CINEMATIC FLEET COMBAT SYSTEM
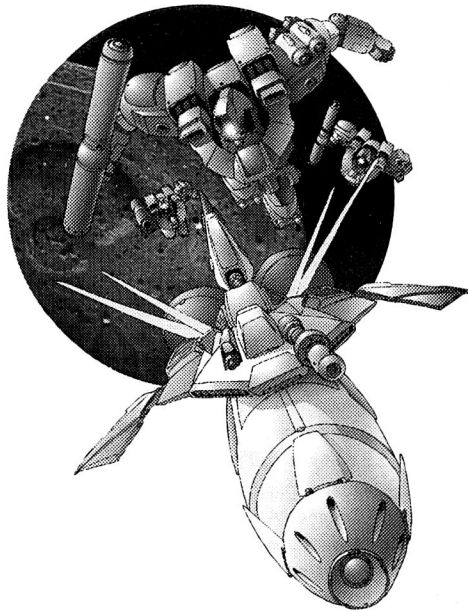
LIGHTNING STRIKE

JOVIAN
CHRONICLES

FROM DREAM POD 9

JOVIAN
CHRONICLES

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▶ VALUE JUDGMENTS

Helena Juno wrenched her control sticks to the left, firing thrusters that sent the Lancer into a hard sideslip. A stream of tracers drew a line through the space her fighter had just occupied.

"Who *is* this guy?" she muttered. Behind her, dwarfing her slim fighter, the dirty-green Dragonstriker surged forward on full burn, as if attached to her rear end by a rubber band.

"Who cares?" came Wang Ling's bored voice over the comm. "He sure doesn't know how to treat a lady. Although, I suppose I can't be sure about that, since I don't see any around at the moment."

Helena sighed, dipping her fighter's nose to dodge an azure particle bolt. Ling was a lot of fun to have around on boring search-and-recover ops, but when things got hairy, she found him impossible to put up with. The rest of the squadron loved him, though, so he'd gotten to come along with Helena, right into a CEGA ambush. Things had been going well, and then the maniac in the giant green exo-armor had shown up and taken a liking to Helena's tailfin.

"I'll kick your ass later for that. For now, can you just get this nut off my tail?" Helena looked around, but saw no sign of Ling. Ling's response, however, was as lackadaisical as always.

"As usual, I'm way ahead of you." Like an Olympian thunderbolt, Ling's Pathfinder streaked down from above, cutting neatly between Helena and her pursuer. The battered Dragonstriker broke hard to avoid Ling's first shot, leaving Helena some breathing room. Gee-forces pushed her deep into her seat as she threw the Lancer onto another evasive vector. Despite its own elusive acrobatics, the Dragonstriker continued to shoot at Helena, lighting the dark void with blinding blue bolts of fire.

Halfway through her spin, Helena's comm chirped with a message from one of the other exos in her squadron.

"Colonel," came the concerned male voice, "there's a group of light warships closing at relative cruise vee. Looks like two Bricks and a Hachi."

Before she could reply, a scrambled burst communication from the fleet appeared in glowing text on her helmet faceplate. *Main fleet under attack*, it read. *Return to Home One ASAP.*

"Nothing is ever easy in this job," Helena groused through clenched teeth. Glancing over her shoulder, she saw the green exo-armor, still hounding her.

Ling spun around and fired again, this time connecting with the Dragonstriker's back. As sheets of electrical discharge played over the Dragonstriker's skin, the massive exo cut thrust and slowly turned around to face Ling at a range of only a few hundred meters. One clawed hand, large enough to engulf a Pathfinder's head, pointed a judging finger at Ling, and casually blew apart the Pathfinder's particle cannon with a burst of cannon fire.

"Well, I was *wondering* when I'd get your attention." Helena didn't miss the quaver in Ling's normally cheerful voice.

"Ling!" she shouted, kicking her thrusters to maximum and drawing an attack vector to the Dragonstriker. *Five seconds to range,* she thought, watching her targeting reticule. It seemed to crawl across the viewscreen with an exaggerated slowness, as if to mock her efforts, but it was closing in on its quarry.

The Dragonstriker seemed to stare at Ling's Pathfinder, as if taking the smaller machine's measure. Ling raised his exo's fists in a futile gesture of defiance. *Three seconds. I'm not going to make it,* Helena realized. She fired off a cluster of missiles at extreme range, hoping to distract the huge war machine, but the missiles didn't even get a firm lock before the Dragonstriker blew them to bits.

For a moment, nothing happened. The Dragonstriker floated in space, silent and unmoving. Then, with an almost contemptuous glance over its shoulder at Helena, the green exo-armor suddenly lit its thrusters at full burn, rocketing away from the bewildered Jovians. Cutting in her retros, Helena slowed to a relative halt next to Ling, letting the enemy leave the field unmolested.

"Great," muttered Ling. "I'm not good enough to kill. I'm insulted. That guy is definitely off my Inception Day gift list."

"Ling, you're not good enough for *me* to kill," Helena snipped. "But thanks for the help anyway."

Ling's exo turned to the left. Following its gaze, Helena saw about a dozen points of light growing closer, moving in tight formation. *Took them long enough,* she thought.

"My *po-po* always told me to respect the elderly," said Ling, before switching to the squadron-wide channel to address his incoming compatriots. "And thank you, everyone, by the way, for your timely assistance."

"Sorry we're late," came the apologetic reply. "We cleared out most of the other CEGA units, but then the rest just suddenly retreated." The Jovian exo-armors and fighters folded into neat formation around Ling and Helena.

"Yeah, seems to be a lot of that going around," Helena said. "Okay, let's deal with the situation at hand. Groups Gabriel and Chatterbox, secure this area and search for the objective. If those ships get too close, take 'em out, but if the exos come back for a rematch, run for it — it's not worth the risk."

A chorus of affirmative responses inundated Helena's headset. To her left, four Lancers and an equal number of broad-shouldered Vindicators peeled off and flowered out into a scattered formation.

"Ling," she continued, "gather your group. We need to get back to the fleet. If Admiral Lin's attacking, then Jay's going to need all the help he can get."

Ling sighed.

"With our luck, we'll end up engaging her personally. I knew I should have taken ballet like mom wanted me to. Instead, I get to be target practice for Gawain the Green Nut."

With that, he turned his exo's back to the oncoming CEGA corvettes and lit his burners.

LIGHTNING STRIKE
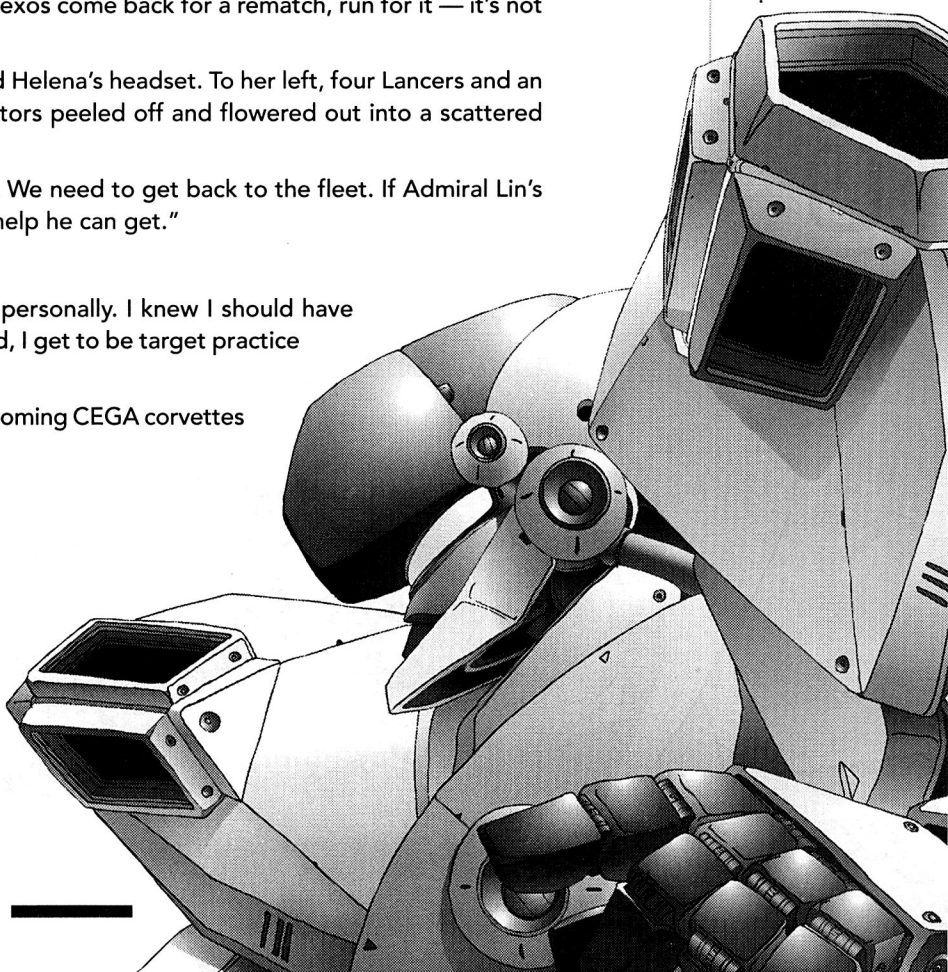
▶ INTRODUCTION

From the ashes of the Fall, humanity rose, phoenix-like, soaring outward into the solar system. In brazen defiance of nature and the limits imposed upon them by biology and physics, humans carved homes for themselves out of the dust and fire of the other planets, forming new societies while simultaneously rebuilding the mother-world, Earth. With seemingly newfound restraint coupled with age-old curiosity, humankind pushed back the darkness, binding the universe with new inventions while creating the Edicts to hold back the worst of technology's dangers and temptations. The Edicts held humanity back from the harm it would do itself, tempering desire with resolve and paving the way for a new unity. To break the Edicts was death. Under this harsh oath, humanity prospered.

All this, undone by one woman.

Alexandra Itangre, leader of the mighty Jovian Confederation, had looked angrily sunward from her people's harsh home outside the asteroid belt since her rise to power in the first years of the twenty-third century. The Jovians, after more than a century of blood and struggle, had turned exile into utopia, building the greatest of humanity's technological achievements nearly a billion kilometers from the sun. Their joy at reestablishing contact and diplomacy with the inner solar system soon turned to condescension, however, upon their realization that their fellow humans were still locked in the barbarism and deceits of the past. Their disgust grew year by year, with the imposition of the Edicts on their lives and the subsequent theft of all their hard-won technology and advances. In Itangre was the righteous fury and ambition of the Jovians given form and voice, and she, in turn, demanded of her people a proper reaction: a rejection of the inner solar system, a closing of borders, with death for any who ventured beyond the Belt. Even as the other nations tried futilely to persuade the Jovians to rescind their isolationism, also did they themselves cast off the Edicts, and prepare for arguments of a more military nature.

To be sure, the Venusians, with their greed, and the Earthers, driven by arrogance, did as much to bring about what would later be called the Edicts Wars as did Itangre, but it was she who walked away from the negotiating tables, she who, in her pride, declared her people and nation a better breed, a superior way that need not be bound by childish laws. Her voice and will became the voice and will of her citizens, her Confederation, unified with itself and no other, humans who no longer wanted to be merely human.

With the fall of one came the fall of many. Now, in the early twenty-third century, the Edicts are in doubt, the newfound unity of the Solar Nations is a memory, and thinly-veiled wars of faith and retribution threaten to return humankind to the dust from whence it twice sprang.

Lightning Strike is a game of tactical combat set in the universe of the Jovian Chronicles, simulating the numerous space battles fought between the various solar powers in the early 23rd century. The Players take the part of fleet commanders in the conflict, viewing the battle from above and giving orders to the participating units. This book includes the basic rules and counters allowing Players to take the side of either the Jovian Confederation or the Central Earth Government and Administration (CEGA). Future products will introduce new armies, technology and rules for atmospheric and ground combat.

DEFINITIONS ◄

Rulebook: the book you now hold in your hands.

Counters or Miniatures: Lightning Strike is meant to be played as a tabletop game. Due to space constraints, several sheets of cardstock counters have been included with this book, representing exo-armors, fighters, warships and spaceborne obstacles. Game miniatures from Dream Pod 9 may be available in the future to create more exciting and attractive tabletop battles.

Ruler: a ruler marked in centimeters will be needed to play the game.

Arc Ruler: used to measure firing arcs and turn radii.

Dice: each Player will need two to four six-sided dice for making combat rolls.

Command Point Counters: these come in two varieties: Initiative and Tactical, and are given to Players to help them remember how many points they have left to spend. Tactical points are retained throughout the game until they are used, while Initiative points are discarded at the end of every turn if they are not used.

Overthrust Counters: used to mark a Unit as having used Overthrust movement.

Aiming Counters: these counters are used to mark a Unit that is aiming.

Evasion Counters: similar in usage to Aiming Counters, these are used to signify that a Unit is evading.

Damage Counters: there are two types of damage counters, both of which may be assigned to a single Unit at once. Stunned Units have sustained mild damage, while Crippled units have taken heavy hits and are noticeably weakened.

ECM Counters: these are placed on Units that are actively using ECM to block enemy command and control.

Shield-Mode PDS Counters: these counters are used to mark a ship that has its PDS in shield mode, in which the lasers form a protective "net" around the ship, instead of actively shooting down opponents.

Missile Swarms: these counters are used to represent swarms of ship-launched missiles.

Vector Counters: these are used to mark a warship that has a vector independent of its current direction.

Avoidance Wheel: this is attached to a ship counter or miniature either by a spin-tab or on the miniature stand itself. It is used to denote the ship's current level of visibility.

Ace Counters: these counters represent Ace-level pilots, and are placed next to the Unit the Ace is piloting.

Obstacle Counters: these represent dust clouds, debris fields and other spaceborne hazards.

THE PLAYING FIELD ◄

Lightning Strike is a tabletop game, and thus has no actual mapboard upon which to move the playing pieces. All that is really needed is a large flat surface and a tape measure or ruler, although many enhancements may be added to spruce up the field. For example, asteroids may be represented by pieces of foam, Styrofoam or by actual rocks. Small boxes or other containers can represent spaceborne structures, or purpose-built miniatures can also be used. Cotton can be used for dust or other particulate clouds. Other than these items, though, space is a pretty empty place and as such any plain surface will do.

SCALE ▼

Each turn represents about 30 seconds. Each centimeter on the tabletop represents approximately 500 meters of space. The scales of the counters and miniatures themselves are rather abstract; if they were actually in scale with the playing field, they would be practically microscopic!

To look at it another way, the Player is seeing the same view an admiral would see on his or her battle display, with all the units enlarged and labeled for easy identification. The actual unit only occupies the centerpoint of the miniature, and its range to other units is measured from the center of its counter or base as a result. Thus, warship models are as large as they are to make moving them easier and to emphasize their size difference relative to exo-armors and fighters, but they are 'really' only as big as the black dot at their center. Any combat activity (shooting, close combat, taking cover, etc.) is measured and dealt with from the ship's centerpoint. The rest of the ship model, as far as the combatants are concerned, does not exist. It is there purely for the benefit of the Player/admiral and his vision.

▶ DATA CARDS

Each unit type in **Lightning Strike** has its own data card that provides all of the information necessary to use that unit in gameplay. There are two types of data card used in **Lightning Strike**: **Standard** and **Ship**.

In this rules set, the data cards use a simplified format that only account for combat in outer space (the main battlefield of Jovian Chronicles). The extended version (to be introduced in a later product) is a complete document that provides information on a given unit's performance in most any situation commonly present in our Solar System, from space to ground. Blank data cards an other support material will be available as computer files of various types at Dream Pod 9's Web site (http://www.dp9.com).

▼ STANDARD DATA CARDS

The vast majority of data cards used in the course of a typical game of **Lightning Strike** will be of the Standard type. This data card type is used for any vehicle smaller than a capital ship, and provides game statistics for either a single large vehicle or a squad of smaller units. Standard data cards are divided into five distinct sections.

The **Identification** section is the set of characteristics at the top of the card. These include the unit's **Name**, its **Type**, its **Threat Value** (abbreviated to TV) and three miscellaneous attributes. **Actions** denotes the number of actions the unit has available to it each time it has an Action phase, while **Electronics** is a composite of the unit's basic abilities to communicate with and sense other units. **Size** is used to determine how much space the unit occupies, and what it can hide behind.

Just below the identification section is the **Movement** section, which defines how far the unit may move each turn. There are usually two numbers here. The first number is the unit's normal movement allowance. The second number (if any) represents the unit's movement allowance when using an alternate movement scheme (e.g. Overthrust for exo-armors and fighters). Also in the movement section is a **Facing** notation, which describes what sort of turning characteristics the unit has (in this game, the possible Facing types are Exo-Armor, Fighter and Exo-Suit/Infantry).

Beneath the movement section is the **Defense** section, which is arranged in a table format, and provides information regarding the unit's defenses against attacks coming from various arcs (in this game, the defensive arcs are simply Forward and Rear). For each arc, two values are given. **Avoidance** is a measure of the unit's ability to not get hit by an incoming attack, and takes the form of a modifier to the unit's defense rolls. **Protection**, on the other hand, approximates the unit's ability to survive after actually being struck by an attack, and is noted as three threshold numbers.

The **Perks/Flaws** section is located on the right side of the data card. It lists any special characteristics the units may have, such as enhanced defenses against particular types of attack or close-combat abilities.

Located at the bottom of the card, the **Attack** section is a table that summarizes all of the forms of attack available to the unit, including the name of each weapon, its arc, range, accuracy, damage, type and any special abilities that it may possess.

Weapon name: this gives a description of what the attack actually consists of.

Arc: defines in what direction relative to the unit the attack may be used in. The most common arc is Forward (F), which is a one-hundred-eighty-degree arc centered on the front of the unit.

Range: defines how far away from the unit the attack may be used, and also defines a set of range bands in which the attack has varying levels of performance.

Accuracy: defines how frequently the attack hits its target. Accuracy may vary with range; if this is the case, each slash in the Range column corresponds to a slash in the Accuracy column.

Damage Multiplier: defines how much damage the attack inflicts on its target. This number is multiplied by the Margin of Success of the die roll to obtain the final damage value. Damage may vary with range, just like Accuracy.

Type: listed immediately after the Damage Multiplier, this is either a 'P' or 'E,' and denotes the actual form the attack takes when used.

Notes: listed here are any special traits the attack might have, such as the ability to pierce armor or to hit multiple times. A full list of attack characteristics is on page 21.

ELEMENT OF SURPRISE ◄

"We're late," Ling noted. Ahead of them, even though the naked eye would see nothing but empty space, Ling knew that over a dozen warships lurked about, waiting for opportunities to kill each other. After the initial summons, the fleet had remained silent, most likely in an effort to keep hidden. Looking at his tactical screen, though, Ling could clearly see which enemy ship most needed his attentions. There, sitting in the midst of several light escorts, was an unprotected Poseidon-class battleship. Ling smiled.

"Hey, folks. Maybe Admiral Lin isn't so clever after all."

"Don't speak too soon, Ling," Helena reproached. "You also said that they'd be nuts to ambush us in their own search zone."

"Fine, fine, whatever," Ling said dismissively, focusing on the current target. "Okay, here's the plan. Two waves. Fighters harass, exos close to do some pruning. After that, it's all yours, respected elder."

"Sounds good," Helena replied, obviously ignoring the barb. "My wing, stand by."

Ling and his three wingmates headed toward the Poseidon. The huge battleship opened up with its kinetic kill batteries, filling space with hypervelocity slugs. Ling wove and dodged, closing the distance while sidestepping death. The Dragonstriker may have deprived him of a ranged attack, but Ling hadn't been planning on shooting the Poseidon, anyway.

His exo's giant manipulator hand reached down and drew a slim metal tube from a hidden compartment. Readying himself, Ling hurtled into the last few kilometers of his approach. Over his head streaked missiles from Helena's wing of fighters. The battleship's point defense lasers deftly shot down each missile before it could hit, but failed to pay enough attention to Ling. In moments, he was skimming the Poseidon's hull, safe from attack.

Ling hit a trigger, and from the tube clutched in his exo's hand sprang a white-hot stream of superheated gas. Ling swept the fiery plume down toward the ship's surface, aiming in particular for the clustered point defense projectors jutting from the hull. When he and his wingmates finally broke off, the Poseidon's entire side was aglow with plasma burn. Looking back, Ling saw Helena's Lancer wing charging in on the last moments of their bombing run. He faced forward and accelerated away.

Behind him, a bright flare marked the demise of the Poseidon's primary reactor. The massive ship glowed like an ember on his tactical screen as its crew tried desperately to stabilize the volatile plasma combustion chamber. A fly-swarm of escape pods launched from the dying vessel, hurtling out into the middle of the battlefield.

Helena's voice whooped cheerily over the comm.

"Target is clear. Okay, it's all up to Sanjay, now. It's back to the box for us."

Ling couldn't resist.

"Helena, there's something I've been meaning to ask you."

"What is it, Lieutenant?" Helena asked in exasperation. Ling smiled cheerfully.

"When a stranger in an old exo kicks your tailpipe that badly, do you have, like, a blanket or something that you can hug at night?"

Helena waited until Ling was inside the bay before answering.

"Ling, when you dismount, I'm going to *hurt* you."
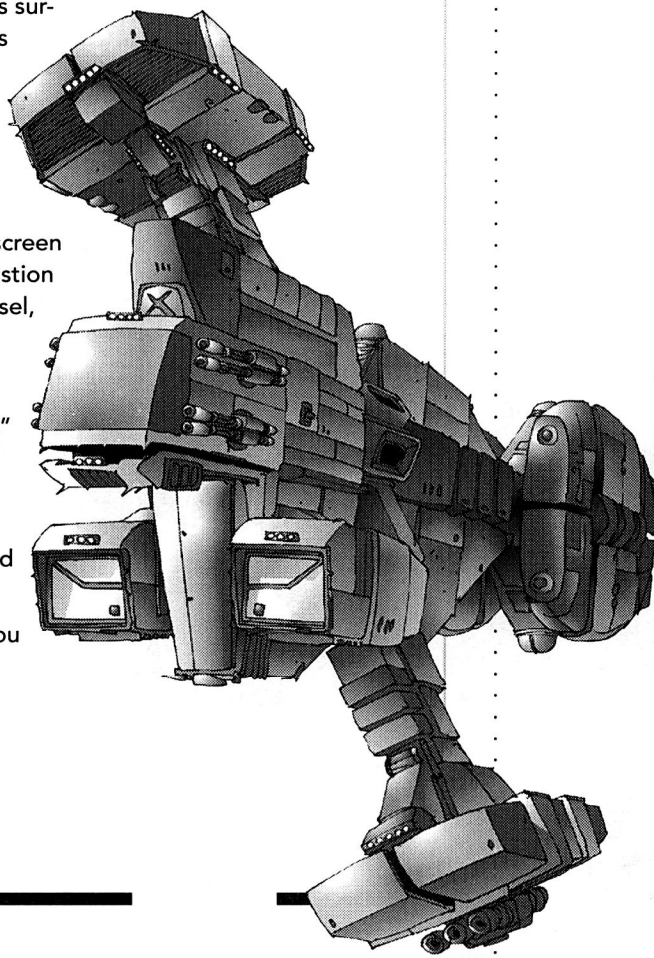
► EXO-ARMOR AND FIGHTER RULES

These rules are a continuation of the Quick Start rules found in the 16-page companion booklet. They comprise the information needed to start, play and finish a game of Lightning Strike with any number of fighter-sized units. Rules for playing the game with warships are provided afterward, in Chapter 3.

▼ DICE

Remember that most rolls in Lightning Strike use two dice. The results are not added together, but rather, the highest number is the result. Any additional sixes rolled add one to the result. Unless otherwise specified, all die rolls in Lightning Strike are made in this way. For a review of this mechanic, see the Quick Start rules.

◇ SKILL TESTS

Most of the rolls made in Lightning Strike are opposed rolls, with one Player actively rolling against another. In some cases, however, a Player must roll against luck or nature, in which case a set target number, or threshold, is assigned. For instance, the threshold for the roll to see if an off-board unit may return next turn is 4. A roll using a number of dice equal to the unit in question's Skill level is made. If the highest result is above 4, the roll succeeds; otherwise, the roll fails. For simplicity, all such rolls are referred to as Skill rolls.

Occasionally, there are other rolls that need to be made, not based on any unit's inherent Skill level, but simply to randomly determine game events such as returns from off the playing field or warship reactor explosions. These rolls are usually performed on one die.

◇ SETUP

Before the game begins, each Player receives a previously agreed-upon number of Tactical Command Points for use during the entire duration of the game (this is normally two), and takes the appropriate number of Tactical Command Point counters.

Players set up according to the dictates of the scenario. In a simple shootout between two forces, Players should take turns setting up on opposite sides of the playing field (if necessary, determine randomly which Player places the first unit). All ships should be placed first, starting within twenty centimeters of their owning Player's edge of the field. After all ships are placed (or if there are no ships being used in the battle), Players alternate placing Groups of fighters, exo-armors or other units on the field.

◇ GROUPS

A Group is defined in the basic rules as a set of up to four units that have similar identifying markings, but the four units may be of different types. For instance, a Pathfinder, a Retaliator, a Lancer and a squad of Falconers could be a legal group, so long as they are marked in such a fashion as to clearly denote which units belong to which group. As a result, it is often easier to simply create Groups consisting of identical units. The purpose of Grouping in the basic rules set is to determine which units are able to combine attacks with each other. All units in a Group move at the same time in a turn. Groups that are larger or smaller than four units are permissible, but should be used only after the Players are comfortable with the game system. Smaller groups may move independently but cannot effectively combine attacks, while larger groups must move together and thus lose tactical flexibility in exchange for massed firepower.

Since there is no restriction on how far units in a single Group may be from one another, one must make it easily distinguishable which Group a unit belongs to. When photocopying extra counters, try using highlighter pens of various colors to color-code your Groups. It is also possible to use colored paper clips; this allows you to switch around your Group organization between battles.

CREW LEVELS ◇

Each unit has two unlisted attributes, a Skill Level and a Skill Bonus. In the basic game, all units have a Skill Level of 2 and a Skill Bonus of 0. This simply means that in combat, they roll two dice for Actions and Defense, with no inherent modifiers. These are referred to as *Standard Pilots*. The advanced rules section provides rules on how to use pilots and Groups with higher or lower Skill Levels and Skill Bonuses. For now, just be comfortable with everyone rolling two dice with no modifiers.

ACES ◇

Most vehicles will be piloted by Standard Pilots. Some units, however, will be piloted by individuals of a higher caliber. These Aces each get a unique counter, and have access to a variety of special abilities to distinguish them from each other and their comrades. Aces have Threat Value Modifiers, which alter (often drastically) the Threat Value of the unit they are assigned to. See page 41 for more information on Aces.

THE TURN SEQUENCE ◀

Lightning Strike is played as a series of turns during which both Players may act. This turn sequence encompasses the activities of both standard units and ship units. Due to the differences in how the two types of unit operate, however, rules for their use are split into two sections. Rules for ships begin on page 26, and should be used only after these basic rules have been read and perhaps played through once or twice.

Unless otherwise specified by the scenario, any unit may start the game with an Evasion, Overthrust or Aiming counter, although the benefits of this are questionable.

TURN SEQUENCE ▥

Initiative Phase	
	Roll Initiative
	Each Player receives one Initiative Command Point for every three ships on his side.
	Players assign PDS mode for all ships
First Ship Phase (ships only)	
	Move all ships with vector counters; no Command Points may be used.
	Players alternate moving ships.
Main Phase	
	Players alternate taking Actions with all non-ship Groups.
	For each unit in a Group:
	- Remove Aiming, Overthrust, or Evasion counters before movement or Actions.
	- Move and/or take Action(s)
Second Ship Phase (ships only)	
	Players alternate taking Actions with ships.
End Phase	
	Warships in cover get +1 to Avoidance
	Resolve warship missile hits.
	Resolve warship missile launches.
	Roll for return of off-board units.
	Roll for catastrophic damage on warships.

▼ THE INITIATIVE PHASE

Each Player rolls two dice. The winner gains initiative for one full turn. Take the difference of the two rolls; the loser of initiative gains that many Initiative Command Points for the turn. Unlike Tactical Command Points, Initiative Command Points are not conserved from turn to turn; at the end of any turn, all unused Initiative Command Points are lost. The Player who wins initiative must choose which Player goes first for all subsequent phases. Once the number of Command Points is determined and recorded, the Initiative Phase ends.

