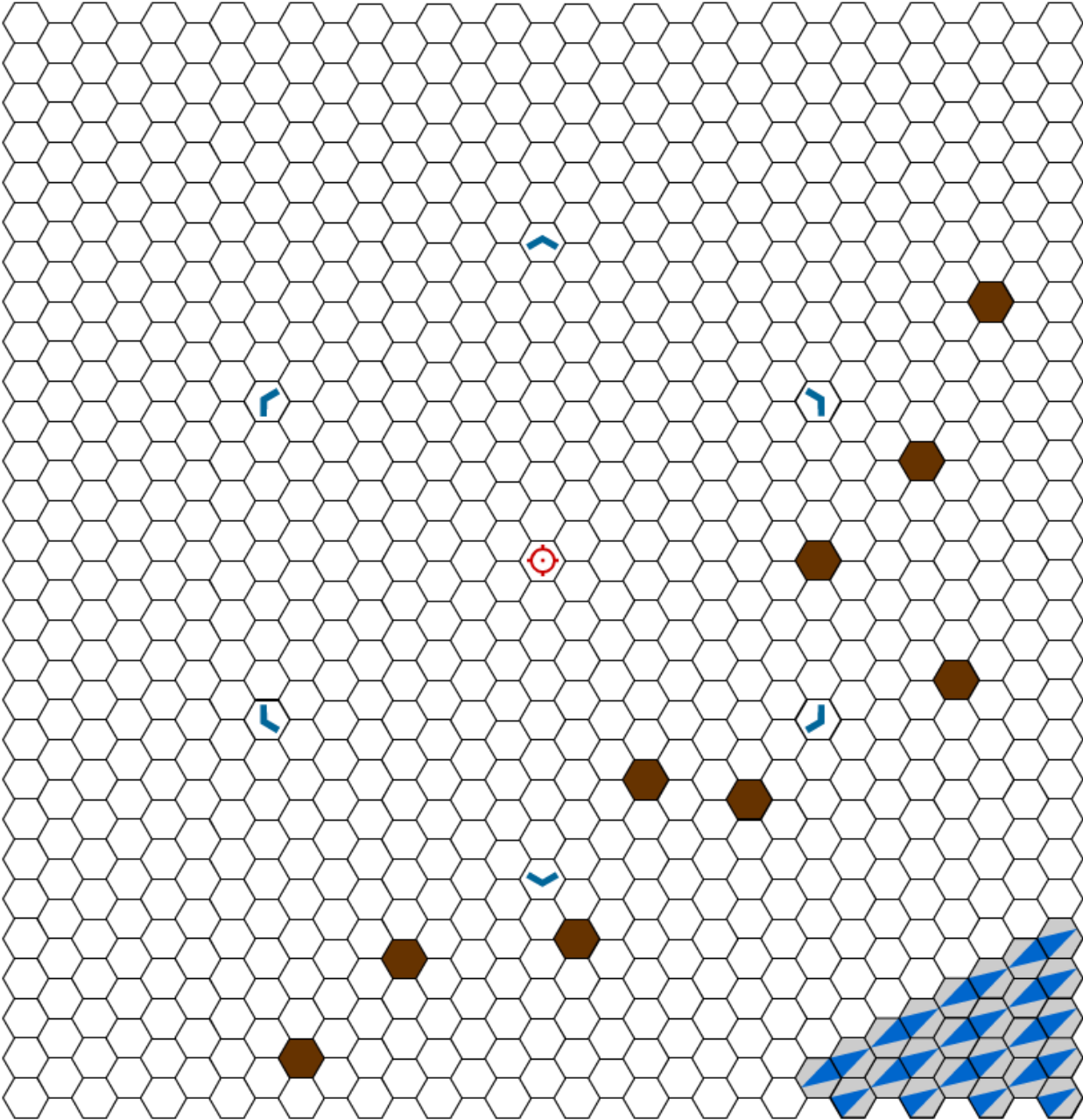




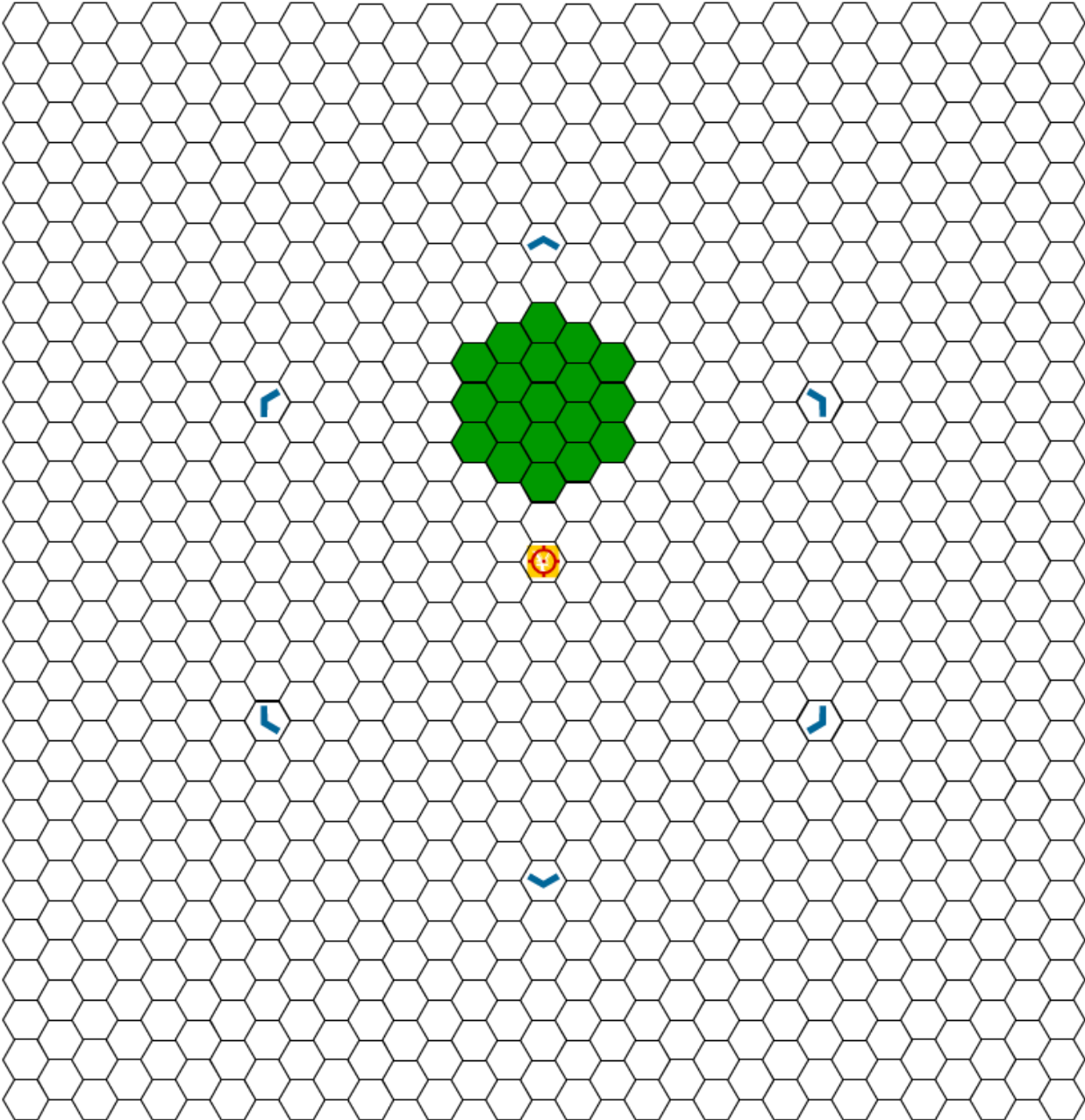
13 - VEGA

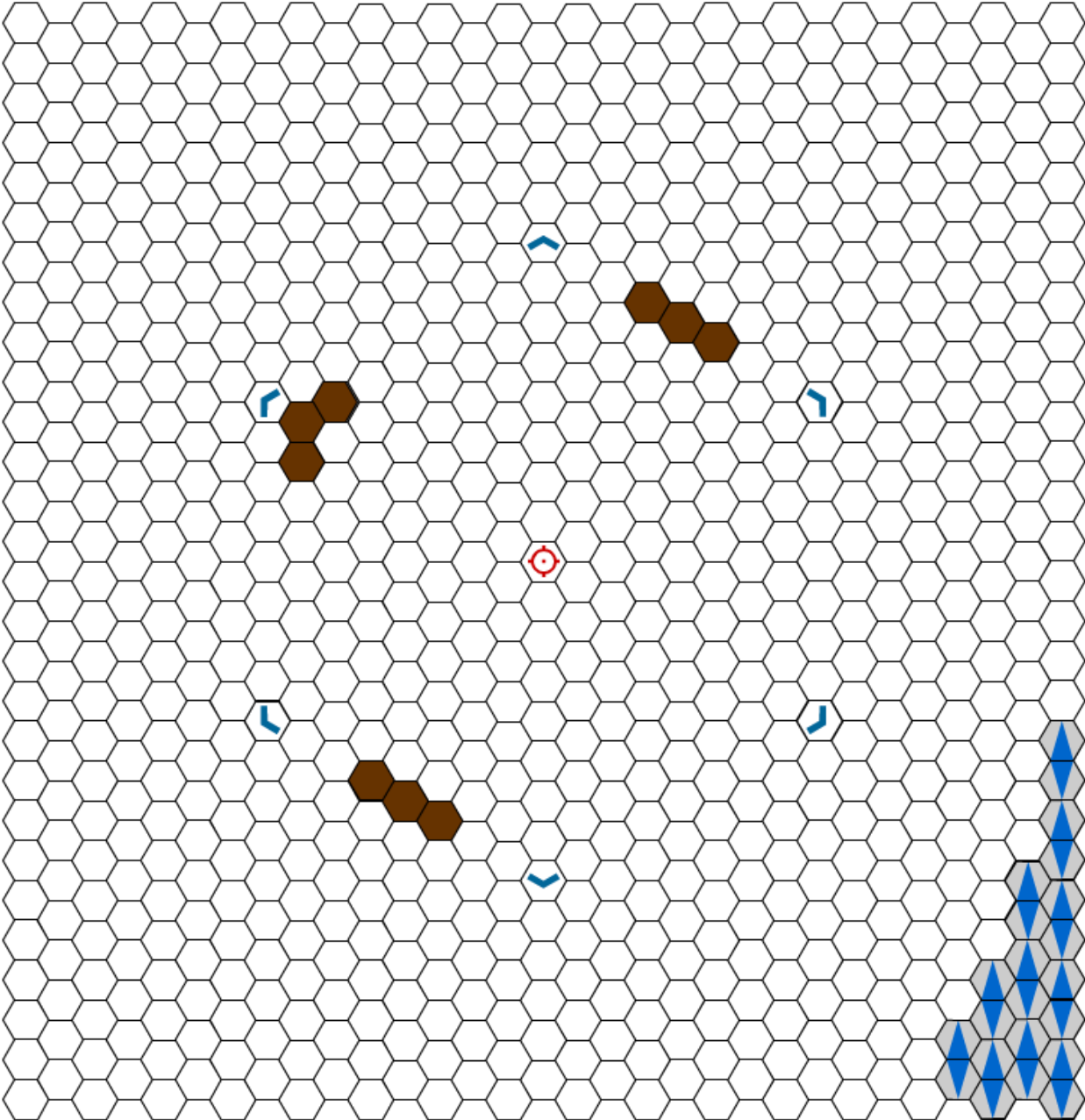




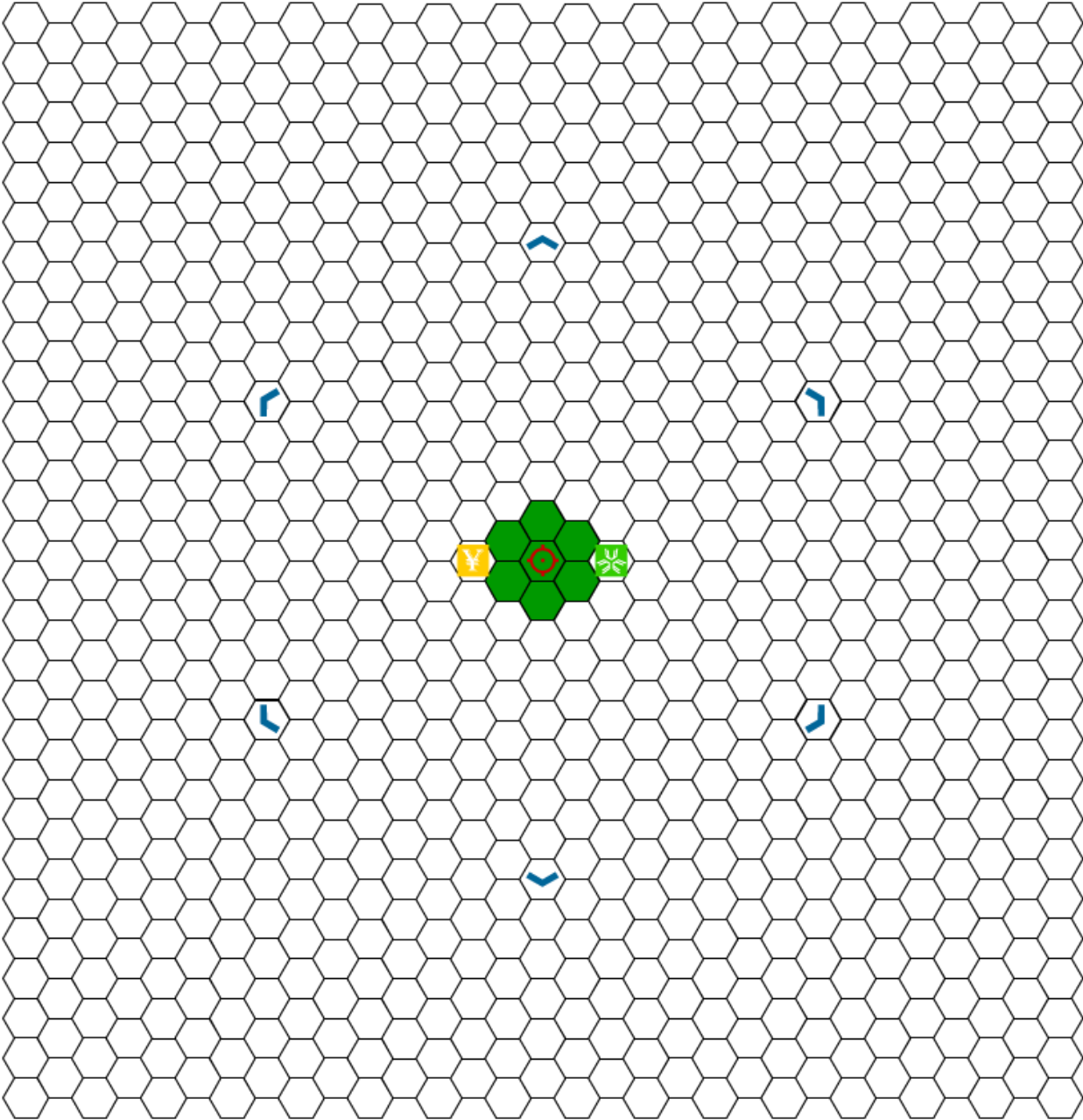


16 - KREUZNACH

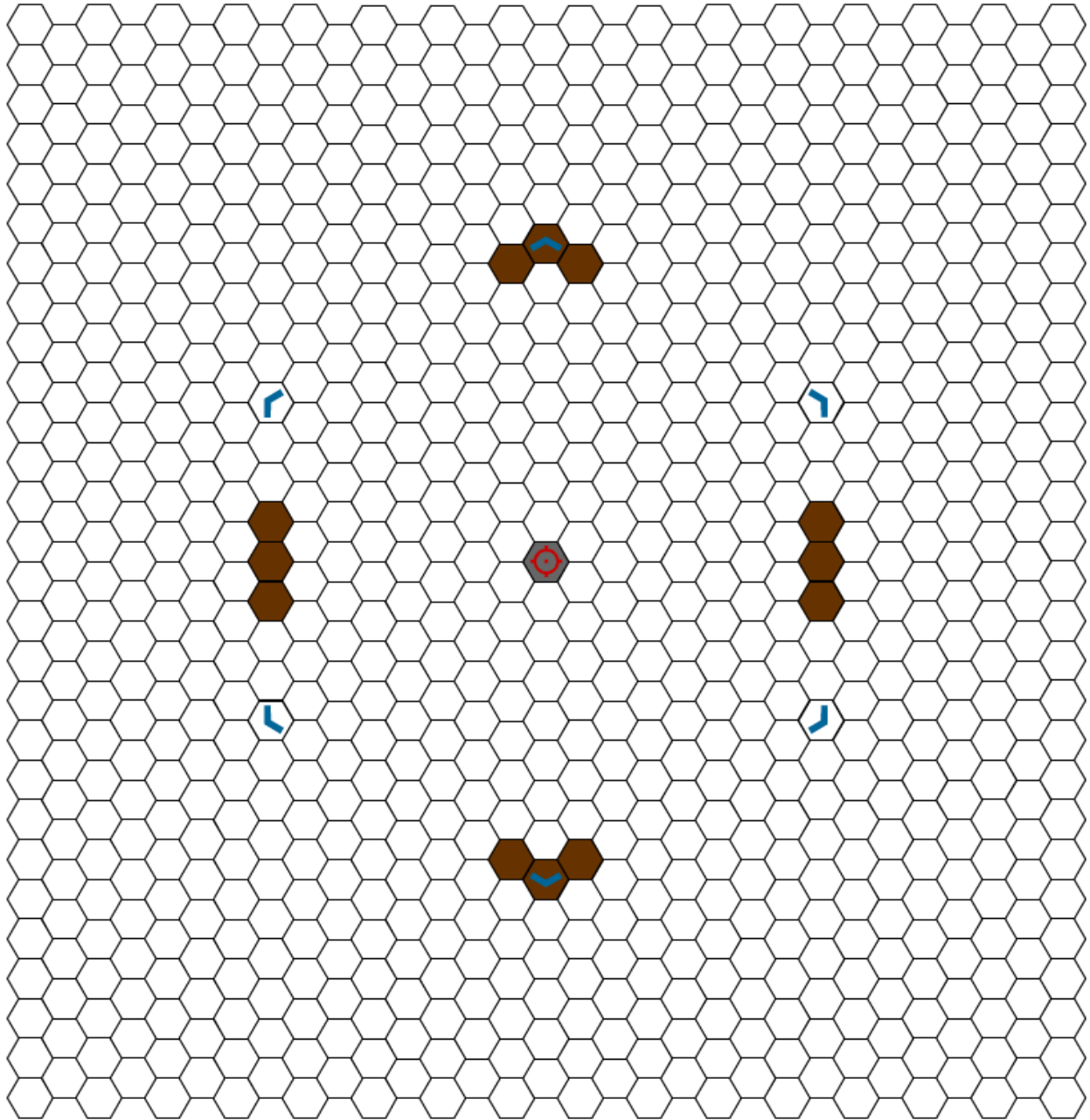


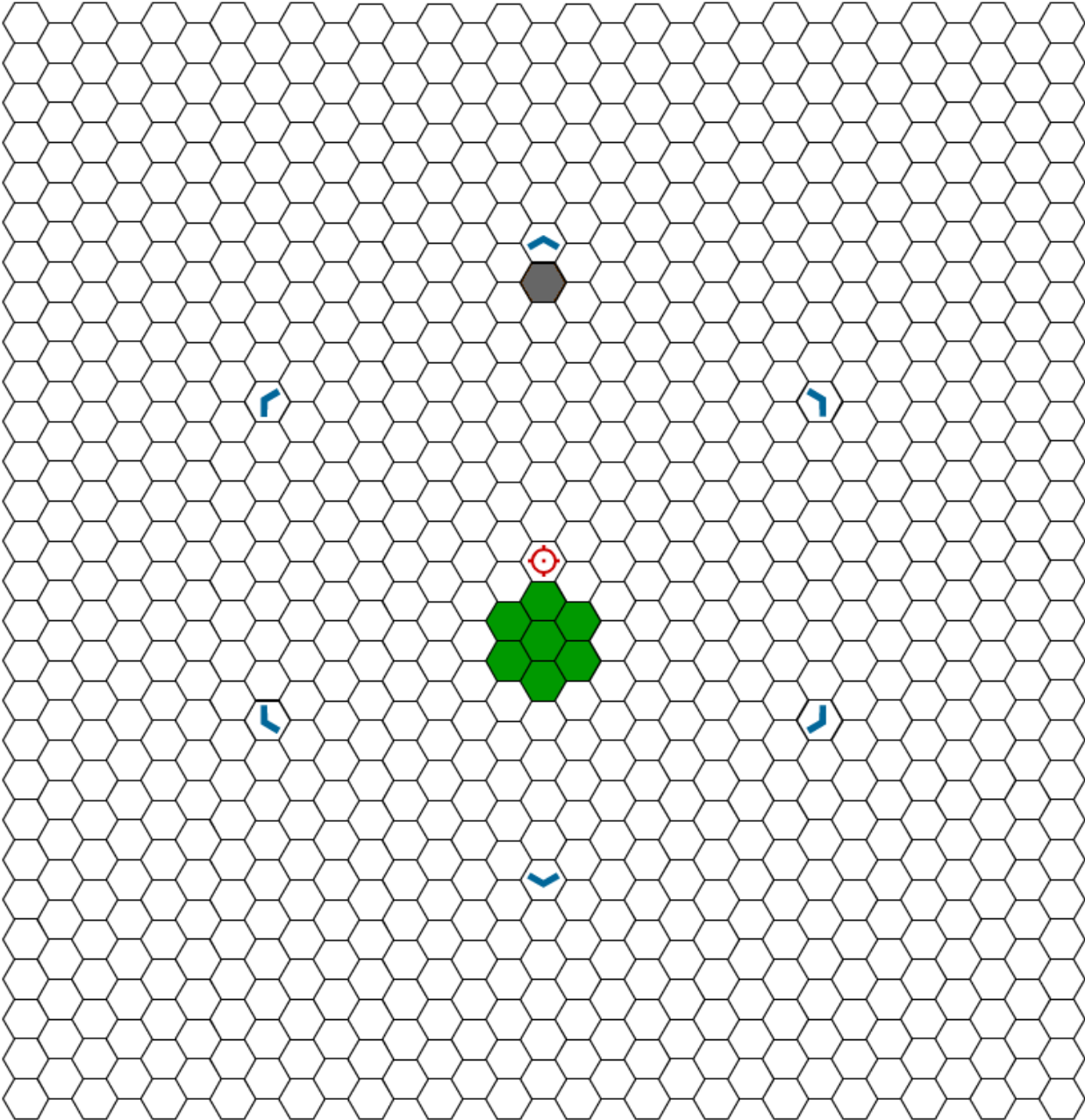


18 - VALHALLA

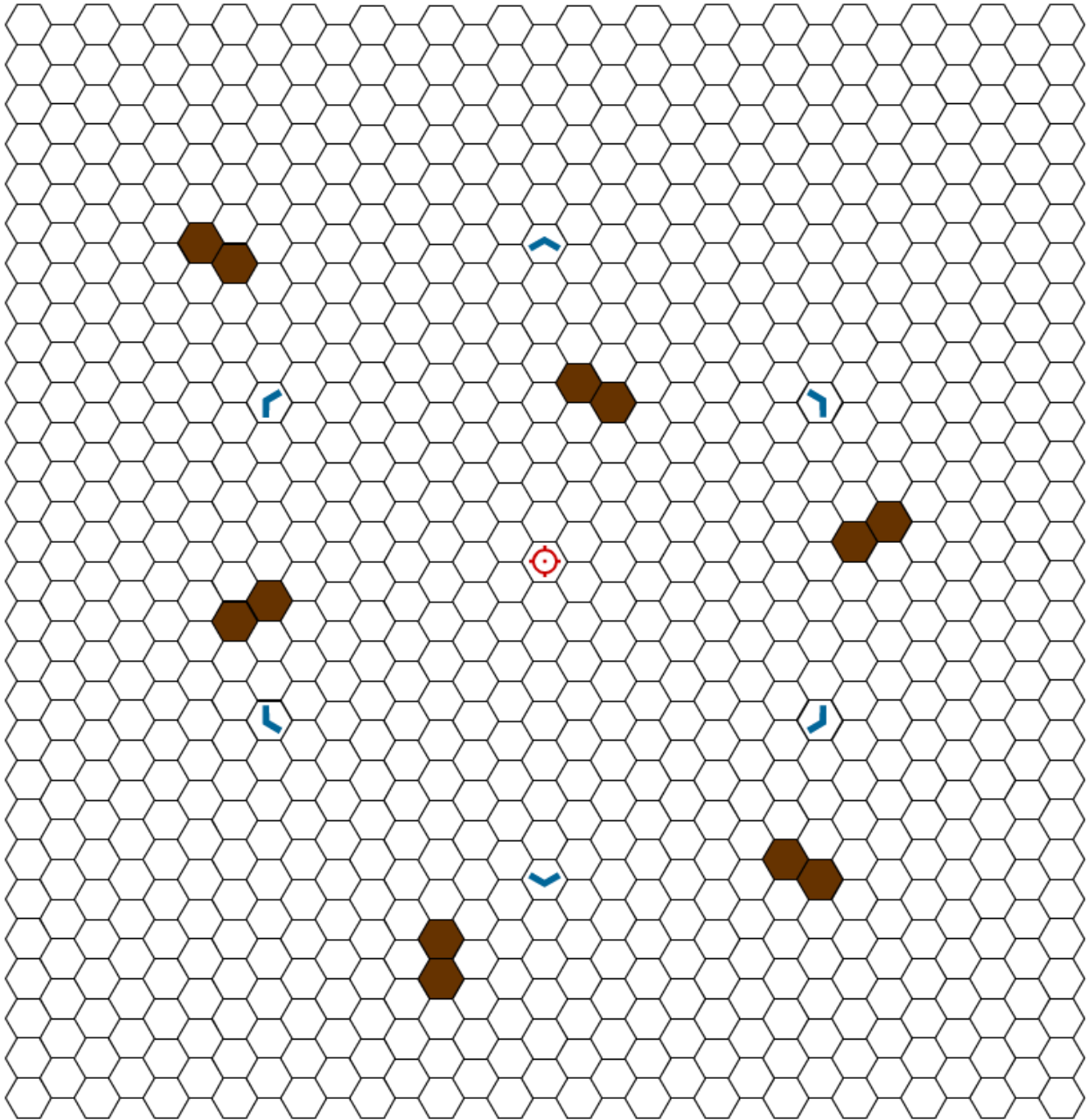


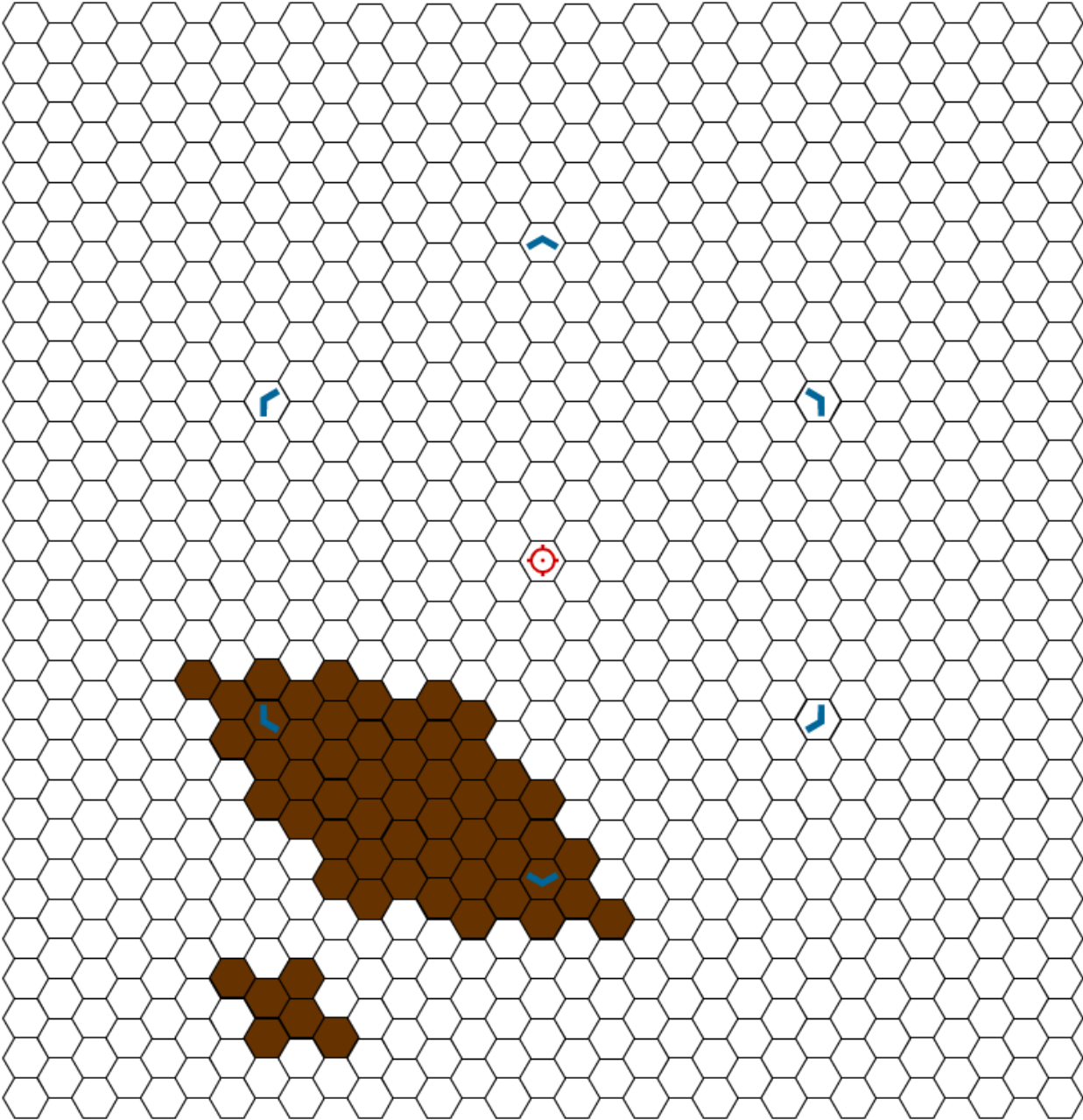
19 - ALTAIR

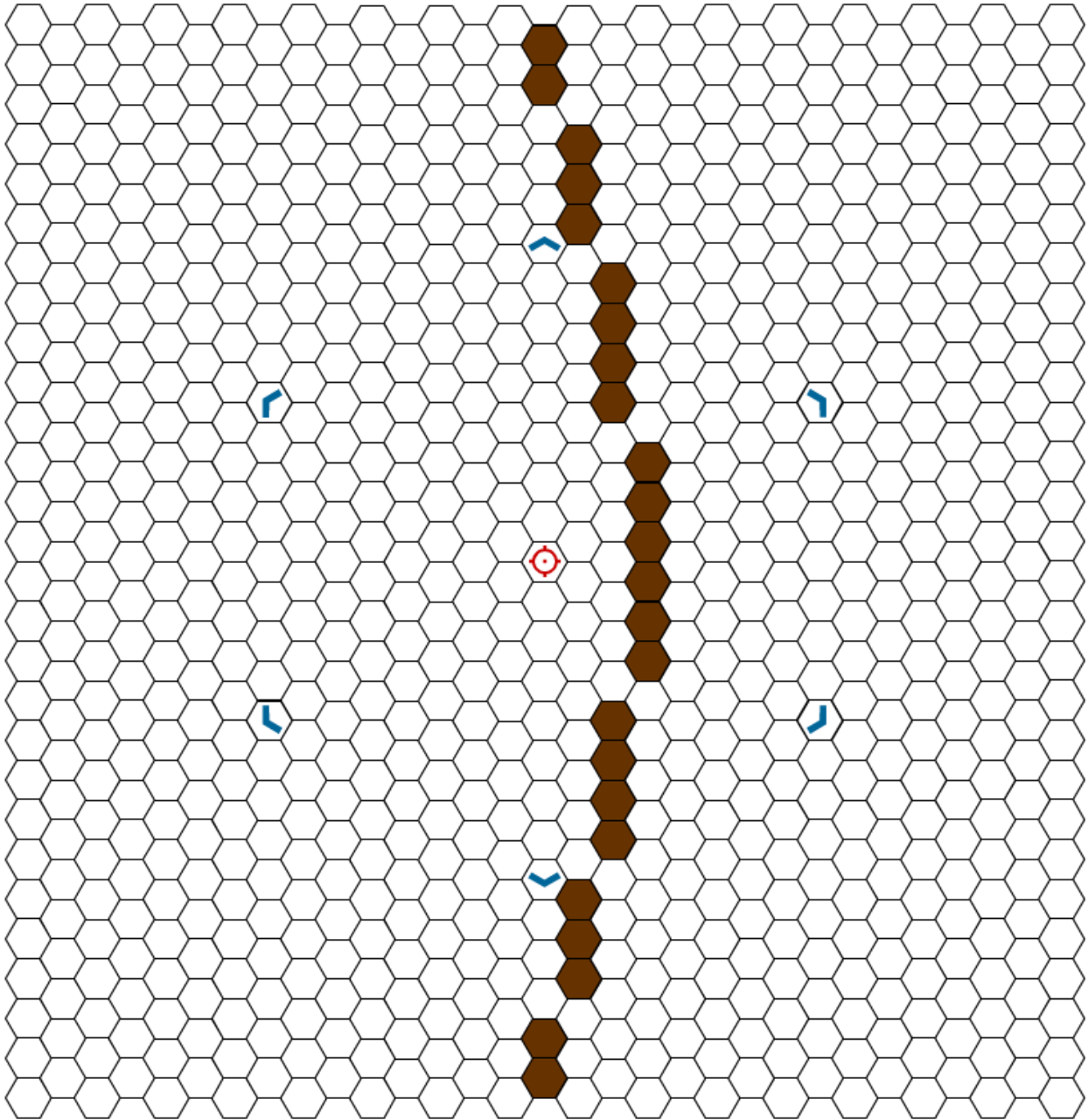


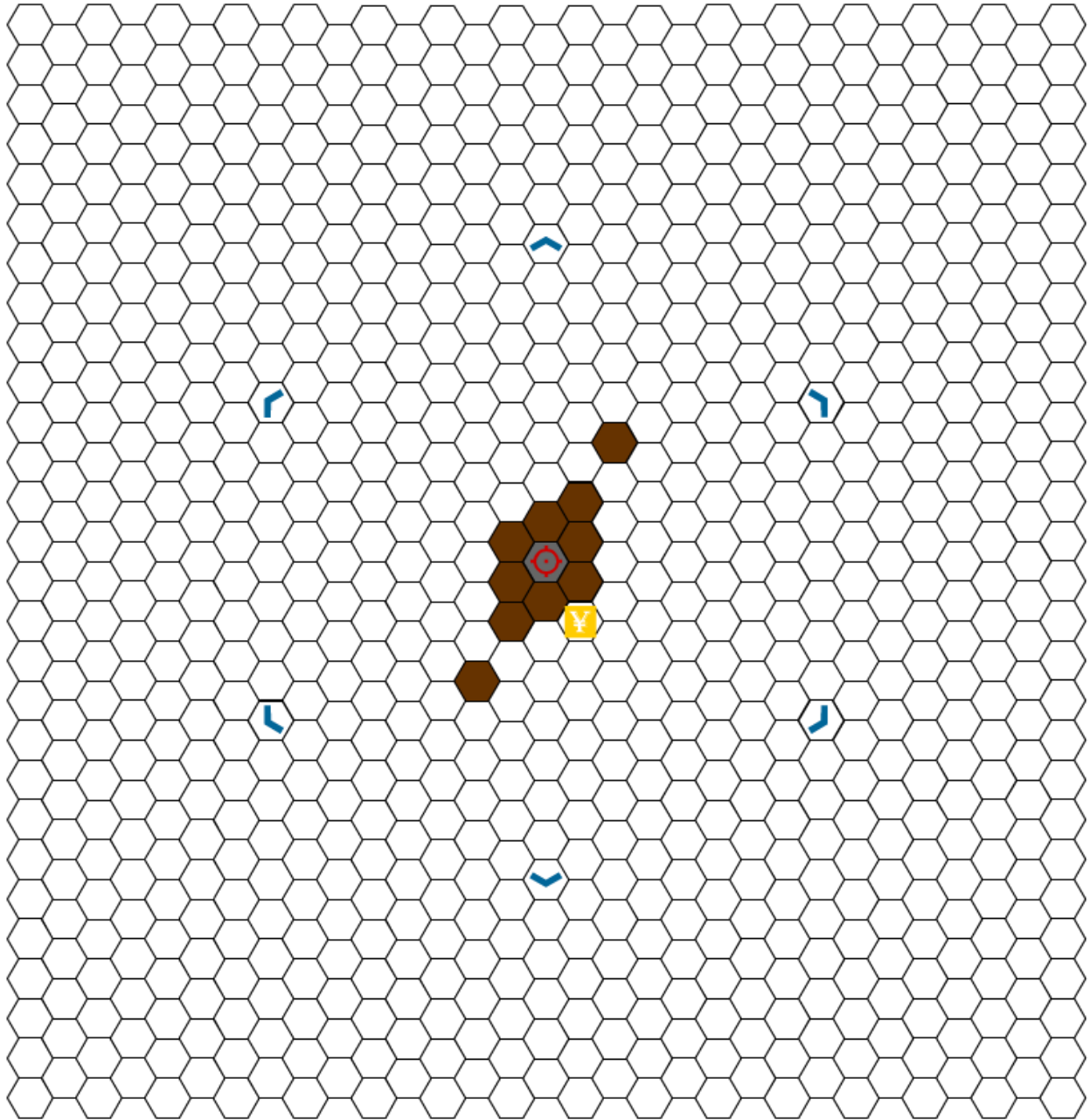


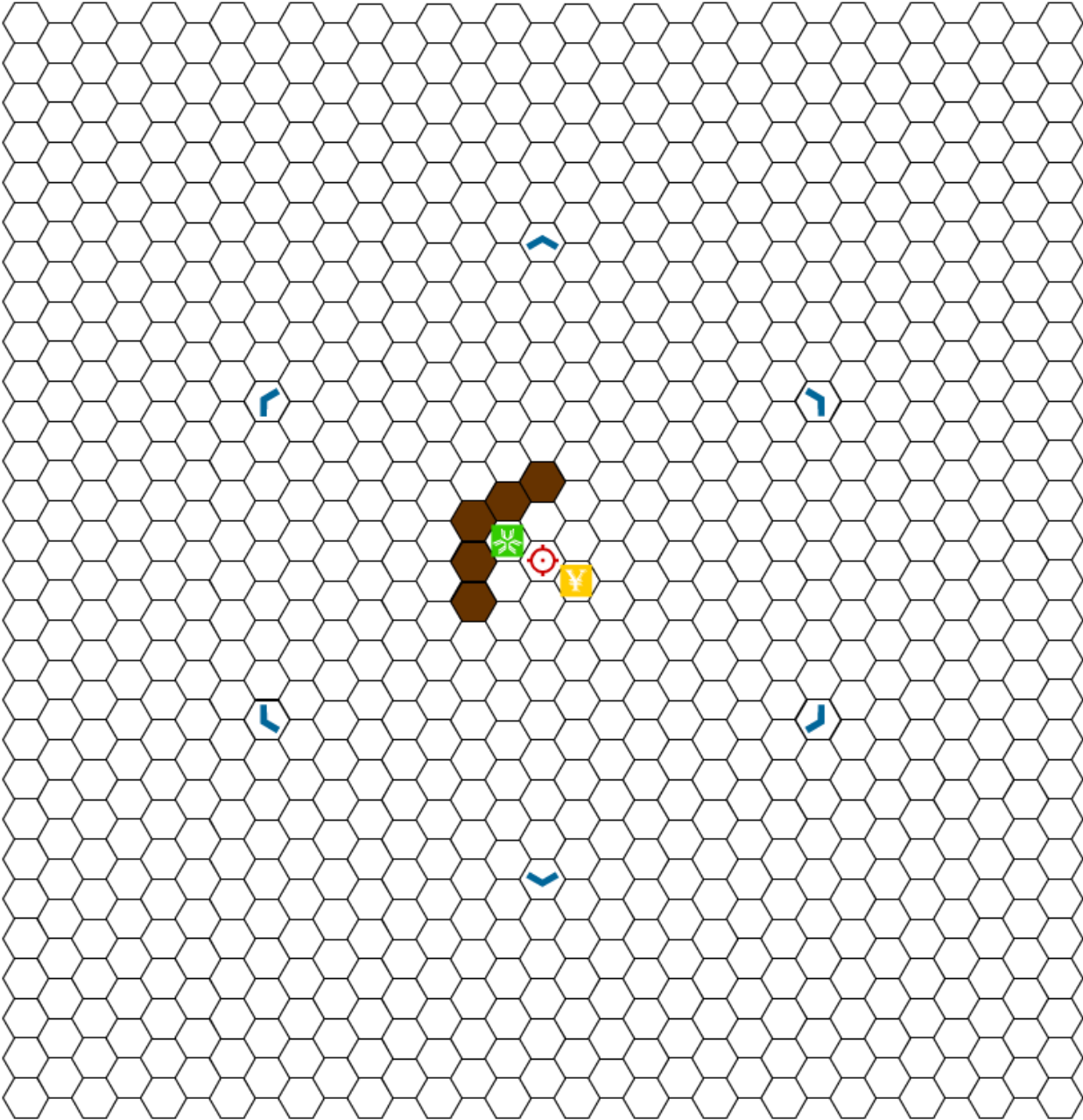
21 - FIREZARD

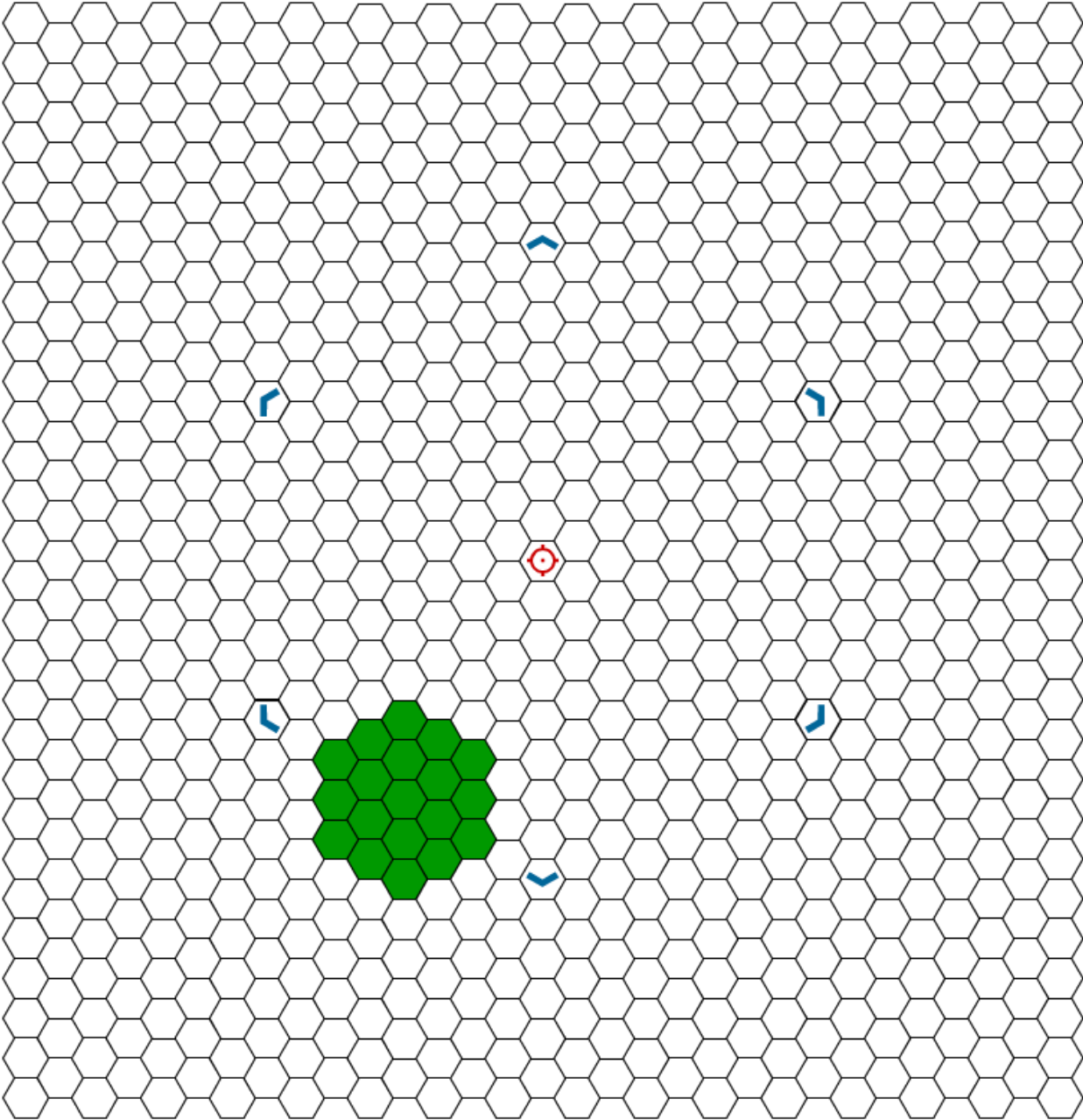


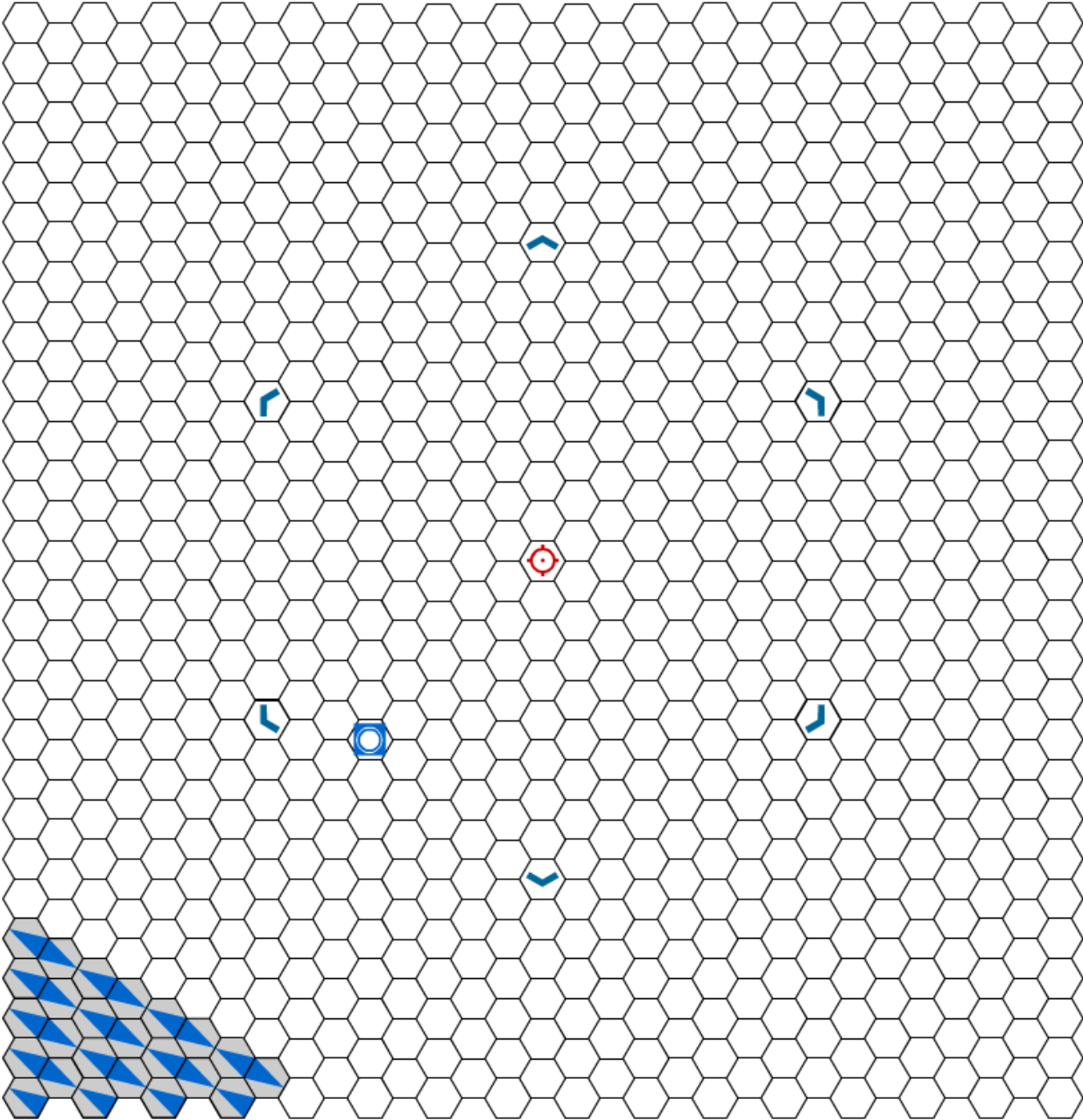


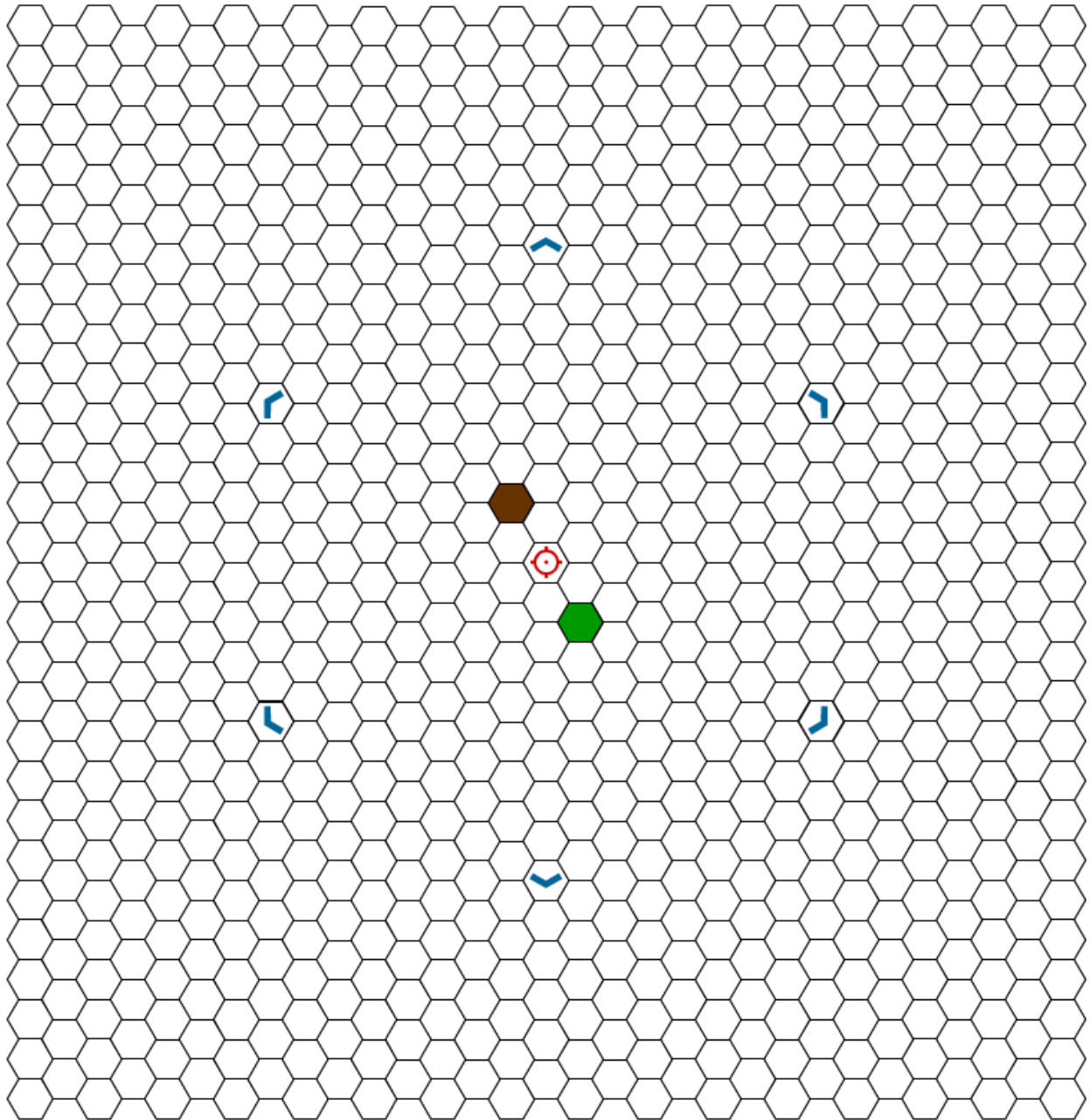


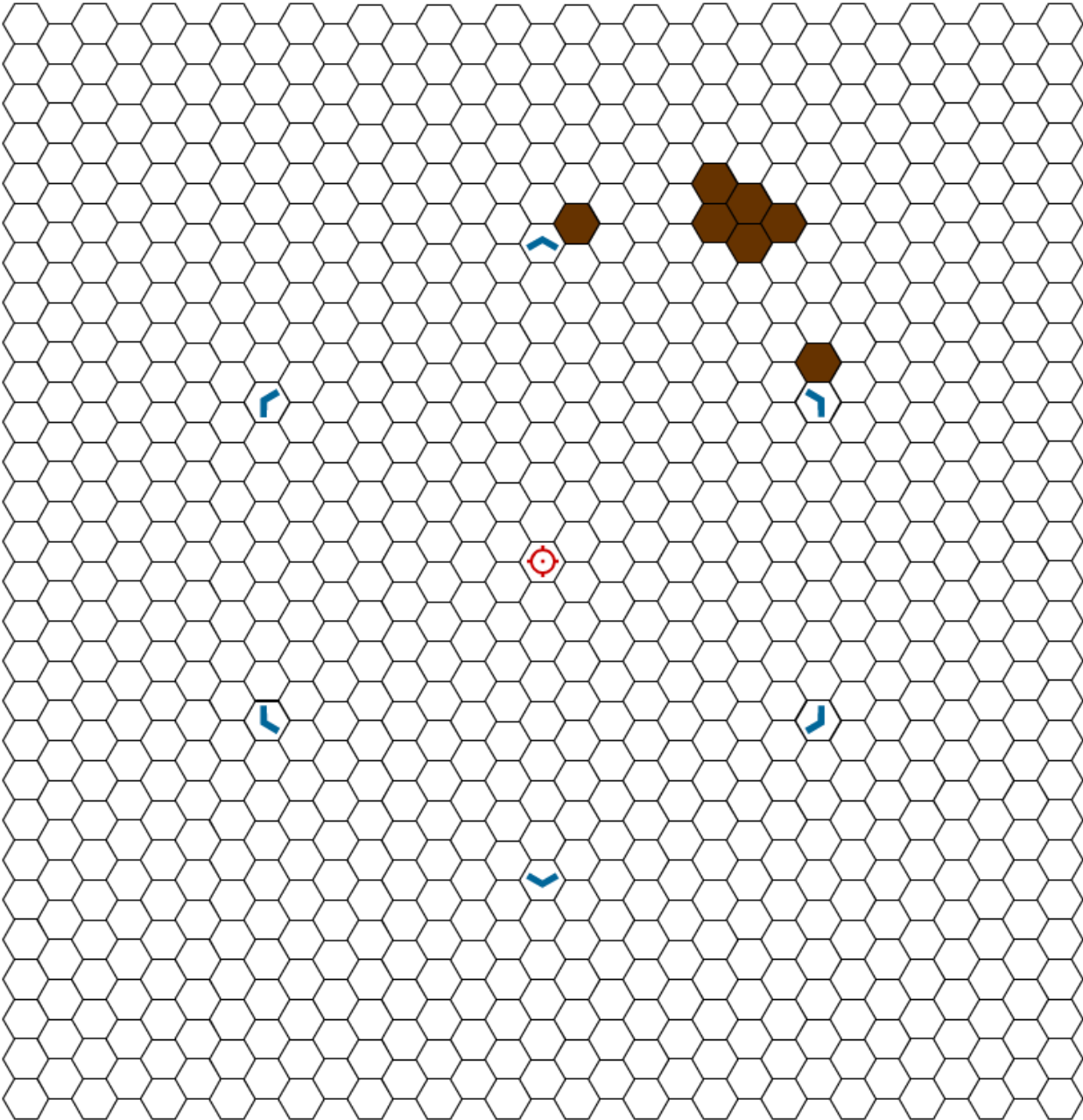


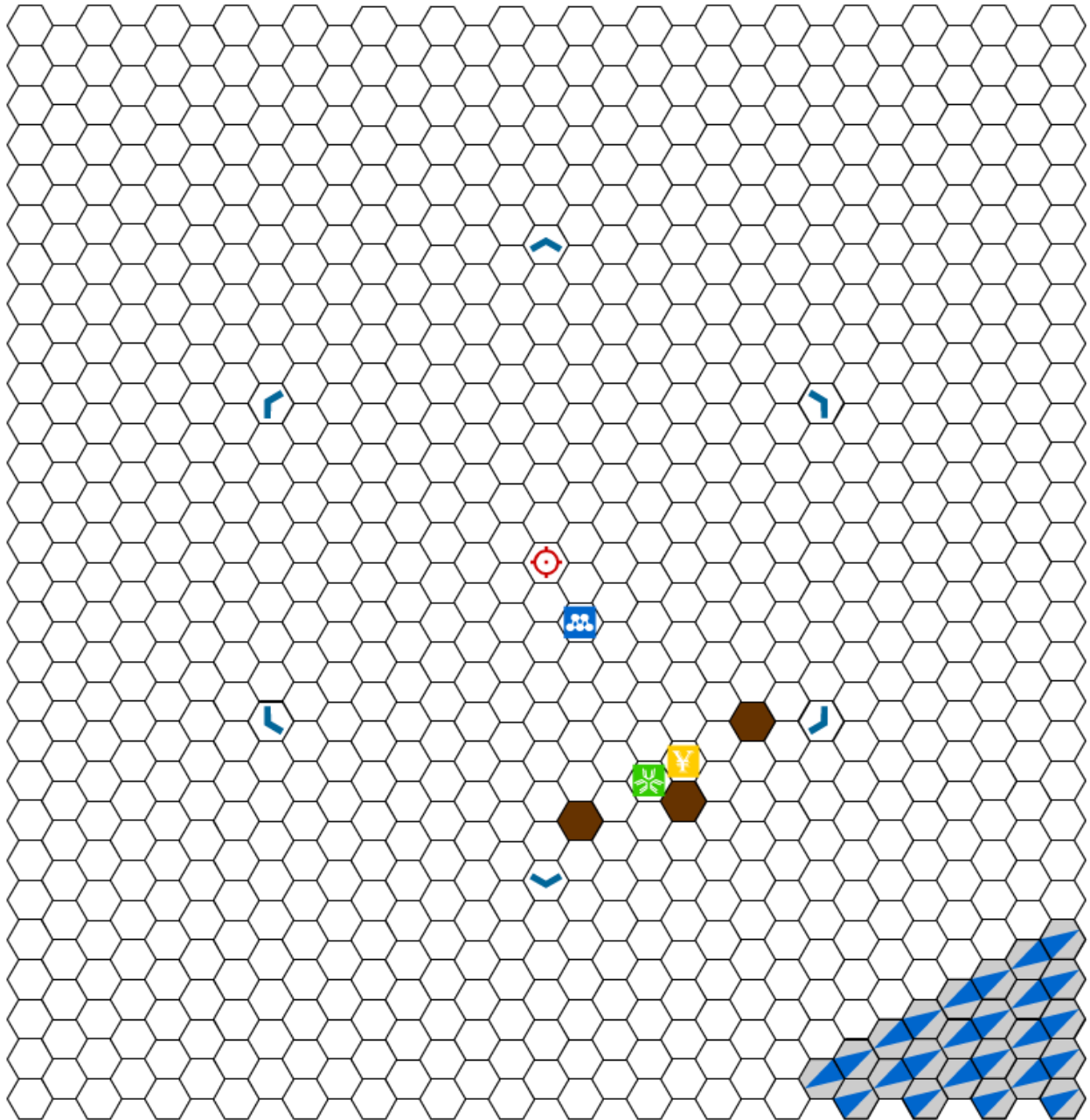


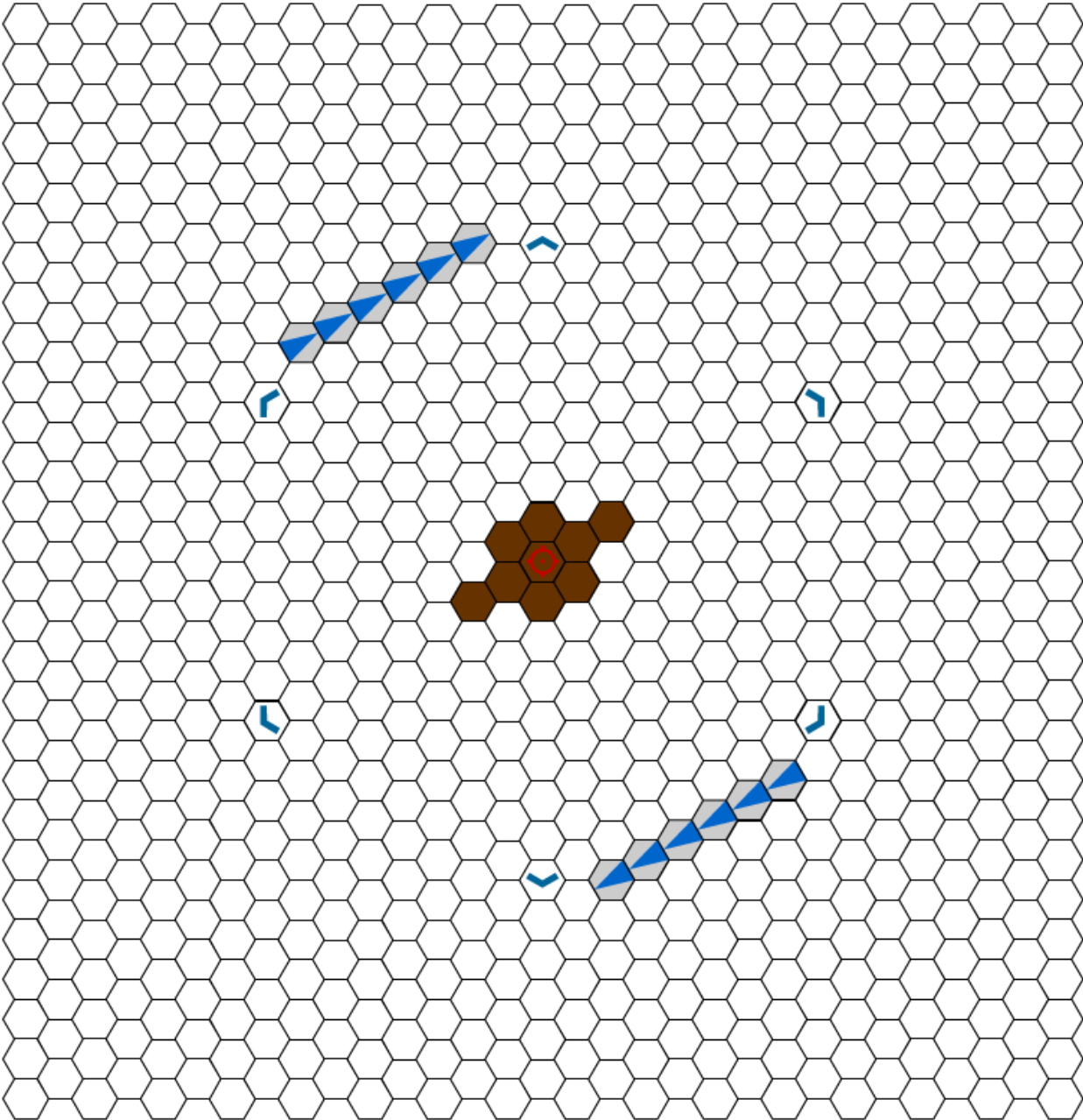






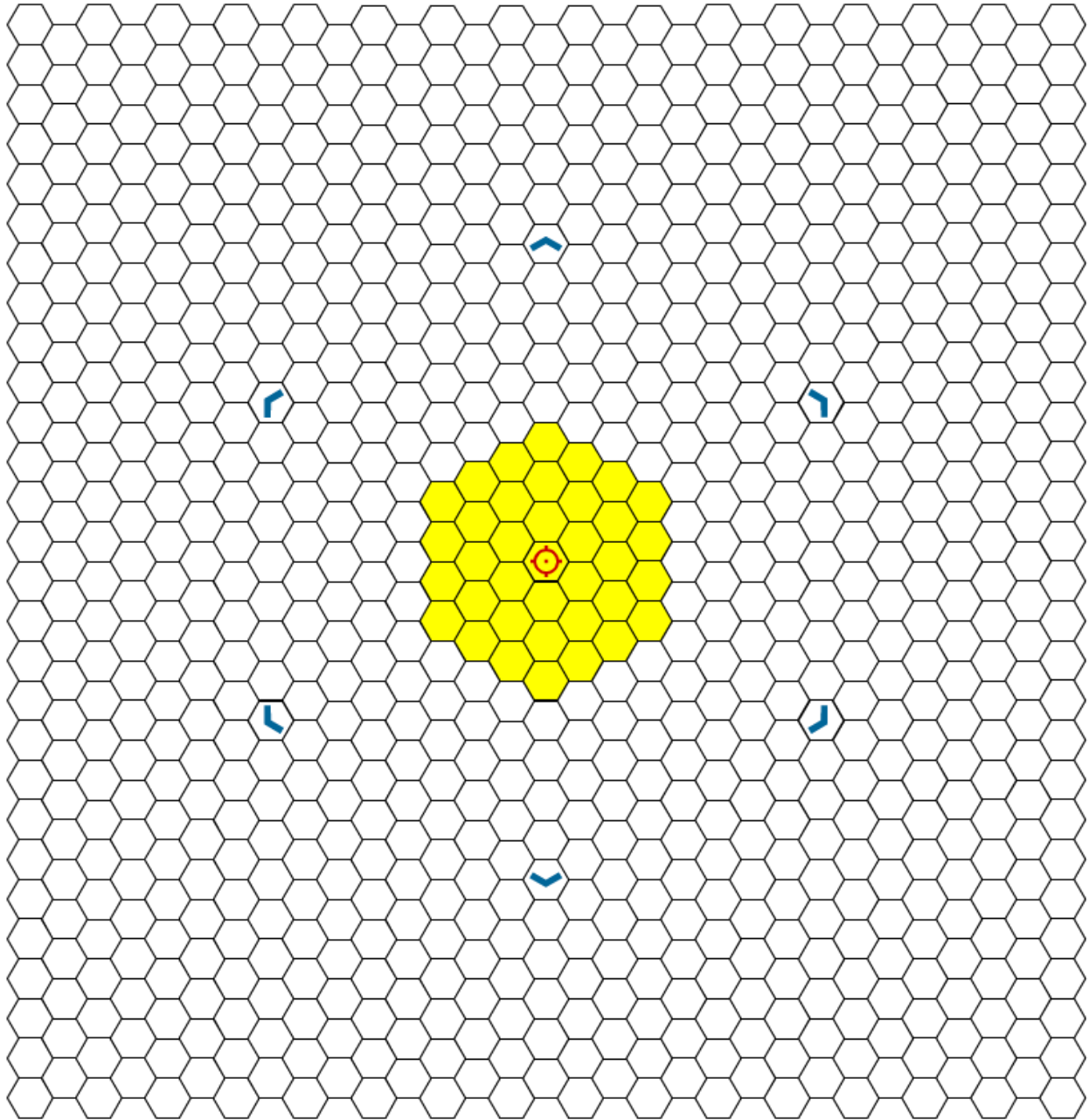


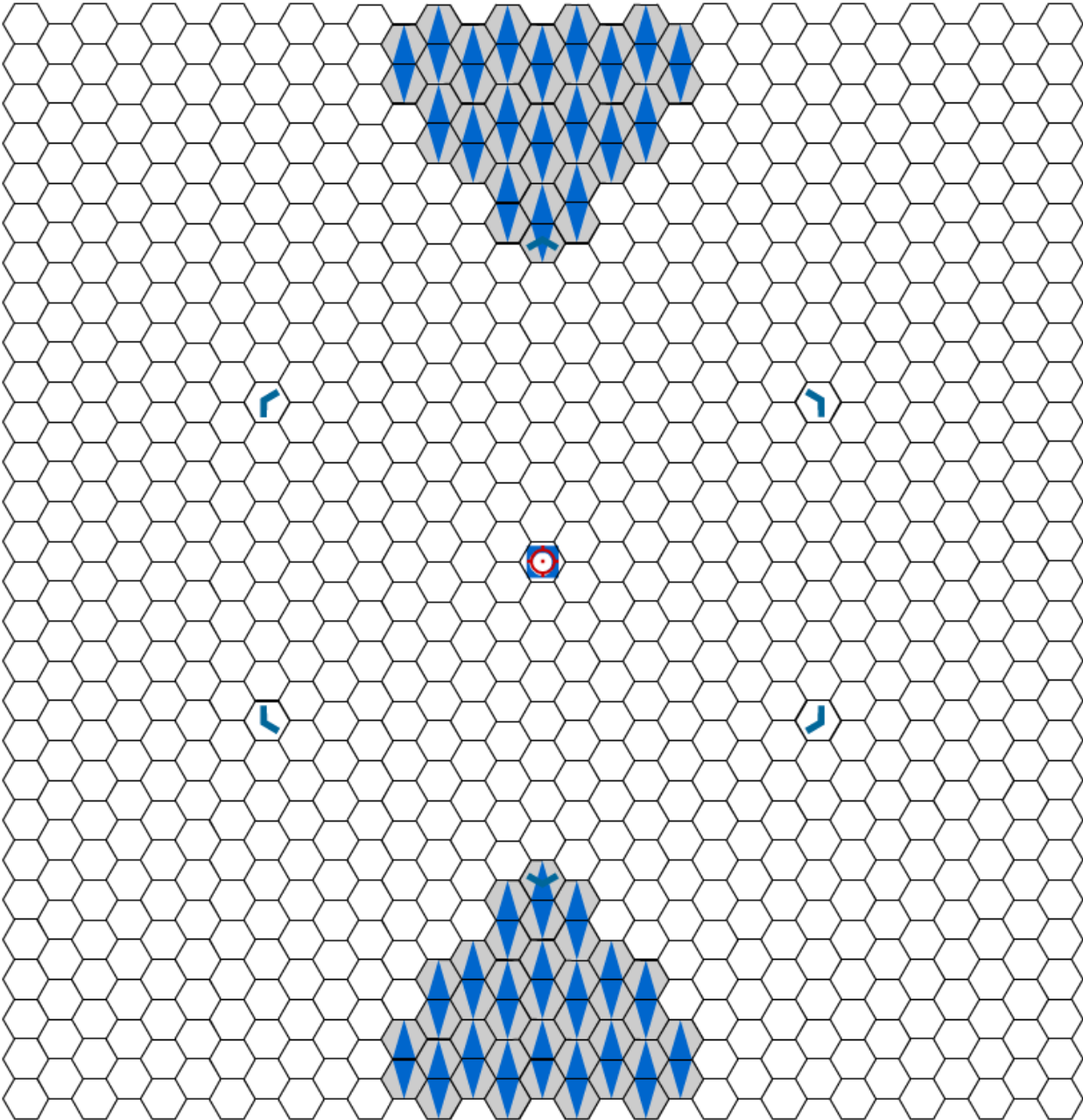


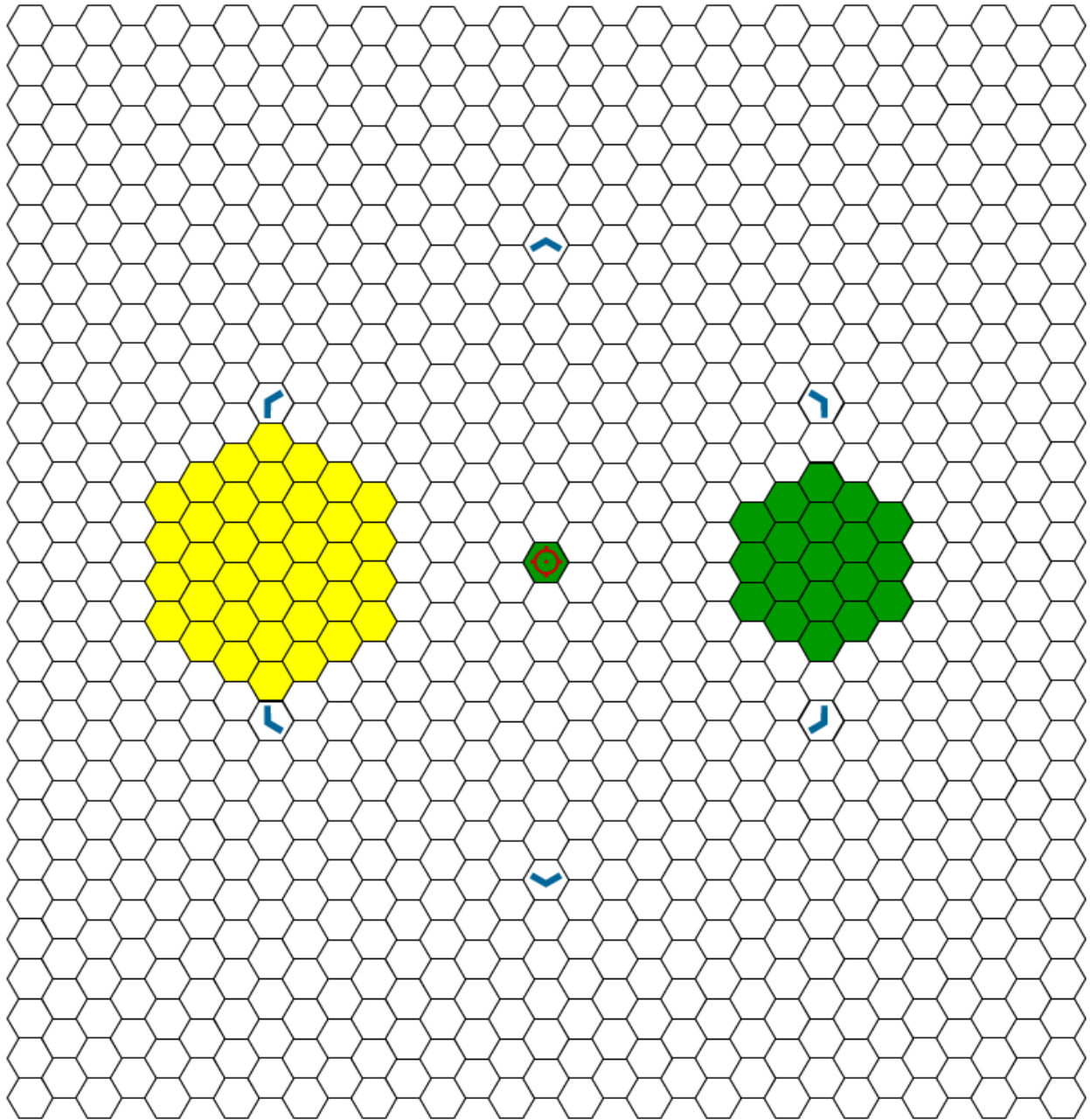


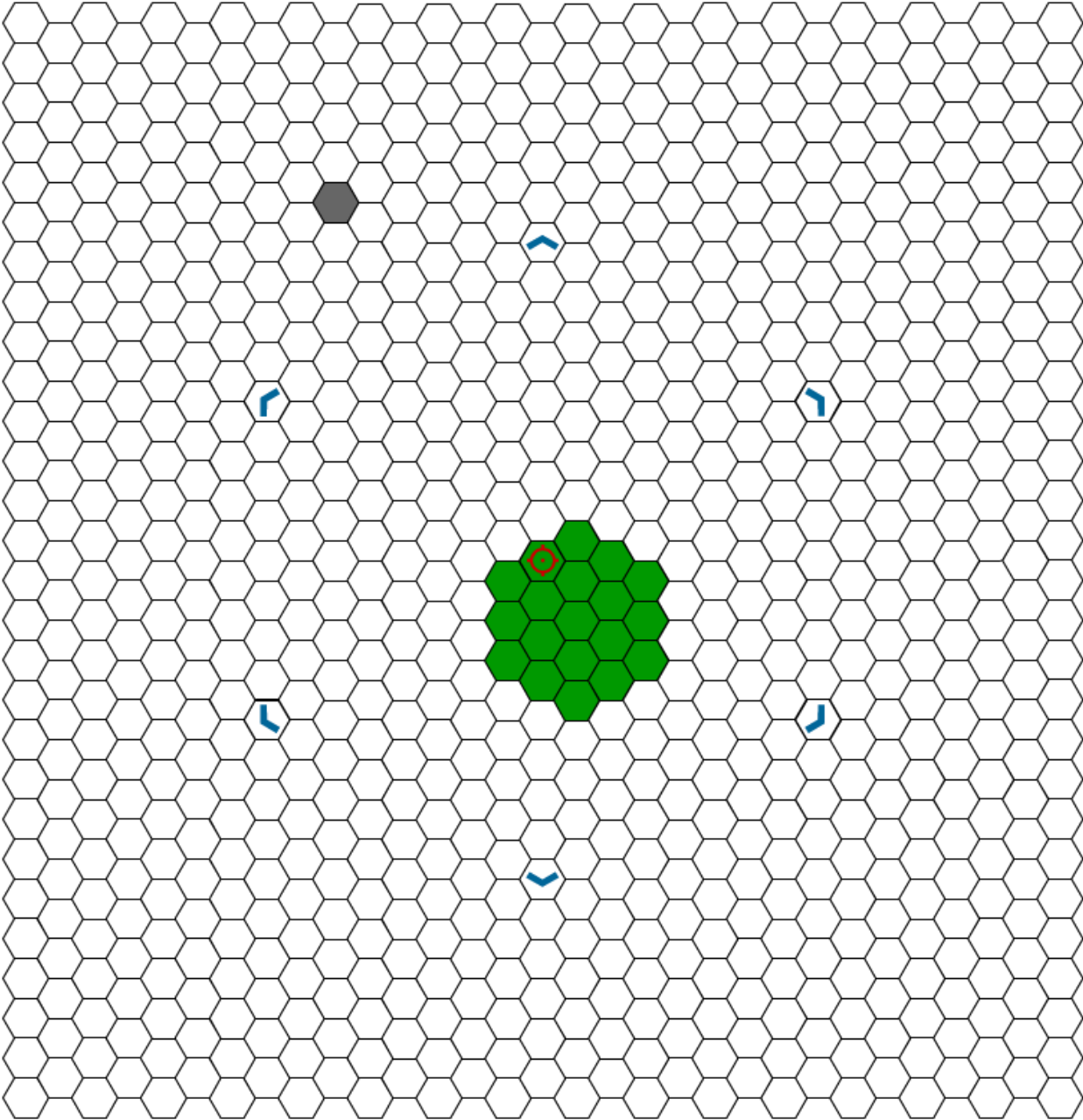
4.3 Iserlohn Corridor Maps

34 - AMRITSAR

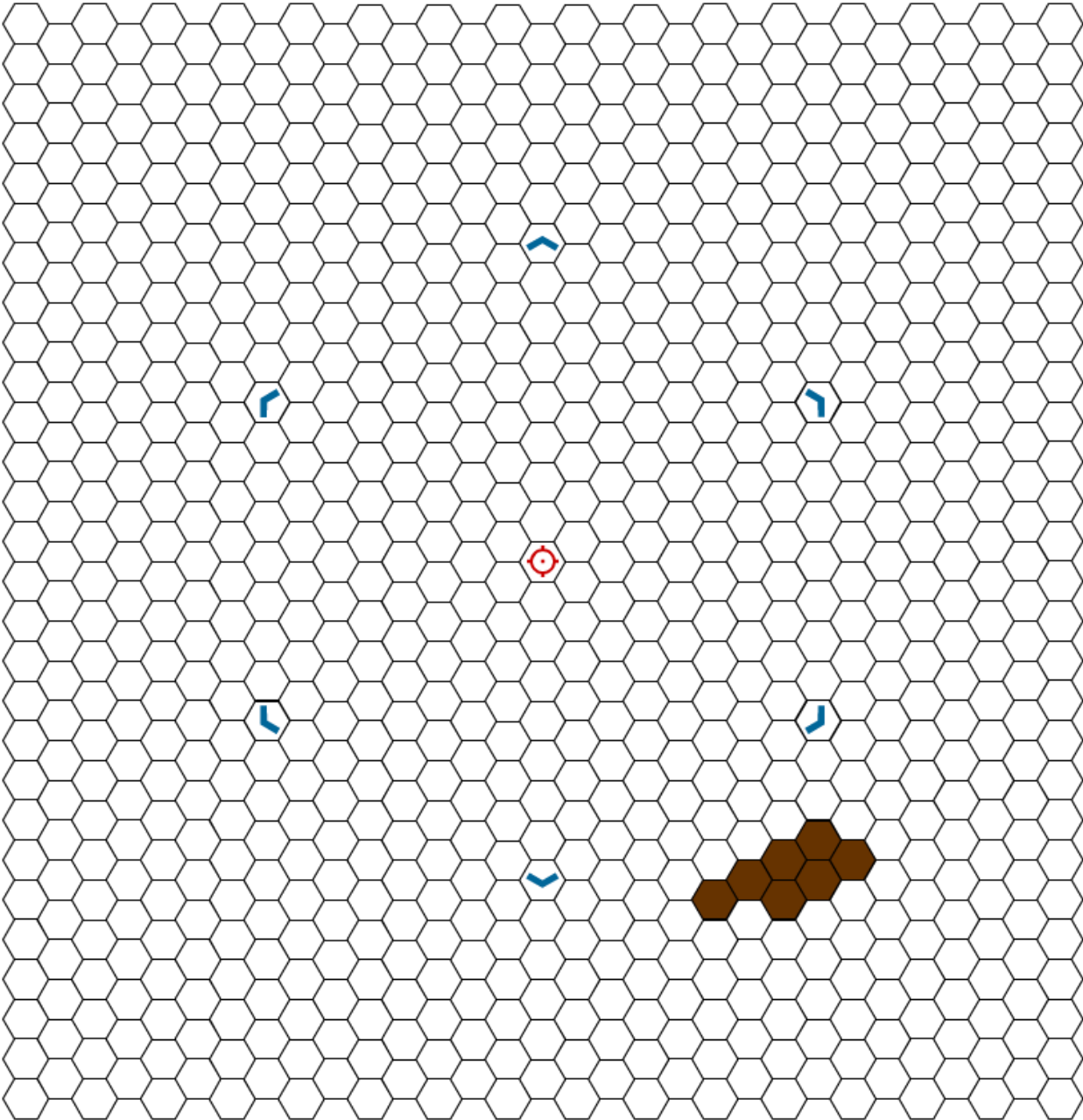






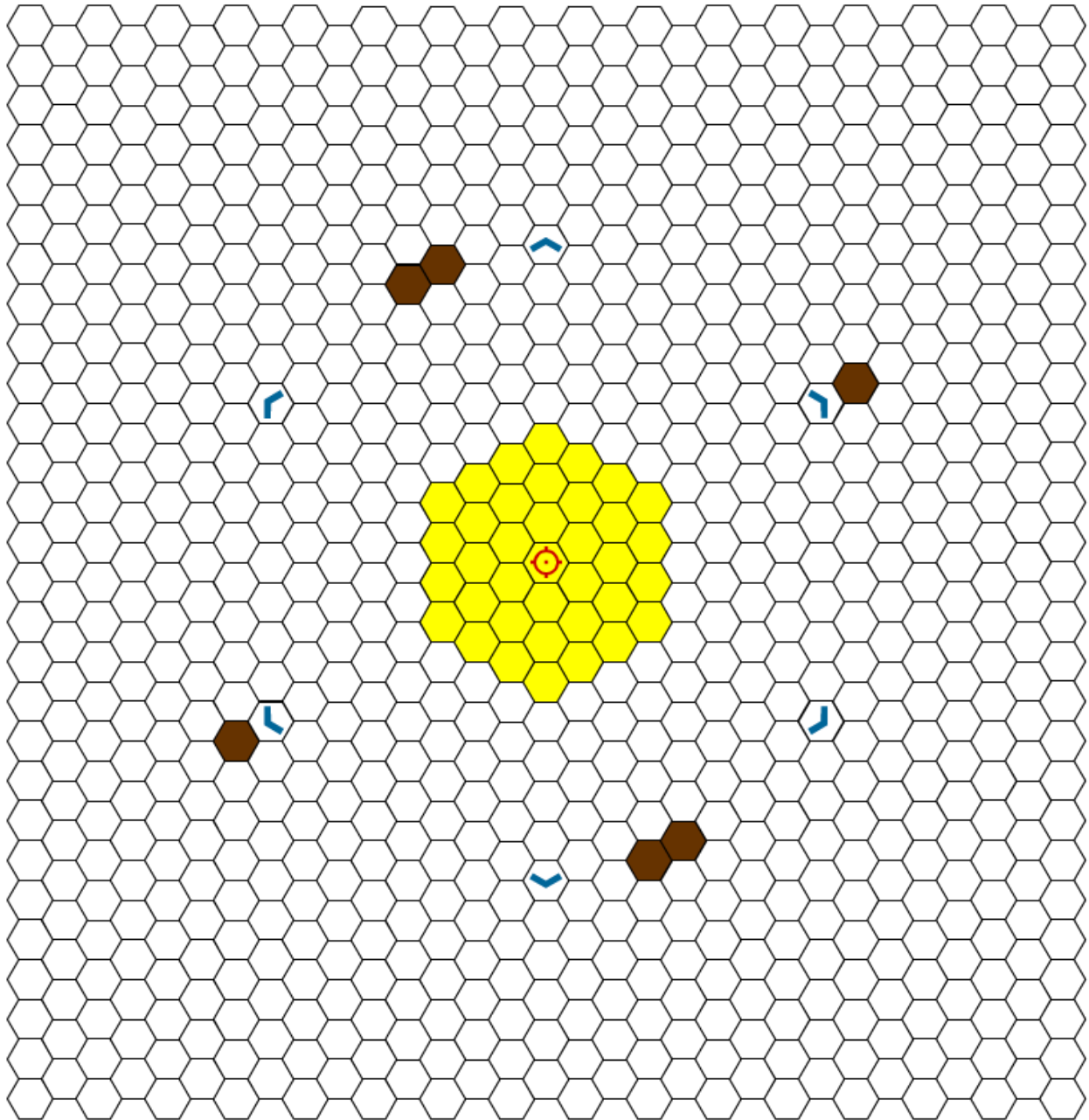


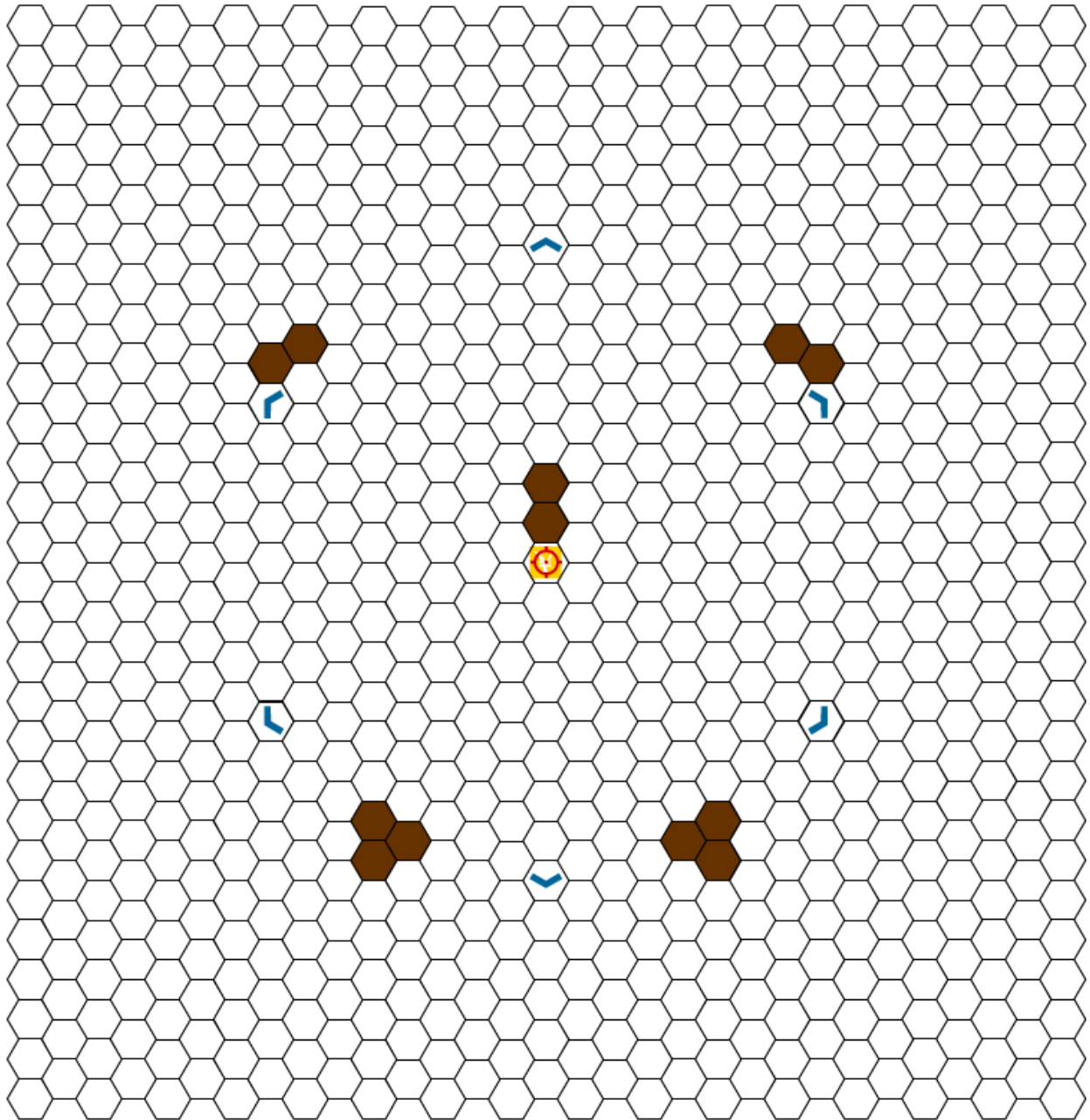
39 - A*STARTE

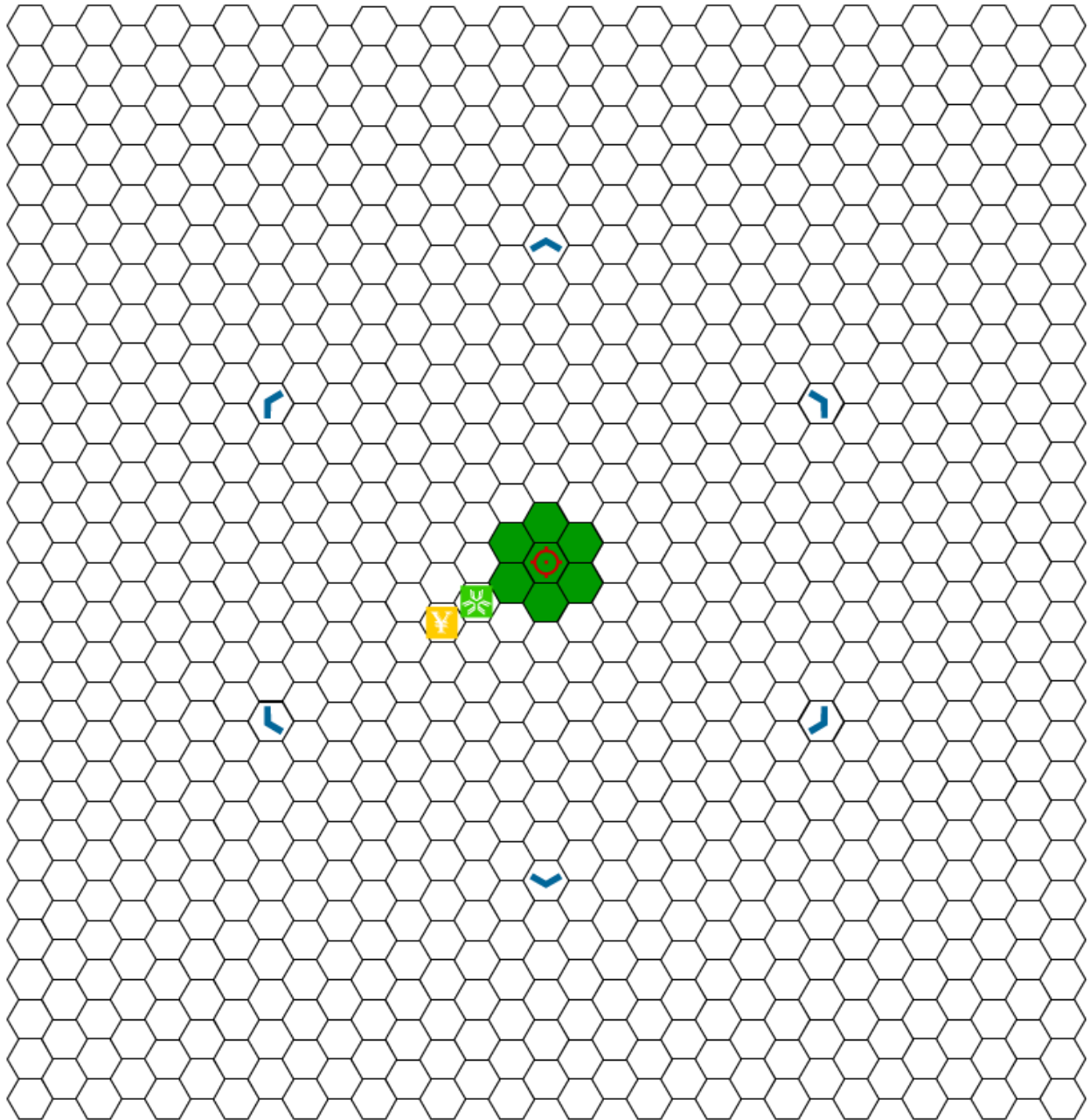


4.3 Fezzan Corridor Maps

40 - BORTHORN

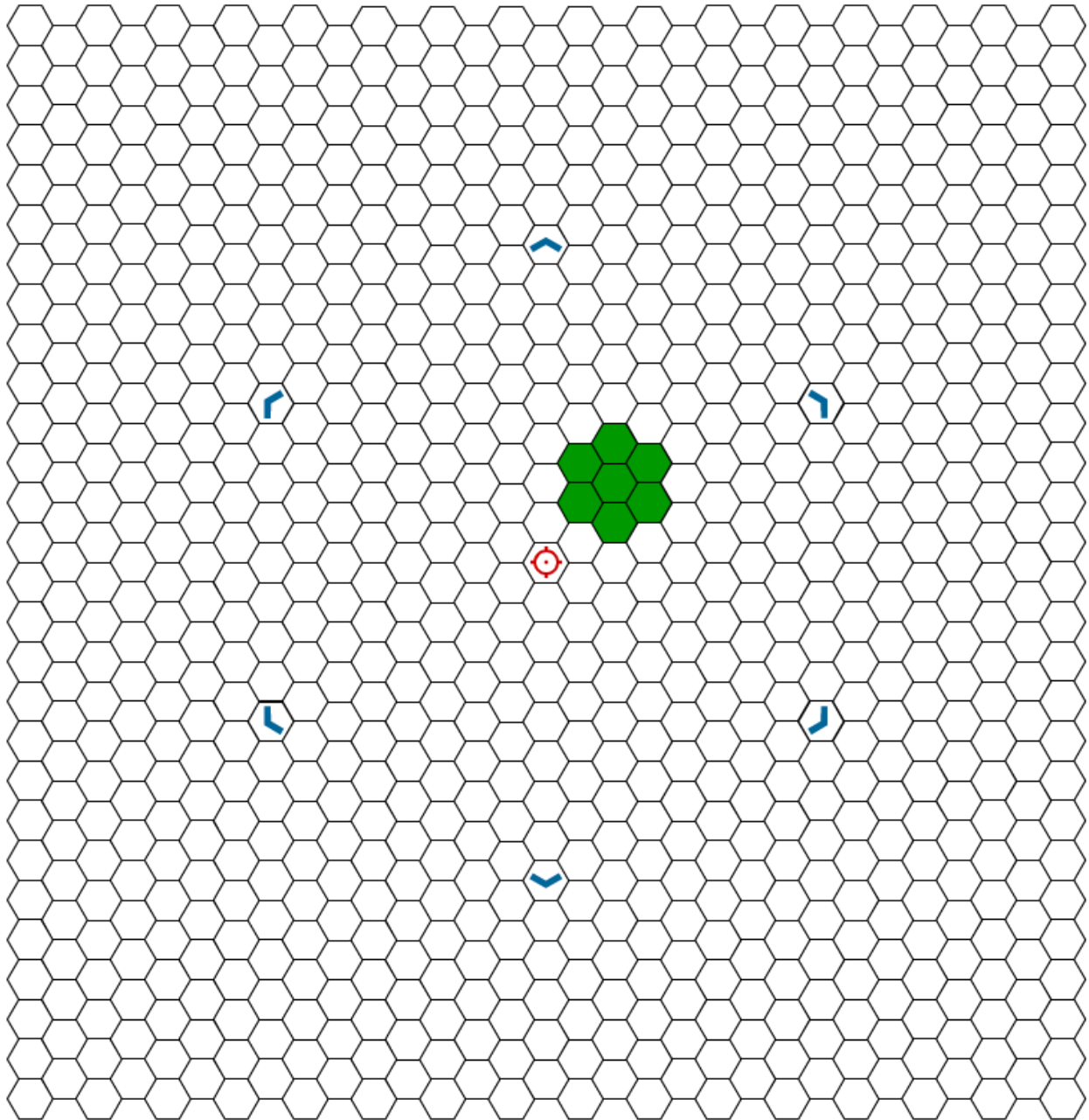


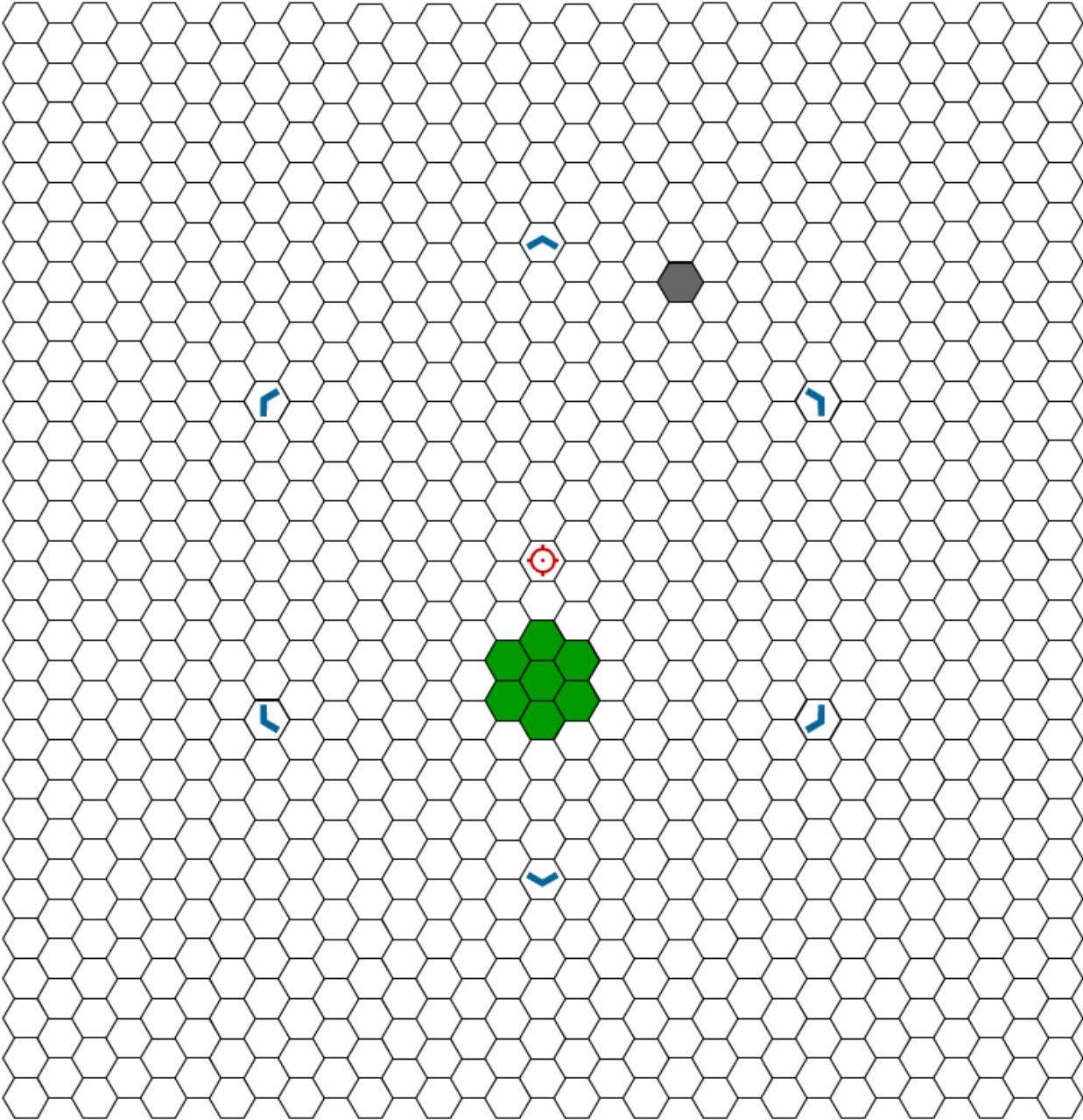


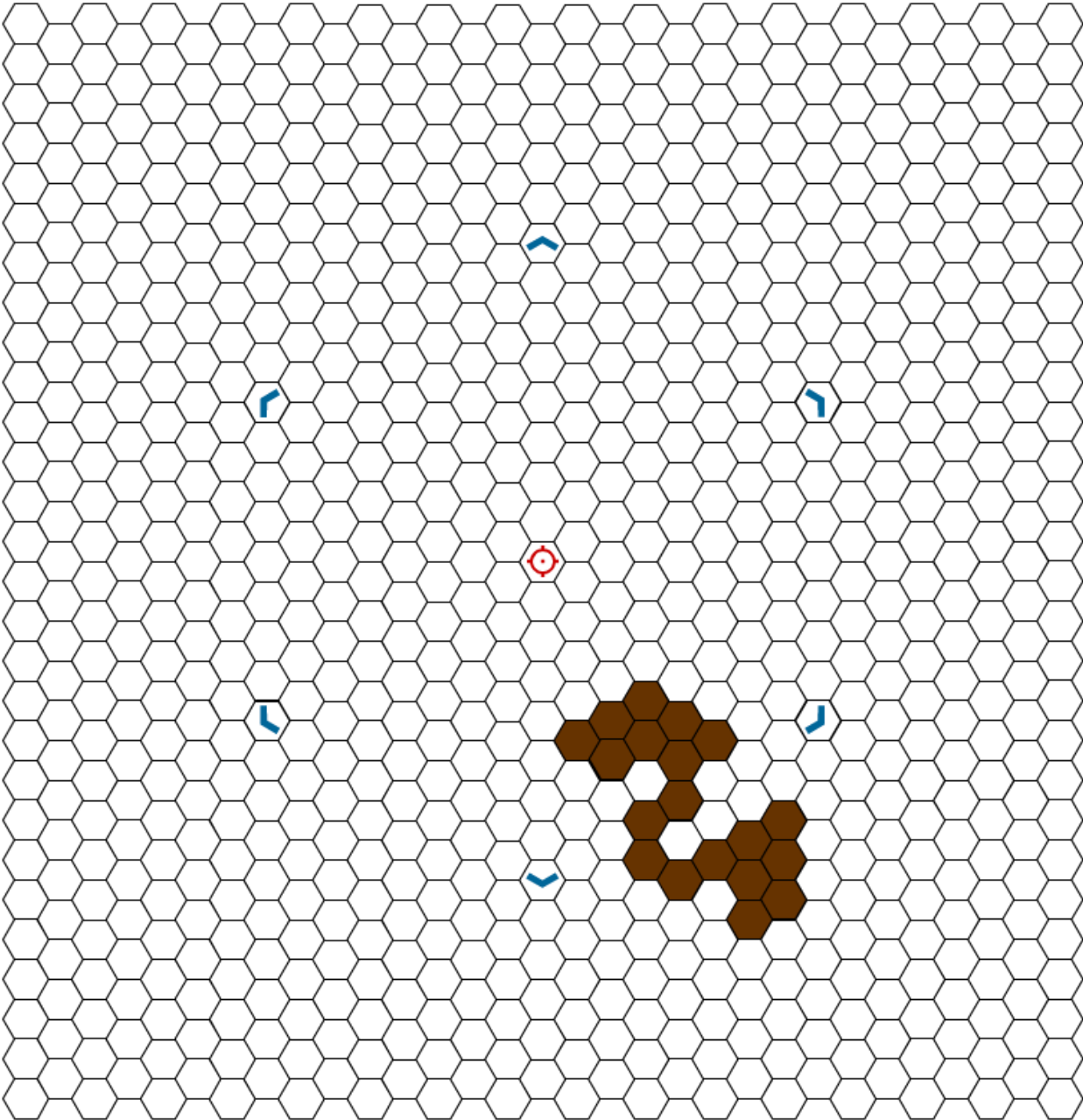


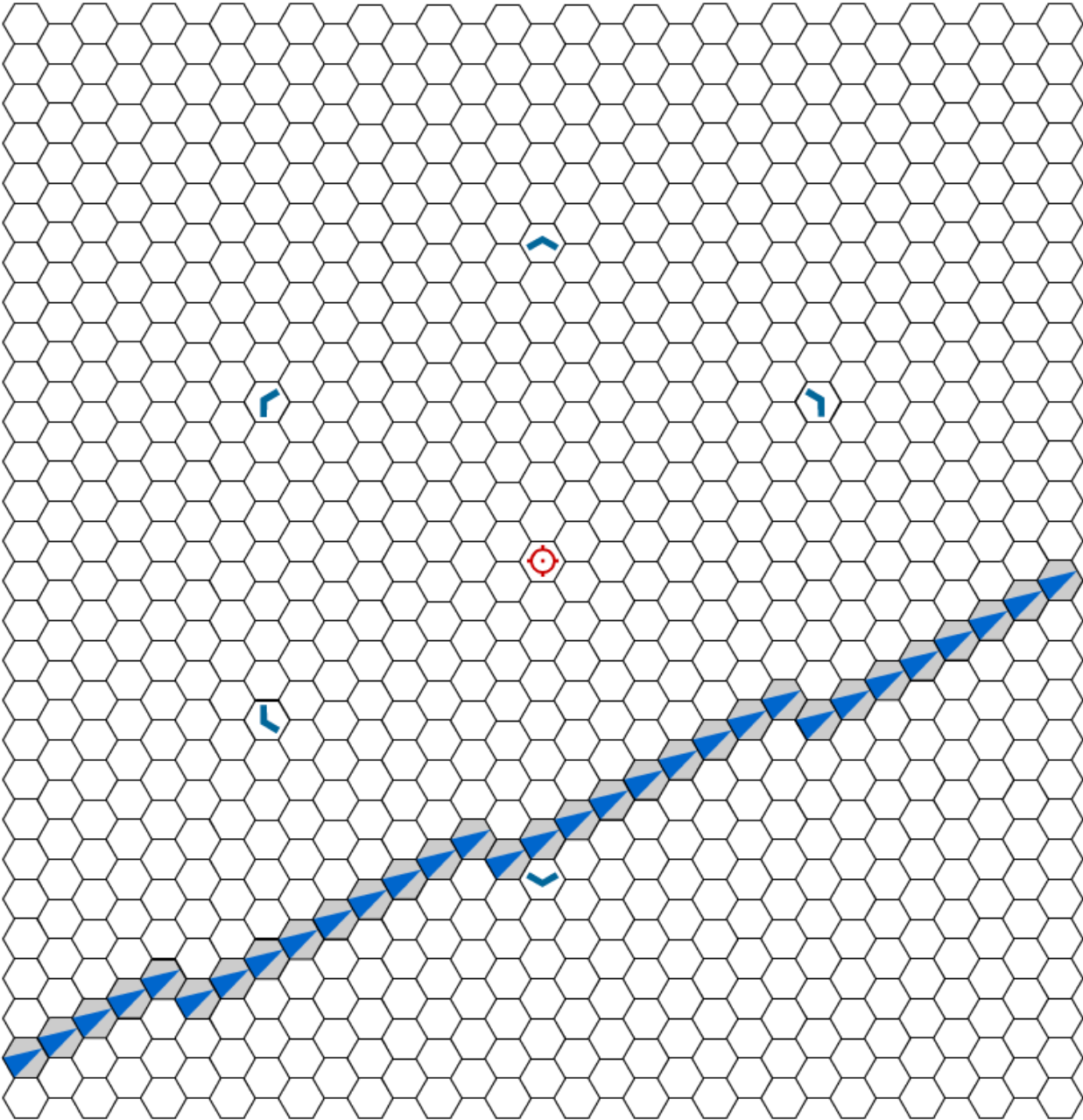
4.4 Sagittarius Arm Maps

43 - EL FACIL

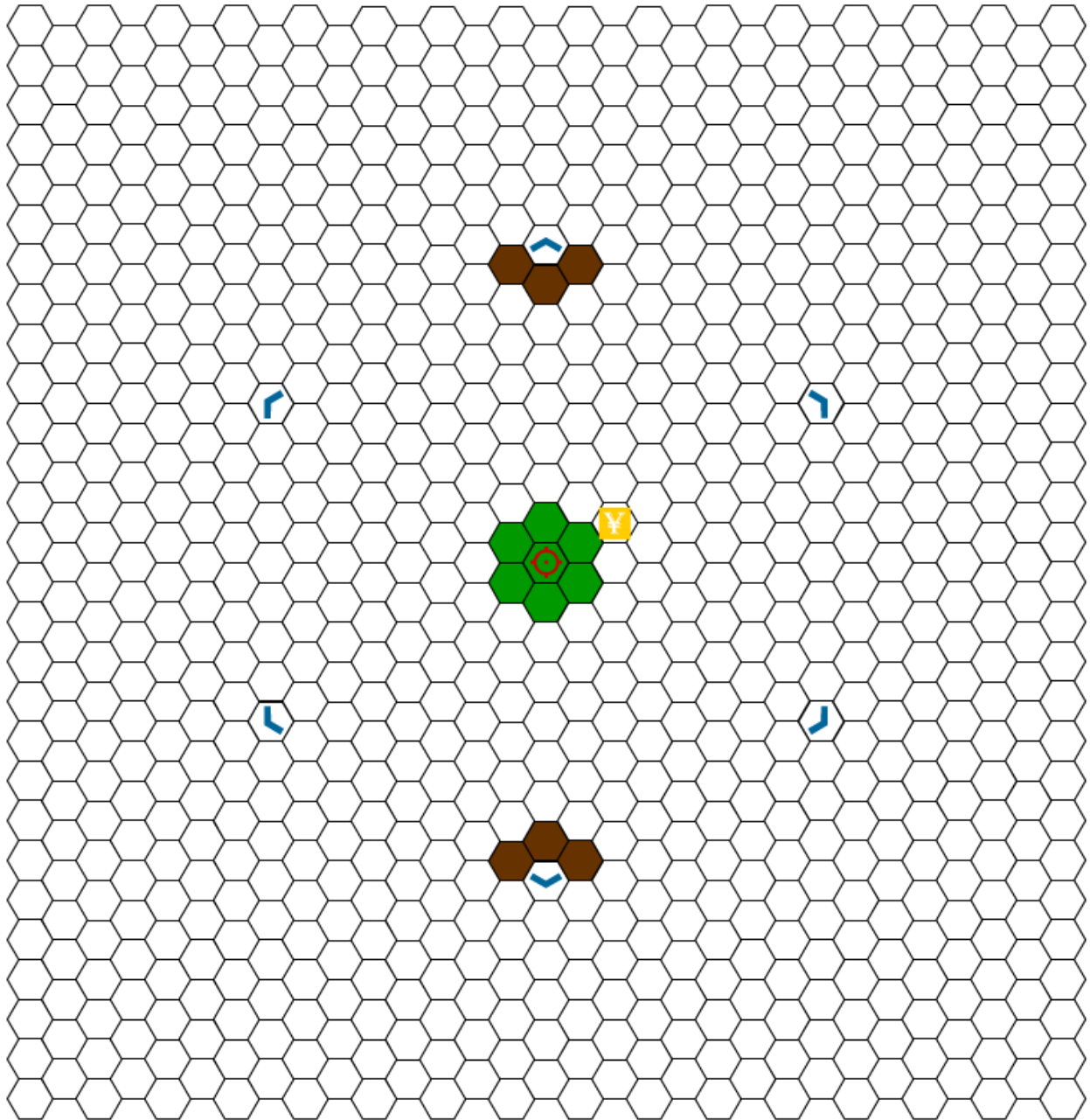


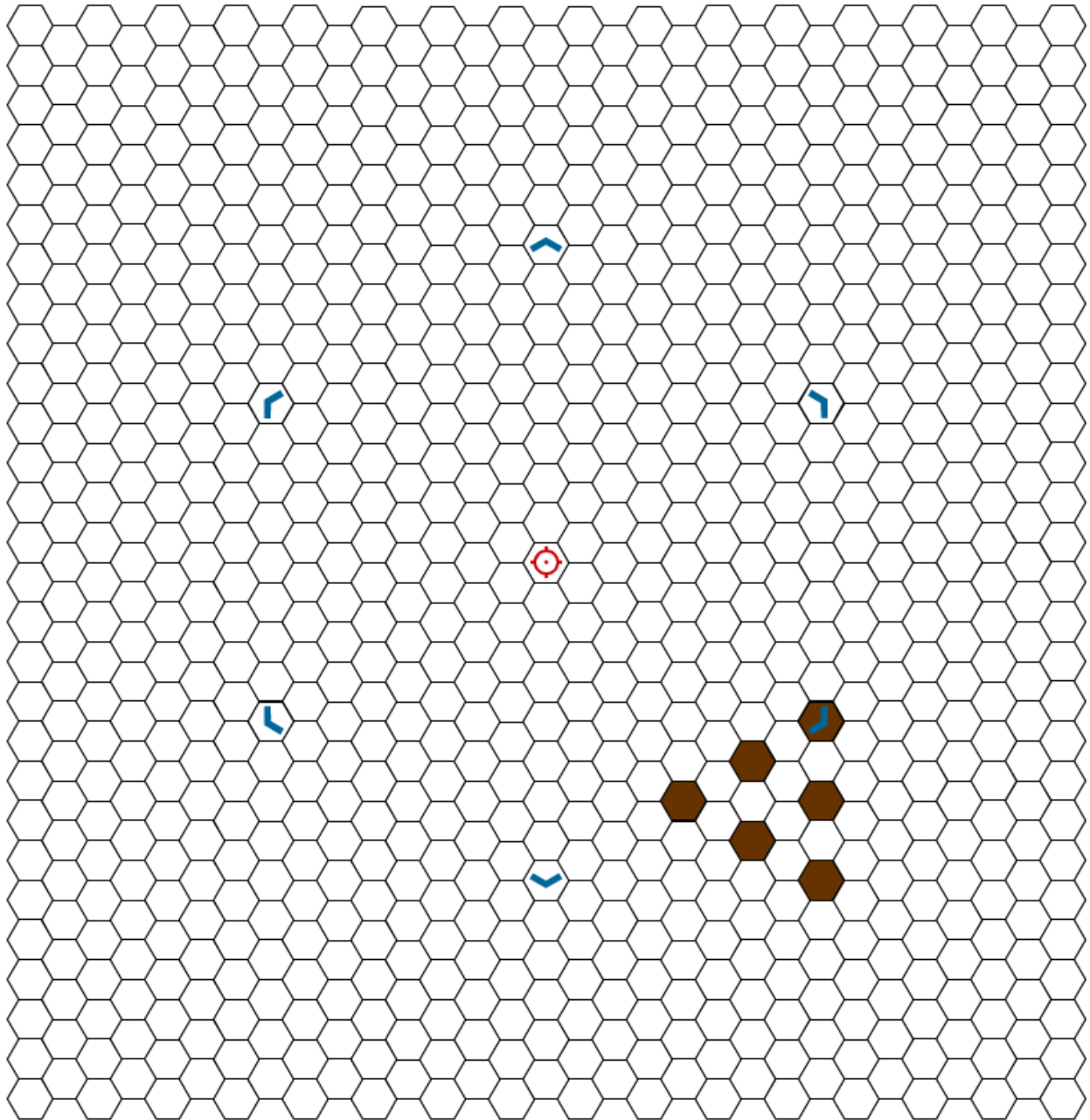


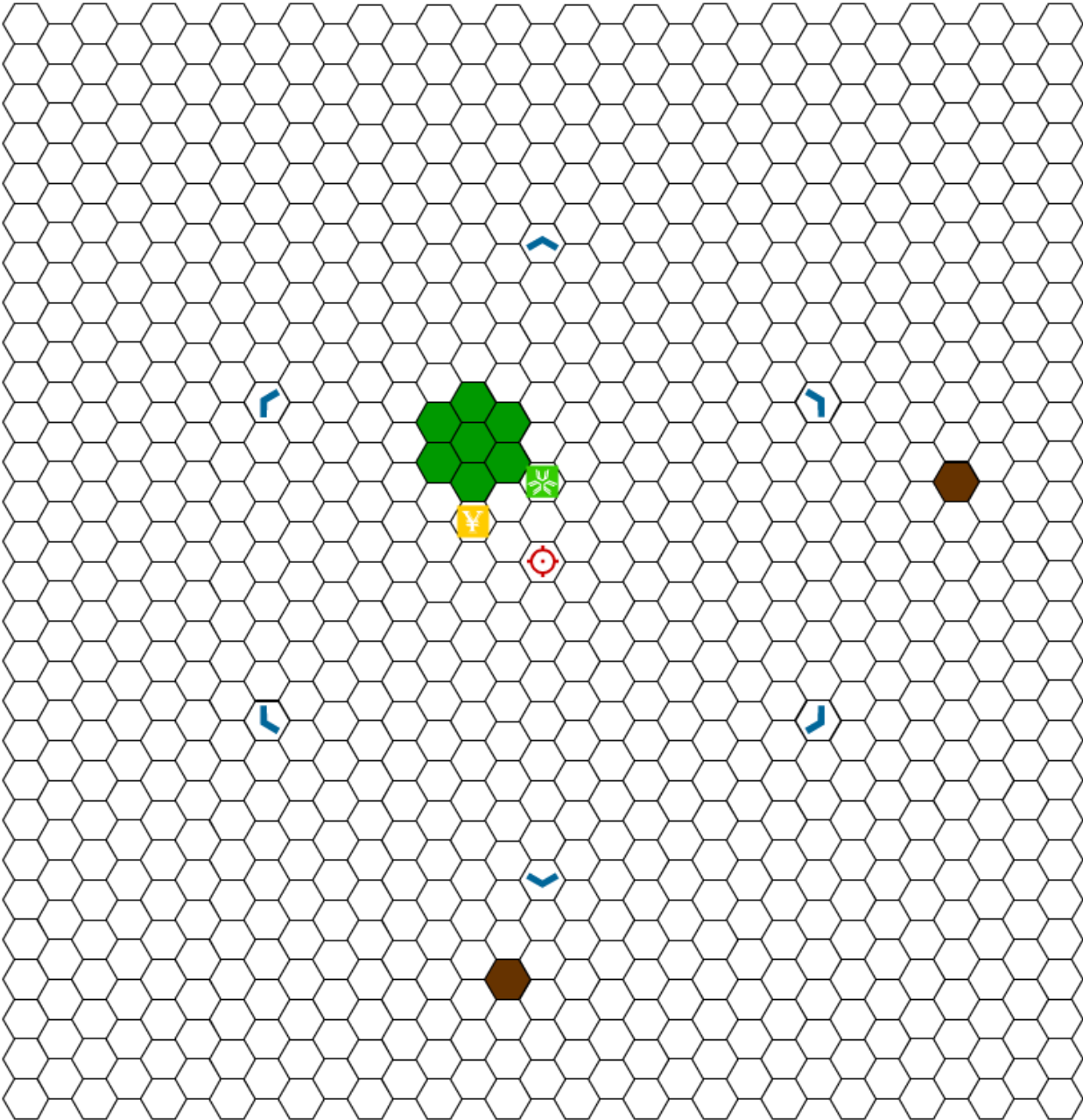


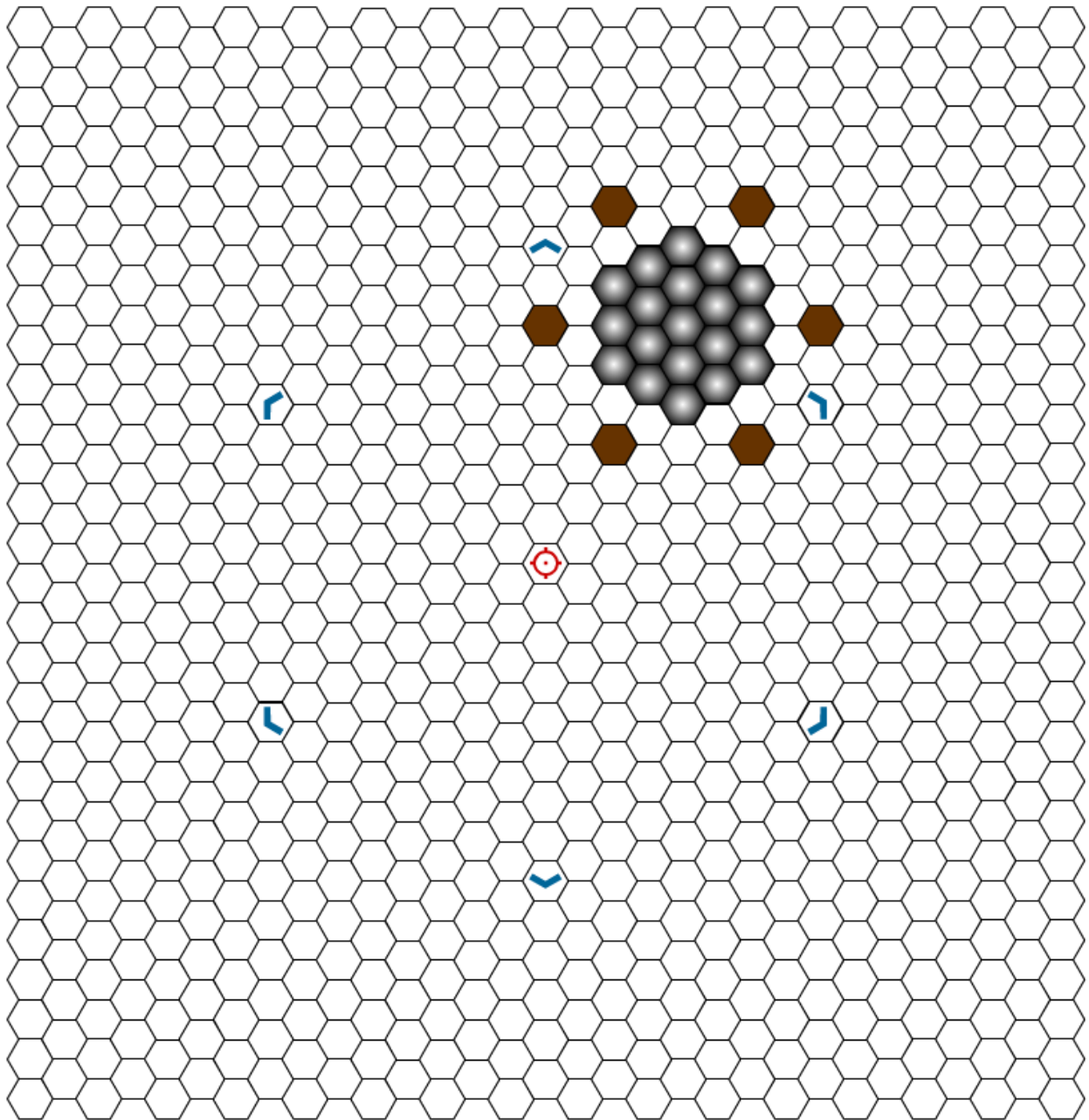


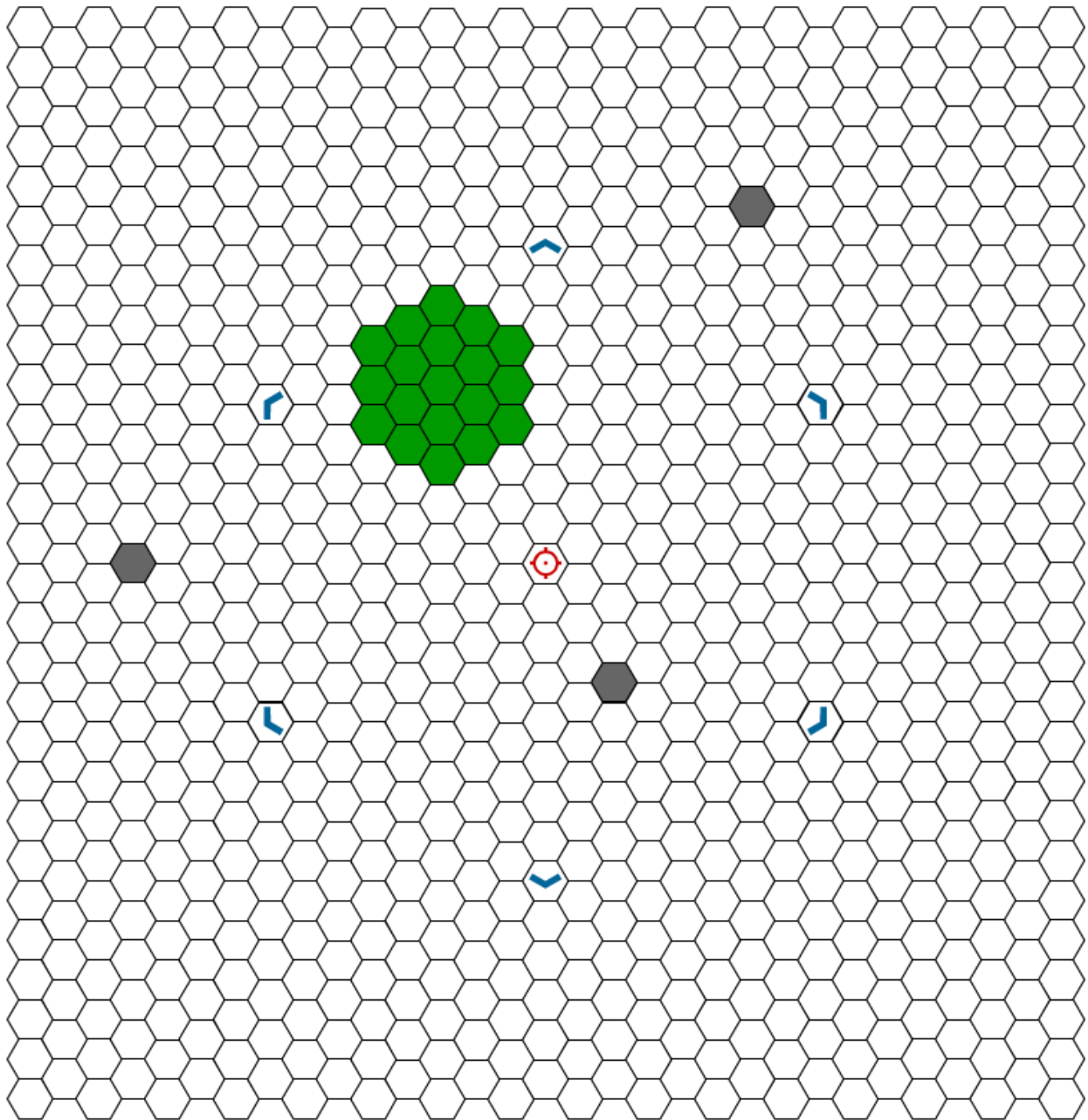
47 - SHAMPOOL

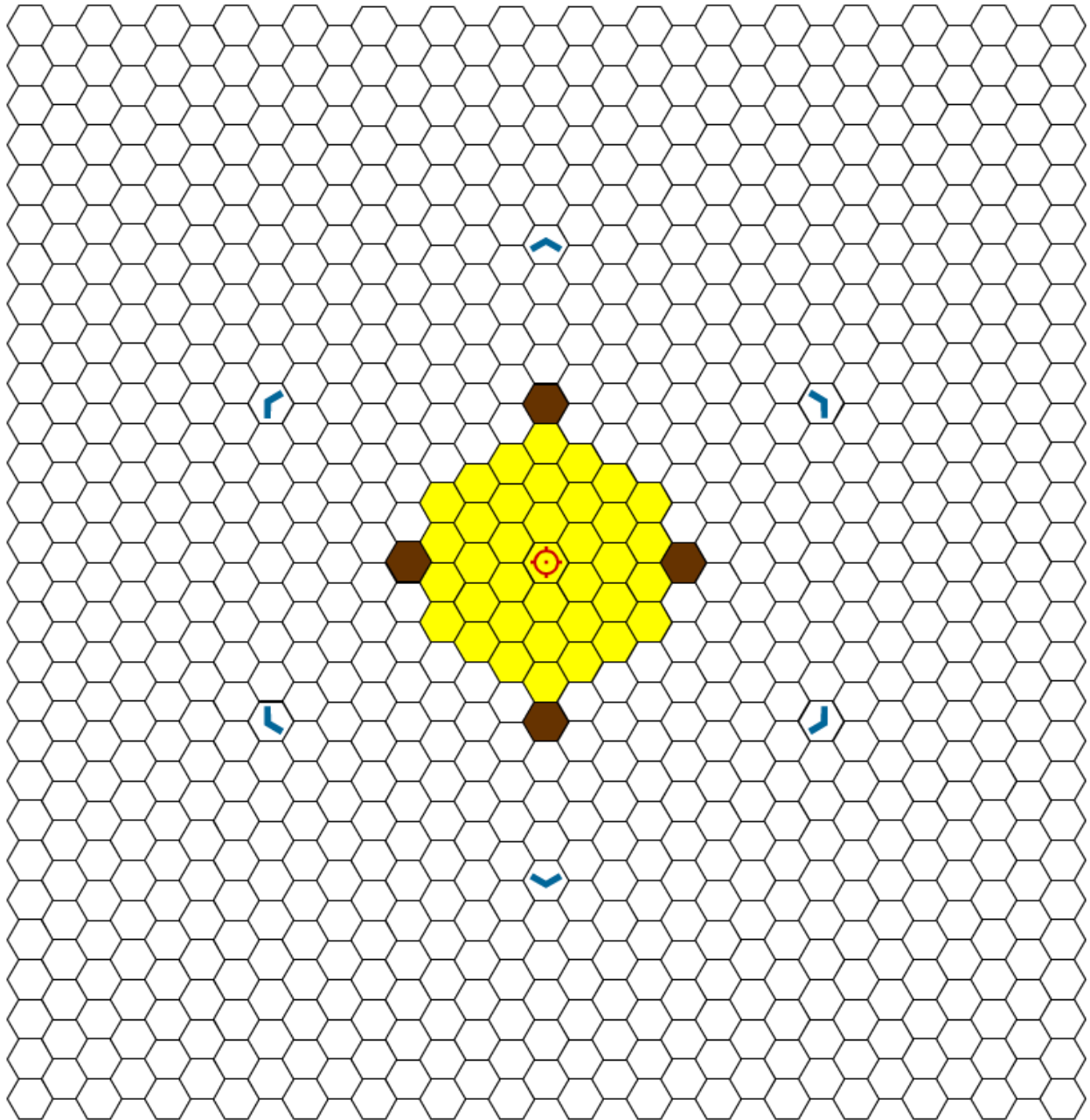


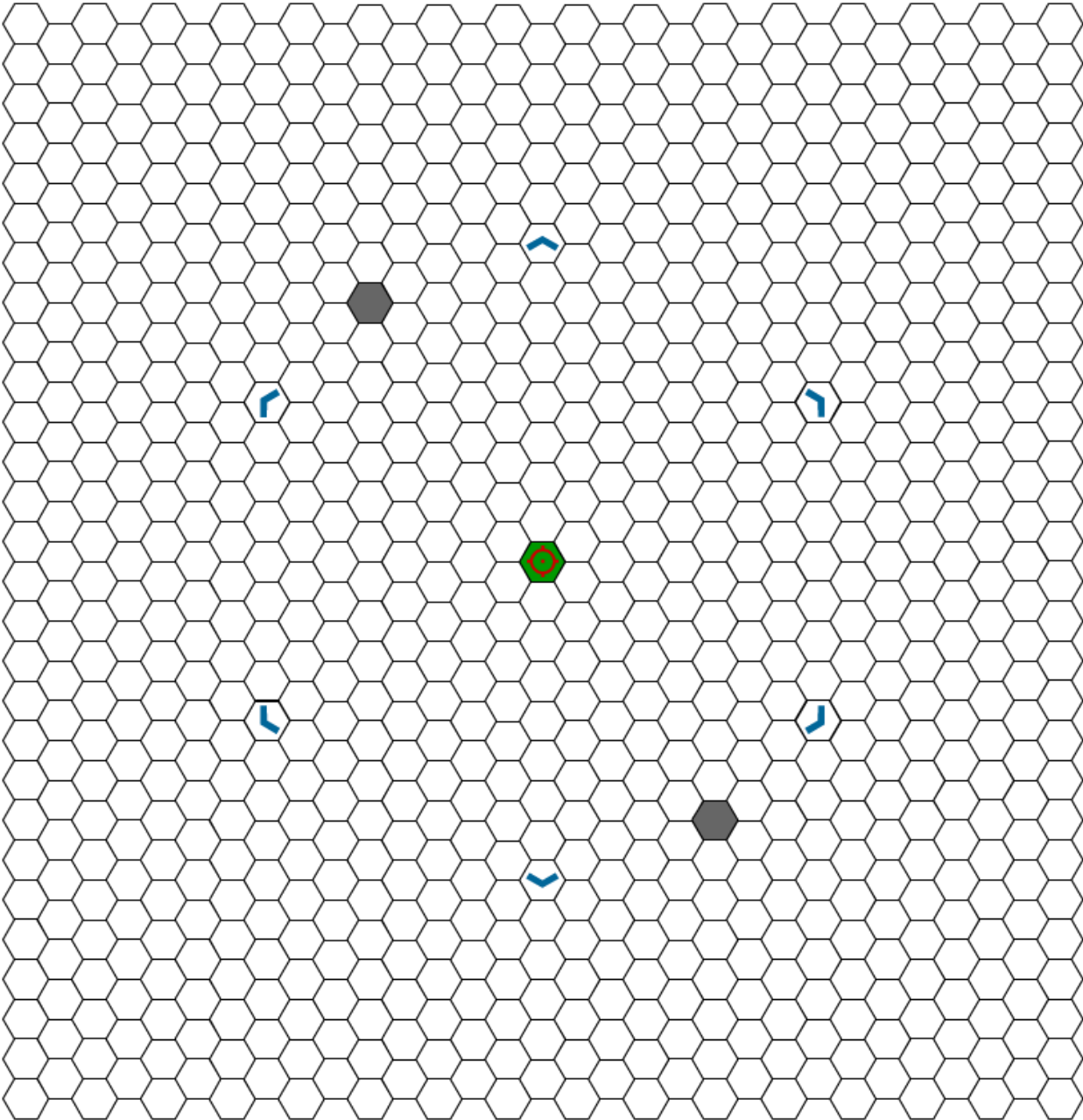


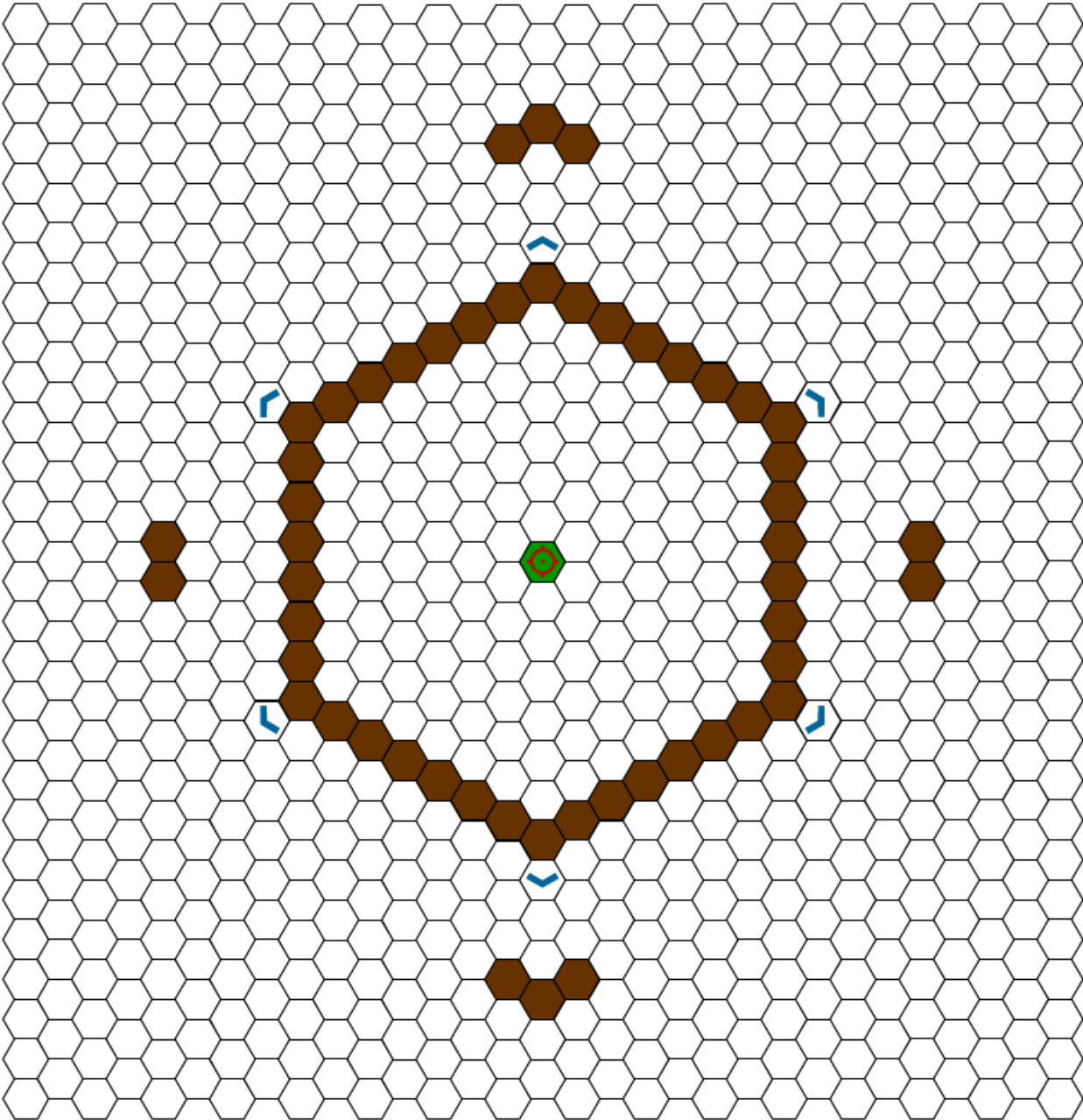


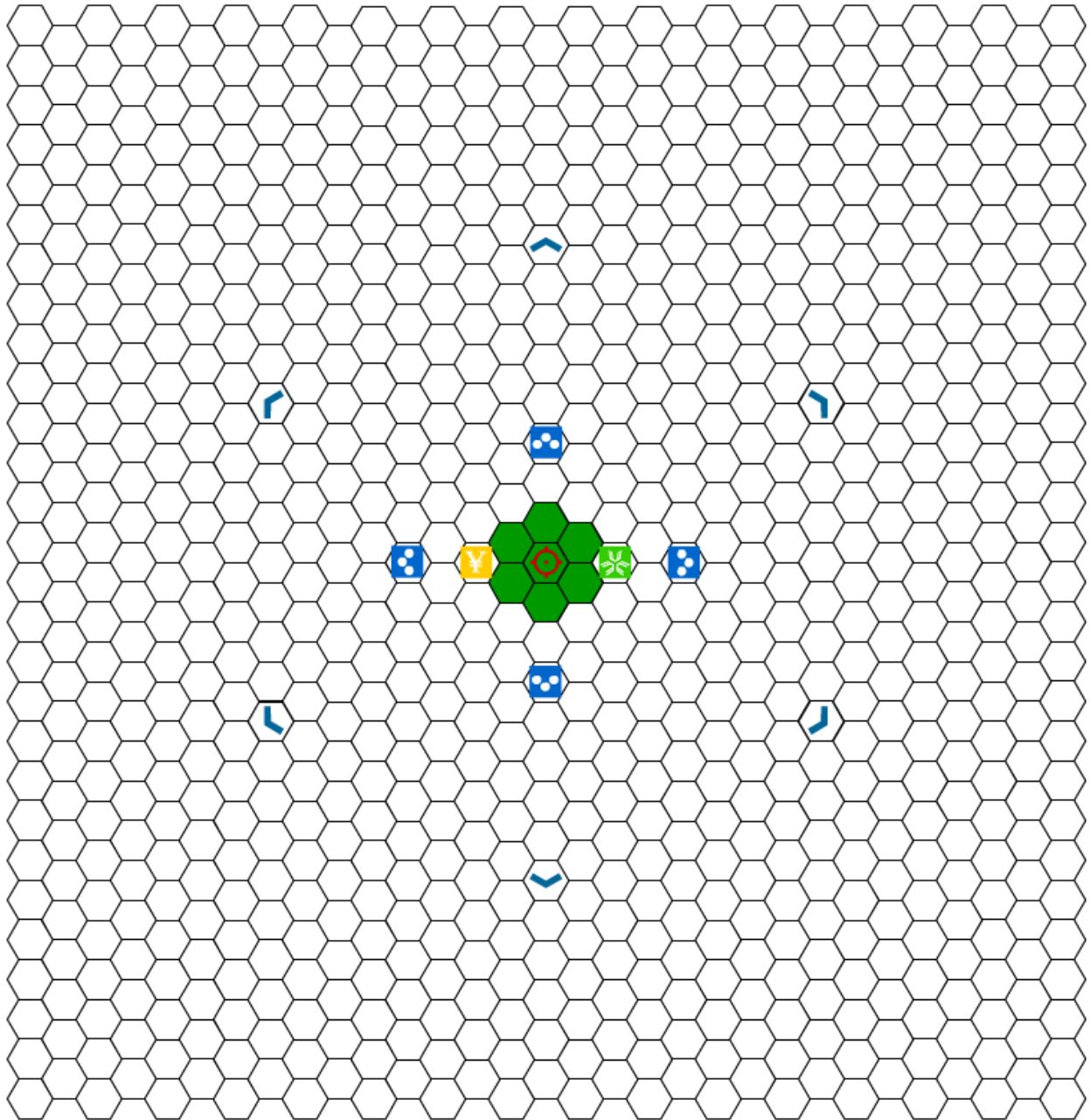


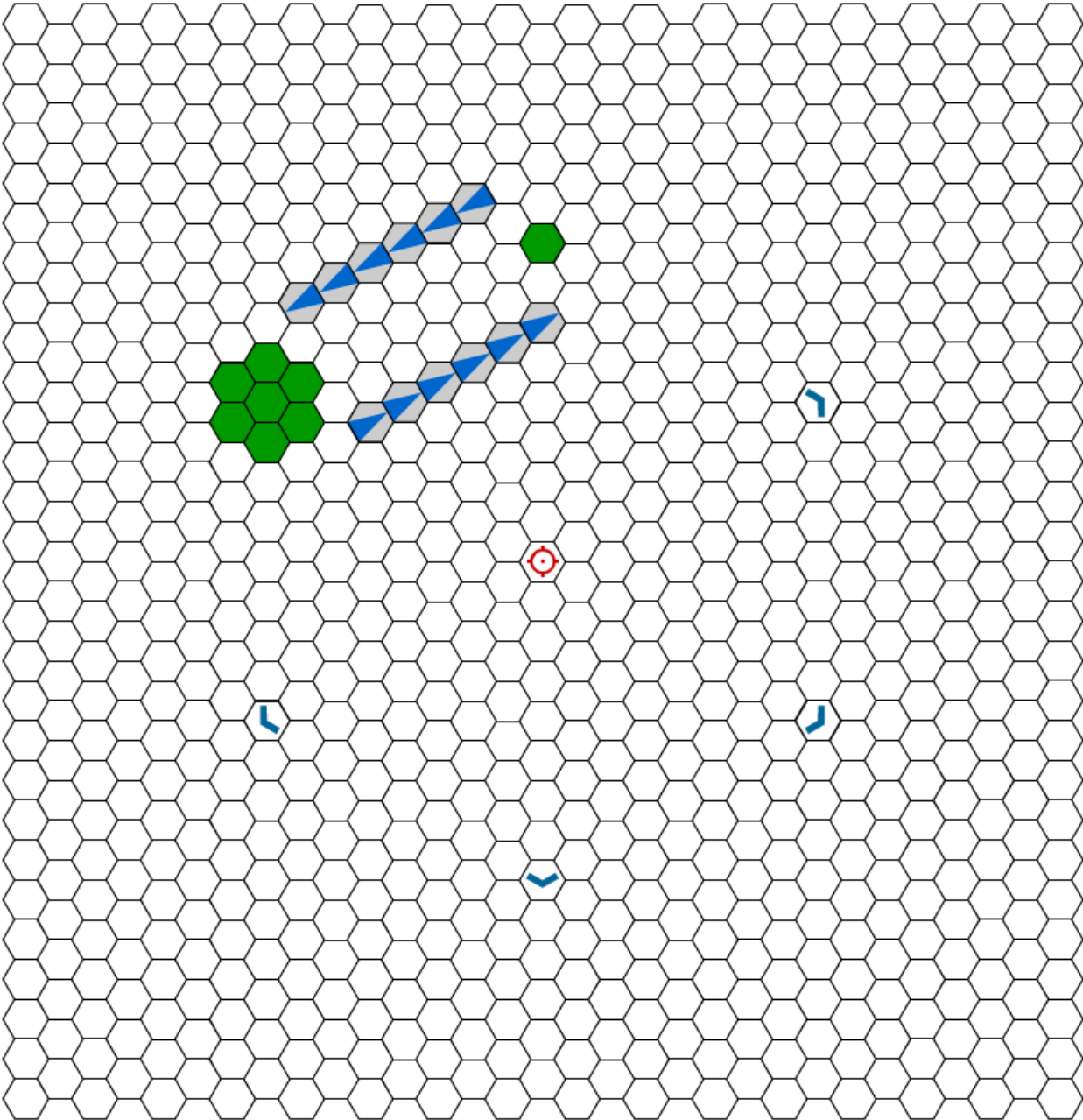


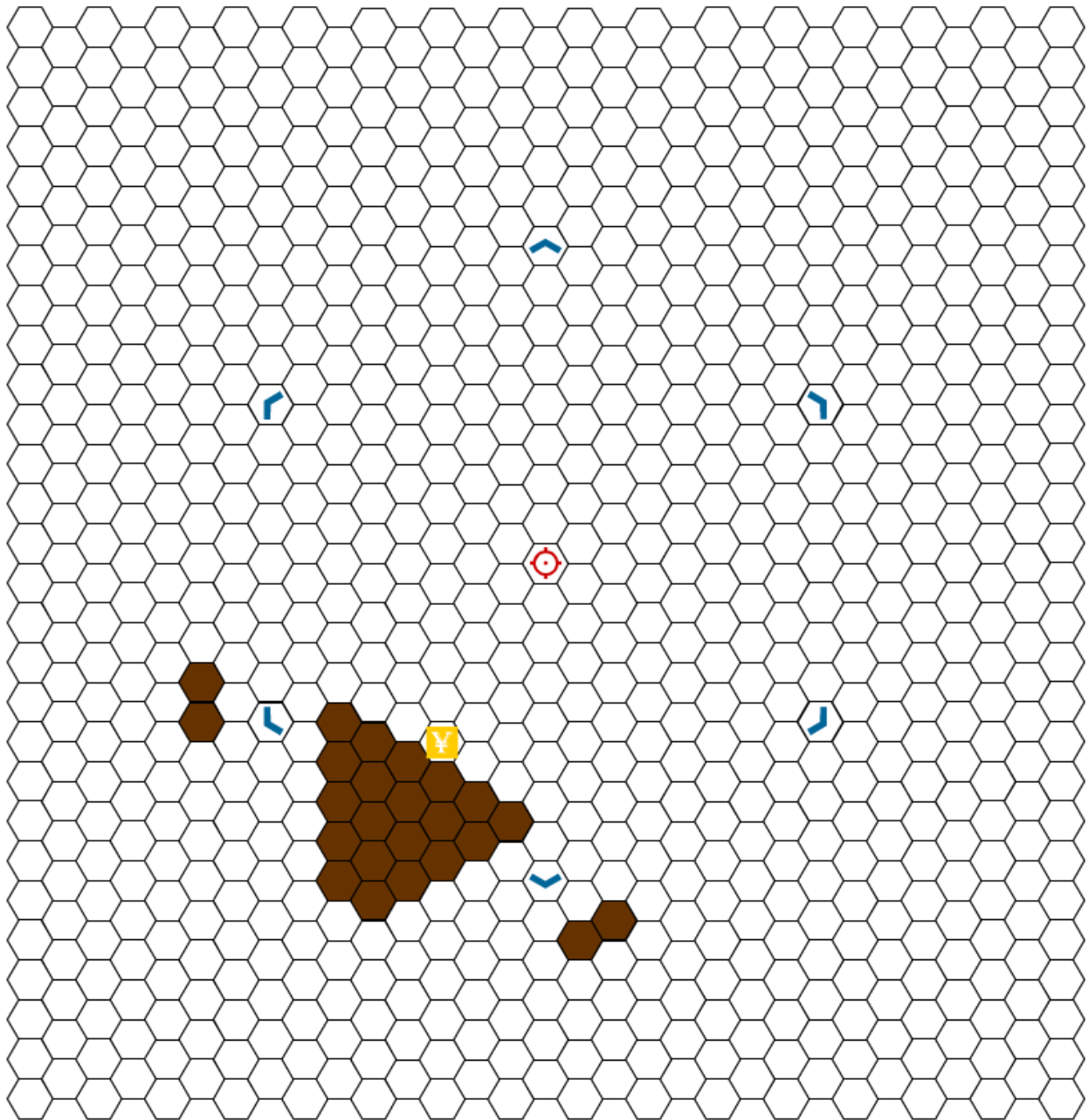


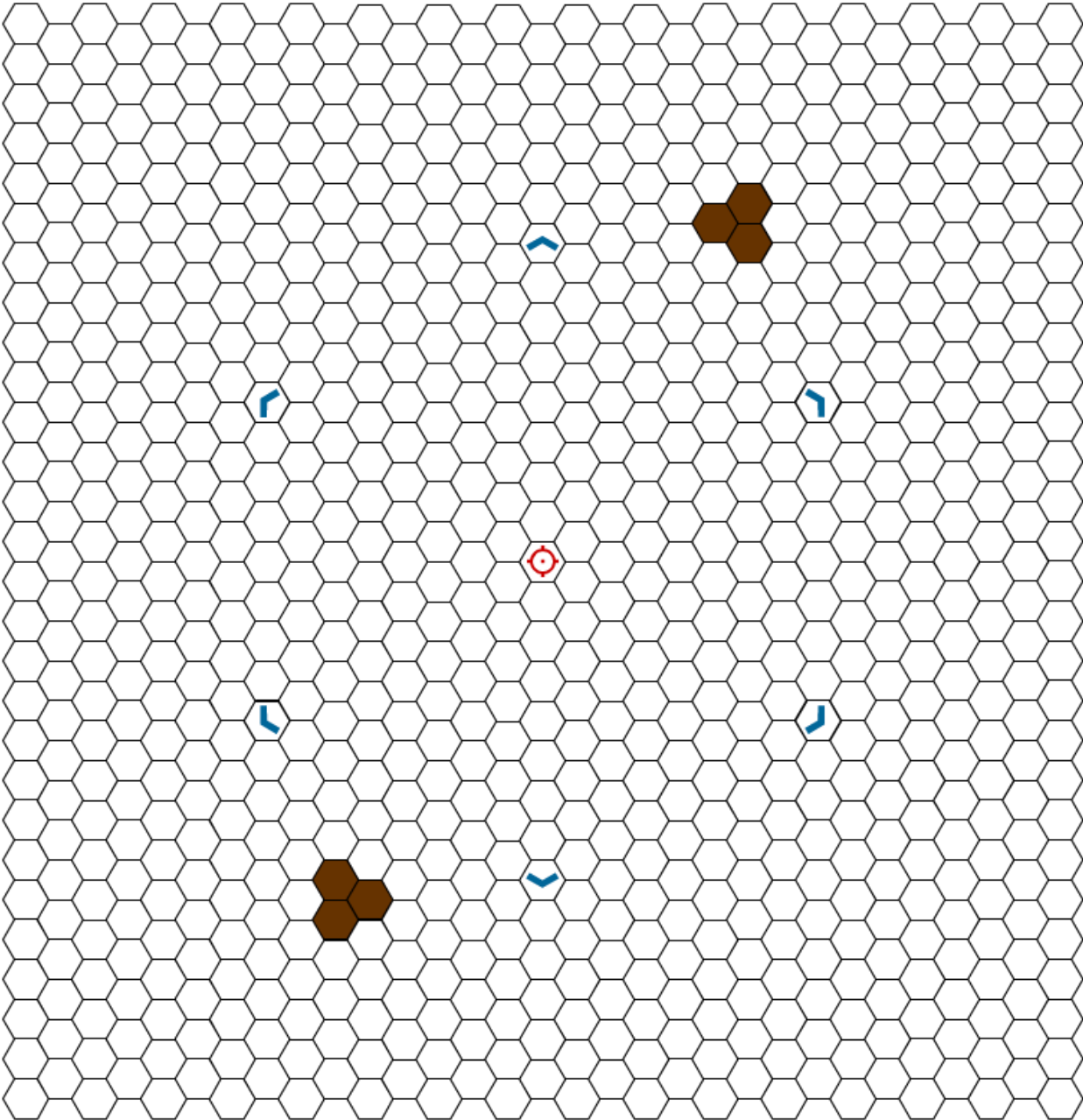


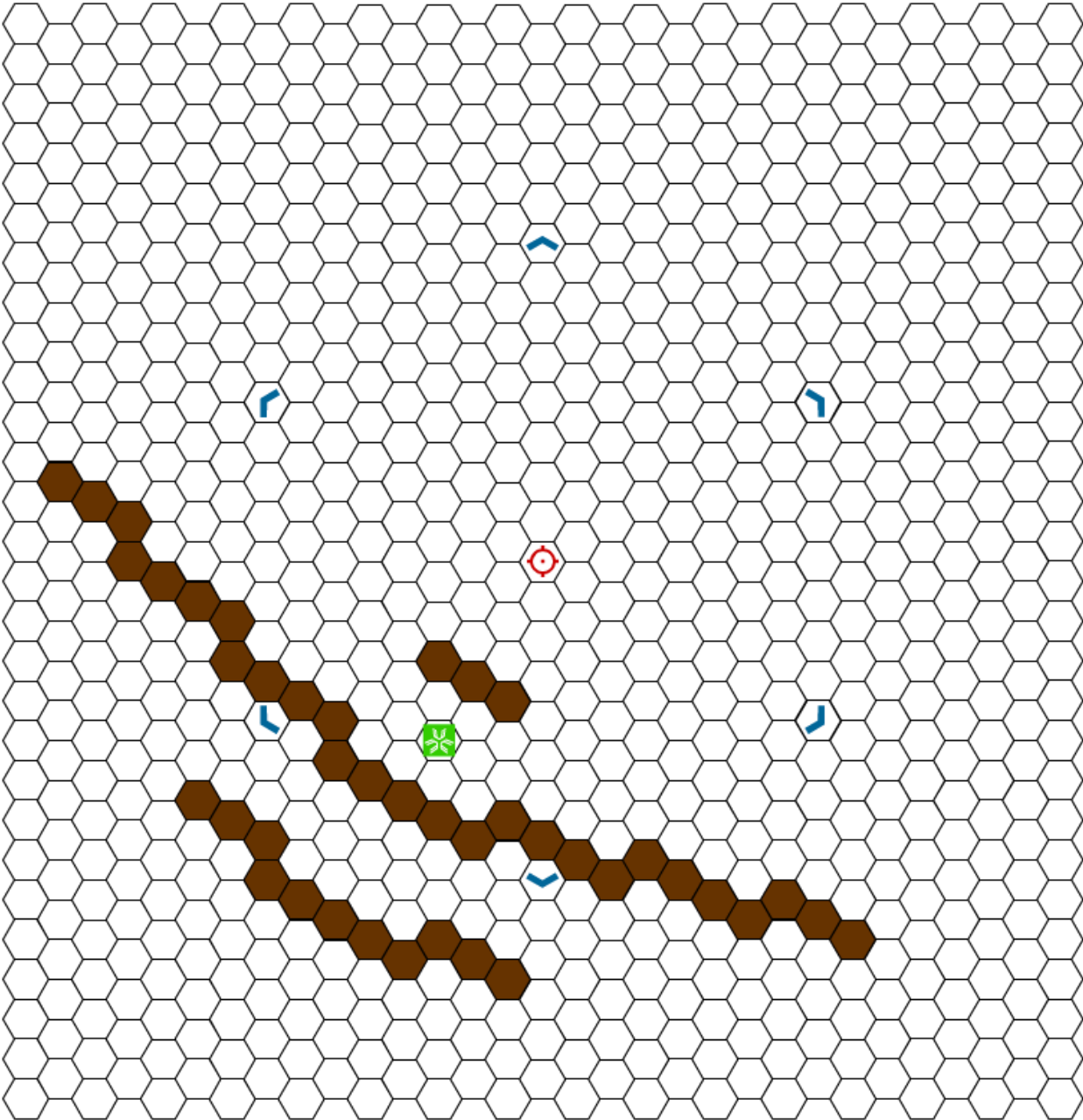


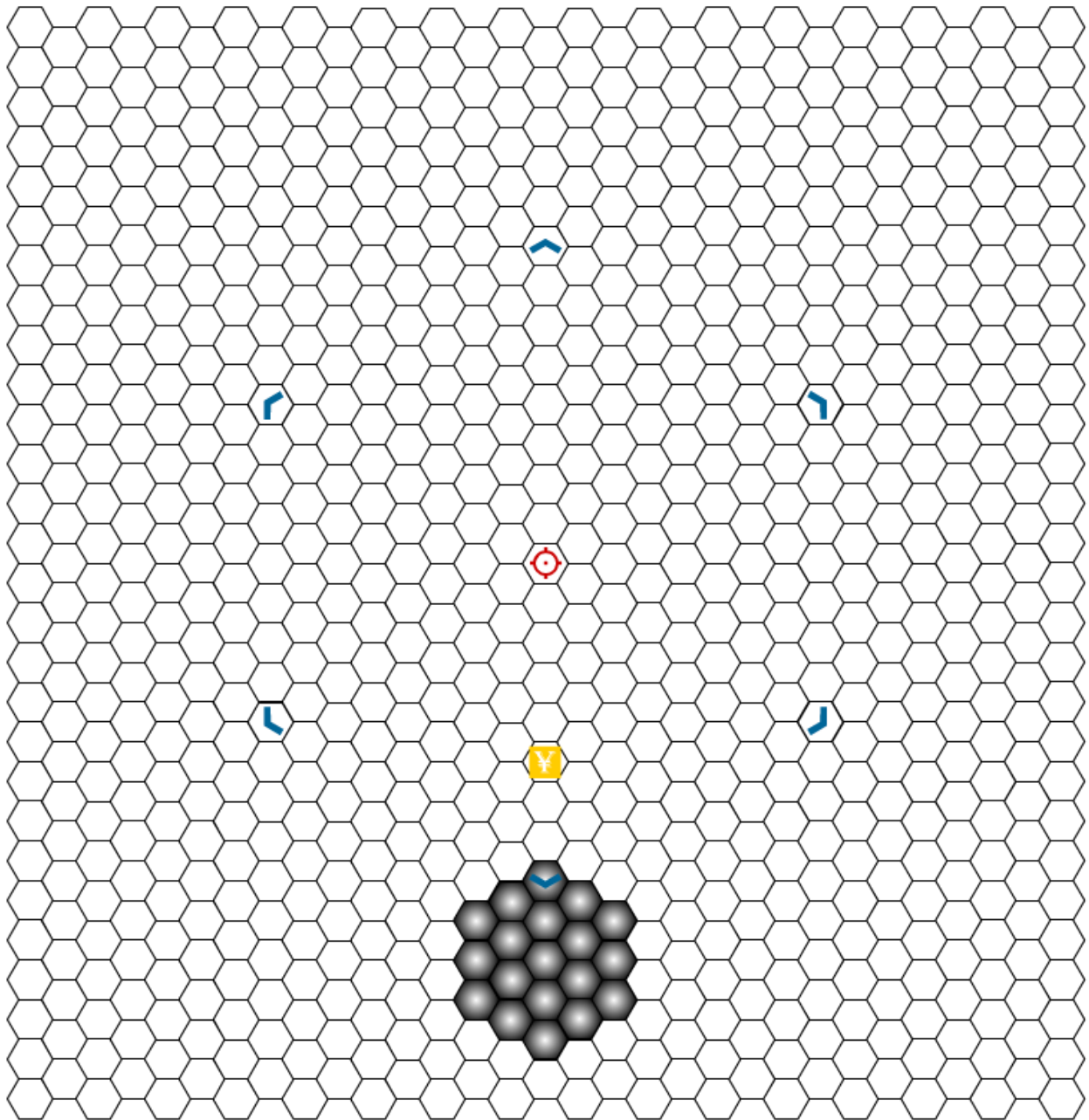




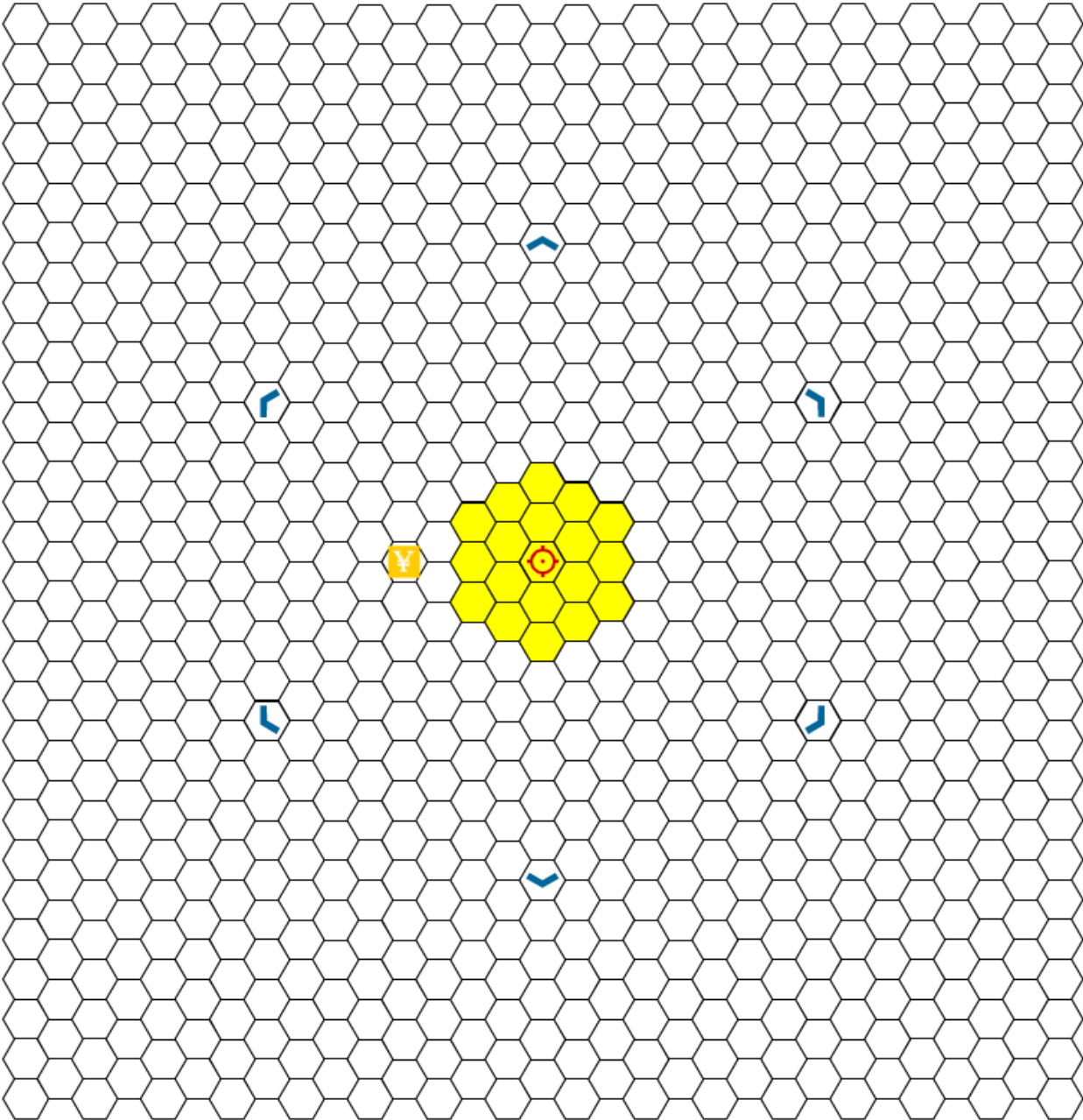


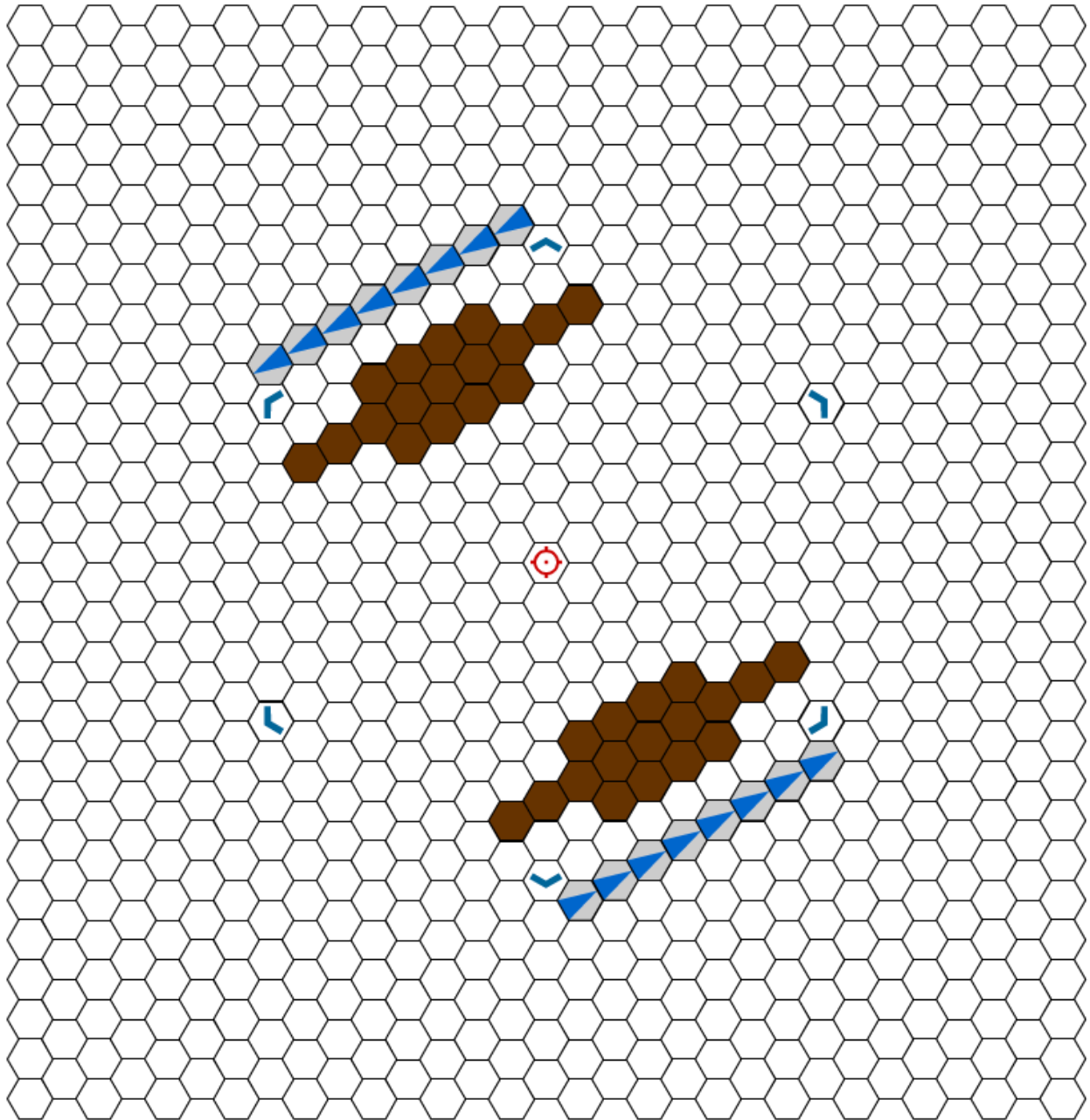


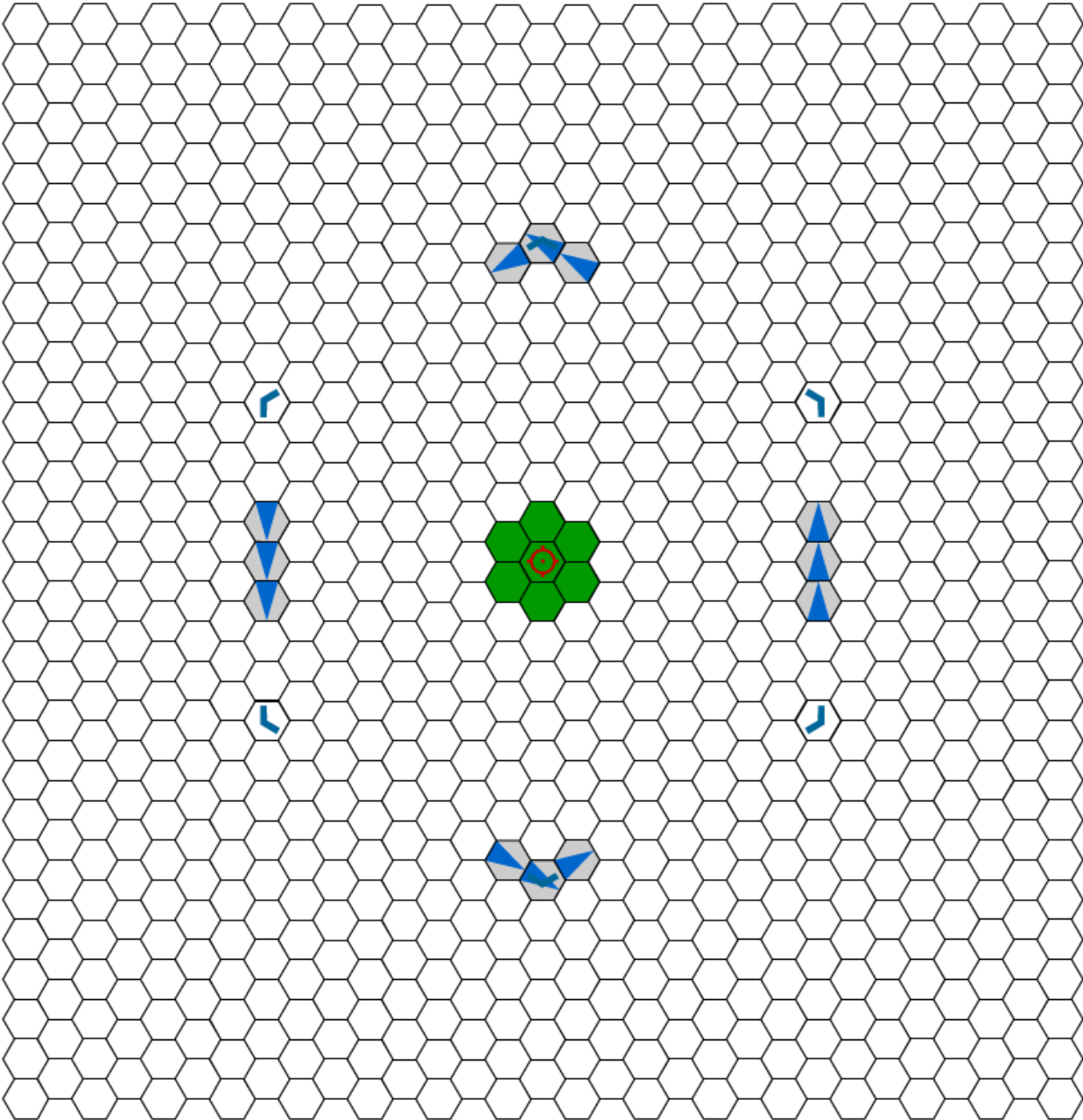


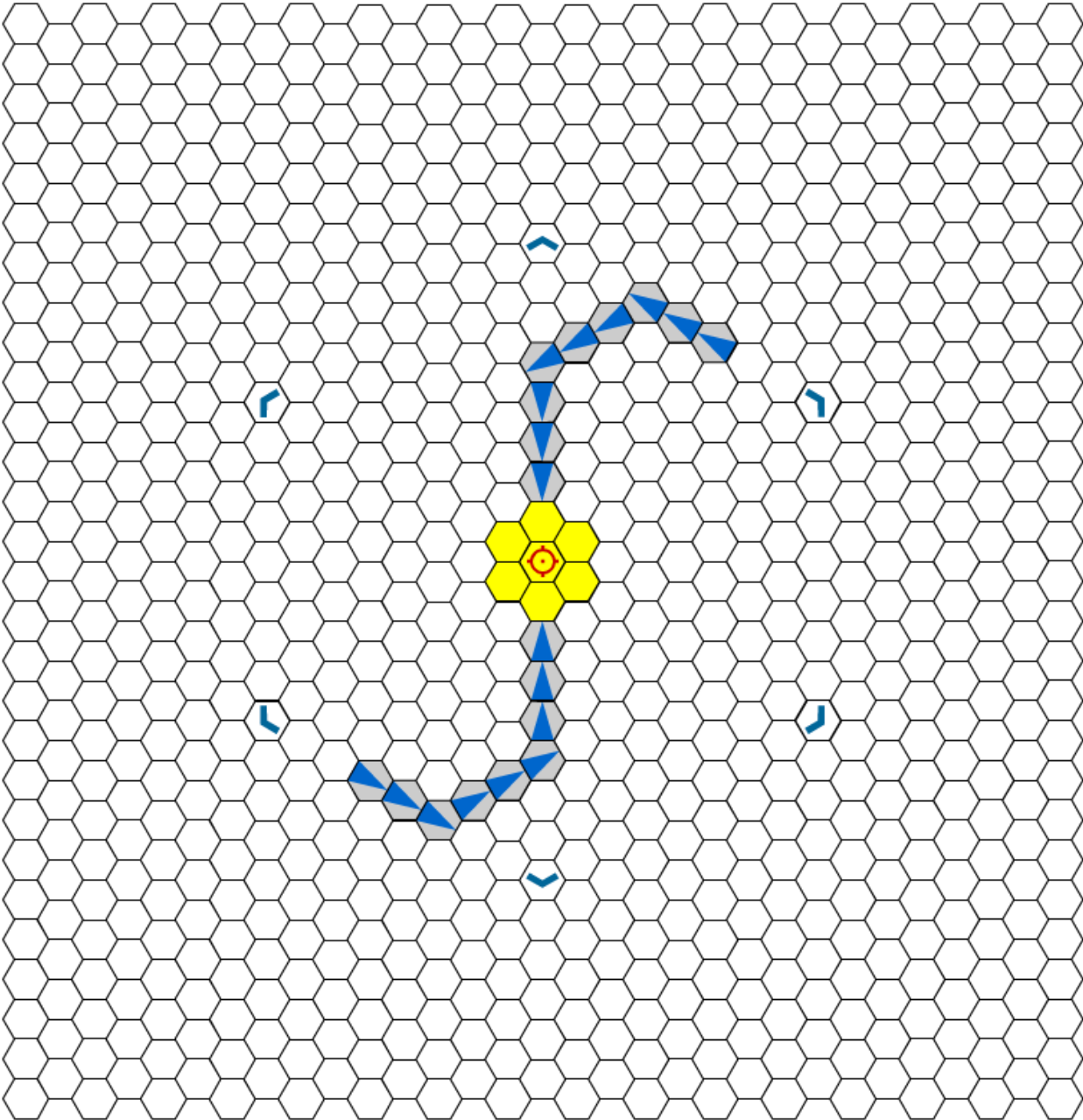


61 - VERMILLION









5. Appendix Items

5.1 Fleet Admiral List

The below list covers all admirals. Note that the ones highlighted in alternate-country colors are the ones that change sides/are purged depending on the outcomes of revolts.

FACTION ADMIRALS														
Alliance			Date	Skill	Traits	Empire			Date	Skill	Traits	Fezzan		
Al-Salem	Faisal	1/784	2.5	Offensive Leader	von Braunschweig	Otto	1/784	2	Tyrant	Rubinsky	Adrian	1/784	5	Trickster
Bewcock	Alexandre	1/784	4	Cautious	Ehrenberg	Fritz	1/784	2.5	Staff Officer	Marinesk	Fezle	1/788	4	Logistician
Hawood	Robert	1/784	2	Old Guard	Erlache	Francis	1/784	2	Offensive Leader	Willcock	Kahle	1/792	4	Minesweeper