If there are ships being used in the game, then the Initiative Phase is followed by the First Ship Phase (see page 27). If no ships are being used, then the next phase is the Main Phase.

◇ COMMAND POINTS

Command Points represent the commander of a force shouting warnings and directions to his or her troops over the communications net. They allow individual units to take instant Action to respond to danger outside of their normal turn sequence. With a Command Point, an exo-armor may spin around to shoot an enemy that's coming in from behind, and a warship may fire its main guns at incoming bombers during the Main Phase.

Players may use the provided Command Point counters to keep track of the number of Command Points they have remaining. Tactical Command Points are given only at the start of the game, and carry through the game from turn to turn, although once they are used, they are gone forever. Initiative Command Points are 'awarded' to the loser of initiative each turn to offset the benefits of winning initiative, and are also gained by large squadrons of warships. Initiative Command Points are not carried over from turn to turn; if they are not used during the turn in which they are awarded, they are lost. Although obtained in different ways, both types of Command Points are used in exactly the same fashion.

Command points have priority over all other Actions; the only thing that can interrupt a Command Point from taking effect is another Command Point. This can occasionally lead to 'cascades' of Command Points, where Players will keep preempting each other's Command Points with another Command Point. These should be worked out in order from the last declared Command Point back to the first, resolving each Command Point use before moving on to the next. All the Command Points in a cascade are considered used, that is, if the unit these points are assigned to is destroyed or otherwise unable to make use of the remaining points in the cascade due to damage or the destruction of its target, the remaining Command Points assigned to it are wasted.

A Command Point may be spent on a single non-ship unit at any time to give it one of the following benefits. Warships use Command Points a bit differently. This is described on page 28.

- **One additional Action, which must be used immediately.**
- **A +3 bonus to the next defense roll the unit makes.**
- **A free facing change of up to 180 degrees.**

▼ THE MAIN PHASE

The Main Phase is where all Groups of exo-armors, fighters, exo-suits and infantry move and act. The term *Action Phase* is used to refer to a unit's movement and actions, when it is actively doing something during the Main Phase, as opposed to sitting around.

At the start of the Main Phase, the winner of initiative for the turn decides which Player will go first. Players then alternate activating Groups of units. A Player may move and act with the units in an activated Group in any order, one after the other. Once a Player is done moving and acting with a Group, the other Player activates a Group, and play proceeds until all Groups have been activated.

A unit's Action phase, then, comprises the period of time between a Player's choosing it out of an activated Group and it finishing any movement or Actions it needs to execute for the turn. At the start of a unit's Action phase, all Aiming, Overthrust, or Evasion counters on the unit's base are removed. The unit then moves or acts as its owning Player desires, possibly gaining new Aiming, Overthrust or Evasion counters, which will remain until the unit's next Action phase (in the next turn). At the end of a unit's Action phase, any unused Actions the unit has remaining are lost. A unit has one Action phase each turn, and may thus only move its full MP allowance once per turn.

Once a unit's Action phase is done, the next unit in the Group is then chosen and takes its Action phase, and so on until all the units in the Group have taken their Action phases. When the entire Group has finished acting, the opposing Player activates a Group. If there are so many Groups on the table that is becomes difficult to remember which Groups have already moved and acted, you might want to place spare counters or small bits of paper next to units that have finished their Action phases.

Once all Groups on both sides have finished their Action phases, the Main Phase ends. If ships are being used, then the next phase is the Second Ship Phase. If no ships are being used, then the next phase is the End Phase.

THE END PHASE ▼

The End Phase is very important for warships, but less so for other units. If there are no warships being used, the End Phase consists of one step: roll for return of any off-board units. Once the End Phase is done, the next turn begins.

ENDING THE GAME ◇

A game may end when one Player is completely wiped out, or when a Player concedes victory to the other. Depending on which scenario (if any) is being played, other conditions for victory may also exist, adding to or replacing the basic goal of completely destroying one's opponent.

MOVEMENT OF STANDARD UNITS ◄

Each unit has a Movement entry on its data card. This is the basic distance (in centimeters) that the unit may move each turn. Movement is expended not only for applying thrust, but also for performing evasive maneuvers and negotiating cluttered areas of space. Most units will have two types of movement, to simulate differing goals on the battlefield; these will be described in further detail below.

NOTE ON VECTOR MOVEMENT ▮▯

Due to the large-scale nature of Lightning Strike, realistic vector-based movement, as presented in the basic Jovian Chronicles roleplaying rules, is both impractical and unnecessary. In almost all cases that will occur on the Lightning Strike board, units will have no cause to gain more than one turn's movement allowance worth of velocity, making velocity recordkeeping largely extraneous. Also, the need to keep track of vectors is removed by the dissociation of firing modifiers from actual movement distance in the rules. Thus, a unit's MP allowance in this game is not in any way a limit on the unit's velocity or acceleration; rather, it is a number representing the maximum 'comfortable' velocity relative to the battlefield that units of a given type will have.

It is also safe to assume that each unit's pilot is perfectly capable of managing his or her own vector controls without interference from the mind running the big picture (i.e. the person reading this manual). Thus, fine control and dodging is played out abstractly; the Player's responsibility lies in effectively using movement to maximize the cohesiveness of his forces as a group.

If there is a great desire for a vectored movement system, Players are welcome to import the vector movement system from the Jovian Chronicles roleplaying game. Be warned, however: things will become very cluttered, very quickly!

GROUPS AND MOVEMENT ▼

Units that are designated as being in the same group do not have any restrictions placed on their movement relative to their Group-mates. Although units in a Group do not have to stay together or move in any kind of formation, they are required to take their phases one right after another, with no enemy phases in between (with the obvious exception of Command Point usage).

STACKING ◇

As stated earlier, the scale of counters and miniatures in Lightning Strike is much larger than the scale of the battlefield itself. As a result, each unit occupies, in 'reality,' much less space than its associated counter does. Thus, units may move over and through each other without harm, with effectively no chance of a collision unless one is intended (see page 40 for ramming rules). Units may also end their movement anywhere, even atop other units, although this may get awkward when dealing with the miniatures. It is almost always sufficient just to place such miniatures next to each other.

▼ EXO-ARMORS

An exo-armor is a large (fifteen meters tall, on average) and very expensive humanoid machine that is designed for close combat and dogfighting. First fielded by the Jovian Confederation in 2269, exo-armors (not to be confused with exo-suits, which are described below) have excellent maneuverability and defenses, but rather poor linear acceleration. Not quite the kings of the battlefield, they are still the closest things to reigning princes as far as the 23rd century is concerned.

◇ NORMAL MOVEMENT

An exo-armor may, during its phase, move anywhere within a circle centered on its starting position in that phase and whose radius in centimeters is equal to the amount of movement the exo has available that turn. For instance, an exo with 10 cm worth of movement allowance that starts its phase at point A may end up anywhere within 10 centimeters of point A. However, its path may be in any direction and in any shape; if a Player wants an exo-armor to move in circles for an entire turn, then that is what the exo will do. The exo-armor's facing is independent of its movement; the exo may fly 'backwards' for the entire battle, if its owner so desires. The only purpose of facing for an exo-armor is to determine where the pilot is focusing attention and hence which side is to be considered the 'blind' (or rear) side.

It should quickly become apparent that it is very difficult indeed to halt an exo-armor that does not want to stop, since it can simply edge out of the way of any obstruction. Exo-armors pay no movement allowance for facing changes, and may turn to face in any direction every time they move. An exo-armor must, however, have a definite facing at all times; if, for instance, it is being attacked from two sides, it cannot face both directions at once!

If an exo-armor is attacked while it is not acting, then its current facing is used for targeting purposes. If the exo is interrupted by a Command Point Action while trying to attack, its current facing (which it is using for its attack) is used for targeting purposes. At the end of its phase, an exo-armor may be turned to face any direction, and will remain so until its next phase, unless it is allowed to turn around through the use of a Command Point.

This may seem confusing at first, since the exo's actual position during its Action phase is rather abstract; it is somewhere within its sphere of movement, but where exactly varies depending on where the exo uses its Action and what path it takes to its destination. It is, for instance, entirely possible for an exo to move all the way to one edge of its 'circle,' fire off an attack, and then immediately zoom off to the opposite edge of the circle before ending its phase. Once its phase is over, however, the exo's position and facing are fixed until its next phase. It is helpful for Players to trace the path of their exos' movements, always keeping in mind the exo's distance from its starting point. As long as the exo does not stray out of its 'circle' during its phase, Players are encouraged to come up with creative ways of moving their exo-armors.

◇ OVERTHRUST
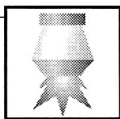
An exo-armor may use Overthrust movement to increase its movement allowance. The use of Overthrust movement must be declared at the start of the exo-armor's phase, and an Overthrust counter is immediately placed on the unit. The unit's Overthrust movement allowance is the number after the slash on its data card's movement section.

Overthrust movement is very strenuous on an exo-armor's structure and balance, and its Actions are accordingly more difficult to accomplish effectively. Attacks and other Actions are made with a -3 modifier until the start of the exo-armor's next phase (this status is denoted by the Overthrust counter). Otherwise, the movement style is exactly the same as normal movement.

◇ EVADING

Exo-armors, with their spectacular maneuverability, are very good at being slippery targets. At the beginning of its phase, an exo-armor may choose to forgo all of its Actions for the turn in order to perform a series of violent evasive maneuvers. Place an Evasion counter on the unit; this counter remains in effect until the unit's next Action phase. An evading exo-armor gets a +3 modifier to all its defense rolls until its next phase.

FIGHTERS ▼

The latest descendants of the atmosphere-bound war machines that fought for supremacy on Earth in centuries past, the fighters of the Solar Nations continue to perform traditional roles of reconnaissance, bombing and interception at budget prices. While exo-armors have taken over the arena of close-quarters dogfighting, fighters have both the speed and firepower to outflank and outshoot exo-armors, given half a chance.

NORMAL MOVEMENT ◇

Under normal movement, a fighter may move a number of inches equal to its basic movement allowance (the number before the slash on its data card). However, fighters, being rather less flexible than exo-armors, must pay for facing changes. A fighter under normal movement may make one ninety-degree turn at any point in its phase for free; any additional turns past that, up to and including full about-faces (180 °), cost half of the fighter's movement allowance. For example, a Lancer has a basic movement allowance of 12. If it only turns ninety degrees during its phase, it may move 12 centimeters. If, however, it wants to turn around completely, it may only move 6 centimeters.

A fighter cannot move in any direction like an exo-armor, but must instead move in the direction in which its nose is facing. Thus, care must be taken to properly trace a fighter's movement, since its position and facing are always solid values, unlike the more abstract systems used by exo-armors.
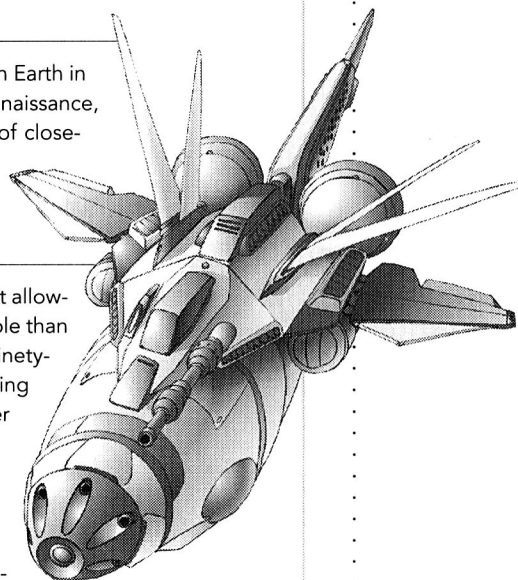
OVERTHRUST ◇

Fighters are lousy close combatants, as shown by their poor performance under normal movement. Where fighters excel, however, is when throttles need to be opened wide and blazing acceleration is needed. A fighter using Overthrust movement uses the movement allowance value after the slash on its data card's movement section. The fighter may make only one turn of up to ninety degrees at the start of its phase. It may make no other turns at all, unless a Command Point is used. An Overthrusting fighter must also move a minimum distance equal to its normal MP allowance. Fighters have no penalties for attacking or performing other Actions while using Overthrust movement, and so do not need to be marked with Overthrust counters.
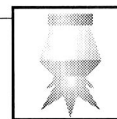
EVADING ◇

Fighters are not quite as good at evading as exo-armors are. If a fighter chooses to give up all its Actions in order to evade, it must move a minimum distance equal to its normal MP allowance. This represents the fact that most of a fighter's evasion bonus will come from minor jinks in the course of fast movement in one direction, rather than the somersaults and twists an exo-armor is capable of. A fighter may evade under both normal and Overthrust movement, and gains +3 to all defense rolls until its next phase. Mark evading fighters with Evasion counters.
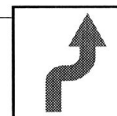
EXO-SUITS ▼

Barely one step up from basic infantry is the exo-suit, which is essentially an armored spacesuit, equipped with artificial muscles for enhanced strength and thruster pods for limited space mobility. Singly, an exo-suit poses virtually no threat to a larger-type unit. In groups, however, the massed firepower of their small-but-effective anti-armor weapons can bring down even the mightiest exo-armor or fighter, and their small size makes them irritatingly difficult to hit. Exo-suits are also feared by warship crews, due to their deadly effectiveness as boarding parties.

MOVEMENT ◇

Exo-suits travel in Squads of several 'suits. Each exo-suit counter represents a full squad, and the exo-suit data cards describe the stats for a full squad. Exo-suits have no facing; every side is considered to be the 'front,' even when the squad is attacked from multiple sides (exo-suit squads have identical front and rear defense stats). Otherwise, their movement is exactly the same as exo-armor movement, following the same system of normal, Overthrust and evasive movement, albeit with smaller MP allowances to reflect their lower Reaction mass capacities.
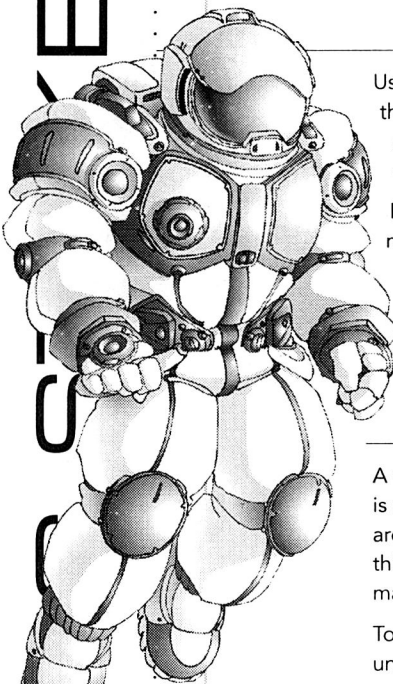
▼ INFANTRY

Used by every nation, these soldiers are equipped with spacesuits, jetpacks and small arms. While deadly in the close confines of a ship's corridors, they are slow and near-helpless while moving through space. Their armaments are too light to be of use against anything but other infantry, save for their demolition charges, which are used to blow access holes in ship hulls.

Infantry can also be taken to mean ejected pilots or crews floating in space, waiting for rescue. Amid the mighty warships and exo-weapons that litter the modern battlefield, infantry are less than nuisances, lucky to bring down even a single exo-suit. They do show up occasionally, though, so there's no reason to leave them out of the fun.

Infantry may move two centimeters per turn in any direction. Like exo-suits, they have no facing. Infantry may not Overthrust, aim or evade.

▼ MOVING OFF THE BOARD

A vehicle or squad that leaves the edge of the playing area is not necessarily destroyed. Rather, such a unit is considered to be circling around for a return to the battlefield as best as it is able. Returns from off-board are resolved in the End Phase of each turn. It is the unit's owning Player's responsibility to remember to make this roll; if it is forgotten and the next turn starts, it is too late to go back (of course, a Player may opt to not make the roll at all, for whatever reason).

To check if a unit is allowed to return, make a piloting roll against a threshold of 4. If the roll succeeds, the unit may be returned to the playing area. The unit must be placed at the very edge, no further than its basic movement allowance in centimeters from the point where it left the playing field. Any damage the unit sustained remains in effect. Overthrust, Aiming and Evasion counters are removed, however. If the roll to return is failed, another attempt may be made in the next turn. If the roll is fumbled, the unit has either run out of fuel or gotten lost, and is considered destroyed.

While a unit is off the board, it may neither move nor act, and is treated as if it were out of the game entirely.

► ACTIONS

At any point in its phase, a unit may use any or all of its Actions. Actions are most often used to attack other units (this is a wargame, after all), but some other options may be available to certain specially-equipped units. Some units may also choose to give up their Action(s) to evade. The number of Actions a unit may spend each turn is listed at the top of its data card, under 'Base Actions.' For most non-ship units, this number is one, although some units (like CEGA's Wraith fighter) have two or more. A unit may sometimes lose Actions due to battlefield effects.

▥ COMMON ACTIONS

Attack once with one weapon (certain weapons may attack more than once with a single Action, however)
Remove a Stunned counter from the unit
Activate or Maintain ECM/ECCM
Leave or land on a ship

► STANDARD UNIT COMBAT

On each unit's data card is an area labeled 'Attack,' with several lines of information. Each line corresponds to one attack that is available to the unit; for each Action spent to attack a target, the unit may choose one of those attacks to use. The only way to attack with more than one type of attack in a single turn is by expending more Actions. Since most standard units have only one Action, they will only be able to choose one attack each turn.

Attacks are resolved with opposed rolls based on the involved units' Skill Levels. Remember that all pilots in the basic game are Skill Level 2, and so will roll two dice for attack and defense. For each Action spent, a unit may use one weapon in an attack against one target, provided that the target is within range, arc and line-of-sight.

AMMUNITION ◇

All non-ship units in Lightning Strike are assumed to have enough ammunition for their weapons to last through a battle. Thus, a unit may attack as many times as it likes, without ever worrying about running out of ammo at a critical time. While this may sound unrealistic, the fact is that most units won't survive long enough to actually attack enough times to have to worry about running out of ammo anyway.

The same argument goes for fuel. Although most exo-armors and fighters carry rather limited supplies of Reaction mass, this game assumes that units have enough fuel to get their jobs done.

LINE-OF-SIGHT ▼

Space is big, extremely so. There is seldom any cover worth speaking of, and it is generally not hard to get a clear shot at a target, provided one knows where it is. Line-of-Sight (LOS) is defined as the knowledge a unit has of the location of its target, and the implied ability to launch an attack against the target. If a unit does not have LOS because its target is hiding behind a rock, dust cloud or another unit, then the target may not be attacked until LOS is established. LOS can be blocked only under certain circumstances. In most situations in Lightning Strike, any unit on the map will be able to see any other unit on the map.

LOS is blocked if the target is in base-to-base contact with an intervening piece of terrain or a similarly intervening other unit whose Size is equal to or greater than the unit being targeted. Note that base-to-base contact is necessary for LOS to be blocked; an exo-armor cannot hide behind a ship unless its centerpoint is actually touching the ship's centerpoint. If the unit the target is in base-to-base contact with is actively engaged in close combat with the target, and the involved units are the same size, then any weapon hit has an equal chance of striking either unit.

Thus, an exo-armor (Size 3) could hide by placing itself so that a Size 3 or larger object or vehicle is between it and its assailant. If it were in close combat with another Size 3 unit, it would run a fifty-percent chance of getting hit by any incoming fire (with its opponent getting hit the other fifty percent of the time). In close combat with a Size 2 exo-suit, it would gain no cover at all. On the other hand, it would gain complete cover from a Size 8 warship it was in close combat with, as long as, of course, it remained behind the warship and in contact with the warship's centerpoint. There are other instances in which LOS may be blocked, involving dust clouds, ECM and stealthy units. These are covered under the Advanced Rules section; otherwise, the rule is that LOS is never blocked unless the target in question is in base-to-base contact with the intervening object(s).

LINE OF SIGHT EXAMPLES ◐

LoS Blocked

LoS open, 50% chance of hitting either Unit

LoS Blocked

LoS open

LoS open
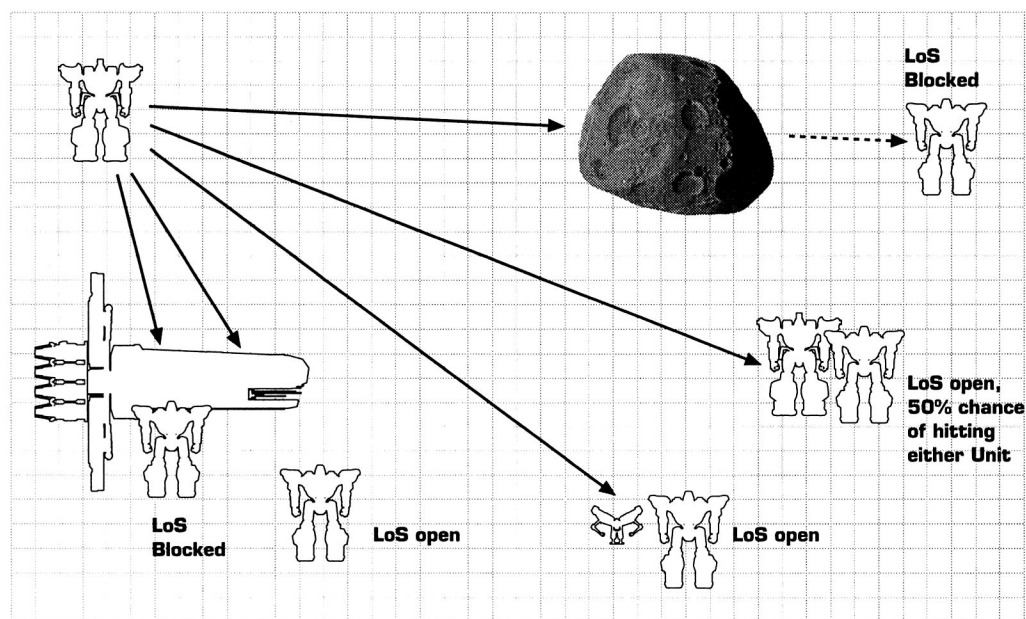
▼ FIRE ARCS

All units have fire arcs listed in their attack characteristics. These arcs define what portion of a unit's surroundings that unit's weapons may target and affect. The primary arcs are described:

Forward: this arc covers a one-hundred-eighty degree arc centered to the unit's front (see diagram).

Fixed Forward: this allows attacks only within a 90-degree arc centered on the unit's front facing (see diagram below).

Right/Left: similar to Forward, this arc covers a one-hundred-eighty degree arc centered to the unit's right or left side.

Rear/Aft: similar to Forward, this arc covers a one-hundred-eighty degree arc centered to the unit's rear. Aft is synonymous with Rear; it is a nautical term used on warships.

Turret: the attack may be used in any direction, regardless of the unit's facing.

Defense arcs are similar to fire arcs, but they are largely simplified. There are only two arcs, Front and Rear. Each arc is a one-hundred-eighty-degree semicircle, covering the front half and rear half, respectively, of the unit. Attacks that originate from the unit's front use its Front defense stats, while attacks from the rear use the Rear defense stats. Ships don't have defense arcs at all, since their size makes them equally vulnerable from all directions.

◗ ARC DIAGRAMS

ATTACK ARCS

Turret

Fixed forward

Forward

Rear/Aft

Left

Right

DEFENSE ARCS

Front

Rear

All around
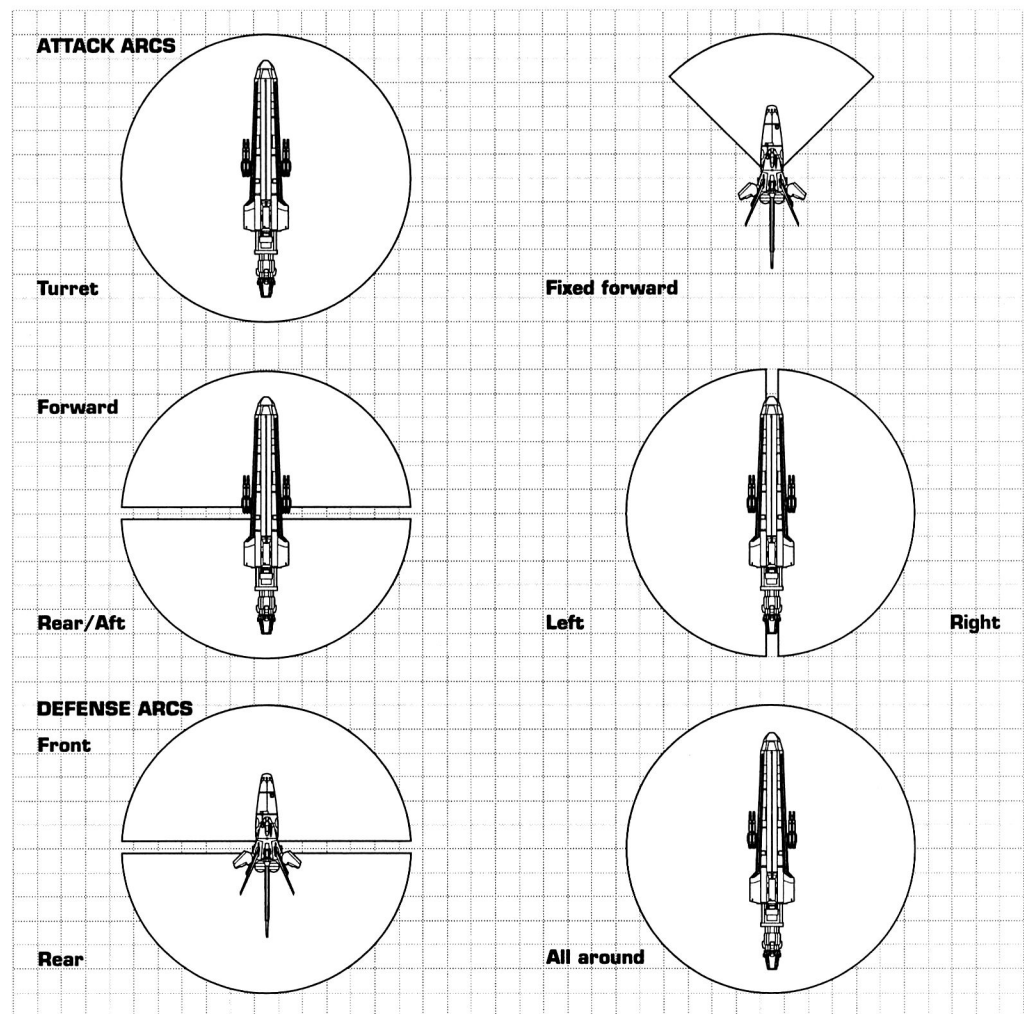
RANGE ▼

Before an attack is made, the range between the attacker and the target must be determined. Simply measure the distance in centimeters from the center of the attacker's counter to the center of the target's counter. Players may measure range at any time, but should not do so unless it is necessary or convenient, in order to keep the flow of play smooth. Units in physical contact are considered to be in close combat, and the range between them is considered to be zero (or "C" on the data cards), regardless of whatever distance is between the actual centers of their counters.

The Range column of the attack box on the data cards provides range information for attacks in one or more range bands. These bands correspond with the bands that are in the Accuracy and Damage columns, giving an attack different Accuracy and Damage scores depending on the range to the target. For instance, on the Pathfinder Alpha's data card, the particle cannon has three range bands: C, 10 and 25, separated by slashes. In the Accuracy column, the three Accuracy values, +1, +1 and 0 are also separated by slashes, as are the three Damage values in the Damage column. Thus, at a range of 'C' (close combat, or physical contact between the counters), the particle cannon has an Accuracy of +1 and a Damage Multiplier of 4. Out to ten centimeters, the particle cannon still has a +1 Accuracy, but its Damage drops to 3. Finally, at ranges between 10 and 25 centimeters, the cannon's Accuracy drops to zero and its Damage drops again, to 2. The particle cannon cannot attack at ranges above 25 centimeters.

If a weapon does not have a 'C' as one of its range bands, then it cannot be used in close combat. Such a weapon may attack as long as there is any space (even a fraction of a centimeter) between the attacker's counter and the target's, but once the two are in physical contact, it may not attack at all. This represents weapons that have a minimum arming distance, like long-range missiles, or especially heavy or unwieldy weapons that cannot be swung around to bear on a nearby target. An example of such a weapon would be the Cerberus' Sniper Massdriver, which has such a long barrel that the Cerberus cannot even shoot itself in the foot with it, much less an opponent who is actively ducking in close combat.