Kubersly	Samson	1/784	3	Staff Officer	von Grimmelshausen	Richard	1/784	2	Cautious	Baumel	Dedrick	1/796	4	Ambusher
Lefebvre	Paul	1/784	2	Old Guard	Klasen	Richter	1/784	2.5	Staff Officer	Konev	Boris	1/800	4	Blockade Runner
Lobos	Lassalle	1/784	1.5	Offensive Leader	von Littenheim	Wilhelm	1/784	2	Garrison Commander	Bribed Admirals	???	???		
Paetta	Manson	1/784	3	Offensive Leader	von Merkatz	Willibald Joachim	1/784	4	Inspiring Leader					
Sithole	Sidney	1/784	3.5	Staff Officer	von Meuckenberger	Gregor	1/784	2.5	Staff Officer					
Appleton	Frederic	1/785	2.5	Old Guard	von Seeckt	Hans Dietrich	1/784	2	Offensive Leader	TRAIT EFFECTS				
Borodin	Ivan	1/786	3	Defensive Leader	Steinhof	Theodor	1/784	3	Logistician	Offensive Leader				
Pastolle	Vincent	1/787	2	Offensive Leader	von Stockhausen	Thoma	1/784	2	Garrison Commander	+1 rank when attacking enemy systems				
Connally	Francis	1/788	2	Defensive Leader	Staden	Frederick	1/786	2	Old Guard	Defensive Leader				
Ulanhu	Yun	1/788	3	Ambusher	Hildesheim	Hans	1/788	2	Offensive Leader	+1 rank when defending owned systems				
Wartz	Ramsay	1/789	2	Minesweeper	von Streit	Arthur	1/789	2.5	Logistician	Fortress Buster				
Legrange	Pierre	1/790	3	Fortress Buster	Flegel	Manfred	1/790	1.5	Offensive Leader	+1 rank when attacking enemy fortresses				
Moore	Richard	1/791	2.5	Minesweeper	Carnap	Fester	1/790	2	Minesweeper	Garrison Commander				
Stokes	Brandon	1/791	2	Offensive Leader	Mittermeyer	Wolfgang	1/792	4	Offensive Leader	+1 rank when defending owned fortresses				