THE ATTACK ▼

After establishing that LOS exists, determining the range to the target and deciding on which attack to use, one must announce the intention to attack the other Player, and with what type of attack. At this point, both Players will figure out the dice rolls each must make to resolve the attack. Each Player rolls two dice, and modifies the result of the roll with applicable modifiers.

Accuracy: the weapon's Accuracy at the target's range is a modifier that is applied directly to the attack roll.

Overthrust: an exo-armor or exo-suit squad that uses Overthrust movement is subject to an automatic -3 modifier to their attack roll. Note that fighters are not penalized in this fashion when using Overthrust movement. Infantry does not use Overthrust at all, and thus cannot be penalized for it.

Evasion: a Unit that is evading gains a +3 bonus to all of its defense rolls.

Avoidance Value: the target unit's Avoidance value for the arc from which the attack is originating is a modifier that is applied directly to the target's defense roll. Thus, if the attacker is in the target's Front arc, the defender's Front Avoidance value is added to (or subtracted from) the target's die roll.

If the attacker's roll is higher, the attack is a hit, and Damage is scored. If the target's roll ties the attacker's roll or is higher, the attack misses.

AIMING ◇

The use of Aiming must be declared before the unit begins its Action phase. Place an Aiming counter next to the unit; this counter remains in effect until the start of the unit's next phase in the next turn. While the Aiming counter is active, the unit gains a +1 modifier to all its attacks, as well as a -1 penalty to all its defense rolls.

◇ COMBINING ATTACKS

Two or more units in the same Group may choose to coordinate, or combine, their attacks against a single enemy, increasing their chances to hit. To combine attacks, a Player must declare which units are going to combine their attacks when the Group is activated. The entire Group does not have to combine attacks; it is perfectly acceptable for two units in a four-unit Group to combine their attacks, leaving the rest of the Group to attack individually. However, all units that wish to combine attacks must take their Actions one after the other, with no interruptions by other units in the Group that are not part of the combination attack. A cumulative +1 bonus is added to the attack roll of each unit in the combination past the first.

Example (see diagram): Five Pathfinders are a Group. When the Group is activated, the Player decides that three of the Pathfinders will combine their attacks against a single Wyvern. Pathfinders B, C and D are chosen as the participating units. The Player begins his turn.

Pathfinder A takes its Actions, unaffected in any way by the combination attack. Then, Pathfinder B acts, attacking normally and thus starting the combination chain. Pathfinder C must act immediately after Pathfinder B, and does so, adding a +1 modifier to its attack roll. Immediately after, Pathfinder D must act, and receives a +2 modifier to its attack roll. This ends the combination attack, and Pathfinder E takes its Actions normally, with no modifiers to its attack roll from the combination attack. If Pathfinder E had been part of the combination attack, though, its attack roll would gain a +3 modifier, putting the Wyvern in a distinctly uncomfortable situation.

Units may not combine attacks with units that are not in their Group.

◐ COMBINATION ATTACK EXAMPLE

◇ ATTACK ROLL SUMMARY

The attacker's roll equals the roll of two dice modified by:	
	+ Attack's Accuracy
•	-3 if attacker has Overthrust counter
•	+ 1 for aiming (if applicable)
•	+ Close Combat Optimized bonus (if applicable)
•	+ combination bonus (if applicable)
The target's roll equals the roll of two dice modified by:	
•	+ Avoidance
•	+ Evasion bonus (if applicable)
•	- 1 if defender has an aiming counter

Note: although there are few instances when one should want to do so, any unit may choose to not defend against an incoming attack, and take zero as its defense roll.

WEAPON CHARACTERISTICS ▼

Many attacks have various Characteristics built into them, noted on the data cards under the 'Notes' column. These characteristics confer certain abilities above and beyond the basic attack stats, making them more versatile or setting limits upon their operation. The characteristics are applicable only to weapons on non-ship units, unless otherwise specified in the ship rules. The abbreviation in parentheses that follows each characteristic name is the way that characteristic is listed on the unit data cards, and the numbers that follow the abbreviation are the characteristic's rating.

Anti-Infantry (AI#): the attack is especially effective against small units. It gains the listed Accuracy bonus to any attacks against exo-suits or infantry. Unless otherwise noted, all exo-suit and infantry attacks automatically have this characteristic at a rating of 2.

Anti-Ship (AS#): the attack is designed to do massive damage to large targets. It gains the listed Accuracy bonus to any attacks against any object of Size 6 or larger (this includes all warships in this rulebook).

Armor Piercing (AP): the attack is especially good at penetrating a target's defenses. The target's Protection ratings are all halved, rounding up. However, the attack may not Overkill any target; the maximum possible hit result is Crippled.

Missile (Mis): the attack consists of a self-guided munition that moves through space under its own power and guidance. There is no inherent benefit to this characteristic. However, some defensive systems are specifically designed to shoot down incoming missiles.

Power-Hungry (PH#): found on warships only. The weapon requires a great deal of power and attention to fire. The rating is the number of weapons other than the power-hungry weapon that may be fired in one Action. For instance, a weapon with PH0, if fired, would not allow any other weapons to be fired in that Action. Standard-mode PDS would still get an opportunity to fire, however, and warship missile bays would still be able to operate normally.

Rapid Fire (R#): this weapon may make a number of additional attacks equal to the rating at no additional Action or defensive cost; the entire series of attack rolls is considered a single Action and a single attack. Thus, a weapon with R2 could make three attack rolls for each Action spent (one normal attack, followed by the maximum of two additional attacks). Rapid Fire may be used on multiple targets, but only if all the targets are within the weapon's firing arc.

Slow (Slw#): the attack must be used under very steady conditions. The attacking unit may only use this attack if it is aiming.

Seek (Sk#): this weapon can auto-correct its course and aim. The number after the 'Sk' is the number of extra dice that may be added to the attack roll. For example, a standard (Skill Level 2) pilot fires a 'Sk2' weapon. The attack roll, before any other modifiers, is four dice (two dice for the pilot's Skill plus two dice for the Seeking characteristic of the weapon itself).

CLOSE COMBAT ▼

Although the counters in **Lightning Strike** are much larger than they actually should be, for ease of play, when counters come into physical contact with one another, they are considered to actually be touching, even though their centers would be hundreds of meters apart if properly scaled.

Physical contact between counters is the only time when attacks may take place simultaneously; in all other instances, there is always a clear victor in quick-draw contests (not entirely realistic, but far more decisive, game-wise).

A unit may be moved such that it is in physical contact with another unit. Whenever two counters are in physical contact with each other, they are considered to be in close combat, shooting at point-blank range and using their limbs to punch and kick. Units in close combat are treated differently in the following ways:

1) The two units are so close that other units cannot shoot at one without running a chance of hitting the other. A shot fired into a close combat situation will attack one of the combatants randomly (flip a coin, or roll a die to determine which). After the target has been determined, attack and defense rolls are made as normal; the attacking vehicle may not cancel its shot if it finds out that it is about to shoot a teammate!

LIGHTNING STRIKE

2) A unit that attacks another unit in close combat will likely do more damage, but also runs the risk of being damaged or destroyed by a swift counterattack. Every close combat attack consists of two attack rolls and two defense rolls, one from each combatant. In other words, when two units are in close combat, both of them get to attack and defend. The defender's attack is basically a free Action, and does not restrict it from using its normal Action later in the turn. This "free attack" is simply part of the close combat sequence, representing the throwing of a quick counter-punch while dodging an attack. This means that it is possible for both combatants to be destroyed in a close combat.

If both combatants survive a close combat exchange, they remain locked in close combat until one of the combatants decides to move away.

3) When a single unit is attacked by multiple close combat opponents in a single turn, it may fight each and every attacker normally. However, the presence of multiple attackers is a significant distraction to a vehicle's pilot. Every enemy in physical contact after the first modifies the defender's combat rolls by -1. For example, a Pathfinder is attacked in close combat by a Syreen, and both units survive the exchange. Before the Pathfinder can move away, however, another Syreen moves into close combat. Another close combat exchange takes place, but this time, the Pathfinder gets a -1 penalty to both its defense and attack rolls. If a third Syreen were to close assault the Pathfinder before it could get clear, the Pathfinder's rolls would then be modified by -2. If, on the other hand, the Pathfinder were to move away from its other two attackers before being attacked by the third Syreen, it would be able to fight at full strength, because only one enemy would be in physical contact with it.

4) Units with the Close Combat Optimized characteristic may add the rating of Close Combat Optimized to any attack and defense rolls against units that do not have Close Combat Optimized. If both units have the same CCO rating, neither unit gets a bonus. If both units have different CCO ratings, then the unit with the higher CCO rating gets a bonus to its rolls equal to the difference between the ratings. Thus, if a Pathfinder (CCO rating 2) is in close combat with a Syreen (CCO rating 1), the Pathfinder will get a +1 bonus to all its rolls against the Syreen because it is better equipped for hand-to-hand combat.

▌CLOSE COMBAT EXAMPLE

A Pathfinder moves into base-to-base contact with a Wyvern that has not yet moved. The two units are now in close combat. The Pathfinder's Action is to attack the Wyvern with its particle cannon. The attack succeeds, and the Wyvern is destroyed. However, the Wyvern still gets to make its free counterattack, and does so, destroying the Pathfinder. At the end of the Pathfinder's Action phase, both units are destroyed (they probably managed to knock each other's heads off at exactly the same time).

▼ DAMAGE TO STANDARD UNITS

After an attack hits a target, a certain amount of damage is inflicted. An attack's damage is equal to the attack's Damage Multiplier times the Margin of Success of the attack roll. The final damage is compared to the target's Protection rating.

There are three values for each defense arc. The first number is the Stun threshold. The second number is the Crippled threshold. The third number is the Overkill threshold. These values are compared to the damage result. If the damage is less than or equal to the Stun threshold, the hit was a glancing blow, and no damage is incurred. If the damage is greater than the Stun threshold, the unit is Stunned. If the damage is greater than the Crippled threshold, the unit is Crippled. Finally, if the damage is greater than the Overkill threshold, the unit is destroyed outright. Note that a threshold number must be exceeded, not merely equaled, to have an effect. Thus, a unit that sustains damage equal to the Overkill threshold is only Crippled; the damage must actually exceed the Overkill threshold for an overkill to take place.

Only the most severe of these possible damage results applies to the target. Thus a unit that sustains Crippling damage gains only a Crippled counter. It does not gain a Stunned counter, even though the damage was obviously enough to exceed the Stunned threshold. In short, only one damage result can be inflicted from each hit.
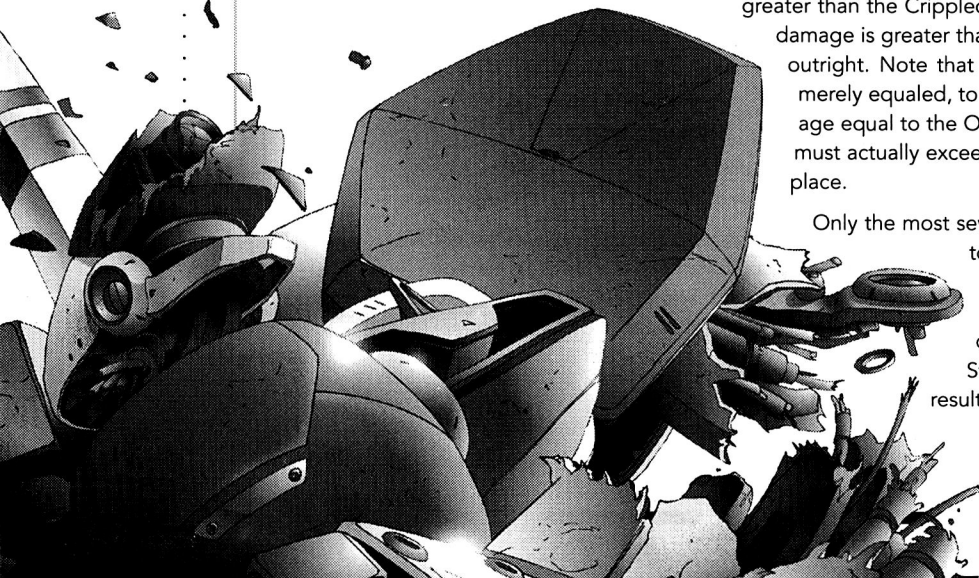
DAMAGE PROCEDURE □

Total Damage = Margin of Success x Damage Multiplier	
•	If Total Damage > Stun Threshold, target is Stunned (gains Stunned counter)
•	If Total Damage > Crippled Threshold, target is Crippled (permanently gains Crippled counter)
•	If Total Damage > Overkill Threshold, target is destroyed

DAMAGE RESULTS ◇

Stunned units are mildly shaken up by the attack, but not seriously damaged. When a unit is Stunned, place a Stun counter on the unit's base. To remove the Stun counter, the unit must spend one Action. If, at any time, a unit has two Stunned counters on it, both counters are immediately removed and replaced with a single Crippled counter. A Crippled unit may be Stunned again by additional attacks or effects, but this time, if there ever are two Stun counters on the unit, the unit will receive a second Crippled counter, and is immediately Overkilled. This effect may be modified by certain vehicle characteristics.

Crippled units are permanently affected. They follow the 'rule of halves:' values for MP allowance and weapon damage are all halved, rounding up. A Crippled counter may not be removed from a unit; it stays until the unit is dead (or repaired after the battle). This effect may be modified by certain vehicle characteristics, like Exposed Fire Control (see page 24).

If a unit ever has two Crippled counters on it, it is immediately Overkilled. Overkilled units are immediately eliminated from the game and should be removed from the board.

DAMAGE TYPES AND SPECIAL DEFENSES ▼

There are two possible types of damage, designated by letters next to the Damage Multipliers on the data cards. They are:

Energy: these are weapons that do heat or atomic damage by electromagnetic radiation or the impact of various subatomic particles on the target. They are designated by an 'E' on the data card.

Projectile: these weapons launch some sort of solid mass at the target, inflicting damage by breaking armor and physically tearing through material. Such weapons are designated by a 'P' on the data card.

Certain units are better protected against one type of damage than another. For instance, the Vindicator has Energy Protection. If the Vindicator is attacked with a weapon that does 'E' damage, it would get a different Protection (listed beside the Energy Protection) if the weapon hit. If the Vindicator is attacked with a 'P' weapon, however, it gets no special defenses, and must use its normal Protection values.

Although there are certainly more types of weapons imaginable (psychic, perhaps, or gravitic), these two are sufficient to cover the Jovian Chronicles universe. Although it is possible for a weapon to have more than one type of attack, such instances do not occur in the **Lightning Strike** basic set.

COMBAT EXAMPLE □

If a Pathfinder attacking a Wyvern with its particle cannon at a range of five cm beats the Wyvern's roll by five, the Margin of Success of the roll would be five. The particle cannon's Damage Multiplier at five cm is 3, which means that the total damage done to the Wyvern is 5 x 3 = 15 points. This is greater than the Wyvern's heavy protection rating of 12, but under its Overkill protection rating of 18, so the Wyvern is Crippled.

If the Margin of Success had been 3, the damage total would have been 3 x 3 = 9, which would be a Stunned result.

▼ PERKS AND FLAWS

Most units have one or more Perk or Flaw. Like weapon characteristics, these help to distinguish the units and modify their effectiveness in certain situations.

Characteristics with a number inside parentheses are referred to as having a rating. A rating is a numerical representation of the characteristic's effectiveness.

Close Combat Optimized (#): in close combat ('C' range), this unit adds the rating of this Perk to its attack and defense rolls when fighting units without this characteristic. If both the attacker and the target have this Perk, use the difference between the two ratings (if any) as the attack and defense bonus for the unit with the higher Close Combat Optimized rating.

ECM (#): the unit is capable of using offensive electronic warfare to disrupt the enemy's communications.

ECCM (#): the unit is capable of using defensive electronic warfare to cancel the effects of enemy ECM.

Exposed Auxiliary Systems: when this unit is Crippled, in addition to all the normal penalties, any future Electronics rolls it must make automatically fail (treat the result of the roll as a zero).

Exposed Fire Control: the unit has a poorly-protected targeting system for its ranged weapons. On 'Crippled' combat results, all range bands other than 'C' on all attacks are destroyed. The unit may now only attack in close combat.

Missile Defense (#): the unit is equipped with a protective measure (such as a computer-controlled decoy launcher) that helps the unit to avoid being hit by attacks with the "Missile" characteristic. Add the rating to all defense rolls against these attacks. It is possible for this number to be negative.

Multiple Redundancy: this Perk represents either massive backup systems or a large number of individual units (such as a squad of exo-suits). On a successful Piloting roll vs. a threshold equal to the rating, the unit may ignore the effects of any damage result, be it a Stun, Cripple or Overkill. This roll should be made immediately after the damage is inflicted; if successful, no damage counter is placed on the unit. This Perk may be used for every damaging hit upon the unit.

Energy/Projectile Protection (#/#/#): the unit's armor or structure is particularly resistant to a particular type of damage. Instead of a rating, this Perk has a full set of Protection values next to its notation on the data card. When attacked by the appropriate type of weapon, use the listed protection instead of normal protection.

Reinforced Systems (#): on a successful Piloting roll vs. a threshold equal to the rating, the unit may ignore the effects of a 'Crippled' damage result. This roll should be made immediately after damage of the appropriate level is inflicted (a Crippling hit or a second Stunning hit); if successful, no Crippled counter is placed on the unit. This Perk may be used once each time Crippling damage is inflicted on the unit. It has no effect on hits that only cause Stun damage.
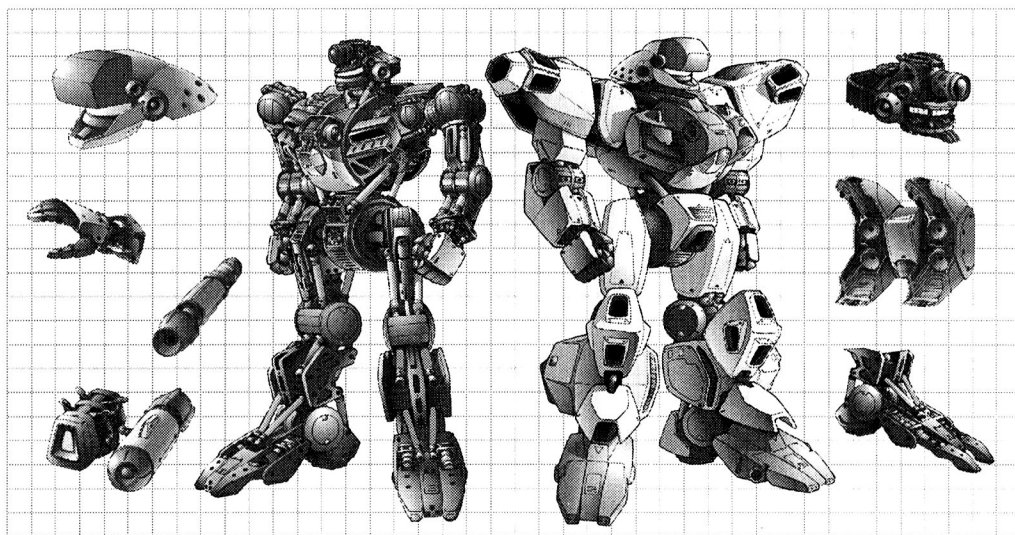
BASIC SKILLS ◀

Lieutenant Wylie Keaner looked over at his commanding officer, reporting "The exos and fighters are all back in, sir. Just a couple of escorts left."

In the command chair, Sanjay Santhakumar nodded absently. He already knew the status of the battle, but he had so far been unsuccessful in weaning Keaner from his tendency to provide constant, needless "updates." On the other hand, the new bridge Lieutenant had done an excellent gunnery job today, so perhaps there was hope for the boy in this posting, after all. In any case, Sanjay had more important things on his mind. *Personal* things.

She wasn't here today, he thought. *That battleship wasn't the Cyclops, and she wouldn't have walked into this fight in the first place. I've been snookered.*

The ship intercom chirped, signaling the return of the recovery crew to the *Venatrix'* bay. Sanjay spoke resignedly into his headset mike.

"Sergeant Grayson, did your marine team get the target?"

On the other end, Sergeant Daniel Grayson replied in clipped, professional tones. "Affirmative, sir. It's the fleet commander's pod."

Whoever it is, Sanjay thought.

"How do you know whose pod it is?" Keaner piped up. "And why do we want him, anyway?"

Grayson snorted derisively. "You're new here, aren't you, Keaner? Why don't you —"

Sanjay overrode Grayson's comment. "Cut the lip, Sergeant."

"Yessir," Grayson replied, immediately respectful. "Sorry, sir."

"No problem," Sanjay allowed. "Just remember that it's *my* job to make fun of the new guy."

The bridge crew's chuckles were echoed by the laughter of Grayson's commandos. Keaner reddened. Sanjay smiled. He dismissed Grayson, shut off the intercom, and turned to Keaner, studying the young officer's eager face and bright eyes.

He's part of the new breed, Sanjay thought. *I never had that look on my face. Jie never had it, either. We grew out of peace, hating war. This boy was born knowing nothing but war. As a result, he can fight, but he can't understand why he needs to do so.*

Sanjay sighed, wondering what sort of man Keaner would be in twenty years. He rose from his seat, and drifted toward the bridge door. At the threshold, he turned around.

"By the way, Keaner," he mused. "You haven't missed a shot yet, today, have you?"

"No, sir," Keaner replied, showing more than a hint of pride.

Sanjay activated his headset. "Spinal control," he called. "Status?"

"Ready to fire, sir," came the voice through the intercom. Sanjay nodded and grinned at Keaner.

"Keaner, you have the button for the rest of the fight. I'm going down to meet our guest." With that, he floated out of the bridge, leaving behind several crewmembers staring at one very surprised Lieutenant.

Ten meters down the bridge corridor, Sanjay felt the *Venatrix* vibrate around him as the huge spinal laser fired a full four-second shot. Sanjay didn't even pause.

Keaner has a lot of learning to do, but if nothing else, the boy certainly can shoot straight.
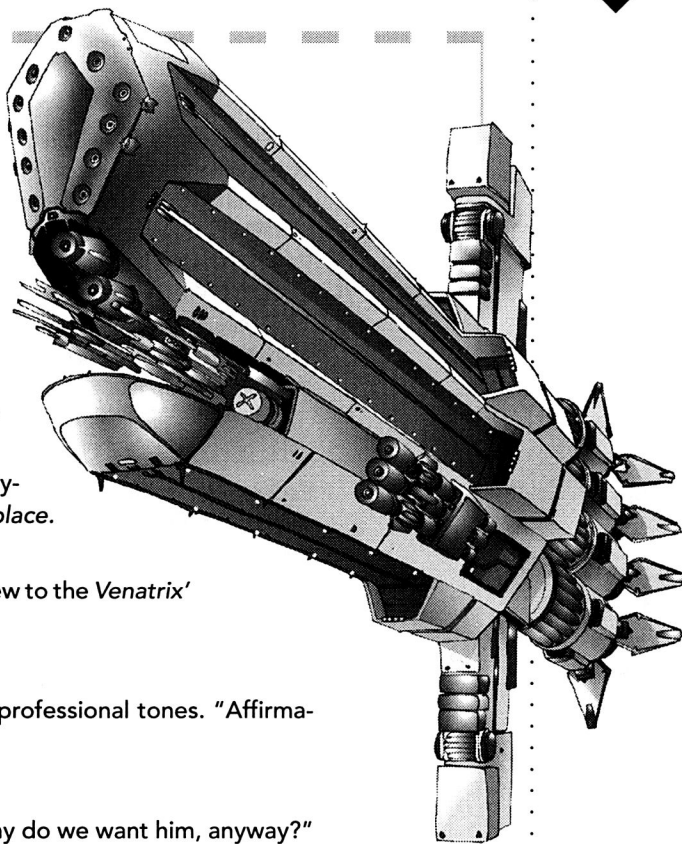
▶ SHIPS

The term 'ship' is used to refer to any space vessel equipped for long-term operation and mobility away from a base or port. Ranging in size from tiny corvettes to the mighty battleships and supercarriers of the Solar Nations' navies, ships serve as mobile hangars and repair centers for fighters and exo-armors, as well as bringing heavy support firepower to the battlefield. Battles between warships take place on a completely different level from the smaller machines flitting about around them; warships duel in a slow, graceful ballet of move and countermove that relies more on forethought and careful analysis than good aim and lightning reflexes.

When ships are used in a battle, the full turn sequence as shown on page 11 is used, incorporating the First and Second Ship Phases into the sequence of phases.

▼ SETUP

Each ship counter must be cut out. Note that each ship has a black dot in its center that represents the ship's centerpoint. Each ship model must have an associated Avoidance counter, which is a circular counter with the numbers -5 through 3 arrayed around the perimeter. This counter may either be attached to the ship counter in a way that will allow it to spin freely (metal spin-tabs are good for this), or simply placed atop the ship counter.

▼ SHIP DATA CARDS

The Ship Data Cards are, unlike the standard data cards, meant to be written on in the course of a game, reflecting the greater complexity of damaging large vessels. Each ship in a game should have a data card photocopied for it and used to record its data throughout the game.

Ship Data Cards are similar to standard data cards, with some differences:

Ship Name: every ship should be assigned a unique name.

Ship Class: this entry describes the ship's class name and type.

TV: the number before the slash is used for single battles. The number after the slash is the ship's Campaign Threat Value.

Crew Level: in most cases, a ship's crew level will be 2/0, which means that it has a Skill Level of 2 and a Skill Bonus of 0. Over time, however, a ship's crew may grow more Skilled, which is why this entry is left blank for the Player to write in.

Turning: this entry serves a similar purpose to the "Facing" entry on standard data cards.

Actions and Electronics: these are the same as on the standard data cards. However, note that both of these entries have two small checkboxes next to them, for you to keep track of which systems have sustained damage.

Base Visibility: this value is the ship's highest possible Avoidance number. A ship's Avoidance value will change throughout the game.

Damage Control: this value represents the ship's ability to repair itself during the game. This entry also has checkboxes for recording damage.

Components: a warship is a very large unit made up of several components. All ships will have a Main Hull and Drives, but the presence of hangars and weapons will vary from ship to ship. Each component has its own Protection value, and checkboxes to keep track of damage.

Campaign Notes: this section is for Players to keep track of a ship's exploits throughout a campaign game.
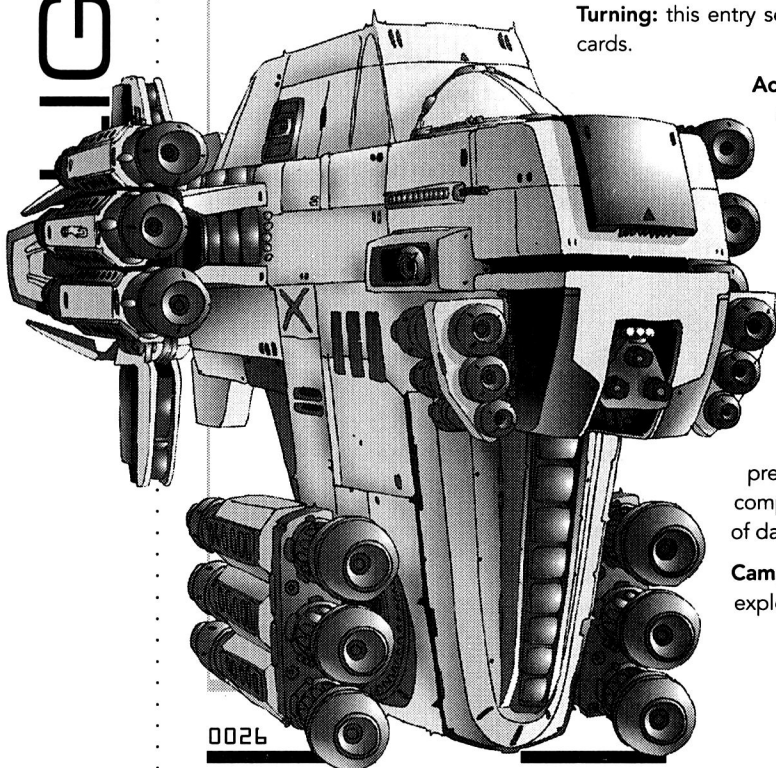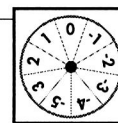
AVOIDANCE ▼

Being unable to nimbly dodge incoming fire like exo-armors, ships must rely on deception and stealth to avoid being hit by enemy fire. All warships have extensive arrays of electronic countermeasures and decoy generators, designed to mask the ship's actual location and make targeting difficult for enemy gunners. While it is virtually impossible to make a ship truly invisible (no matter how silent it is, a ship is still several thousand tons of fusion-powered metal), all that is really required is to persuade an enemy that his target is a hundred meters or so from its true location, just enough to make any incoming fire miss.