Van Huu	Nguyen	1/791	3	Blockade Runner	von Reuenthal	Oskar	1/792	4	Defensive Leader	Minesweeper				
Montcharmand	Lebo	3/792	2.5	Cautious	Sauken	Dietrich	1/793	1.5	Minesweeper	Fleet takes no damage moving through mines				
Ebense	Hiro	3/792	4	Inspiring Leader	von Lohengramm	Reinhard	1/794	4.5	Inspiring Leader	Ambusher				
Rockwell	Manning	6/793	2	Tyrant	Aldringen	Welner	1/796	2.5	Ambusher	Fleet takes no damage moving through asteroids				
Holland	Willem	9/794	3.5	Offensive Leader	Bittenfeld	Fritz Joseph	1/796	3.5	Offensive Leader	Blockade Runner				
Wideborn	Malcolm	1/795	3.5	Logistician	Kempff	Karl Gustav	1/796	3	Fortress Buster	Fleet can bypass one enemy held system				
Cerebese	Sindair	1/795	2	Logistician	Kesler	Ulrich	1/796	3	Cautious	Staff Officer				
Falk	Andrew	1/796	1.5	Cautious	Kirchels	Siegfried	1/796	5	Inspiring Leader	+1 rank when assigned as supreme commander				
Yang	Wen-li	2/796	5	Trickster	Lutz	Cornelius	1/796	3	Fortress Buster	Logistician				
Attemborough	Dusty	11/796	4.5	Blockade Runner	Mecklinger	Ernest	1/796	3	Minesweeper	Fleet can move one extra hex on campaign map				
Alarcon	Sandle	11/796	2.5	Ambusher	Wahlen	August Samuel	1/796	3	Logistician	Tyrant				
Fischer	Edwin	11/796	3.5	Defensive Leader	von Fahrenheit	Adalbert	6/796	3.5	Ambusher	-0.5 rank to all friendly admirals at or below rank				
Mascagni	Lero	1/797	2	Old Guard	Greunemann	Fechner	1/797	2.5	Offensive Leader	Old Guard				