A ship's **Avoidance** rating represents how difficult it is for an enemy to target it. Moving, firing weapons, or sending many comm transmissions lowers the ship's Avoidance, while reducing the preceding activities, or diverting more power to the ECM systems, increases the ship's Avoidance. You can keep track of these changes in Avoidance by using the Avoidance counter. Simply turn the counter wheel so that the appropriate Avoidance value is pointing to the ship's front (a paper clip can help hold it in place).

As with combat between standard units, a ship's defense rolls are modified by its current Avoidance value. It is thus important to keep your ship's Avoidance as high as possible, until your opponent makes a mistake and lowers his own Avoidance enough for you to launch a full assault.

Almost every Action a ship takes will affect its Avoidance. The Avoidance counter's position should be updated immediately after any of these events occur:

1) **Thrust:** -1 Avoidance if thrust is used in the First Ship Phase. An additional -1 is applied if the ship also uses thrust in the Second Ship Phase. Note that the free move allowed by a vector counter does *not* alter a ship's Avoidance, since it is provided by inertia and not a bright drive flame.

2) **Ping:** each Ping attempt results in -1 to the ship's Avoidance. If a ship is the target of a successful ping, it gets -2 to its Avoidance.

3) **Spoof:** every successful spoof attempt adds the roll's Margin of Success to the ship's Avoidance.

4) **Particle Beams and Lasers:** -1 Avoidance for each shot from a weapon of these types.

5) **Missiles:** -1 Avoidance for every missile launch.

6) **Tagging:** if a ship is tagged by an enemy exo-armor, fighter or exo-suit squad, it gets -1 to its Avoidance.

7) **Cover:** every time a ship enters a dust cloud, debris field or other cover, it gets +1 to its Avoidance. In the End Phase, every ship that is still in a dust cloud, debris field or other cover gets +1 to its Avoidance.

Important: Remember that no matter what, a ship's Avoidance may never go above the Base Avoidance listed on its data card. There's only so much a two-hundred-meter hunk of metal can do to hide itself.

ADDITIONS TO THE TURN SEQUENCE ▼

Using space ships in battle require a few additions to the basic combat sequence described on page 16.

THE INITIATIVE PHASE ◇

During the Initiative Phase, each Player gains one Initiative Command Point for every three ships on his side. These Command Points are in addition to the Command Points received by the Player who lost initiative, and function in exactly the same manner; if they are not used by the end of the turn, they are lost.

Also, during the Initiative Phase, each Player must decide whether any of his ships will turn their Point Defense Systems to Shield mode. If this is done, place a Shield counter next to the ship.

THE FIRST SHIP PHASE ◇

This phase comes right after the Initiative Phase.

1) All ships with vector counters must make their free moves. No Command Points may be used while vectors are being resolved.

2) Ships take turns using any or all of their movement allowance. No Actions may be used, except as a result of a Command Point.

◇ THE SECOND SHIP PHASE

This phase comes right after the Main Phase. All ships take turns performing Actions.

◇ THE END PHASE

During the End Phase:

1) Any ships that are in cover get +1 to their Avoidance.

2) Any ships with missile counters on them are attacked by the missiles.

3) New missile swarms are targeted and launched.

4) Make rolls for catastrophic damage.

▼ SHIP ACTIONS

Each ship in the game has a basic number of Actions, noted on the ship's data card. Unlike most smaller units, like exo-armors and fighters, this number is usually quite large, and represents a ship's large crew and multiple automated systems.

Several types of Action are available to ships and may only be used in the Second Ship Phase unless a Command Point is used. With the exception of the Thrust Action, any Action may be taken more than once in a single turn.

The five possible Actions for ships are:

1) **Thrust:** in the First Ship Phase, every ship gets the opportunity to use its movement allowance (apply thrust) without expending Actions. If this proves insufficient, the ship may spend one of its Actions in the Second Ship Phase to move a second time. This Action may only be taken once per turn. Each time thrust is used, reduce the ship's Avoidance by 1, because the engine flares make the ship easier to spot.

2) **Damage Control:** this Action represents crew members being called away from normal duty stations to assist in repairing the ship. The ship may immediately roll its full available damage control dice complement, against a Threshold of 3. The Margin of Success of the Roll is the number of damage boxes that may be repaired (erase the marks in those checkboxes). A failed or fumbled roll has no result.

3) **Spoof:** this Action represents the ship's crew devoting power, resources and attention to misleading enemy targeting systems by various electronic and physical means (balloons, flares, etc.). Make a Skill test using the ship's Crew Level (usually two dice with no modifiers), against a Threshold of 3. If the roll fails or fumbles, nothing happens. If the roll succeeds, increase the ship's Avoidance by the roll's Margin of Success.

4) **Ping:** the ship turns on its active sensors for a few moments in an attempt to "light up" another ship. Select a target ship. For ships, the range of a Ping is essentially unlimited, but is limited by line-of-sight (it is not possible to ping a ship that is hiding behind an asteroid, for instance). Each ship makes a Skill test, modified by its Electronics rating. If the defender wins, there is no effect. If the attacker wins, the defender's Visibility is reduced by 2. No matter what the result of the roll is, the attacker's Visibility is reduced by 1. If the attacker fumbles, its Visibility is reduced by 2 instead of 1.

5) **Fire Weapons:** this rather self-explanatory Action allows a ship to fire any or all of its weapons. Each weapon may only fire once per use of this Action, but as many weapons as the Player desires, up to and including the vessel's entire complement, may fire each time this Action is used. Note that weapons with the Power-Hungry characteristic, when fired, restrict the number of other weapons that may be fired in the same Action (see page 21).

▼ COMMAND POINTS

Ships may use Command Points to improve the odds in sticky situations much like standard units, but with a different set of options. A ship may use a Command Point at any time in either of the following ways:

1) The ship may take one Action immediately. The Action may be of any type except the Thrust Action, which can only be used as a normal Action in the Second Ship Phase. The ship's Avoidance is affected as normal by whatever Action it ends up taking.

2) The ship may immediately change facing up to the maximum arc for its Turning Type. Unlike normal movement, this "emergency move" does not affect the ship's Avoidance.

3) A ship's Point Defense System may change mode instantly. This does not affect the ship's Avoidance.

Command Point uses for ships and standard units are *not* interchangeable. For instance, a ship could not use a Command Point to add +3 to its next defense roll, nor may it get a free one-hundred-eighty degree turn, because only standard units may use a Command Point in that way.

Now that the full turn sequence has been outlined, it should be noted that Command Points may only be used in three parts of a game turn:, the second part of the First Ship Phase, after all vector counters are resolved; the Main Phase; and the Second Ship Phase. Command Points may *not* be used in the Initiative Phase, End Phase, or when vector counters are being resolved.

SHIP MOVEMENT ◄

Jovian and CEGA ships are all constructed around a similar design principle. A large array of primary engines is placed at the end of a long main hull, along which cargo modules, habitat rings and weapons emplacements are mounted. Small clusters of maneuvering thrusters are scattered all over the hull, and are used to turn or roll the ship. This configuration allows the ship to accelerate powerfully "forward," but in order to decelerate or change direction, the ship must use its maneuvering thrusters to come about.

While other ship configurations do exist, displaying some very different movement characteristics, these rules only address the ships used by these two space navies.

Note that there is a difference between using movement allowance to thrust and simply drifting as the result of having a vector counter. Thrust involves activating the ship's engines and applying backward force, altering the ship's Avoidance value and allowing the ship to turn. Vector counters (see page 30) simulate the fact that in space, anything that's given a push in a direction will keep on moving in that direction forever, until something stops it. Movement due to a vector counter does not alter a ship's Avoidance, and never involves facing changes of any sort.

FORWARD THRUST ▼

Each ship has listed on its datacard the available thrust from its drives. This thrust value is the number of centimeters the ship may move, straight ahead, each time it is allowed to move.

Any forward thrust or facing change reduces the ship's Avoidance by 1, immediately after it finishes its move.

TURNING TYPES ▼

A ship can change facing by a certain amount each turn, and may do so before, during or after its forward thrust. If a ship changes facing, it must "pay" for the facing change with half of its normal forward thrust.

There are four classes of ship Turning:

1) **Nimble:** each turn, this ship may change facing up to one-hundred-eighty degrees at the cost of half its movement allowance.

2) **Average:** each turn, this ship may change facing up to ninety degrees at the cost of half its movement allowance.

3) **Sluggish:** each turn, this ship may change facing up to forty-five degrees at the cost of half its movement allowance.

4) **Immobile:** this ship may not change facing at all. It either sits completely still, or moves in a single direction for the entire game.

A ship cannot change facing more than once a turn, unless a Command Point is used. Even if the ship uses an Action to apply thrust in the Second Ship Phase, it still may not change facing a second time. The only way a ship may change facing more than once a turn is by the use of a Command Point. A ship may, however, choose to wait until the Second Ship Phase to make its facing change.

▣ SHIP MOVEMENT EXAMPLE

A Valiant-class carrier has 10 cm of movement allowance and an Average Turning Type. In the First Ship Phase, it decides to change facing. It may turn up to ninety degrees, but may only move forward half of its movement allowance (5 cm). After it moves and changes facing, its Avoidance is reduced by 1.

In the Second Ship Phase, the Player spends an Action to apply more thrust (which will again reduce the ship's Avoidance by 1). The Valiant may move forward 10 cm, but it may not change facing, because it has already done so this turn. If the Player wanted the Valiant to change facing again this turn (perhaps to aim the spinal laser at a juicy target), he would have to use a Command Point. Remember that using a Command Point to turn does *not* alter a ship's Avoidance.

▼ VECTOR COUNTERS

Normally, once a ship finishes its movement, it sits still until the next time it gets a chance to apply thrust. This movement implies that the ship is carefully watching its velocity and burning retro-rockets if needed to keep itself on course.

It is possible, however, for a ship to allow itself to drift a certain amount each turn, independent of any other thrust it may apply. Anytime a ship expends its full movement allowance to move straight ahead, it may be given a vector counter. The vector counter has an arrow on it; place the counter next to the ship so that the arrow points in the direction of the ship's movement. This counter moves with the ship, but its direction does *not* change; it will always point in the direction it was first placed, unless it is actively changed.

At the very start of each First Ship Phase, all ships that have vector counters are moved a number of centimeters equal to their normal thrust (or half their normal thrust, if their drives have been damaged) in the direction the vector counter is facing. Note that this movement is independent of the ship's current facing, so it is possible for the ship to be moved sideways, or even "backward." This movement costs no movement allowance, does not alter the ship's Avoidance, and is *mandatory* for all ships that have vector counters.

After the vector counter movement is resolved, the ship may still apply thrust as normal in the rest of the turn, but the vector counter will remain facing in the same direction, regardless of any movement or facing changes the ship makes.

The vector counter's direction may be altered, under certain conditions, if the Player so chooses. Anytime the ship expends its full movement allowance to travel straight forward, the vector counter's direction may be shifted from its original facing to the ship's new direction of travel. If the Player decides not to change the vector counter's direction, the vector counter will remain as is, and the ship will continue to drift in its old direction every turn.

To remove a vector counter completely, a ship must spend its entire movement allowance applying thrust in the direction *opposite* from the vector. The ship must be facing within forty-five degrees of the direction opposite the vector counter's direction. Obviously, the ship may not make any turns, since it must use its entire movement allowance to remove the vector counter. The ship doesn't actually go anywhere; the only result of this expenditure of movement allowance is the removal of the vector counter.

This movement system allows a ship to move in one direction, spin around and fire at a target behind it, while still moving away. It's not completely realistic, but it does reduce the need to calculate combined vectors. If you want to use full vector movement, use the Silhouette system (see page 139 of the **JC Rulebook**).

◑ VECTOR COUNTER EXAMPLE

END OF TURN:
Place counter
Full movement

NEW TURN:
Mandatory movement
Full movement

Remove counter
Full movement
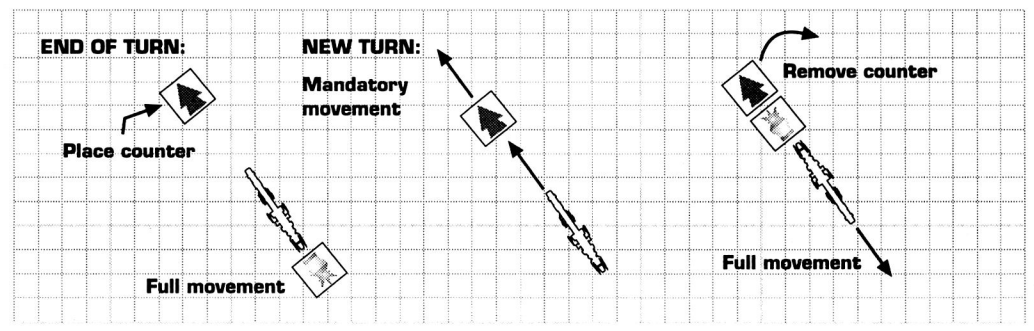
Ships that leave the edge of the playing field should be kept track of, if possible. Off-board ships may continue to move and attempt to get back on the field, but may not take any Actions other than Thrust while off the playing field. Likewise, an off-board ship may not be the target of any Actions or attacks. If both Players agree that a ship has little to no chance of making it back to the playing field (as in the case of drifting ships with destroyed drives), the ship is considered destroyed. In campaign games, the ship may be recovered later, and is thus considered to have retreated from the battle.

SHIP COMBAT ◄

Ships attack and defend almost exactly like standard units, with only a few minor alterations. When a ship uses a Fire Weapons Action, it may attack once with as many weapons as it wants to, unlike standard units, which must choose only one attack for each Action. This is because ships have large crews, and each weapon almost always has its own personnel manning it.

Likewise, a ship defends much like a standard unit, but is rather more resilient due to its size and multi-component construction. A ship can also repair (or jury-rig) damaged systems by dint of its dedicated damage control crews and repair robots.

SHIP ATTACKS ▼

A ship attacks with its weapons by using a Fire Weapons Action. You must decide which weapons will fire at what target *before* actually making any attack rolls. Once a ship finishes declaring its attacks, it then makes its attack rolls·in any order it chooses. It may not, however, change its targets. For instance, if a Poseidon declares that it will fire both of its particle cannons at a Pathfinder, and the first particle cannon shot destroys the Pathfinder, the second particle cannon shot simply fires into empty space; it may not be redirected. Thus, Players should exercise judgment in deciding how many attacks to assign to a single target.

Range, Fire Arcs, Accuracy and Damage are worked out just as with standard unit attacks (remember to measure range from the ship's centerpoint). For each Fire Weapons Action, the ship may attack once with as many weapons as it desires, attacking as many targets as it desires.

SHIP WEAPONS ▼

Most ships in the Jovian Confederation and CEGA use very similar weapons systems. Whereas the other solar nations have built upon the work of the Jovians and CEGA and devised their own armament suites to suit their own preferences and needs, the two nations presented in this book have stayed with the same basic weapons functionalities as they have had for over a century. This is not to say, however, that the weapons on Jovian or CEGA vessels are in any way inferior; indeed, long experience and accumulated skill have made their arms all the more reliable and easily repaired.

All ship weapons in this game will fall into one of these categories, and are subject to any special rules listed below for that weapon type. Note that only ships, with their massive energy weapon batteries, are subject to these special rules; smaller units have a bewildering variety of weapons whose individual special abilities are listed on their data cards.

LASERS ◇

Lasers have proven to be extremely versatile devices on ships, serving as beacons, communications devices, detection systems and, of course, as weapons. Although the use of lasers as weapons came well after the technology's application to other tasks, the modern laser cannon is both reliable and inexpensive, and can range in size from man-portable versions to some of the largest weapons ever constructed by humankind. Often found on smaller or older vessels as substitutes for particle beam weaponry, lasers are occasionally used aboard ships as huge keel-mounted main guns.

Special Rules: every shot from a laser weapon reduces the firing ship's Avoidance by 1. A laser may "sweep" its beam across a wide area, increasing its chance to hit, but reducing its overall damage. Whenever a laser fires, it may reduce its Damage by 2 in exchange for a +1 bonus to Accuracy. This exchange may be taken any number of times, so long as the laser has damage left to "spend."

◇ PARTICLE BEAMS

Often referred to simply as 'beam weapons,' particle beam cannons are the primary anti-ship weapons on most vessels, firing high-energy blasts of subatomic particles in massive lightning-bolt-like discharges. The most notable trait of a particle beam blast is the havoc it wreaks on the target's electronics systems.

Special Rules: every shot from a particle beam weapon reduces the firing ship's Avoidance by 1. If a particle beam inflicts Stun damage on a ship component, that ship's Electronics receive a point of damage. If the particle beam inflicts Crippling damage, the target's Electronics receive two points of damage. If a ship-mounted particle beam hits an exo-armor or other standard unit, any damage inflicted is automatically one level worse (i.e. Stun damage becomes Crippling damage, and Crippling damage is Overkill).

◇ KINETIC KILL CANNON

KKCs are essentially clusters of small massdriver cannons, each one able to hurl thousands of magnetically-accelerated slugs at extreme velocities. The armor-piercing capability of KKCs make them excellent weapons against exo-armors and other small craft. KKCs have difficulty inflicting significant damage to warships, however, where large open spaces and multiple backup systems make a few tiny holes fairly easy to ignore.

Special Rules: when attacking exo-armors and other standard units, KKCs have the Armor-Piercing characteristic (halve the target's Protection, no Overkill allowed). When attacking ships, KKCs also have the Armor-Piercing characteristic, but it is less effective: the target's Protection is halved, but the maximum possible damage is Stun damage (i.e. one damage point).

All KKCs have the Rapid Fire characteristic to some degree, which allows them to fire multiple times in one Action. KKC fire does not alter the firing ship's Avoidance.

◇ MISSILE BAYS
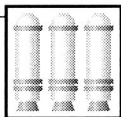
Missile bays launch swarms of self-guided missiles, programmed to hunt down and attack a specific target. They usually inflict heat damage, with high explosive, plasma or (rarely) nuclear warheads. Missiles usually serve as a deterrent; a ship captain who knows that he's being hunted by a swarm of missiles will usually take on a defensive posture, thus handing the flow of battle over to his opponent.

Special Rules: a missile bay does not fire like other ship weapons. It may only be used in the End Phase of a turn; other than that, it may not fire. To fire a swarm of missiles, a target must be selected and a lock-on roll made. The lock-on roll is an opposed Skill roll between the attacker and defender, modified only by each unit's Electronics rating. The lock-on roll is limited by the Missile's fire arc and range, but *not* by the bay's Accuracy (that comes into play later).

If the lock-on roll fails, no missiles may be launched from that bay this turn. Some ships have multiple missile bays (denoted by the Rapid Fire notation under the component's Notes column). They may make one lock-on roll for each missile bay, choosing a different target for each one, if desired.

If the lock-on roll succeeds, a swarm of missiles is launched. Place a missile counter on top of the target ship. These missiles are considered to be in transit somewhere between the two ships, getting their bearings, planning an attack run and actually traveling to their target. Each missile swarm launched by a ship reduces its Avoidance by 1.

In the next turn's End Phase, all missiles launched in the previous turn arrive at their targets and attack. Note that it doesn't matter where the target is in relation to the ship that fired the missiles. The range and fire arc listed on the data card are used only for the lock-on and represent limitations of the ship's targeting computers; after launch, the missiles will hunt down their target no matter where it runs.

When a missile swarm attacks, the Opposed Skill roll works just like any other normal attack. The missiles use the firing ship's crew Skill level, so if there's an Ace ship on your side, make sure you keep track of which missile swarms it launched.

In the case of targets with multiple facings, the defender may decide which facing the missiles will attack (presumably attacking the weaker side).

POINT DEFENSE SYSTEMS (PDS) ▼

Ships are equipped with extensive arrays of Point Defense Systems: these are lasers that are designed to protect the vessel from micrometeorite impacts in the course of space travel. As it happens, however, these systems also have some very useful combat functions.

Like a Missile Bay, PDS is a special weapon, and works differently from normal weapons. A ship's PDS may operate in one of two modes each turn. The mode must be chosen in the Initiative Phase and cannot be changed for the rest of the turn unless a Command Point is spent. Depending on which mode, Standard or Shield, the PDS is operating in, the ship has a differing set of defensive profiles. No matter what mode it is in, using PDS never alters a ship's Avoidance.

STANDARD MODE ◇

Offense: Standard mode uses the system's laser beams to specifically target and shoot down missiles and other vehicles at fairly long distances. Standard PDS may be used as a normal weapon, as part of a Fire Weapons Action, but the true power of Standard PDS lies in its use as an opportunity-fire weapon.

Standard-mode PDS is the only weapon in the basic rules that may attack during another unit's Action without using a Command Point. Standard-mode PDS may make one free attack anytime a unit enters its firing range during a turn. The free attack is also allowed whenever the ship moves so that an enemy unit comes into PDS range. However, this attack may only be used against the currently-moving unit, and may only be used once per target, per turn. Once the free attack is rolled, if the target survives, it may continue with its phase.

This represents the PDS' control computer automatically targeting and firing a single quick shot at any approaching enemy unit. Firing the PDS as part of an Action, on the other hand, represents human crewmembers taking control of the PDS and hitting an especially dangerous target a second time. This 'automatic shot' ability is potentially very powerful, since it makes it dangerous for any number of units to even approach a ship.

Defense: in Standard mode, the PDS adds its Damage Multiplier as a bonus to the ship's defense rolls against Missile attacks. This ability works automatically against every incoming Missile attack as long as the PDS is in Standard mode.

SHIELD MODE ◇

Offense: Shield mode focuses the system into a low-power ladar; any physical object detected by the laser pulses then becomes the focus of a close-range barrier of coherent light, damaging anything that tries to pass through with a crisscrossing grid of laser beams, as well as providing minor protection from projectiles.

Shield PDS requires no Actions to use. It is always on, and will damage anyone foolish enough to blunder into its field. Any unit that comes into physical contact with a ship whose PDS is in shield mode is immediately and automatically hit with an amount of damage equal to the PDS' Damage Multiplier multiplied by the result of a Skill roll. The victim gets no defense roll whatsoever. Units that begin the turn in physical contact with a ship that has turned its PDS to shield mode do not take any damage from the shield until they actually pass through it. This will occur either when the ship moves away from the unit, or if the unit chooses to move away from the ship. Thus, if a unit manages to stay in close combat with the ship for the entire turn, it will remain 'under' the shield and take no damage.

Ships that run into PDS shields on other ships take the shield-inflicted damage as a single hit on the hit location chart. PDS shields do not interfere with one another, being laser light. If two ships touch each other's PDS shields, both ships will take the appropriate damage. Then again, the only way for two ships to touch each other is a ram, so both ships probably have more important things to worry about than a bit of PDS damage. Likewise, a ship cannot move its shield into contact with an exo-armor or fighter unless it makes a ramming attempt (good luck).

Defense: Shield-mode PDS is used out of combat to disintegrate micrometeorites whose impacts could harm the ship, essentially 'burning' a clear path through space. In this mode, PDS cannot independently target incoming missiles for destruction (possibly negating the attack entirely), but it is capable of shearing away some or all of the mass of a cannon round, either harmlessly disintegrating it or causing it to detonate prematurely.
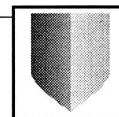
◇ SHIELD PDS CONTINUED

In shield mode, the PDS reduces the damage inflicted by 'P' type hits by a number of points equal to the PDS' Damage Multiplier, before the damage is multiplied by the attacker's Margin of Success. In many cases, this will reduce the damage to zero. Note that attacks made at 'C' range are not affected by the shield. Shield-mode PDS has no effect on incoming Missile weapons. Energy ('E') weapons are unaffected by PDS in any of its modes.

▼ SHIP CLOSE COMBAT

Ships are near-helpless in close combat. Being designed to hit targets at a distance, most ship weapons cannot be brought to bear on targets that are in physical contact with its hull. Any unit or ship that is at 'C' range (touching) of a ship is under its weapon "umbrella," and may not be attacked by any of the ship's weapons, unless that weapon specifically has a damage value for 'C' range. This is, by the way, identical to the range rules for Standard units; it just so happens that ships do not (yet) have any weapons that have a 'C' range band.

Units that are Close Combat Optimized may "clamp" onto a ship's hull, thus moving where the ship moves, like a parasite. This is called **Clamping**. A clamped unit may unclamp from the ship and go its own way again at any time. Clamping and unclamping cost no Actions and take no time; the only requirement is that the unit be in physical contact with the ship's centerpoint (or as close to as possible).

Clamping can be a very powerful tool for units, since it essentially allows a unit to get 'free' movement. A unit that begins the turn in close combat with a ship may clamp onto it in the first ship phase and be carried along with the ship when moves, then unclamp in the main phase and continue on its merry way. Alternatively, a unit may stay clamped to a ship turn after turn, attacking the ship in close combat from where the ship cannot get at it.

The only way a ship can damage a unit in close combat with it is with its PDS while it is in Shield mode, and even then only when the unit is actually moving into or out of physical contact. A ship cannot move itself to enter close combat; the only way for a ship to actively touch another unit is to ram it (see page 40).

▼ ATTACKS ON SHIPS

Ships, being rather large constructions, are generally not fired on as a whole. Rather, individual components are targeted and destroyed, often rendering the vessel unable to fight while still leaving it relatively intact. A common tactic is to use exo-armors or fighters to destroy a warship's poorly-armored weapons and drives, leaving its exceptionally well-protected main hull helpless in space.

At long range, attacks against ships will hit a random component, determined by the table on page 36. Below this range, a unit may choose a component to attack; if the attack succeeds, that component is hit automatically (each system on the Main Hull Damage Table is considered a single component). Warship-launched missile swarms always hit a random location, no matter where they were launched from.

The range at which a unit may choose individual components is determined by the firing unit's Electronics rating. Note that in some cases (like the Pathfinder), a unit's weapons will have a shorter range than its range for targeting ship components. Not to worry; a high Electronics rating has other uses, as explained below.

A ship or standard unit may target individual ship components from any distance beyond the one defined by its Electronics rating, at the cost of a –2 modifier to its attack roll.

▥ TARGETING RANGE

Rating	Range	Rating	Range
-2 and below	5 cm	+1	25 cm
-1	10 cm	+2	40 cm
0	15 cm	+3	50 cm

◇ BLOCKED COMPONENTS

Ships are so big that it is possible to hit any component by simply moving to the side a bit. As a result, any component on a ship may be targeted and hit from any direction.

TAGGING SHIPS ◇

Most exo-armors, fighters and exo-suit squads would be hard-pressed to do significant damage to a warship on their own. Such a unit can, however, use its weapons and comm systems to help its friends get a better shot on a big ship.

Any exo-armor, fighter, exo-suit squad or infantry squad may tag a warship. Tagging is considered an Action, and will thus prevent most units from attacking and tagging in the same turn. A unit may only tag a target that is in its primary attack arc (the arc of the first attack on its data card). The maximum range of a tag attempt is determined by the tagging unit's Electronics rating (see table below).

TAGGING RANGE 🗓

Electronic Rating	Range	Electronic Rating	Range
-2 and below	5 cm	+1	25 cm
-1	10 cm	+2	40 cm
0	15 cm	+3	50 cm

TAGGING ROLLS 🗓

The tagging roll is an opposed roll between the tagging unit and the target ship.
Tagging unit rolls a Skill test modified by:
• Electronics rating
• Aiming (if applicable)
• Overthrust (if applicable)
Target ship rolls a Skill test modified by:
• Electronics rating

Other than lowering the target ship's Avoidance, tagging does no damage.

Tagging may only be used on ships; it has no effect on smaller units that are too nimble for reliable tagging. Tagging may be used as part of a Combination Attack.

DAMAGE TO SHIPS ◀

Ships are rather difficult to effectively Cripple. Hits that would obliterate an exo-armor can, on a ship, be either repaired or backed-up with little effort. Only very severe damage or repeated hits on a single system are likely to damage a ship beyond the ability of its damage control crews to repair. To reflect this, and to help Players keep track of the fact that ship systems can be damaged and repaired repeatedly, each system on a ship's data card has two small checkboxes next to it. These damage boxes can be marked off (use a pencil, since you'll likely be doing some erasing) as the ship's systems take battle damage. Successful Damage Control rolls allow marked-off damage boxes to be erased (see page 26).

If the hit exceeds the Main Hull or Component's Stun Threshold, mark off one damage box on the appropriate section of the ship's data card.

If the hit exceeds the Main Hull or Component's Crippled Threshold, mark off two damage boxes in the appropriate section of the ship's data card.

If the hit exceeds the Main Hull or Component's Overkill Threshold, or if you need to mark off a damage box and there are no more empty damage boxes in that section, cross the entire relevant section out. It is Overkilled (destroyed) and may not be repaired during the battle.

Note that the only difference between Stun damage and Crippling damage to a ship is the number of damage boxes that are crossed off. When a ship system is damaged, regardless of the severity, it is turned to "standby" mode for ease of repair. So, as long as the system isn't Overkilled (and completely destroyed), any damage result will have the same effect. However, if a system with no empty damage boxes takes another hit, it will be Overkilled, so it's important to repair heavily damaged systems (i.e. those with both damage boxes marked off) as quickly as possible!
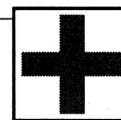
Stun

Crippled

◇ HIT LOCATION

When a ship is hit by a long-ranged attack, a hit location must be determined. Roll one die and consult the Basic Hit Location table below, then check either the Main Hull Location Chart or the Component Location Chart, depending on which result was rolled.

If the Basic Chart indicates a hit to the Main Hull, roll one die to find out which system in the Main Hull has been hit. If a roll results in a hit on a system that is already Overkilled, the attacking Player may choose a different system from this table.

If the Basic Chart indicates a hit to a component, roll one die and check the numbers along the left side of the target's data card to see which component was hit. For example, a long-range shot hits a Valiant carrier. A 5 is rolled on the Basic Hit Location Chart, which means a component was hit. One die is rolled. It comes up 3. Looking on the left side of the Valiant's data card, we see that a roll of 3 means that the Spinal Laser, with a Protection of 15/30/45, was hit. If a roll results in a hit on a component that is already Overkilled, the attacking Player may choose a different component on the ship's data card.

If the attacker chose a specific component to attack, he may choose any single system or component from either the Main Hull Damage Table or the Component Damage Table.

⊞ BASIC HIT LOCATION CHART

1-4	Main Hull; roll on Main Hull Damage Table
5-6	Component; roll one die and find result on target's data card

⊞ MAIN HULL DAMAGE TABLE

Die Roll:	System	Stun/Crippling Damage	Overkill Damage
1	Damage Control	Damage Control rating is halved, rounding up, damage is completely repaired.	Damage Control destroyed. No further damage until the control rolls may be made.
2	Reactor/Power	Number of Actions is halved, rounding up, until the damage is completely repaired.	Number of Actions drops to 1. Every End Phase, roll for Catastrophic Damage
3	Command and Control	Crew Level halved, rounding up, until the damage is completely repaired (i.e. replacement crew arrives at battlestations).	Crew Level drops to 1, any Skill Bonus is lost.
4	Electronics	Electronics Rating drops to -2 until damage is completely repaired.	Electronics is -2 permanently. All spoof attempts roll half the normal dice (round down).
5	Structure	Turning Type drops one level until the damage is completely repaired.	Whenever ship changes facing, roll one die. On a 4, 5, or 6, the ship breaks apart and is destroyed.
6	Radiation Shielding	Base Avoidance reduced by 1, permanently. This damage may not be repaired during a battle.	Base Avoidance reduced to -2, permanently.

⊞ COMPONENT DAMAGE TABLE

Component	Stun/Crippling Damage	Overkill Damage
Drives	The ship's Thrust value is halved	The ship may no longer apply thrust, nor may it change facing.
Hangar	The hangar is out of commission until it is completely repaired. All units inside the hangar are Crippled.	The hangar is destroyed, and may no longer launch, repair or recover units. All units inside the hangar are destroyed.
Cargo	20 points of cargo are destroyed (attacker chooses) for each damage box marked off. No repairs are possible.	All cargo is destroyed.
Weapon	The weapon is taken off-line for repair. It may not fire until completely repaired.	The weapon is destroyed and may not be repaired.
PDS	The PDS system's Damage Multiplier is halved (round up) until it is completely repaired.	The PDS system is destroyed and may not be repaired.

CATASTROPHIC DAMAGE AND EXPLOSIONS ◇

Ships in **Lightning Strike** are powered by one or more large fusion reactors. Although quite stable under normal operating conditions, and engineered with failsafes in case of damage or core breaches, the reactors are nonetheless both delicate and volatile and can, on some occasions, overload, trigger a runaway fusion chain reaction and explode with devastating results.

Whenever a ship's Reactor takes an Overkill hit, it runs the chance of exploding. In each End Phase, roll one die. On a one through five, the reactors' failsafes successfully bleed off and cool down the core, rendering the reactor useless but preventing an explosion. If the roll comes up a six, one of the ship's reactors cannot shut down in time and explodes. Add one to the roll for every other Overkill hit the ship's Main Hull has taken in addition to the Reactor hit.

A reactor explosion affects everything within a number of centimeters equal to the ship's Size. Every unit or ship within this radius takes an amount of 'E' damage equal to the ship's Size multiplied by the roll of one die. Affected ships only take damage to components facing the explosion's center. The ship itself, everything in it, and everything that was in close combat with it, are vaporized with absolutely no chance of survival or salvage.

If a ship manages to get off the table, it is considered "safe," and no longer has a chance of exploding.

SHIP DAMAGE EXAMPLE ☆

The *Unlucky Fellow*, a Bricriu-class corvette, is on the sharp end of a rather brutal attack that causes 20 points of damage. The attack comes from long range, so a die is rolled to determine the location. The die turns up a 4, meaning a Main Hull hit. 20 is higher than 18 (the Bricriu's Crippled Threshold), so two boxes are marked off from the ship's Main Hull. Any damaging hit (Stun or above) will now destroy the Main Hull, so the damage control team scramble to make repairs as fast as they can.

Another group of attackers, which is closer, decides to target the ship's engine in an attempt to immobilize it. Being within close range (the middle bracket of their attack profile), they can do so without rolling for location. They Stun the drive section, which cause one damage box to be filled in and the ship's thrust to be cut in half. Another attack comes in and cause Crippling damage to the engine. This would normally fill two boxes, but since one is already marked off, the engine section is Overkilled! In the End Phase, the Player checks for explosion and roll one die: it turns up six. A runaway chain reaction starts up and the fusion drive explodes. One die is rolled for damage: another six, which is multiplied by the Size, 7, to yield 42 points of 'E' damage to anything within seven cm of the doomed vessel. At least they took some of the attackers with them...
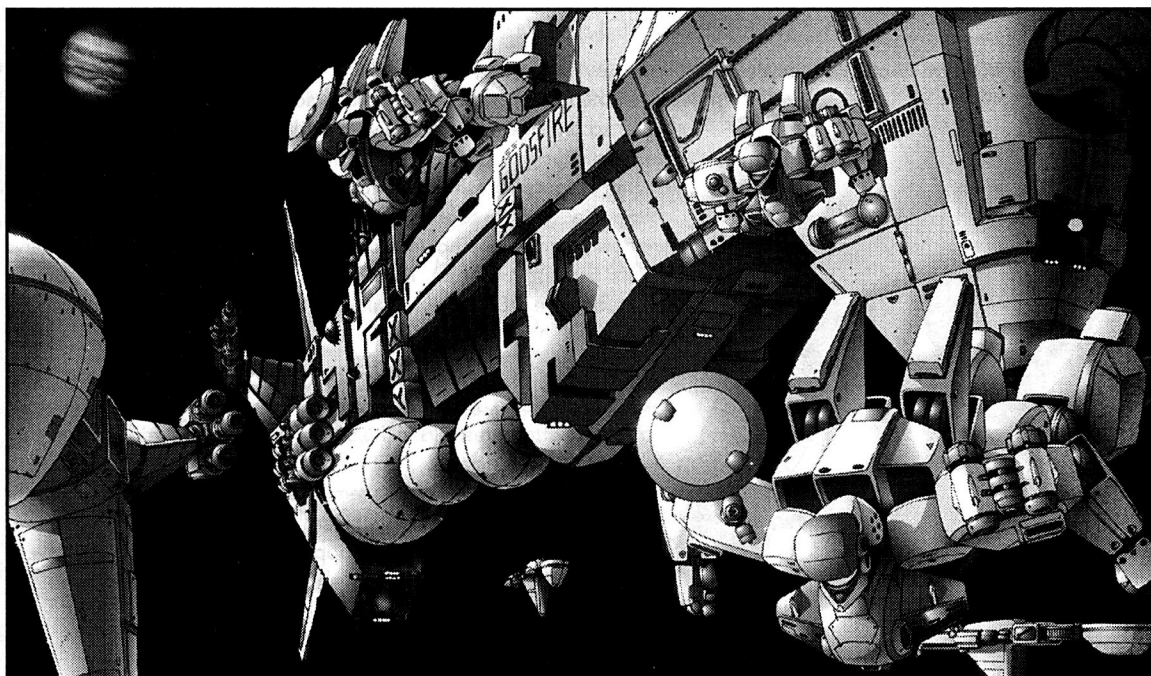
► ADVANCED RULES

There are several rules options presented in this section. Players should agree before the game begins which, if any, of these rules will be used in addition to the basic rules.

▼ REACTION ATTACKS

Normally, a unit may only attack during its Action phase. This can, however, lead to some unpleasant situations, where an opponent may fly around a unit in order to get a shot at the easier-to-hit rear facing. Thus, once you are comfortable with the basic flow of combat, you should try adding this rule, which allows a unit to attack outside of its Action phase.

A unit may now **Reaction Attack** at any time a Command Point could be used to give it an extra Action (which means that Evading units may not use Reaction Attacks). A Reaction Attack works just like a normal attack, and operates under all normal restrictions for fire arc and movement mode. However, unlike normal attacks, which cost one Action in the unit's Action phase, or Command Point Actions, which are totally free (except for the cost of the Command Point itself, of course), using a Reaction Attack results in a Stun counter being placed on the Reaction-Attacking unit. Otherwise, there is no cost for using a Reaction Attack. The placing of the Stun counter is to simulate the unit's pilot being flustered by an incoming unit and using his attention to fire off a quick shot at his attacker, and not paying attention to the status of his machine.

A unit may Reaction-Attack as many times as it likes, taking a Stun counter each time it does so. However, there is a practical limit on the number of times a unit may Reaction Attack. If it Reaction Attacks twice in quick succession, it will have two Stun counters, and is immediately Crippled. A Crippled unit may Reaction Attack, but only if doing so would not result in its destruction (i.e. a unit that is both Crippled and Stunned may not Reaction Attack, since doing so would give it another Stun counter, destroying it). Thus, Reaction Attacks are something of a tradeoff; they allow units to fire on incoming threats, but make any further incoming attacks that much deadlier. Ships, being terribly slow to react, may not use Reaction Attacks.

▼ ELECTRONIC WARFARE

Some units are equipped with complex suites of electronics allowing them to interfere with their enemies' communications. These ECM (Electronic Counter Measures) systems consist of jammers, white noise generators and other devices that can only be effectively canceled out by dedicated ECCM (Electronic Counter Counter Measures) systems. Units equipped with ECM and ECCM are marked as such on their data cards.

◇ ELECTRONIC COUNTER MEASURES (ECM)

It costs one Action to activate ECM, and one Action every turn thereafter to maintain the ECM. A Skill roll is made, and the rating of the unit's ECM is added to the result (if the unit is subject to an Overthrust penalty, it applies as well). This is the ECM's threshold. Place an ECM counter marked with the threshold on the unit (if a high enough threshold counter is unavailable, use a combination of counters adding up to the current threshold). Enemy communications are now jammed, and no units or ships on that side may use Command Points (except for Aces). ECM has, for the purposes of the game, unlimited range. ECM does not affect Command Point usage for friendly units or ships.

Maintaining ECM costs an Action, but does not require any additional Skill rolls. An ECM unit may, however, choose to reroll its ECM in order to get a better threshold. If the unit cannot pay an Action to maintain its ECM (if, for instance, it is Stunned and wishes to remove the Stun counter), the ECM counter is removed at the end of its Action phase, and enemy communications return to normal. If a unit that is activating or maintaining ECM is Crippled, its ECM counter is removed, and it may no longer use ECM. If an ECM-using unit is destroyed, the ECM counter is removed immediately.
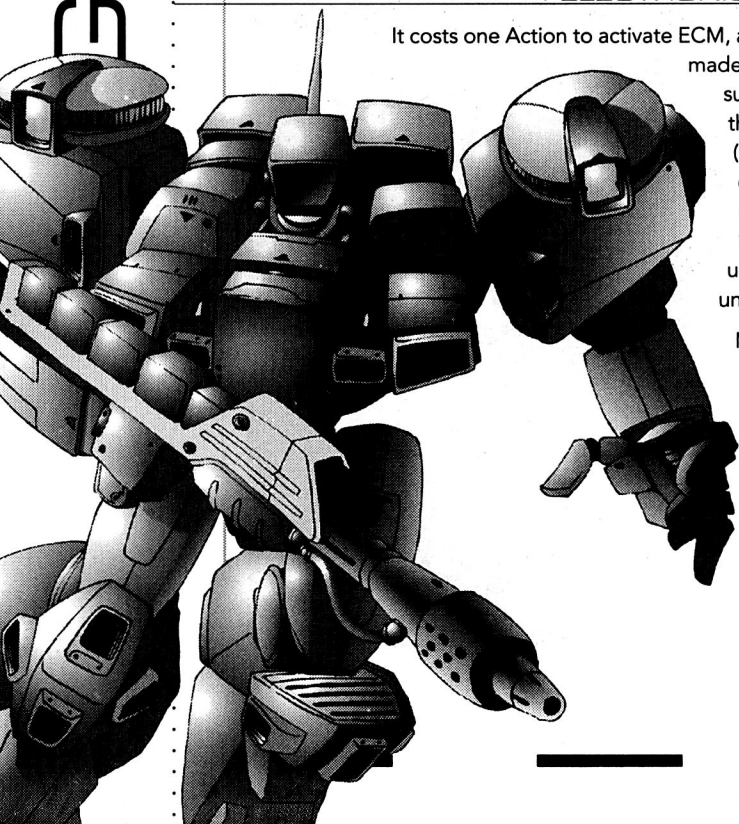
ELECTRONIC COUNTER COUNTER MEASURES (ECCM) ◇
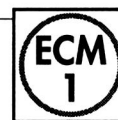
Units with ECCM can use it to dispel the effects of hostile ECM. For each Action spent on ECCM, a Skill roll is made, and the unit's ECCM rating is added to the result. If the total is higher than the ECM threshold, the ECM counter is removed, and communications are restored. If the total is lower than the threshold, the attempt fails and the ECM counter remains. If the roll ties the ECM threshold, the ECM threshold is halved (rounding down), but continues to block communications. The ECM counter should be changed to reflect this. Crippled units may not use ECCM.

It is possible to occasionally get a transmission through an ECM blockade, simply by luck or stubborn persistence. If a Player wishes to break through the ECM and give a Command Point to a unit that is being jammed by ECM, the unit must make a Skill roll, modified only by its Electronics rating (usually zero). If the roll beats the ECM threshold, the unit may use the Command Point; otherwise, the roll fails and the Command Point is lost. Either way, the ECM threshold remains in place.

MULTIPLE ECM ◇

Multiple ECM-using units cannot combine their ECM abilities in any way. If several units on the same side use ECM at the same time, only the highest ECM threshold gets a counter on the playing field to represent it. All weaker ECM thresholds from that side are canceled out. If, later on, a friendly unit activates ECM and gets a higher threshold than the current one, the owning Player may remove the old ECM counter and place an ECM counter on the new 'high' unit.

ECM can also be used to jam enemy sensors, rendering some units 'invisible.' Rules for such use of ECM will appear in a later supplement.

BOARDING ACTIONS ▼

An exo-suit or infantry unit in close combat with a ship may attempt to board it and damage it from the inside. The unit must declare its intention to board before taking its Action(s) for the turn. The unit must pick a component through which to enter the ship, and must attack that component with its Action. If the attack damages the component at all, no actual damage is inflicted (regardless of the severity of the hit) but a hole is blown in a door or hatch and a number of exo-suit or infantry squads up to the ship's Size may now enter the ship. Units that have boarded a ship should be removed from the playing field and placed on the boarded ship's record sheet.

On the turns following the actual boarding of the ship, a battle for control of the vessel will take place in the corridors and rooms of the ship. The boarded vessel's crew may try to fight off the invasion. Also, if there are any friendly infantry or exo-suit units aboard the ship at the time of the boarding, they may engage the invaders in close combat using normal close combat rules (i.e. attack-counterattack) during their Action phases.

If any defending exo-suits or infantry squads are aboard the ship, they must be destroyed in close combat or driven off the ship entirely before Actions may be spent to damage the ship itself. Every turn, for its Action, a boarding unit may attack any unit on the ship as if it were in close combat.

If there are no friendly infantry or exo-suit squads aboard the ship, the invaders have free run of the ship. The boarders may use their Action to set demolition charges. The boarders roll an opposed Skill test against the ship's crew. The boarders may add any Close Combat Optimized bonuses, while the ship's crew gets no bonus. If the boarders win the roll, they may choose a single system or component, which is immediately Overkilled. If the ship's crew wins the roll, then the boarders only manage to mark off one damage box in a system or component of their choice. If the boarders fumble the roll, they get caught in one of the crew's booby traps and are destroyed. As a final option, boarders may spend their Action to leave the ship (a wise choice, if they've just blown up the reactor).

Units firing on a boarded ship run a chance of damaging or destroying the boarding party along with the ship itself. Any time a ship system or component is damaged by an outside attack, any boarding units are Stunned, and any time a ship system or component is Overkilled by an outside attack, any boarding units are Crippled. Note, however, that a squad's Multiple Redundancy characteristic may be used to attempt to ignore all of these damage results.

▼ OBSTACLES

Due to the fact that most pitched space battles take place around large stationary objects (in order to provide both admirals with a frame of reference), many space battlefields are littered with the detritus of industry and civilization. These objects are collectively known as Obstacles.

If Players decide to use Obstacles in a game, each Player should get to place an equal number of Obstacles on the table, and Obstacle counters (see below) should be assigned randomly. If the Obstacle counters provided with the game are insufficient, you can easily photocopy more, or create new ones. The Campaign Rules provide more stringent guidelines for the use of Obstacles.

Obstacles can be used to block LOS but otherwise pose no threat to anyone, having no Actions or defenses. Each Obstacle counter is considered to actually be in scale with the table. Thus, unlike ship counters, any contact with an obstacle counter results in that unit being affected by the obstacle. For the purposes of this rulebook, obstacles may not be destroyed. There are four types of Obstacle in the basic game:

Dust Clouds: These vast areas are filled with electromagnetic radiation-absorbing dust. Any ship that moves into a dust cloud may increase its Avoidance by 1. If the ship is still in the dust cloud in the End Phase, it gets another +1 to its Avoidance. Exo-armors, fighters and exo-suit squads inside a dust cloud get a +1 bonus to their defense rolls.

Debris Fields: These are like dust clouds, but are made up of larger objects. In game terms, they work just like dust clouds, with one addition. Units entering a debris field must make a Skill check against a Threshold of 2. If the roll is failed, the unit takes a single Crippling hit to a randomly-determined system or component.

Rock Fields: These are dense manmade fields of depleted mining asteroids. They inflict a –2 Accuracy penalty to units attempting to fire into, out of, or through any part of the rock field. Units entering a rock field must make a Skill check against a Threshold of 2. If the roll is failed, the unit takes a single Crippling hit to a randomly-determined system or component.

Factory Complexes: These are huge arrays of robotic manufacturing complexes. They inflict a –2 Accuracy penalty to units attempting to fire into or through any part of the complex. They do not penalize units that are firing from inside the complex, however. Factory complexes do not have any penalties associated with entering them.

▼ RAMMING

Usually an act of desperation, ramming is actually a very effective combat maneuver, considering the amount of thrust most battlefield units are capable of generating. The difficulty, however lies in persuading a pilot to impact his vehicle into a target at high velocity, quite possibly resulting in his death.

Any unit may ram. Ramming is not counted as an Action, and may thus be performed even if a unit is Evading. To ram, a unit must move into base-to-base contact with its intended target. Then, a Skill roll against a Threshold of 4 must be made, to represent the possibility that the unit's crew may simply refuse to willfully scuttle their vehicle on the orders of their commander. If the roll fails, then the ram attempt is aborted, and the unit ends up in close combat with the target. A unit may only be ordered to ram once per game.

If the roll succeeds, then the unit immediately attempts to ram its target. A normal attack roll is made, but the only modifiers are the pilot's Skill Modifier and the ramming unit's Avoidance value. The defender gets a normal defense roll, with all applicable modifiers, but only if the defender is capable of movement. If for any reason the defender is unable to move, its roll is automatically zero, and the attacker's Margin of Success is automatically at least one (unless, of course, the attacker fumbles). It's not hard to run into a stationary object.

A unit inflicts an amount of damage equal to its Size plus the total distance it moved in centimeters that turn, multiplied by the Margin of Success of the ram. Both units involved in the ram inflict damage on each other in this manner. Ships ramming ships always impact on the Main Hull (and each Player may choose which system on his opponent's ship to damage). Standard units ramming ships may choose any Main Hull system or Component upon which to inflict the ram damage.

LAUNCHING AND RECOVERING UNITS ▼

The value of a carrier lies not in its firepower, but in its ability to carry hordes of exo-armors and fighters into battle, and repair them afterward. Although units cannot be repaired by a carrier in the middle of a battle, they can use the carrier's hangar as a hiding place, or to get an extra speed boost from its catapults.

To land on a carrier, a standard unit must spend one Action in physical contact with the carrier's counter. At the end of its phase, the unit is taken aboard the carrier and may no longer be the target of any attacks. Remove the unit from the table and place it on the carrier's data card. Warship missiles hunting the unit will target the carrier, instead.

To leave a carrier, a unit can simply drop out of an airlock. The unit appears on the playing field adjacent to its mothership during the Main Phase and may move and act as normal.

Fighters and exo-armors may also use a carrier's catapults to launch into battle. A carrier may launch as many units in a turn as it has catapults; this costs it no Actions, nor does it alter its Avoidance value. Catapults allow launched units to add up to 20 centimeters to their movement for that turn only, which must be used to move in a line straight ahead of the catapult (straight forward of the ship, unless otherwise noted). A launched unit may move and act as normal after it launches.

Each exo-armor or fighter occupies one bay in a carrier's hangar. Any ship may carry a number of exo-suit squads equal to its Size, and may carry an essentially unlimited number of infantry (although common sense should still limit Players' creativity). Exo-suits and infantry may not use catapults (although it might be morbidly amusing to try).

Note that it is possible to have many more units on the field than there are bays to carry them. One may assume that the "extra" units arrived at the battle under their own power, or by clamping on to the hulls of friendly ships.

ACES ▼

Be it by Skill, experience, courage or plain dumb luck, some pilots and ship crews are noticeably superior to their fellow warriors, sometimes seeming to possess almost supernatural powers of insight, aim or survival against the odds. Such people are represented in Lightning Strike by Aces, which are specialized counters that can be assigned to a single vehicle or ship.

An Ace unit in a Group gets its own counter, and thus will likely have different Skill levels and attributes from the other units in the group. It must, however, move at the same time as the rest of its Group. The other units in that Ace's Group have standard Skill levels (unless, of course, you have more than one Ace in a Group). Alternatively, an Ace may operate alone as a one-unit Group, but this can limit some Ace Perks. In this rulebook, Aces are the only pilots who are not standard pilots (i.e. Skill Level 2, Skill bonus 0).

Each Ace counter has several noteworthy characteristics. Aside from the character's name, Skill level and Skill bonus, there may be up to three additional symbols on the front of the counter. These symbols denote any special abilities or characteristics a particular Ace might have, such as an exceptionally quick mind or a sixth sense. Also important is the color of the Ace counter. Red stands for exo-armor, Yellow stands for fighter, Blue stands for exo-suit/infantry and White stands for ship. Each Ace must be assigned to a unit type of its color; while multi-color Aces do exist, they are exceptionally rare.

◇ ACE COST

The cost of an Ace is a multiplier; that is, the Threat Value of the vehicle or ship the pilot is assigned to is multiplied by the pilot's Cost to obtain the unit's final Threat Value. Round TV decimals to the nearest whole number. An Ace's Threat Value thus represents the total cost of the Ace and vehicle together. For instance, Madelaine Koudriopoulos (see page 44) has a cost of 4.65. If she is assigned to a Pathfinder exo-armor (TV 8), the final Threat Value of the pilot-vehicle combination would be 4.65 x 8 = 37.2, rounded to 37.

◇ ACE PERKS

All Aces get two automatic Perks just by virtue of being Aces. Of most importance is the Parting Shot, by which an Ace is allowed a final Action after being destroyed, possibly resulting in a double-kill. Nothing can prevent this final Action. Even if the Ace is massively Overkilled (or caught in a ship reactor explosion), he or she will still get to take one last Action. This Action must be taken at the moment of the Ace's destruction, and supersedes both the normal turn sequence as well as Command Point usage. Aces also automatically get to use Command Points, regardless of the state of the chain of command or of enemy ECM activity.

In addition to these automatic Perks, most Aces have one or more additional Perks noted on their counters, as described below.

Aura of Command: when the Ace speaks, people listen. As long as the Ace is not destroyed, his side receives an additional Initiative Command Point at the start of every turn. Point Multiplier: 0.2

Blind Luck: either by Skill or chance, things just always seem to work out for this Ace. Even seemingly impossible tasks can be accomplished by this remarkable individual. Die rolls involving the Ace that come up five are read as sixes. Point Multiplier: 1.0

Charmed Life: the Ace has spectacular karma. Point-blank shots veer off course, destroyed systems mysteriously come back on-line, and every conceivable mishap seems to miss the Ace by a millimeter. The number on the symbol for the Perk represents how many dice rerolls the Ace has available each battle. When the Ace fails a roll of any sort, he may use one of his dice rerolls to try the roll again. Point Multiplier: 0.1 per reroll

Inspirational: the Ace's piloting Skills may not be the greatest, but he makes up for it by encouraging everyone around him to be all that they can be. All other non-Ace units in the Ace's Group get a Skill bonus of +1 as long as the Ace is neither Crippled nor destroyed. Point Multiplier: 1.0

Lightning Reflexes: the Ace moves with both speed and efficiency, doing more in a few seconds than most people can do in a minute. The Ace gets an additional Action, above and beyond the normal Actions available to his vehicle or ship. Point Multiplier: 0.75

Melee Master: the Ace has gained impressive Skills in the dangerous art of close combat. The Ace adds 2 to his vehicle's Close Combat Optimized rating. Point Multiplier: 0.4

Nerves of Steel: the Ace is a highly-trained sniper. When the Ace takes an Aiming counter, the bonus to his attack roll is +2 instead of the normal +1. In addition, the Ace may fire into close combats with no chance of hitting a friendly target. Point Multiplier: 0.2

Quick and Wily: the Ace always seems to know where the next attack is coming from, and moves with fluid grace to avoid it. The Ace gets a +1 bonus to all Defense rolls. Point Multiplier: 0.4

Sixth Sense: this Perk is assigned to warship crews. At the end of the first ship phase, the ship may make a single free turn up to its normal Turning type. In other words, a ship with Average Turning may make a free turn of up to ninety degrees, while a ship with Sluggish Turning may only make a turn of up to forty-five degrees. Point Multiplier: 0.2

◇ ACE CREATION RULES

Note that in the above list, each Perk has a Point Multiplier associated with it. To create an Ace, come up with a name, history and unit type. Then decide what Skill Level, Skill Bonus and Perks your Ace will have. Finally, calculate the new Ace's cost as instructed below.