Lapp	Jean Robert	1/798	4.5	Logistician	Lennenkampf	Helmut	1/797	2.5	Garrison Commander	-0.5 rank when not highest ranking in group				
Chen	Lin	1/798	2	Ambusher	Meuller	Neidhart	1/797	3.5	Defensive Leader	Cautious				
Dawson	James	1/798	2.5	Staff Officer	Patricken	Rothbard	1/797	2	Fortress Buster	Fleet moves one less hex on campaign map				
Morton	Lionel	6/798	2	Fortress Buster	Steinmetz	Karl Robert	1/797	2.5	Blockade Runner	Inspiring Leader				
Carlsen	Ralph	1/799	2	Defensive Leader	Sinzer	Horst	9/797	2.5	Offensive Leader	+0.5 rank to all admirals in group				
Wu-Cheng	Chung	1/799	3.5	Garrison Commander	Barthausen	Alexander	1/798	2.5	Ambusher	Trickster				
Greenhill	Dwight	1/799	3	Garrison Commander	Bayerlein	Karl Edward	1/798	2.5	Minesweeper	Reposition one fleet after all fleets assembled				
Marino	Ron	2/799	3	Offensive Leader	von Thurneyesen	Isaak Fernand	1/799	2.5	Offensive Leader					
Konev	Lars	1/800	2.5	Logistician	Fusseneger	Berthold	1/799	2.5	Staff Officer					
Baunsgoal	Baker	1/800	3	Garrison Commander	Ansbach	Willem	1/799	2	Old Guard					
Lao	Ping	1/801	2	Blockade Runner	von Eisenach	Ernst	1/799	3	Cautious					
Chartian	Asadora	1/802	3	Minesweeper	Sombart	Tanner	1/799	2	Blockade Runner					
Coquelin	Aubry	1/802	2	Cautious	Grillparzer	Alfred	6/799	2.5	Logistician					
Desch	Viber	1/802	3	Blockade Runner	Klapf	Dieter	6/799	2	Staff Officer					
Emerson	Bardrick	1/802	2	Ambusher	Adenauer	Konrad	1/800	2	Ambusher					