The Ace's basic cost multiplier represents his Skill Level and Skill Bonus. Use the following table to find the Ace's basic cost multiplier. For instance, the basic cost multiplier of an Ace with a Skill Level of 3 and a Skill Bonus of +1 would be 3.6.

ACE BASIC COST MULTIPLIER □

Skill Bonus:	0	+1	+2
Skill Level One:	x0.65	x0.9	x1.15
Skill Level Two:	x1.15	x2.15	x3.1
Skill Level Three:	x2.15	x3.6	x6.1
Skill Level Four:	x4.1	x6.1	x9.1

Ace's Total Cost = Basic Cost Multiplier + (sum of all Perk TV Multipliers)

So, to complete the example, let's say the Level 3, Bonus +1 Ace from above has Blind Luck and Nerves of Steel. The sum of the basic cost and Perk costs is 3.6 + 1.0 + 0.2 = 4.8, which is then used to calculate the final TV cost of whatever unit the Ace finds himself assigned to.

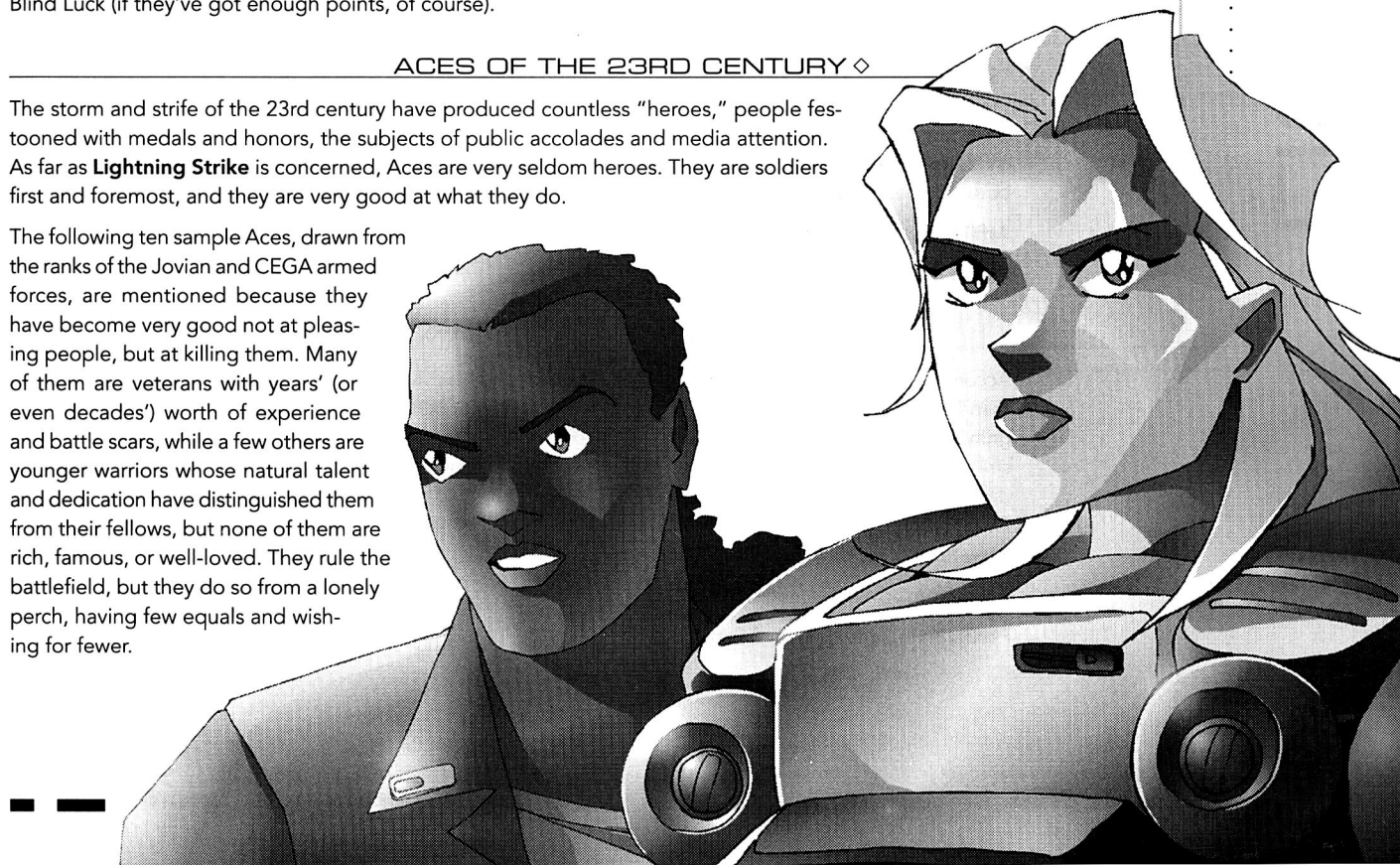## CONVERTING CHARACTERS TO LIGHTNING STRIKE ◇

Sometimes, Gamemasters running a roleplaying campaign in Jovian Chronicles may wish to depict an especially large battle, or Players may wish to participate in one. These guidelines are for Players who need to provide stats for their Jovian Chronicles characters in Lightning Strike.

1) Player Characters are automatically Aces, with all the associated benefits.

2) A Player Character's Skill Level is equal to the average of his or her relevant Pilot and Gunnery Skills, rounded up. If the Gamemaster judges that Electronic Warfare is a more relevant Skill, it may be substituted for or averaged in with the Gunnery Skill.

3) A Player Character's Skill Bonus is equal to the higher of his Perception, Agility or Creativity attributes minus two. So, if a character has PER 2, AGI 3 and CRE 1, his Skill Bonus would be 3-2=1. The reason for subtracting two is that most pilots in Lightning Strike are already considered competent in their field, with Skill levels and Attributes of level two.

4) A Player Character's Fate Points translate directly into levels of Charmed Life. Instead of taking Charmed Life, Players may 'buy back' the points that their Charmed Life level is worth and use them to purchase other special abilities, but only with the permission of the GM and the other Players. Such purchases should reflect something distinctive about the character, and not be bought just because they're effective. For instance, the group's sniper character might buy levels of Nerves of Steel, to reflect his aiming Skills. Characters who have managed to survive long periods of time without ever having had to use Emergency Dice could buy Blind Luck (if they've got enough points, of course).

ACES OF THE 23RD CENTURY ◇

The storm and strife of the 23rd century have produced countless "heroes," people festooned with medals and honors, the subjects of public accolades and media attention. As far as **Lightning Strike** is concerned, Aces are very seldom heroes. They are soldiers first and foremost, and they are very good at what they do.

The following ten sample Aces, drawn from the ranks of the Jovian and CEGA armed forces, are mentioned because they have become very good not at pleasing people, but at killing them. Many of them are veterans with years' (or even decades') worth of experience and battle scars, while a few others are younger warriors whose natural talent and dedication have distinguished them from their fellows, but none of them are rich, famous, or well-loved. They rule the battlefield, but they do so from a lonely perch, having few equals and wishing for fewer.

◇ JOVIAN EXO-ARMOR ACE: MADELAINE KOUDRIOPOULOS

The hero of the Battle of Elysee has never been content to rest on her laurels. Colonel Koudriopoulos may be getting older, but she's still near the top of the Jovian exo-pilot roster. Madelaine has never been pleased with her warrior skills; she fights for her people, but only because she knows she is needed in that capacity. She would just as soon paint exo-armors as fly them.

Special Rules: Koudriopoulos is somewhat of a legend among the ranks of the Jovian Armed Forces. As a result, her troops are more than willing to lay down their lives for her. Whenever she takes Overkill damage and there is a friendly unit within 5 cm, that unit is destroyed instead. She is also hot-tempered: if the Jovians lose more than half their forces in a single turn, she will attack the enemy with a berserker's fury, gaining a +1 modifier on all her Skill rolls.

Affiliation: Jovian Confederation

Skill Level/Skill Bonus: 2/+2

Perks: Quick and Wily, Lightning Reflexes, Melee Master

Cost: 4.65

◇ JOVIAN EXO-ARMOR ACE: WANG LING

Named for the loyal friend and companion of the first emperor of the Han Dynasty, Lieutenant Ling is just as shy and modest as his namesake. His ever-present good humor has a noticeable effect on the morale of his comrades, however. Even in the direst circumstances, Wang Ling's confidence and assurance can help to pull a victory seemingly out of nowhere.

Affiliation: Jovian Confederation

Skill Level/Skill Bonus: 3/0

Perks: Inspirational

Cost: 3.15

◇ JOVIAN FIGHTER ACE: HELENA JUNO

Flight Instructor Juno likes to challenge exo-armor pilots to simulator duels, just to let them know that it's not the machine that rules the battlefield, but the pilot within. Juno isn't technically on the combat roster, but every so often, she manages to get assigned to a task force as a "tactical advisor." From there, talking her way into a cockpit and a real fight is even easier than shooting down overconfident Retaliator-jocks.

Affiliation: Jovian Confederation

Skill Level/Skill Bonus: 3/0

Perks: Quick and Wily, Nerves of Steel

Cost: 2.75

◇ JOVIAN EXO-SUIT ACE: DANIEL GRAYSON

"Sergeant Dan" was always the shortest kid when he was younger; now that he's a trained soldier, he's *still* the shortest one. Surrounded by hulking exo-armors and vast warships, Grayson and his crew have had to learn to deal with being underfoot a lot. Daniel is good-humored about the size differences, though. As a child, he carried a big stick to ward off bullies. Now, he points out, he carries limpet mines that are even better at making the bigger boys go running home to mommy.

Affiliation: Jovian Confederation

Skill Level/Skill Bonus: 2/+2

Perks: Melee Master

Cost: 3.5

◇ JOVIAN WARSHIP ACE: SANJAY SANTHAKUMAR

According to fleet legend, Commander Santhakumar and his elite command crew have survived more battles than their combined ages. Although the stories are almost certainly false, there can be no doubt that the grim, aged Santhakumar has luck and Skill of extraordinary proportions. Often sent on secret raids and deep strikes, Santhakumar is seldom seen in Jovian space. When his fleet does sail in for repairs, however, the damage is usually extensive, varied and old, suggesting long periods of time spent without any support or relief. Assignment to one of Santhkumar's ships is usually met with much less enthusiasm than promotion away from one.

Affiliation: Jovian Confederation

Skill Level/Skill Bonus: 3/+1

Perks: Sixth Sense, Aura of Command

Cost: 4.0

CEGA EXO-ARMOR ACE: RANHO GARAND ◇

Once a Lieutenant in the CEGA military, Garand has been officially missing for years. Left for dead by his treacherous fleet commander, Garand should have perished in the radiation belts near Jupiter. Reports persist, however, of a mysterious Ace pilot who appears out of nowhere to aid CEGA forces, seldom staying long and never revealing his identity. CEGA officials refuse to lend credence to the rumors.

Special Rules: Garand always operates alone; he may never be attached to a Group. If Garand is Crippled, he is automatically repaired by the next battle at no cost. If he is destroyed, he is removed from the fleet roster, vanishing into the void to lick his wounds. Due to his mysterious agenda, Garand is not reliable; when his side fumbles an Initiative Roll, Garand decides he is needed elsewhere. His vehicle is removed from the table immediately (in Campaign games, he is counted as Crippled, and so may return for the next battle).

Affiliation: CEGA/Non-aligned

Perks: Charmed Life (3), Lightning Reflexes, Blind Luck

Skill Level/Skill Bonus: 4/0

Cost: 6.15

CEGA EXO-ARMOR ACE: MERRIL UPTON ◇

Lt. Commander Upton is one of the few individuals who can honestly say they joined CEGA for fun. She is the only such individual who has managed to survive long enough to command a squadron. A curious combination of optimism, cluelessness and dumb luck has brought her to her current rank. Subordinates who hope that her luck is infectious, however, often find themselves very disappointed, and occasionally, very dead.

Affiliation: CEGA

Perks: Blind Luck

Skill Level/Skill Bonus: 2/+1

Cost: 3.15

CEGA FIGHTER ACE: JEDEDIAH SNELL ◇

Given that the North American heartland is a radioactive wasteland, one wonders how Lieutenant Snell managed to acquire his Midwest-farmboy accent and mannerisms. His superiors suspect him of watching old movies from the Banned Lists, but they don't complain, because underneath his straw-chewing un-shaven visage is a sharp tactical mind and some of the best fighter pilot skills in the CEGA Navy. So what, they say, if all his orders are prefaced with "Hey, y'all?"

Affiliation: CEGA

Perks: Aura of Command

Skill Level/Skill Bonus: 3/+1

Cost: 3.8

CEGA EXO-SUIT ACE: AYMERIC ◇

Most pirates only have one name; in a small group anything more would be redundant and wasteful. When Aymeric was recruited to CEGA's exo-suit infantry by a merciful military tribune, he was allowed to continue to forgo the use of a family name. According to Aymeric, he doesn't need a last name. As far as he's concerned, "Colonel" is his first name.

Affiliation: CEGA

Perks: Nerves of Steel, Charmed Life (2)

Skill Level/Skill Bonus: 3/0

Cost: 2.55

CEGA WARSHIP ACE: ADMIRAL JIE LIN ◇

Admiral Lin and her on-and-off fleet duels with Jovian Commander Santhakumar are a well-known topic of conversation in both officers' messes and enlisted-rank betting pools. Neither Lin nor Santhakumar ever mention that, over two decades of constant sparring, they have grown far closer to each other than most couples born of more normal circumstances. Forever destined to be enemies, yet sharing a deep empathic link, the two tired commanders fight on, dreading the day when one may finally be forced to kill the other.

Affiliation: CEGA

Perks: Aura of Command, Charmed Life (2)

Skill Level/Skill Bonus: 3/+1

Cost: 4.0

▶ BASIC CAMPAIGN RULES

Even in the charged political climate of the 23rd century, outright warfare is often a logistical and economic impracticality. It's so much easier to send out a lone fleet, made as self-sufficient as possible, and tell its commander to wreak as much havoc as possible before coming home. If the fleet succeeds, they can be quietly welcomed back. If they fail, their actions can be loudly (if not necessarily believably) denied.

Each basic campaign focuses on two rival fleets, each one assigned to undertake operations in a certain area of the solar system. Players will choose their fleets, maneuver them into a strategically advantageous position, and then fight it out on the tabletop. These basic campaign rules lack rules for salvage, prisoners, variable-quality pilots and other complexities. Later on, however, Players will get even more options with which to gain renown and/or infamy in the Solar System. . .

▼ SECRECY

Many of the decisions made in the campaign need to be kept secret from one's opponent. If both Players trust each other, this should not be a problem. Even so, it is probably a good idea to have an impartial third person monitor the four non-battle Phases of each Campaign Turn, keeping both Players honest. Another good practice is to keep a record of all of one's campaign decisions and roll results, so that any disputes can be settled by checking the records.

▶ CAMPAIGN STATS

These values appear at the bottom of each ship's data card, and provide additional data used in the campaign game.

Resupply Value: this represents the relative difficulty of obtaining spare parts for the ship or exo. Every repair center has an Availability Value (for military carriers and transports, this number is always 6). If a repair center's Availability Value is lower than a unit's Resupply Value, the repair center does not have the specialized parts need to repair that unit, and so may not make any repair rolls for that unit. If the repair center's Availability Value is equal to or greater than the unit's Resupply Value, repairs may be attempted as normal.

Repair Value: this represents the difficulty of actually repairing the ship or exo. Some vessels, like the Ebiiru, are well-known, modular and very common, making them easy to put back together. Other ships, like the Poseidon battleships, are cranky and take much more time and equipment to repair. This number is a Threshold, against which a repairing ship must make a Skill test. Repair values for non-ship units are given in the table below. Note that most exo-armors are rather difficult to repair, making them less valuable in a campaign setting than they are in a one-off battle.

Vehicle Capacity: this is the number of exo-armors, fighters or exo-suit squads the ship may carry along with it during the campaign. It has little to do with the size (or presence) of the ship's hangar, and is mainly determined by the ship's size (and hence, the available space for small vehicles to dock on the outer hull). The number of exo-armors, fighters and exo-suit squads in a fleet may not exceed the fleet's total Vehicle Capacity.

Base Fleet Maneuver Rating: a general measure of the ship's engine power and fuel reserve, this is used to calculate the fleet's strategic maneuverability. This number may fluctuate throughout the campaign, but may never rise above the Base Rating.

Campaign TV: the Threat Value written on a unit's data card is used for single battles. In a campaign environment, when other variables can alter the value of a unit, the Campaign TV should be used. On ship data cards, the Campaign TV is the value after the slash.
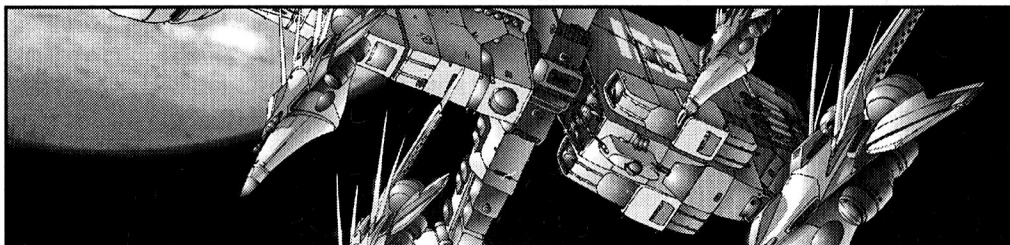
CAMPAIGN STATS FOR STANDARD UNITS □

Unit Type	Repair Threshold	Resupply Value	Campaign TV
Jovian Units			
Decker Squad	2	1	7
Falconer Squad	2	2	11
Hector	2	2	13
Lancer Plus	2	2	8
Pathfinder	3	3	8
Pathfinder Sniper	3	4	8
Pathfinder Command	4	4	11
Pilum Lancer	2	3	6
Retaliator	4	4	9
Stormrider	5	6	20
Vindicator	3	5	13
CEGA Units			
Cerberus	4	5	11
Dragonstriker	5	6	22
Fury	4	5	9
Kobalt Squad	2	3	6
Minotaur Squad	2	1	12
Syreen	2	2	7
Wraith	2	1	13
Wraith-Si	2	3	9
Wyvern	3	3	11
Wyvern Bomber	3	3	10
Wyvern Command	3	4	13

LEADERSHIP ▼

A fleet must have a leader, usually an admiral (although the actual rank varies between nations, both the Jovians and CEGA use the term "admiral"). In these rules, you, the Player, are the admiral, and are represented in the game by one ship in the fleet that you designate as your flagship. Currently, the only purpose of the flagship is to provide a clear target for the enemy to attack in Vendetta campaigns; otherwise, the loss of a fleet's flagship is pretty meaningless, and if you're not playing a Vendetta, you don't even have to designate one. Later on, rules will be introduced that will add more detail to the command structure of all five Solar Nations. For the moment, if you're playing a Vendetta, simply designate one ship as the flagship, and then keep it from getting blown up.

CAMPAIGN POINTS ▼

Campaign Points are a measure of your fame (or infamy) as a fleet admiral. You gain Campaign Points after battles and after completing campaigns. In the basic rules, you will never lose Campaign Points, even after a miserable defeat. This will change in the future, so enjoy your superiors' generosity while it lasts!

TRANSPORTS ▼

Fleets on long missions usually don't get to go home for repairs until after they've finished the job they came out to do. Often, the only way for a fleet to get spare parts, fuel and ammunition is to bring along a group of military transport ships. The transports can either be left in a relatively safe spot (and be vulnerable to an enemy raid) or travel with the main fleet (slowing it down and being vulnerable in battle).

An admiral may take as many or as few transports as he wishes. Keep in mind, however, that transports are a fleet's only reliable source of resupply; when they run dry, the fleet will begin to fall apart.

Transports are not an infinite resource. In this rules set, each transport may carry up to 100 Cargo Units worth of ammunition, parts, fuel and repair facilities. Once these run out, your transports are useless. When assembling your fleet, write down the contents of your transports on the Fleet Roster.

⊞ TRANSPORT CARGO OPTIONS

Ammunition Supply:	Each Ammunition Supply Point takes up 1 Cargo Unit
Ship Parts Supply:	Each Ship Parts Supply Point takes up 2 Cargo Units
Exo/Fighter Parts Supply:	Each Exo/Fighter Parts Supply Point takes up 1 Cargo Unit
Fuel Supply:	Each Fuel Supply Point takes up 3 Cargo Units.
Spacedock:	Each portable spacedock takes up 20 Cargo Units on a transport.

▼ ASSEMBLING THE FLEET

Use the Fleet Roster to keep track of your fleet's non-ship resources. For each ship in your fleet, photocopy an appropriate ship data card and keep it with your Fleet Roster.

The core of the fleet is its warships and transports. Both Players start out with the same Threat Value in ships. A good starting total Threat Value is 500. Photocopy an appropriate ship data card for each ship in your fleet. Remember to use the ships' Campaign Threat Values when assembling your fleet (especially in the case of transports, which are much more valuable in a campaign than they are in a battle).

A fleet will require standard units (exo-armors, fighters and exo-suit squads) to be properly battleworthy. Each Player may choose a number of standard units whose total Campaign Threat Value does not exceed the total Campaign Threat Value of the fleet's ships. You must also make sure that the total number of units does not exceed the fleet's total Vehicle Capacity. Use the table on the Fleet Roster to keep track of your standard units. Use a pencil, since there will likely be lots of changes in your units' conditions and number throughout the campaign.

Each fleet starts with a group of Aces whose costs must total less than 25. If you wish, you may create these Aces yourself. No one Ace may have a cost greater than 6.5. Take care of these Aces: they're not easy to replace. In the basic rules, a fleet has an effectively unlimited number of standard crews, so there will always be pilots and crews for your vehicles.

► STARTING A CAMPAIGN

Now that you've assembled a fleet, allocated supplies and prepared a Fleet Roster, it's time to begin the campaign. The first step is to determine the location and objective of the campaign. Then each admiral must decide whether to split his fleet. Once this is done, both fleets can leave home and go full thrust toward the battlefield.

▼ CAMPAIGN LOCATION AND TERRAIN COMMONALITY TABLE

This table is used to figure out where the campaign will take place, and also lists the type and number of obstacles to be found in each battle of a campaign in a given territory. Roll one die to see which territory the campaign will take place in. Then, before each battle, roll one die for each type of obstacle, modifying the roll by the modifier listed under the appropriate column. The result of each roll is the number of that type of obstacle that will be on this battlefield. The Player that wins the preceding Strategy Phase may place all obstacles on the table before either Player sets up his forces.

⊞ OBSTACLE TABLE

Die Roll:	1	2	3-4	5-6
	Jovian Space	Earth Space	Inner Solar System	The Belt
Dust Clouds	0	-2	-1	-3
Debris Fields	-2	-3	-2	-1
Rock Fields	-5	-5	-3	0
Factory Complexes	-4	0	-2	-5

TO SPLIT OR NOT TO SPLIT? ◇

An admiral has two options: he may split his fleet into a main battle task force and a reserve task force, or he may keep all his ships together. If the fleet is split, each ship and standard unit must be assigned to either the main task force or the reserve task force. The main task force will move out to engage the enemy fleet, while the reserve force will find a safe hiding place and avoid enemy contact.

If you keep all your ships together, you can use the Supported Repair Phase in addition to the Self-Repair Phase any time you are normally permitted to use the Self-Repair Phase. However, you must have at least one transport with you in every tabletop battle you fight, meaning that your supplies are always vulnerable to enemy attack. If you split your fleet, *all* your transports must be placed in the reserve force. You will have to use the Withdraw strategy in order to get Supported Repair, but your transports will be much safer.

CAMPAIGN OBJECTIVES ◇

There are three types of campaign, each one with a different objective. The Players should decide together which campaign type to play, or you may simply decide randomly. Once the type of campaign has been decided, the first campaign turn begins. Note that in this first turn, there will be no Repair or Reinforcement Phases, since neither fleet has yet sustained any damage.

IMPORTANT STATION ◇

The fleets are fighting to gain control of a neutral repair station. At the start of the campaign, roll one die: the result is the repair station's Availability Value. Roll another die and multiply the result by 100; this is the number of Cargo Points the station has. Each Player may stock half of the repair station's capacity with any supplies he desires, but both Players may use any or all of the supplies during the campaign.

The goal of the campaign is to destroy or drive away the enemy fleet. Note that the repair station never actually appears on the table; neither fleet wants to risk its being destroyed, so they won't fight next to it. The winner of this campaign receives 8 Campaign Points after the enemy fleet Goes Home.

VENDETTA ◇

The purpose is straightforward: defeat the opposing fleet's flagship. Once a flagship is destroyed, the victorious side has won the campaign and receives 5 Campaign Points after his flagship successfully Goes Home. If both flagships are destroyed, neither Player gets any Campaign Points.

RECOVERY ◇

Both fleets are scouring the same area for a lost datacore or other bit of politically-worthwhile junk. The objective is thus not a single location, but rather an area of space in which the datacore is presumably drifting. This area may be Fortified just like an Important Station, with the fleet in close formation, sending out search parties to dredge through local space. In any battle where a fleet chose the Raid or Fortify strategies (regardless of the preceding Strategy roll), both fleets may search the table during the battle.

The datacore is located in one of the Obstacles on the table. To search an Obstacle, a ship or unit must spend one Action while located inside the Obstacle. The searching unit rolls a Skill test against a Threshold of 5, modifying the result by –1 for every enemy unit within 20 centimeters. If the roll fails, nothing happens. If the roll succeeds, the datacore has been found. Units that are being boarded or otherwise engaged in close combat may not search for the datacore.

Once the datacore is found, represent it on the table with a spare counter. Any Unit may spend one Action to pick up the datacore, after which the datacore travels with that Unit. If the Unit carrying the datacore is destroyed, the datacore is dropped and may be picked up again. If the datacore is aboard a ship, it may be retrieved by a boarding Action; run it as normal, but instead of Overkilling a system or component, the boarders may retrieve the datacore. If the datacore is aboard a ship whose reactor detonates, it is destroyed.

Once the datacore is carried off the table, it is in firm possession of the fleet that captured it, and may not be reclaimed. The only option for the enemy is to wipe out the fleet, datacore and all, before any of them can get home. The winner of this campaign receives 4 Campaign Points after his fleet successfully Goes Home. If the datacore is destroyed, neither Player gets any Campaign Points.

▶ THE CAMPAIGN TURN

Every Campaign is played in a series of Turns, much like the turns in a battle. In these turns, your fleet will maneuver, fight, and repair itself, all the time moving toward an overall campaign objective.

⊞ CAMPAIGN TURN PHASES

1) Strategic Phase: where the nature of the next three Phases is determined
2) Repair Phase: where the fleet is repaired and resupplied
3) Reinforcement Phase: where the fleet is reinforced with new equipment and Aces
4) Battle Phase: the actual tabletop fight
5) Regrouping Phase: after the battle, ships lose ammunition and fuel.

At the end of the Regrouping Phase, the next Strategic Phase begins.

▼ THE STRATEGIC PHASE

The Strategic Phase determines which fleet will gain the upper hand in the next battle, as well as allowing Players to decide whether to withdraw for repairs or press the attack. It consists of two steps. First, each Player must choose one of the seven possible Strategies listed below. Then, an opposed roll is made to determine which side has the advantage, and which scenario to play next.

◇ FLEET MANEUVER RATING

A group of ships is often limited by its slowest members. In **Lightning Strike**, a ship's thrust and fuel capacity when traveling long distances (such as those between battlefields) are encapsulated in its Fleet Maneuver Rating (FMR). The FMR takes into account many factors, most notably the amount of thrust that can be sustained by the ship's engine(s). their efficiency and the amount of reaction mass and other consumables carried aboard.

On each ship's data card, there is an entry for Base Fleet Maneuver Rating. This is the ship's maximum possible FMR; the number may go down and up as the ship moves from battle to battle and is refueled, but it may never go above the Base number. A ship's FMR may also never drop below zero; once it hits zero, all it has left is just enough fuel to maneuver in battle and maybe limp back home — slowly.

A task force's overall Fleet Maneuver Rating is equal to the lowest FMR in the task force. This is why it is usually a bad idea to have your transports travel with the fleet; they're slow!

◇ THE STRATEGY ROLL

Each Player must secretly choose one of the seven strategies listed below, and write it down on a piece of scrap paper. Each Player then rolls two dice, modified by the main task force's overall FMR. Reroll draws. The winner of the roll is the winner of the Strategic Phase.