Mintz	Julian	1/802	4	Trickster	Dickel	Leonard	1/800	2.5	Offensive Leader					
Nilsson	Jackson	1/802	3	Defensive Leader	Graebner	Fuller	1/800	2.5	Minesweeper					
Patrichev	Fyodor	1/802	3	Fortress Buster	von Knapstein	Bruno	1/800	2.5	Blockade Runner					
					Orlau	Edgar	1/800	2	Defensive Leader					
					Schrer	Wilfred	6/800	2	Garrison Commander					
					Guzman	Hart	1/801	2.5	Defensive Leader					
					Sanders	Archibald	1/801	2	Garrison Commander					
					Bergengreun	Hans Eduard	1/802	2.5	Logistician					
					Buxtehude	Alfred	1/802	2.5	Staff Officer					
					Rinnesal	Konrad	1/802	2	Garrison Commander					
					von Reckendoerf	Emil	1/802	2.5	Minesweeper					
					von Schneider	Bernhard	1/802	3	Logistician					
					Seidlitz	Siegbert	1/802	2.5	Defensive Leader					

5.2 Numbered System List

SYSTEM LIST		
Region	Number	Name
Orion	1	Melide
Orion	2	Tavetsch
Orion	3	Curmont
Orion	4	Suhr
Orion	5	Erde
Orion	6	Maanen
Orion	7	Arnbach
Orion	8	Castrop
Orion	9	Piraeus
Orion	10	Wansteidt
Orion	11	Sirius
Orion	12	Sol
Orion	13	Vega
Orion	14	Tenhauser
Orion	15	Walchsee
Orion	16	Kreuznach
Orion	17	Wiesein
Orion	18	Valhalla
Orion	19	Altair
Orion	20	Bilrost
Orion	21	Firezard
Orion	22	Ariesheim
Orion	23	Alviss
Orion	24	Jafnhar
Orion	25	Altena
Orion	26	Rentenberg
Orion	27	Schann-tau
Orion	28	Geiersberg
Orion	29	Westerland
Orion	30	Kyffhauser
Orion	31	Garmisch
Orion	32	Grossarl
Orion	33	Dverger
Iserlohn	34	Amritsar
Iserlohn	35	Iserlohn
Iserlohn	36	Tiamat
Iserlohn	37	Van Fleet