After the Strategy Roll, both Players reveal their strategy choices to their opponent, and then use the Scenario Table on the next page to find out which scenario to play next. The scenarios can be found on page 54 and following.

◇ OFFENSIVE STRATEGIES

Objective Raid: the fleet will attack or search the objective with variable force. Before the next battle, the fleet may use the Self-Repair Phase. If the fleet chooses not to use the Self-Repair Phase, and instead attacks immediately, a +1 bonus may be added to the Strategy roll.

Hunt: the fleet will disperse and attempt to find the enemy's reserves or stragglers. Before the next battle, the fleet may use the Self-Repair Phase. If the fleet chooses not to use the Self-Repair Phase, and instead concentrates totally on finding the enemy, a +1 bonus may be added to the Strategy roll.

Stalk: the fleet will stay together and attempt to follow the enemy at a safe distance. Before the next battle, the fleet may use the Self-Repair Phase. If the fleet chooses not to use the Self-Repair Phase, and instead moves immediately, a +1 bonus may be added to the Strategy roll.

DEFENSIVE STRATEGIES ◇

Fortify: the fleet will gather around the campaign objective and defend it. Before the next battle, the fleet may use the Self-Repair Phase. If the objective is a repair center, then the fleet may also use the Supported Repair Phase, using the repair center's Supply stats, but only if the fleet wins the Strategy Roll.

Hide: the fleet will disperse, attempt to leave the battlefield and try to regroup undetected. Before the next battle, the fleet may use the Self-Repair Phase. If the fleet chooses not to use the Self-Repair Phase, and instead hides immediately, a +1 bonus may be added to the Strategy roll.

Withdraw: the fleet will attempt to rendezvous with its reserves and/or attempt to effect as many repairs as possible. Before the next battle, the fleet may use both the Self-Repair and Supported Repair Phases.

Go Home: the fleet will attempt to return to its home nation and abandon the campaign. If your opponent chooses any Offensive strategy, treat this as a Withdraw strategy. If your opponent chooses any Defensive strategy, the campaign ends immediately.

SELECTING A SCENARIO ◇

Using the table below, look up the scenario the fleets will play as a result of each admiral's strategic choice. The winner of the Strategy Roll looks up his strategy choice on the left side, while the loser looks up his choice along the top. Follow the row and column; where they cross is the scenario to be played. Note that there are two entries for the Fortify strategy, one for Vendetta campaigns (where the objective is the enemy flagship) and the other for Important Station and Recovery campaigns. Some boxes have two scenarios listed; play the appropriate one for the campaign type.

SCENARIO TABLE ▥

	Loser						
Winner	**Raid**	**Hunt**	**Stalk**	**Fortify: Vendetta**	**Fortify: Other**	**Hide**	**Withdraw**
Raid	Face of the Enemy	Nobody Home / Headhunter	Knock, Knock	Knock, Knock	Vandalism	Nobody Home / Headhunter	Nobody Home /Eat or be Eaten
Hunt	Face of the Enemy	Face of the Enemy	Knock, Knock	Back Shot	Back Shot	Back Shot	Eat or be Eaten
Stalk	Out-numbered	Out-numbered	Full Contact	Full Contact	Full Contact	Out-numbered	Eat or be Eaten
Fortify: Vendetta	Knock, Knock	Out-numbered	Full Contact	Test the Waters	-	Out-numbered	Knock, Knock
Fortify: Other	Vandalism	Out-numbered	Full Contact	-	Full Contact	Out-numbered	Test the Waters
Hide	Vamp	Vamp	Vamp	Knock, Knock	Vandalism	Face of the Enemy	Eat or be Eaten
Withdraw	Test the Waters	Test the Waters	Vamp	Test the Waters	Test the Waters	Out-numbered	Test the Waters

THE REPAIR PHASE ▼

The Repair Phase is the part of the campaign turn that comes immediately after the Strategic Phase. It consists of two steps. These two steps, Self-Repair and Supported Repair, may or may not happen depending on the results of the preceding Strategic Phase. The results of the Repair Phase are kept secret, since neither Player is supposed to know what his opponent's overall force composition is. If honesty is going to be an issue, have an impartial third person monitor each Player's repair rolls.
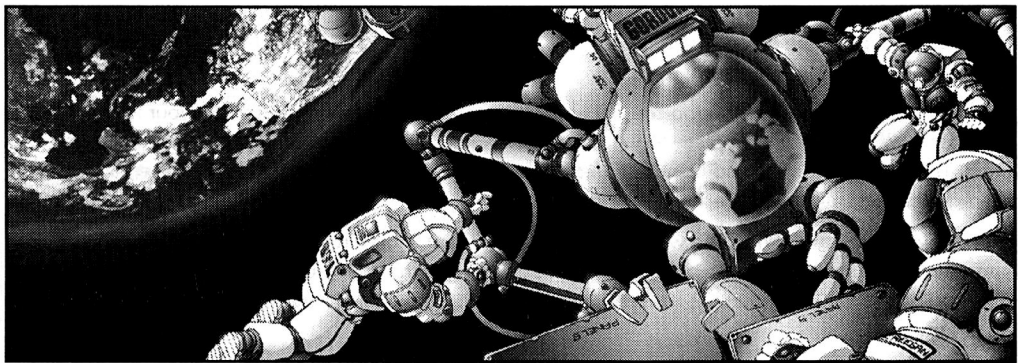
◇ SELF-REPAIR

Most repairs that take place on the battlefield are jury-rigs that tend to fall apart within a matter of hours. After a battle, more permanent repairs can be undertaken. For ships, all marked-off damage boxes may be erased (lost Cargo Units, however, are lost forever). Overkill damage, however, cannot be repaired.

Stunned standard units are automatically un-Stunned. Crippled exo-armors, fighters and exo-suit squads must be repaired in a carrier's hangar. Each bay in a hangar may attempt to repair one Crippled exo-armor, fighter or squad of exo-suits. Make a Skill test on the repairing ship's Crew Level, against the Crippled unit's Repair Threshold (listed on the table above). If the roll fumbles or fails, the unit remains Crippled. If the roll succeeds, the unit is immediately restored to full function. Although multiple units cannot occupy a single bay, more than one bay may be used to attempt to repair a single unit; if this is done, one repair roll may be made for each bay. Essentially, the number of bays a hangar has is the number of repair rolls it may make in a single Repair Phase.

If a hangar is Overkilled, it may not repair anything. Vehicles that are not repaired will remain Crippled until they are repaired.

Also in this step, some ships may transfer ammunition between each other. Ammunition may only be transferred between weapons with exactly the same type, range, accuracy, damage and characteristics. For instance, a Valiant may not transfer ammunition to an Athena, since the Athena has smaller KKC batteries and larger missile bays. When a ship transfers ammunition, it empties its own magazines in order to fill the recipient's, so the giver's weapon will be out of ammunition.

◇ SUPPORTED REPAIR

If a fleet manages to rendezvous with its transports (or if it has transports traveling with it), full repairs may be made to ships and standard units. Supported Repair may also be accomplished at a repair station, if an Important Station campaign is being played.

Overkilled Ship Systems: this step is the only time that Overkilled ship systems may be restored to full function. For each Ship Parts Supply point spent, the transport may make one repair roll (using its Crew Level) on any Overkilled ship system or component, using the ship's Repair value as a threshold. If the roll is fumbled or failed, nothing happens; either a part was faulty, or the damage was more extensive than previously thought. The system or component remains Overkilled. If the roll succeeds, the Overkilled system or component is restored to full function. Only one roll may be made for each Overkilled system in each Campaign Turn. Destroyed Cargo may never be repaired, and the lost Cargo Units are gone forever.

Standard Unit Repairs: in this step, a second attempt may be made to repair any exo-armors, fighters or exo-suit squads that were not repaired in the Self-Repair step, using the transports' Exo/Vehicle Parts Supply points. For each such Parts Supply point spent, the transport may make one repair roll (using its Crew Level) on any Crippled standard units rendezvoused with the transport. Any number of repair rolls may be made, as long as the transports have Supply Points left to spend.

Spacedocks: each spacedock a transport carries confers a +1 bonus to all repair rolls made by the transport. On a repair station, each spacedock increases the station's Availability Value by one, but has no other effect.

Refueling: each point of Fuel Supply spent on a ship will raise its Fleet Maneuver Rating by one, up to a maximum of the ship's Base Fleet Maneuver Rating. No Skill check is necessary to refuel ships.

Ammunition: a transport ship may also reload a warship's ammunition. For each Ammunition Supply point spent, one weapon type on one warship may be completely reloaded. No Skill check is necessary, since this operation is exceedingly simple.

Splitting the Fleet: after the Supported Repair step, you may decide whether to split your fleet or keep it together. If you split your fleet, place all your transports and any escorts you wish to assign in the reserve task force. The remaining ships and standard units make up your main task force (which, depending on your strategy, may actually be smaller than your reserve).

The division of your fleet must be written down, but it is kept secret from the other Player. That way, your opponent won't know where the bulk of your force is until after he commits to an attack (the same goes for you too, of course). If necessary, have an impartial third person keep track of each Player's task force composition.

THE REINFORCEMENT PHASE ▼

Depending on how well the fleet is doing, and how much it is in need, reinforcements may occasionally be diverted to aid the fleet. To ask your superiors for reinforcements, roll one die against a Threshold of 4. For every ten Campaign Points your fleet has, add one to this roll. If the roll fumbles or fails, you get nothing this Campaign Turn. If the roll succeeds, you may either roll for more equipment or more Aces, as described below.

To get more equipment, roll one die and look up the result on the table below, under your current number of Campaign Points. The Reinforcement Table lists the maximum total Campaign Threat Value (CTV) of the ships or standard units your fleet receives. You may choose ships or standard units up to this value.

The term "standard unit" encompasses exo-armors, fighters and exo-suit squads.

The reinforcements arrive immediately and meet up with your reserves. If your transports are traveling with your main fleet, then the reinforcements may be used in the next battle. Otherwise, you will have to wait until you Withdraw back to your reserves to move your reinforcements to the main task force. As with the Repair and Regrouping Phase, the results of the Reinforcement Phase are secret and should not be revealed to your opponent (unless, of course, you feel cocky enough to taunt him with your overwhelming power — psychological warfare sometimes work).

REINFORCEMENT TABLE ▥

	Your Current Number of Campaign Points			
Die Roll	0-10	11-20	21-30	>30
1	Standard Units, Max CTV: 70	Standard Units, Max CTV: 60	Standard Units, Max CTV: 50	Standard Units, Max CTV: 40
2	Two Corvettes or Frigates	Two Corvettes or Frigates	One Corvette or Frigate	One Corvette or Frigate
3	One Transport with 100 Cargo Units of supplies (your choice)	One Transport with 80 Cargo Units of supplies (your choice)	One Transport with 60 Cargo Units of supplies (your choice)	One Transport with 40 Cargo Units of supplies (your choice)
4	Standard Units, Max CTV: 40 and 1 Destroyer	Standard Units, Max CTV: 20 and 1 Destroyer	Standard Units, Max CTV: 40 or 1 Destroyer	Standard Units, Max CTV: 20 or 1 Destroyer
5	Standard Units, Max CTV: 40 and one Escort Carrier	Standard Units, Max CTV: 30 and one Escort Carrier	Standard Units, Max CTV: 40 or 1 Escort Carrier	Standard Units, Max CTV: 30 or 1 Escort Carrier
6	Standard Units, Max CTV: 40 and one Strike Carrier or Battleship	Standard Units, Max CTV: 30 and one Strike Carrier or Battleship	Standard Units, Max CTV: 40 or 1 Strike Carrier or Battleship	Standard Units, Max CTV: 30 or 1 Strike Carrier or Battleship

NEW ACES ◇

Instead of rolling on the above table to receive new equipment, you may get a new Ace assigned to your fleet. If you choose to do this, roll one die. The result is the maximum cost of your new Ace.

THE BATTLE PHASE ▼

The Battle Phase is the linchpin of the campaign, during which all the preparation of the other phases culminates in a tabletop battle between some or all of the forces under the Players' command. Each Scenario defines force composition, starting positions, objectives and victory conditions for both sides.

The Player who won the preceding Strategy Roll gets several benefits in the next battle:

1) He may place all obstacles on the table before either Player sets up his forces.

2) He may place his forces on the table after the Player who lost the strategy roll places all his forces on the table first.

3) He receives 2 additional Tactical Command Points, above and beyond the normal 2 that both Players get.

4) For the first game turn only, the Player who won the strategy roll wins initiative automatically. The Player who lost the strategy roll does not get any Initiative Command Points in the first turn.

◇ CHOOSING FORCES FOR SCENARIOS

Most scenarios allow you to select a force from part of your main task force. When selecting forces for a battle, remember two things:

1) Use the normal Threat Values for your ships and standard units, not the Campaign Threat Values.

2) Aces do not add to a fleet's Threat Value until they are assigned to a vehicle and sent into battle. Thus, Aces are purchased *after* a force's maximum TV for a scenario has been calculated. An Ace's TV in a battle is the Ace's cost multiplied by his or her vehicle's Threat Value. This can make Ace ships very expensive, and makes it difficult to use lots of Aces in one battle.

◇ VICTORY CONDITIONS

Many scenarios' victory conditions mention "destroyed units." For the purposes of victory, a standard unit is destroyed if it is Overkilled. A ship is considered destroyed if its reactor detonates. Units that escape off the table are not considered destroyed, and will regroup with the fleet after the battle as described in the Regrouping Phase section.

Also, many scenarios mention a "winner." This designation is used if you are playing the scenario as a one-off game, and not as part of a campaign. In a campaign, it doesn't really matter who wins each scenario, since there is a greater objective to accomplish.

◇ SCENARIO: TEST THE WATERS

The fleets are far apart, cautiously casting about for information as to the enemy's whereabouts. Eventually, two patrol elements encounter each other, and end up in a fight. Each side has the same goal: disrupt the other patrol to delay it from reporting back, and possibly get some more recon data while they're at it.

Force Composition: both Players may choose a force whose total TV is not greater than 5% of his main fleet's total TV, or up to 8 standard units, whichever is greater.

Setup: the Players set up at opposite sides of the table, as described in the basic Setup rules.

Special Rules: to escape the battle, a unit must leave the table on the edge opposite from its starting edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. The side that remains in control of the table is the winner.

The winner gets +2 to his next Strategy Roll, but no Campaign Points.

◇ SCENARIO: OUTNUMBERED

One of the admirals has made an error in judgment. A small force has been surrounded by a larger enemy force, and must escape with as few casualties as possible.

Attacker/Defender: the winner of the preceding Strategic Phase is the attacker in this scenario.

Force Composition: the defender may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or up to one warship and 12 standard units, whichever is greater.

The attacker may choose a force whose total TV is not greater than 60% of his main fleet's total TV, or up to three warships and 24 standard units, whichever is greater

Setup: the defender sets up his entire force no greater than 20 cm from the center of the table.

The attacker may set up his force no further than 10 cm from any or all of the table edges.

Special Rules: at the start of the battle's first turn, the defender must openly choose one table edge. This edge is now that Player's escape route. To escape the battle, the defender's units must leave the table through the escape route. The attacker's units may leave the table from any edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. Each Player adds up the total Campaign Threat Value of his ships and units that were destroyed in the battle. The defender divides his total by two. The Player whose result is the lowest is considered the winner. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points.

SCENARIO: FULL CONTACT ◇

The fleets have gathered together to maximize their destructive potential, and have the good fortune to meet up with one another. The results of this massive fleet engagement will have a great effect on the course of the campaign. Fight well.

Force Composition: each Player's force consists of his entire main task force.

Setup: the Players set up at opposite sides of the table, as described in the basic Setup rules.

Special Rules: to escape the battle, a unit must leave the table on the edge opposite from its starting edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. The side that remains in control of the table is the winner. Each Player gets 1 Campaign Point for every two enemy warships he destroys. The battle's winner gets 1 Campaign Point in addition to any Campaign Points for destroyed warships.

SCENARIO: KNOCK, KNOCK ◇

A small force succeeds in evading detection, and launches a quick strike on the enemy's main fleet. Unless they are spectacularly lucky, the attackers have little chance of destroying the enemy fleet, but they can do some damage and get some intelligence. On the other hand, if the enemy is expecting them, things could turn ugly very fast.

Attacker/Defender: if the winner of the preceding Strategic Phase chose the Raid, Hunt or Hide strategies, then he is the attacker in this scenario. Otherwise, he is the defender.

Force Composition: the defender's force consists of his entire main task force. The attacker may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or up to one warship and 12 standard units, whichever is greater.

Setup: the defender sets up his entire force no greater than 20 cm from the center of the table. The attacker may set up his force no further than 10 cm from any one table edge.

Special Rules: the defender keeps his ship data cards hidden from the attacker. Only when one of his ships is attacked, takes an Action, or otherwise participates in the fight must that ship's data card be revealed.

The defender may not retreat any ships or standard units off the table. Exception: if the campaign is a Vendetta, then the defender's flagship and up to 8 standard units are permitted to retreat from the battle off any table edge.

Victory: the battle lasts until the attacker is either completely destroyed or has retreated off the table. The victory conditions for this battle are somewhat abstract. The attacker's goal is to force the defender to reveal as much information about his fleet's status as possible. A Skilled attacker may end up discovering the condition of every ship in his opponent's main fleet.

If the attacker manages to reveal every data card of every ship in the enemy fleet, he is the scenario's winner, and gets a +1 bonus to his next strategy roll. If the defender manages to completely destroy the attacking force, then he is the winner, and gets 1 Campaign Point. Otherwise, the battle has no winner.

SCENARIO: FACE OF THE ENEMY ◇

Both fleets are close to one another, playing cat and mouse. Two sizable groups of warships and standard units sight each other and move in to engage. The goal is to inflict as much damage on the enemy as possible.

Force Composition: each Player may choose a force whose total TV is not greater than 30% of his main fleet's total TV, or up to two warships and 18 standard units, whichever is greater.

Setup: the Players set up at opposite sides of the table, as described in the basic Setup rules.

Special Rules: to escape the battle, a unit must leave the table on the edge opposite from its starting edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. The side that remains in control of the table is the winner. Each Player gets 1 Campaign Point for every two enemy warships he destroys. The battle's winner gets 1 Campaign Point in addition to any Campaign Points for destroyed warships.

LIGHTNING STRIKE

◇ SCENARIO: VAMP

After splitting up and effectively predicting enemy movements, a small strike force has managed to lure a larger enemy force into an ambush.

Attacker/Defender: the winner of the preceding Strategic Phase is the attacker in this scenario.

Force Composition: the defender may choose a force whose total TV is not greater than 30% of his main fleet's total TV, or up to two warships and 20 standard units, whichever is greater.

The attacker may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or up to one warship and 12 standard units, whichever is greater.

Setup: there must be at least ten Obstacles on the table. If an insufficient number of Obstacles is randomly generated, add enough of the most common type of Obstacle for your campaign's location to make up the difference.

The defender sets up his entire force no greater than 20 cm from any one table edge of his choice. The attacker does not set up as normal. Instead, at the end of each turn's End Phase, he may place any portion of his force on the table inside one or more of the Obstacles.

Special Rules: the defender may not use Overthrust, Aiming or Evasive counters in the first two turns. To escape the battle, the defender's units must leave the table on the edge opposite from its starting edge. The attacker's units may leave the table from any edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. The attacker must destroy at least half of the enemy force (calculated by normal Threat Value). If he succeeds, he wins the scenario. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points.

◇ SCENARIO: NOBODY HOME

A strike force shows up to try to complete its fleet's campaign objective, and finds that the area is lightly defended.

Attacker/Defender: the winner of the preceding Strategic Phase is the attacker in this scenario.

Force Composition: the defender may choose a force whose total TV is not greater than 30% of his main fleet's total TV, or up to two warships and 16 standard units, whichever is greater. The attacker may choose a force whose total TV is not greater than 15% of his main fleet's total TV, or up to one warship and 8 standard units, whichever is greater.

Setup: the defender sets up 20% of his chosen force anywhere on the table. Before the attacker sets up, the defender must openly choose one table edge. This edge is his entry point. At the end of each turn's End Phase, he may place one ship or up to four standard units no more than 10 cm from his entry point. If the defender desires, he may delay a ship or standard unit's entry until a later turn, and thus bring a larger force onto the table in a single turn.

The attacker sets up his entire force no greater than 10 cm from any one table edge of his choice, except for the defender's entry point.

Special Rules: if the campaign is a Vendetta, do not play this scenario. Play Headhunter or Eat Or Be Eaten (check the scenario table to see which one) instead.

The attacker's units may not leave the table from the defender's entry point. The defender's units may leave the table from any edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. In the End Phase of each turn, if the defender has no forces left on the table, he may choose to concede the battle. If the campaign is a Recovery operation, then everyone's goal is to get the datacore and run; there are no other victory conditions.

If the campaign is a fight for an Important Station, then each Player adds up the total Campaign Threat Value of his ships and units that were destroyed in the battle. The Player whose result is the lowest is considered the winner. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points.

SCENARIO: HEADHUNTER ◇

A strike force shows up to probe the enemy's fleet, and, much to their amusement, finds that the enemy's flagship is lightly defended.

Attacker/Defender: the winner of the preceding Strategic Phase is the attacker in this scenario.

Force Composition: the defender gets his flagship and up to eight standard units; this makes up the Flagship Force. In addition, the defender may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or up to one warship and 12 standard units, whichever is greater.

The attacker may choose a force whose total TV is not greater than 15% of his main fleet's total TV, or one warship and 8 standard units, whichever is greater.

Setup: the defender sets up the Flagship Force no further than 20 cm from the table's center. Before the attacker sets up, the defender must openly choose one table edge. This edge is his entry point. At the end of each turn's End Phase, he may place one ship or up to four standard units no more than 10 cm from his entry point. If the defender desires, he may delay a ship or standard unit's entry until a later turn, and thus bring a larger force onto the table in a single turn.

The attacker sets up his entire force no greater than 10 cm from any one table edge of his choice, except for the defender's entry point.

Special Rules: if the campaign is not a Vendetta, do not play this scenario; play *Nobody Home* instead. The attacker's units may not leave the table from the defender's entry point. The defender's units may leave the table from any edge. The defender's flagship may not move on the first turn.

Victory: the battle lasts until the defender's flagship is either destroyed or has retreated off the table. If the defender manages to completely destroy the attacking force, then he wins the scenario. If he successfully retreats, the battle is a draw. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points.

SCENARIO: VANDALISM ◇

The enemy has fortified around the campaign objective. A strike force is sent in for a quick hit-and-run attack in the hope of loosening the enemy's grip.

Attacker/Defender: the Player who chose the Fortify strategy in the preceding Strategic Phase is the defender in this scenario.

Force Composition: the defender may choose a force up to and including his entire main task force. The attacker may choose a force whose total TV is not greater than 15% of his main fleet's total TV, or one warship and 8 standard units, whichever is greater.

Setup: the defender sets up his entire force no more than 20 cm from the table's center. The attacker sets up his entire force no greater than 10 cm from any one table edge of his choice.

Special Rules: none of the defender's warships may move until the fifth turn. Exception: in a Vendetta, the defender's flagship (if present) may move on the first turn as normal. Either Player's forces may leave the table from any edge.

In a Recovery campaign, measure the table's shortest side. Divide this distance by 4; the result is the Search Radius. The defender may only search for the datacore in Obstacles farther than the Search Radius from the table's center. This is to show that the defender has already searched the area close to the fleet; this does not prevent the attacker from searching close to the table's center.

In any other kind of campaign, the attacker must nominate a single enemy warship at the start of the first turn. If the defender has no warships, the attacker may choose a single Ace or Group of standard units; this Ace or Group may not leave the table for any reason.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. If the campaign is a Recovery operation, then everyone's goal is to get the datacore and run; there are no other victory conditions. In any other campaign, the attacker's goal is to destroy the unit he nominated at the beginning of the scenario. If he succeeds, he wins, and gets 1 Campaign Point; if he fails, he loses. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points.

◇ SCENARIO: EAT OR BE EATEN

The enemy has pulled a hasty and disorganized retreat. A strike force moves in to take advantage and try to destroy the enemy's transports. The resulting battle may turn out to be as massive, if not more so, than a Full Contact fleet engagement.

Attacker/Defender: the Player who chose the Withdraw strategy in the preceding Strategic Phase is the defender in this scenario.

Force Composition: the defender must take his entire reserve task force. In addition, he may choose a force up to and including his entire main task force. If he has no reserve, the defender must take his entire fleet.

If the attacker's strategy was Hunt or Hide, he may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or one warship and 16 standard units, whichever is greater. If the attacker's strategy was Stalk, he may choose a force up to and including his entire main task force.

Setup: the defender sets up his entire force no more than 40 cm from the table's center. The attacker sets up his entire force no greater than 10 cm from any one table edge of his choice.

Special Rules: none of the defender's ships (including transports) may move in the first turn. Exception: in a Vendetta campaign, the defender's flagship may move on the first turn as normal. Either Player's forces may leave the table from any edge.

Victory: The battle lasts until one side is either completely destroyed or has retreated off the table. The attacker's goal is to kill the defender's transports. If he succeeds, he wins. If he fails, he loses. Each Player gets 1 Campaign Point for every two enemy warships he destroys. Note that it is possible for the battle's loser to get more Campaign Points this way.

◇ SCENARIO: BACK SHOT

While the enemy is distracted, a strike force discovers the foe's unprotected reserve task force. A massacre may be expected to ensue — unless the enemy was smart enough to leave an escort for the transports.

Attacker/Defender: the Player who chose the Hunt strategy in the preceding Strategic Phase is the attacker in this scenario.

Force Composition: the defender must take his entire reserve task force. In addition, he may choose a force whose total TV is not greater than 20% of his main fleet's total TV, or one warship and 12 standard units, whichever is greater. If he has no reserve, the defender must take his entire fleet. The attacker may choose a force whose total TV is not greater than 15% of his main fleet's total TV, or one warship and 8 standard units, whichever is greater.

Setup: the defender sets up his entire reserve task force no more than 20 cm from the table's center. If the defender has no reserves, then his entire fleet sets up no more than 20 cm from the table's center.

Before the attacker sets up, the defender must openly choose one table edge. This edge is his entry point. At the end of each turn's End Phase, he may place one ship or up to four standard units no more than 10 cm from his entry point. If the defender desires, he may delay a ship or standard unit's entry until a later turn, and thus bring a larger force onto the table in a single turn. The attacker sets up his entire force no greater than 10 cm from any or all table edges of his choice, except for the defender's entry point.

Special Rules: none of the defender's ships (including transports) may move in the first turn. If the defender has no reserves, then the attacker has caught him in the process of making repairs. Half of the defender's fleet (calculated by normal Threat Value) is uncrewed and floating, shut down, in space. An uncrewed unit's defense rolls are automatically zero. At the end of each turn's End Phase, after reinforcements enter, each shut-down unit may make a Skill roll against a threshold of 4. If the roll succeeds, that unit immediately comes on-line and may act as normal next turn. Otherwise, the unit stays shut down.

The defender's forces may only leave the table from the defender's entry point. The attacker's forces may not leave the table from the defender's entry point.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. The attacker's goal is either to kill the defender's transports or a number of enemy units equal to the attacker's force's starting Threat Value. If he succeeds, he wins. If he fails, he loses. Each Player gets 1 Campaign Point for every two enemy warships he destroys (it is possible for the battle's loser to get more Campaign Points).

THE REGROUPING PHASE ▼

During the Strategic Phase, any survivors from the preceding battle will regroup with the main task force. Then, the fleet must take stock of its battle damage. The results of this phase should be kept secret from your opponent.

Any ship that left the table with an Overkilled Drive component or Reactor may not be able to make it back to the fleet. Ships that left the table on an "illegal" edge (see individual scenarios for details) may be similarly stranded. For each such ship, roll one die against a Threshold of 3. If the roll fails, the ship is lost and may no longer participate in the campaign. If the roll succeeds, the ship manages to regroup with the fleet (although heavily damaged ships will be useless until the damage is repaired by a transport or repair station).

If a fleet loses too many warships, it may not have enough room to carry all its exo-armors, fighters and exo-suits to the next battle. If the number of surviving standard units exceeds the total Campaign Vehicle Capacity of the main fleet's remaining ships, a number of exo-armors, fighters or exo-suit squads must be left behind, and are considered destroyed (their crews are still brought along, though).