Iserlohn	38	Dagon
Iserlohn	39	Astarte
Fezzan	40	Borthorn
Fezzan	41	Ghira
Fezzan	42	Fezzan
Sagittarius	43	El Facil
Sagittarius	44	Kaffer
Sagittarius	45	Shiva
Sagittarius	46	Rantemario
Sagittarius	47	Shampoo
Sagittarius	48	Doria
Sagittarius	49	Pamelend
Sagittarius	50	Nephtys
Sagittarius	51	Svinkovo
Sagittarius	52	Topanga
Sagittarius	53	Thanatos
Sagittarius	54	Masjid
Sagittarius	55	Ba'alat
Sagittarius	56	Iskenderun
Sagittarius	57	Socotr
Sagittarius	58	Glarus
Sagittarius	59	Dayan Khan
Sagittarius	60	Torba
Sagittarius	61	Vermillion
Sagittarius	62	Marr-Adetta
Sagittarius	63	Gandharva
Sagittarius	64	Fakarsar

5.3 Build Cost List

The below list covers all units that can be built, their cost in money and any additional requirements.

BUILD COSTS		
Type	Money	Requires
DD - Destroyer	25	Shipyard
BB - Battleship	50	Shipyard
CV - Carrier	60	Shipyard
FL - Flagship	80	Shipyard
ENG - E. Ship	160	Shipyard
Mobile Fort	200	Iserlohn Fort
Commercial Center	80	-
Shipyard	80	-
Minefield	50	-
Garmisch Fort	100	-
Artemis Necklace	250	-
Iserlohn Fort	400	-

6. Special Rules

6.1 Space Battleship Yamato

For players who want a challenge, there is an additional game mode involving everyone's favorite Japanese space battleship, complete with plot armor. On the campaign map, "Yamato Mode" involves a player taking the role of the Yamato and traveling from Sol to Iskenderun and back, all while hostile to the entire galaxy. Succeeding causes all other players to lose the game. The Yamato itself combines all the best attributes of all units in the game, making for a terribly overpowered experience. Can *you* sink the Yamato?

Space Battleship Yamato

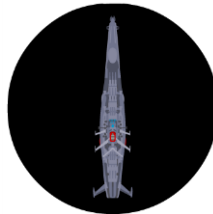
Cost: ¥0

HP: 12

MP: 4

DMG: 3/6 (flagship/Wave Motion)

RNG: 5/6 (flagship/Wave Motion)



The **Yamato** is effectively a moving Iserlohn-Class fortress with the damage of a flagship, the speed of destroyers and a group of fighters like a carrier. It has a Thor Hammer weapon (Wave Motion Gun) identical to that of the Mobile Fortress and can fire flagship-grade weapons in any direction (thanks to gun turrets!) It also has constant coin-toss protection against fire, just like fortresses.

Cosmo Tigers

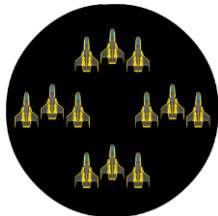
Cost: ¥0

HP: 3

MP: 4

DMG: 3

RNG: 0



The **Cosmo Tigers** are the Yamato's elite fighter unit. In practice, they are like regular fighters with extra HP and dealing extra damage. They regenerate after battle, regardless of losses.

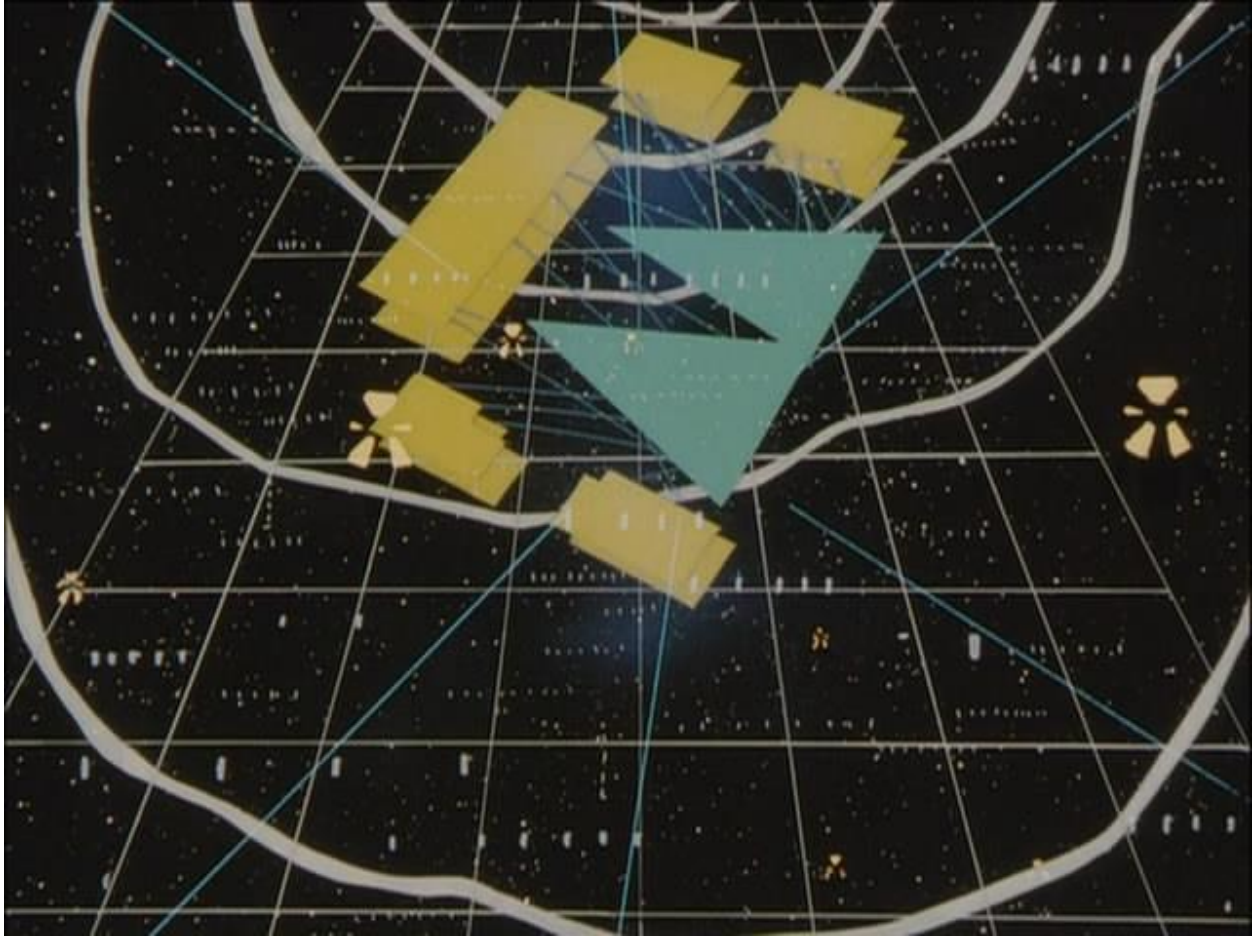
Captain Okita

Skill: 5

Trait: Ambusher

The old man himself.





"No leader should put troops into the field merely to gratify his own spleen; no leader should fight a battle simply out of pique. But a kingdom that has once been destroyed can never come again into being; nor can the dead ever be brought back to life. Hence the enlightened leader is heedful, and the good leader full of caution."

Sun Tzu