DESTROYED STANDARD UNITS ◇

Many standard units that are "destroyed" in combat are actually in pretty good shape. Very seldom is the unit so battered that it can't be fixed, and crewmembers often safely eject. After every battle, roll a die for every destroyed standard unit (with the exception of anything that was at ground zero of a ship reactor overload, which is absolutely, positively vaporized). If the unit was crewed by an Ace, add one to the roll.

UNIT STATUS ▥

Die Roll	Effect
1	The unit or ship is completely destroyed, with no survivors.
2	The unit or ship is completely destroyed, with no survivors.
3	The unit or ship is destroyed. The crew survives, but is wounded, and must sit out the next battle before being reassigned to a new vehicle.
4	The unit or ship is Crippled, and must be repaired. The crew is wounded. See (3).
5	The unit or ship is Crippled, and must be repaired. The crew is unharmed.
6	Both the vehicle and crew are unharmed (the damage was an easy-to-repair critical hit).

AMMUNITION AND FUEL DEPLETION ◇

Warships run the risk of running out of ammo during a long campaign. While lasers, PDS and particle beams have effectively unlimited ammunition (they draw power from the ship's powerplants), missile bays and KKC's often go through an alarming amount of ammunition in the course of a battle. After each battle, roll a Skill test for each ship, using its crew's Skill Level, against the appropriate Threshold from the table below.

AMMUNITION SUPPLY TEST ▥

Size of Enemy Force in Last Battle	Threshold
> twice your force's TV	5
< twice your force's TV	4
< half your force's TV	3

If a ship passes its test, its ammunition supplies are still battleworthy. If a ship fails its test, it has run out of ammunition for either its KKCs or missile bays (roll randomly). If a ship fumbles its test, it has run out of ammunition completely. Even if the ship didn't fire a single shot, assume that some kind of accident occurred in the magazine, rendering all the ammunition useless. Write "Ammo" near the affected weapons; they are not damaged or destroyed, but may not be used until they are reloaded by a transport ship.

Exo-armors and other standard units do not need to worry about running out of ammo; so long as they have a carrier to resupply them, they are considered fully armed. This isn't realistic, but it saves paperwork.

Ships also can run short of fuel. Although they don't use much fuel in the course of a battle, they guzzle lots of it when trying to execute grand fleet maneuvers to try to outflank the enemy. In this step, reduce by one the Fleet Maneuver Rating of every ship that participated in the last battle.

▼ ENDING A CAMPAIGN

Once your campaign's objective is completed, all the two fleets need to do is retreat and go home. Sometimes, however, the losing fleet is angry enough to keep on fighting, in the hopes of pulling either a draw, or at least depleting the enemy's force. The campaign does not end until one side successfully uses the Go Home strategy in the Strategic Phase. If a fleet Goes Home before anyone has completed the campaign objective, it is considered to have conceded the fight, and its opponent will receive the end-of-campaign Campaign Points as in a normal victory.

If, at any time, a fleet has no ships left, it is considered wiped out. Its exo-armors, fighters and exo-suit squads have no way to get home or to travel any significant distance, and will soon die in the cold void of space.

Your fleet may keep its accumulated Campaign Points for the next campaign you play. An admiral with many Campaign Points is considered more reliable and competent than a more inexperienced leader. This has both advantages and disadvantages. While High Command is likelier to heed a request for reinforcements from a well-known commander, they are also likely to send fewer forces, expecting you to "do more with less," as it were. Fresh commanders have more trouble getting the attention of the top brass, but when they do, they often get lots of help.

► CAMPAIGN FLEET ROSTER

Admiral's Name:	Campaign Points:
Campaign Type:	Campaign Location:

▼ AVAILABLE STANDARD UNITS

Unit Type	Crippled Units (Main Fleet)	Crippled Units (Reserve)	Undamaged Units (Main Fleet)	Undamaged Units (Reserve)

▼ AVAILABLE ACES

Name	Type	Skill Level/Bonus	Perks	Wounded?

▼ TRANSPORTS

Transport Name	Ammunition	Ship Parts	Exo/Fighter Parts	Fuel Supply	Spacedock

▼ SHIP DATA

SHIP NAME:			**CLASS:**	Valiant Strike Carrier		**TV:**	65 / 80
CREW LEVEL:		⊙⊙	**TURNING:**	Sluggish (45°) ⊙⊙		**SIZE:**	9
ACTIONS:	5 ⊙⊙	**ELECTRONICS:** +1 ⊙⊙	**BASE AVOIDANCE:**	2 ⊙⊙		**DMGE. CTRL:** 3	⊙⊙

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60 ⊙⊙					
1	Drives	15/30/45 ⊙⊙					Thrust: 7
2	Hangar	10/20/30 ⊙⊙					Bays: 6 Cats: 6
3	Spinal Laser	15/30/45 ⊙⊙	FF	15/30	-2/-3	16E	PHO
4	KKC's	5/10/15 ⊙⊙	T	25/50	0/-1	5P	AP, R1
5	Missile Bay	18/36/54 ⊙⊙	F	50	0	10E	Mis
6	PDS	10/20/30 ⊙⊙	T	5	+1	3E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 18   **RESUPPLY:** 2   **REPAIR:** 3   **BASE FLEET MANEUVER RATING:** 3
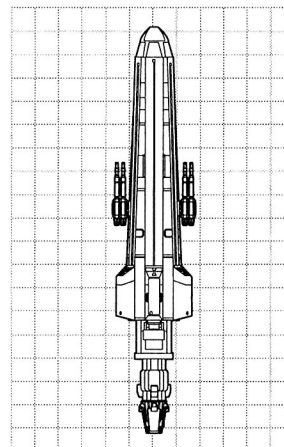
▼ SHIP DATA

SHIP NAME:			**CLASS:**	Athena Destroyer		**TV:**	70 /70
CREW LEVEL:		⊙⊙	**TURNING:**	Average (90°) ⊙⊙		**SIZE:**	9
ACTIONS:	4 ⊙⊙	**ELECTRONICS:** 0 ⊙⊙	**BASE AVOIDANCE:**	3 ⊙⊙		**DMGE. CTRL:** 2	⊙⊙

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	15/30/45 ⊙⊙					
1	Drives	12/24/36 ⊙⊙					Thrust: 9
2	Main Laser	10/20/30 ⊙⊙	FF	30/60	-2/-3	12/10E	PH1
3	KKC's	10/20/30 ⊙⊙	FF	25/50	0/-1	4P	AP, R1
4	KKC's	5/10/15 ⊙⊙	T	25/50	0/-1	4P	AP, R1
5	Missile Bays	12/24/36 ⊙⊙	F	40	0	10E	Mis, R1
6	PDS	10/20/30 ⊙⊙	T	5	+1	3E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 4   **RESUPPLY:** 2   **REPAIR:** 2   **BASE FLEET MANEUVER RATING:** 3

▼ SHIP DATA

SHIP NAME:			**CLASS:**	Forge Escort Carrier		**TV:**	45 / 60
CREW LEVEL:		⊙⊙	**TURNING:**	Average (90°) ⊙⊙		**SIZE:**	8
ACTIONS:	4 ⊙⊙	**ELECTRONICS:** 0 ⊙⊙	**BASE AVOIDANCE:**	3 ⊙⊙		**DMGE. CTRL:** 2	⊙⊙

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	13/26/39 ⊙⊙					
1	Drives	10/20/30 ⊙⊙					Thrust: 8
2	Hangar	10/20/30 ⊙⊙					Bays: 6 Cats: 6
3	P. Beam	12/24/36 ⊙⊙	FF	20/40	-1/-2	10E	
4	KKC's	5/10/15 ⊙⊙	T	25/50	0/-1	5P	AP, R1
5	Missile Bay	12/24/36 ⊙⊙	F	40	0	10E	Mis
6	PDS	10/20/30 ⊙⊙	T	5	+1	2E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 12   **RESUPPLY:** 3   **REPAIR:** 2   **BASE FLEET MANEUVER RATING:** 3

LIGHTNING STRIKE

▼ SHIP DATA

			CLASS:	Corsair Frigate		TV:	20 / 15
SHIP NAME:							
CREW LEVEL:		○○	TURNING:	Nimble (180°) ○○		SIZE:	9
ACTIONS:	3 ○○	ELECTRONICS: +1 ○○	BASE AVOIDANCE:	3 ○○		DMGE. CTRL: 2 ○○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	10/20/30 ○○					
1	Drives	10/20/30 ○○					Thrust: 10
3	Spinal Laser	9/18/27 ○○	FF	30/60	0/-1	8/6E	
5	Missile Bay	9/18/27 ○○	T	40	0	10E	Mis
6	PDS	9/18/27 ○○	T	5	+1	2E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 2	RESUPPLY: 3	REPAIR: 2	BASE FLEET MANEUVER RATING: 2

▼ SHIP DATA

			CLASS:	Poseidon Battleship		TV:	90 / 110
SHIP NAME:							
CREW LEVEL:		○○	TURNING:	Sluggish (45°) ○○		SIZE:	9
ACTIONS:	5 ○○	ELECTRONICS: +1 ○○	BASE AVOIDANCE:	1 ○○		DMGE. CTRL: 4 ○○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60 ○○					
1	Drives	16/32/48 ○○					Thrust: 6
2	Hangar	10/20/30 ○○					Bays: 10 Cats: 4
3	P. Beam	10/20/30 ○○	T	30 / 60	-1/-2	8E	R1
4	KKC's	8/16/24 ○○	T	25/50	+1/0	5P	AP, R1
5	Missile Bays	18/36/54 ○○	F	50	0	10E	Mis, R1
6	PDS	10/20/30 ○○	T	5	+1	4E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 24	RESUPPLY: 3	REPAIR: 3	BASE FLEET MANEUVER RATING: 3

▼ SHIP DATA

			CLASS:	Hachiman Destroyer		TV:	45 / 45
SHIP NAME:							
CREW LEVEL:		○○	TURNING:	Average (90°) ○○		SIZE:	8
ACTIONS:	4 ○○	ELECTRONICS: 0 ○○	BASE AVOIDANCE:	3 ○○		DMGE. CTRL: 2 ○○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	13/26/39 ○○					
1	Drives	11/22/33 ○○					Thrust: 9
2	P. Beam	7/14/21 ○○	T	30/60	-1/-2	8E	R1
3	Lasers	5/10/15 ○○	T	30/60	0/-1	5E	
4	Missile Bay	8/16/24 ○○	F	40	0	10E	Mis, R1
5	Missile Bay	8/16/24 ○○	F	40	0	10E	Mis, R1
6	PDS	10/20/30 ○○	T	5	+1	2E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY: 4	RESUPPLY: 2	REPAIR: 2	BASE FLEET MANEUVER RATING: 3

▼ SHIP DATA

				CLASS:	Tengu Escort Carrier		TV:	30 / 40
SHIP NAME:								
CREW LEVEL:			○ ○	TURNING:	Average (90°) ○ ○		SIZE:	8
ACTIONS:	3 ○ ○	ELECTRONICS:	+1 ○ ○	BASE AVOIDANCE:	2 ○ ○		DMGE. CTRL: 3 ○ ○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	12/24/36					
1	Drives	10/20/30 ○ ○					Thrust: 9
2	Hangar	10/20/30 ○ ○					Bays: 4 Cats: 2
3	Missile Bay	7/14/21 ○ ○	F	50	0	10E	Mis
4	Missile Bay	7/14/21 ○ ○	F	50	0	10E	Mis
5	PDS	10/20/30 ○ ○	T	5	+1	2E	
6	No component: reroll hit location						

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY:	8	RESUPPLY:	2	REPAIR:	2	BASE FLEET MANEUVER RATING:	3
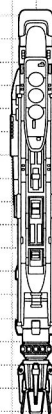
▼ SHIP DATA

				CLASS:	Bricriu Corvette		TV:	30 / 25
SHIP NAME:								
CREW LEVEL:			○ ○	TURNING:	Nimble (180°) ○ ○		SIZE:	7
ACTIONS:	3 ○ ○	ELECTRONICS:	0 ○ ○	BASE AVOIDANCE:	1 ○ ○		DMGE. CTRL: 2 ○ ○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	9/18/27 ○ ○					
1	Drives	8/16/24 ○ ○					Thrust: 10
2	Lt. P. Beam	7/14/21 ○ ○	T	20/40	0/-1	6 E	R1
3	KKC's	5/10/15 ○ ○	T	25/50	0/-1	4P	AP, R1
4	PDS	8/16/24 ○ ○	T	5	+1	2E	
5	No component: reroll hit location						
6	No component: reroll hit location						

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY:	2	RESUPPLY:	2	REPAIR:	2	BASE FLEET MANEUVER RATING:	2
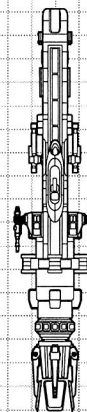
▼ SHIP DATA

				CLASS:	Ebiiru Transport		TV:	4 / 20
SHIP NAME:								
CREW LEVEL:			○ ○	TURNING:	Sluggish (45°) ○ ○		SIZE:	9
ACTIONS:	2 ○ ○	ELECTRONICS:	-1 ○ ○	BASE AVOIDANCE:	0 ○ ○		DMGE. CTRL: 1 ○ ○	

DIE ROLL	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	10/20/30					
1,2	Drives	6/12/18 ○ ○					Thrust: 4
3,4	Cargo	5/10/15 ○ ○					100 cargo units
5,6	PDS	10/20/30 ○ ○	T	5	+1	2E	

NOTES/DESCRIPTION/SPECIAL RULES:

CAMPAIGN NOTES:

VEHICLE CAPACITY:	8	RESUPPLY:	1	REPAIR:	2	FLEET MANEUVER RATING:	0

► SHIP WEAPONS

LASERS	
•	A laser may reduce its Damage by 2 any number of times in exchange for +1 bonuses to Accuracy.

PARTICLE BEAMS	
•	If a particle beam inflicts Stun damage on a ship component, that ship's Electronics receive a point of damage. If the particle beam inflicts Crippling damage, the target's Electronics receive two points of damage. If a ship-mounted particle beam hits an exo-armor or other standard Unit, any damage inflicted is automatically one level worse.

KINETIC KILL CANNON	
•	When attacking exo-armors and other standard Units, KKC's are Armor Piercing.
•	When attacking ships, KKC's also have the Armor-Piercing characteristic, but the maximum possible damage is Stun damage (i.e. one damage point)

MISSILE BAYS	
•	Lock on in End Phase. Lock on is limited by range and arc, but not by Accuracy. Make opposed Skill roll, modified by Electronics. If lock on succeeds, missiles may launch against target; place missile counter on target.
•	Missiles attack target in next End Phase, no matter where target is on the table. Missiles' attack roll uses launching ship's Skill.

► STANDARD PDS

•	May fire as part of a Fire Weapons Action.
•	May make one free attack on any target that enters its range during the turn.
•	Adds its Damage Multiplier as a bonus to the ship's defense rolls against Missile attacks.

► SHIELD PDS

•	Automatically damages any unit that enters or leaves close combat. Damage equals PDS Damage Multiplier multiplied by Skill roll. Victim gets no defense roll.
•	Reduces the damage inflicted by 'P' type hits (except attacks made in close combat) by a number of points equal to the PDS' Damage Multiplier, before the damage is multiplied by the attacker's Margin of Success.

► OBSTACLES

•	Dust Clouds: Any ship that moves into a dust cloud may increase its Avoidance by 1. If the ship is still in the dust cloud in the End Phase, it gets another +1 to its Avoidance. Exo-armors, fighters and exo-suit squads inside a dust cloud get a +1 bonus to their defense rolls.
•	Debris Fields: Debris fields work just like dust clouds, with one addition. Units entering a debris field must make a skill check against a Threshold of 2. If the roll is failed, the unit takes a single Crippling hit to a randomly-determined system or component.
•	Rock Fields: Rock fields inflict a –2 Accuracy penalty to units attempting to fire into, out of, or through any part of the rock field. Units entering a rock field must make a Skill check against a Threshold of 2. If the roll is failed, the unit takes a single Crippling hit to a randomly-determined system or component.
•	Factory Complexes: These inflict a –2 Accuracy penalty to units attempting to fire into or through any part of the complex. They do not penalize units that are firing from inside the complex, however. Factory complexes do not have any penalties associated with entering them.

► SHIP TURNING CLASSES

1)	Nimble: each turn, this ship may change facing up to one-hundred-eighty degrees at the cost of half its movement allowance.
2)	Average: each turn, this ship may change facing up to ninety degrees at the cost of half its movement allowance.
3)	Sluggish: each turn, this ship may change facing up to forty-five degrees at the cost of half its movement allowance.
4)	Immobile: this ship may not change facing at all. It either sits completely still, or moves in a single direction for the entire game.

► MOVEMENT FOR EXOS, FIGHTERS, SHIPS

SPECIAL MOVEMENT TYPES:	
•	Overthrust
•	Aiming
•	Evasion
•	Vector Counters

HIT LOCATION CHART ◄

1-4	Main Hull; roll on Main Hull Damage Table
5-6	Component; roll one die and find result on target's data card

MAIN HULL DAMAGE TABLE ◄

IF AN ALREADY-DESTROYED SYSTEM IS HIT, ATTACKER MAY CHOOSE A DIFFERENT SYSTEM.			
Die Roll:	System	Stun/Crippling Damage	Overkill Damage
1	Damage Control	Damage Control rating is halved, rounding up, until the damage is completely repaired.	Damage Control destroyed. No further damage control rolls may be made.
2	Reactor/Power	Number of actions is halved, rounding up, until the damage is completely repaired.	Number of actions drops to 1. Every End Phase, roll for Catastrophic Damage
3	Command and Control	Crew Level halved, rounding up, until the damage is completely repaired (i.e. replacement crew arrives at battlestations).	Crew Level drops to 1, any Skill Bonus is lost.
4	Electronics	Electronics Rating drops to -2 until damage is completely repaired.	Electronics is –2 permanently. All spoof attempts roll half the normal dice (round down).
5	Structure	Turning Type drops one level until the damage is completely repaired.	Whenever ship changes facing, roll one die. On a 4, 5, or 6, the ship breaks apart and is destroyed.
6	Radiation Shielding	Base Avoidance reduced by 1, permanently. This damage may not be repaired during a battle.	Base Avoidance reduced to -2, permanently.

COMPONENT DAMAGE TABLE ◄

Component	Stun/Crippling Damage	Overkill Damage
Drives	The ship's Thrust value is halved.	The ship may no longer apply thrust, nor may it change facing.
Hangar	The hangar is out of commission until it is completely repaired. All units inside the hangar are Crippled.	The hangar is destroyed, and may no longer launch, repair or recover units. All units inside the hangar are destroyed.
Cargo	20 points of cargo are destroyed (attacker chooses) for each damage box marked off. No repairs are possible.	All cargo is destroyed.
Weapon	The weapon is taken off-line for repair. It may not fire until completely repaired.	The weapon is destroyed and may not be repaired.
PDS	The PDS system's Damage Multiplier is halved (round up) until it is completely repaired.	The PDS system is destroyed and may not be repaired.

If an already-destroyed component is hit, attacker may choose a different system.

SHIP AVOIDANCE CHANGES ◄

1)	Thrust: -1 Avoidance each time the ship applies thrust.
2)	Using Ping: Each Ping attempt results in -1 to the ship's Avoidance.
3)	Being Pinged: If a ship is the target of a successful ping, it gets -2 to its Avoidance.
4)	Spoof: Every successful spoof attempt adds the roll's Margin of Success to the ship's Avoidance.
5)	Particle Beams and Lasers: -1 Avoidance for each shot from a weapon of these types.
6)	Missiles: -1 Avoidance for every missile launch
7)	Tagging: If a ship is tagged by an enemy exo-armor, fighter or exo-suit squad, it gets -1 to its Avoidance.
8)	Cover: Every time a ship enters a dust cloud, debris field or other cover, it gets +1 to its Avoidance. In the End Phase, every ship that is still in a dust cloud, debris field or other cover gets +1 to its Avoidance.

A ship's Avoidance may never go above its Base Avoidance.

★ JOVIAN CHRONICLES
LIGHTNING STRIKE

JOVIAN
CHRONICLES

The strike carrier thundered ahead, its massive hull gleaming in the light of the distant Sun. Its companions were spread out in a loose attack formation, ready to cut a swath through CEGA's massed fleet.

"Launch flash! Missile launch confirmed. We're getting a fix on the launcher – "

"Captain, I'm reading several bogeys twenty clicks off our port bow", said the tactical officer. "Not fighters... Velocity's wrong. Wait." The crewman punched a few controls and pointed at his screen. "Confirmed — Wyvern-class exo-armors on standard inbound attack vector."

"Damn! Scramble the pilots. I want them out there now!"

The ship was rocked by a large explosion as one of the exos opened fire with its massive arm-mounted gun. The attacker was blown in half as it turned to fire a second volley, its powerplant exploding in a blinding flash of light. A Stormrider exo-armor flashed a victory sign to the relieved bridge crew before heading off to hunt down the rest of the attackers.

Lightning Strike is a game of tactical fleet combat set in the universe of the Jovian Chronicles. Players take the part of ship commanders in the conflict, viewing the battle from above and giving orders to the participating units. This book includes basic rules and counters allowing players to take the side of either the Jovian Confederation or the Central Earth Government and Administration (CEGA).

- Quick Start rules to start playing immediately;
- Full rules for fielding exo-armors, fighters, exo-suits and warships;
- Advanced rules for aces, boarding actions and electronic warfare;
- Extensive campaign rules, including resource management;
- Game statistics for the major Jovian and CEGA combat spacecraft;
- Six full-color counter sheets.

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A few six-sided dice, pen and paper are required to play the game.

JOVIAN CHRONICLES
LIGHTNING STRIKE
QUICK START RULES

"What is it, Lieutenant Commander?" Admiral Jie Lin looked tiredly across the *Cyclops'* spartan briefing room at the blond pilot with the excitedly-raised hand.

Merril Upton dropped her upraised hand to cheek level, where it continued waving aimlessly like a broken metronome. "Well, um, admiral, ma'am. I was thinking that if this concealment strategy didn't work for the Jovians, why should it work for us?"

Jie shook her head, her midnight hair pantomiming dueling serpents in the briefing room's zero-gee. "Because they'll see it, and expect the same old thing."

"What about all that stuff about being doomed to repeat past mistakes, or something like that?" said Merril, brow furrowed.

"Don't quote Santayana at me, Upton," Jie chided. "You haven't been —"

She was interrupted by an alarm, the quiet double chirp of an imminent velocity change. Jie turned to the comm screen to call the bridge, and instead found herself flattened against the flat transpex panel. The *Cyclops*, three hundred meters of metal, armor and heavy liquids, had *lurched*.

Jie grabbed the wall to steady herself, and reattached her adhesive shoes to the floor. Around her, the pilots were picking themselves up off the room's walls. She pinioned the comm button with her thumb and spoke into the pickup.

"Commander Salim, I assume they've mined the rock field?"

Commander Mustafa Salim's baritone came through laden with stress, and not a little surprise. In the background, the rest of the bridge crew could be heard chattering wildly.

"Uh, that's it exactly, ma'am. We had to cut velocity hard or —" Salim's voice faded, and then returned, more resigned. "And we have enemy exos at nine hundred kay and closing."

Jie smiled and shook her head. "Not a problem, Mustafa. I know this trick. It's a... mistake of the past. I'll be on the bridge in ninety seconds. Signal the rest of the force to close in."

More alarms began to warble, this time signaling a scramble alert. Jie turned to an incredulous Merril, who spoke first. "You were expecting this?"

Jie shrugged. "That's why I'm in charge. Lieutenant Commander Upton, the squadron is yours. To your mounts, pilots. May God be with our enemies, because they'll need Him."

Humanity's drive to explore the unknown is matched only by its desire to keep others from exploring that same unknown. Possessiveness is a trait conceived at the atomic level, but refined into purest warfare only by the efforts of the human soul.

In other words, some things never change.

Just as war is a refined expression of life's ongoing conflict, so is Lightning Strike a single aspect of the larger Jovian Chronicles roleplaying universe, distilled and condensed to focus on the single-minded contest of battle. This tabletop miniatures wargame simulates massive battles between the vast fleets of the Jovian Confederation and CEGA. Four full-color counter sheets, including two complete task forces of warships are packaged with the main rulebook, though they may be replaced by miniatures if preferred. Lightning Strike also includes campaign rules that allow players to decide the battlefield fortunes of entire fleets, fighting to the death for ambiguous political agendas, in the service of governments that will disavow failure and reward success with nothing but yet another battle.

The storm has begun. Be the lightning, or be struck by it.

▶ A QUICK START

This section is designed to quickly teach the basics of the Lightning Strike rules system. After playing this basic scenario, read the rest of the rulebook to learn about command points, warships and Ace pilots.

▼ SETUP

Cut out and fold four Pathfinder and four Syreen counters. These miniatures represent exo-armors, fifteen-meter-tall humanoid combat vehicles — think of them as fighter planes with arms. A single vehicle or exo-armor is referred to as a **Unit**. A group of units is called (predictably enough) a **Group**. On each side of this battle will be one Group of four exo-armors, which will move and fight in turn.

□ CUT OUT THE FOLLOWING COUNTERS:

Overthrust x 8	Stunned x 8
Evasive x 8	Crippled x 8
Aiming x 8	Arc Counter

The data card for the Pathfinder is on page 8 of this booklet, while the data card for the Syreen is on page 10. These pages can be copied and used as reference sheets; pages 8 and 9 make up the Jovian reference sheet, and pages 10 and 11 make up the CEGA reference sheet. All four counters on each side have the same game statistics, provided by the data cards.

◇ THE DATA CARDS

At the top of the card is the unit's name (Pathfinder or Syreen), followed by its type and number of actions (both units are exo-armors with one action). The line also describes the unit's Electronics rating (not used in this scenario), its Size (both units are size 3) and its Threat Value, abbreviated to TV. A unit's Threat Value is a numerical assessment of its power on the battlefield, and the Syreen has a lower TV than the Pathfinder. Don't worry about this for now.

The second line of information is movement information. The Facing (both units have exo-armor facing) describes how often the unit may turn. Exo-armors happen to be able to turn as much as they want to. The two numbers divided by a slash are the unit's Normal and Overthrust movement distances, respectively (the Pathfinder's are 10/20, while the Syreen has 12/24).

The unit's Defense information comprises two Avoidance values and two Protection values, one each for the unit's front and rear defense arcs. Each arc is 180 degrees to the front and rear, respectively. The rest of the information will be explained later as it is needed — don't worry about it for now.

◇ DICE AND DICE ROLLING

Several standard six-sided dice are needed to play **Lightning Strike**. The game uses the same dice-rolling system as the Silhouette system. When two or more dice are rolled simultaneously, their results are not added together. Instead, the highest value rolled is considered to be the outcome of the die roll. If more than one '6' is rolled, each extra '6' adds one (1) to the total of the die roll. Thus, if two dice are rolled and come up a '6' and a '5,' the result is six, not eleven. If both dice come up '6,' then the result is seven (6+1). If every die rolled turns up a '1,' the die roll is a **Fumble** and an automatic failure, regardless of any modifiers. Unless otherwise mentioned, all die rolls in **Lightning Strike** work in this way.

Modifiers can be added to or subtracted from the result of the die roll. A +2 modifier would add two to the result of a roll, for instance, while a -3 modifier would subtract three from the result. The minimum result after modifiers is zero. If negative modifiers lower the total below zero, the final result is always zero.

In this basic rules set, all pilots are basic Level 2 pilots, with Skill Levels of 2 and Skill bonuses of zero. This means that whenever a Skill test must be made for a unit, two dice are rolled, with no initial modifiers.

If a Player's die roll is greater than his opponent's, the test succeeds. The degree of success is determined by the Margin of Success (MoS), a value equal to the difference between the two rolls. If a Player's die roll is less than his opponent's, the test fails. The degree of failure is defined by the Margin of Failure (MoF), a value equal to the difference between the two rolls. The defender always wins draws.

DEPLOYMENT ◇

The playing field is any convenient flat surface. A table roughly six by four feet is sufficient.

Both Players make a Skill Check, rerolling ties. The winner chooses which Player will place his units on the playing field first, and which side each Player will set up on (the sides must be opposite sides of the playing field). Players should alternate, each one placing one counter at a time on the playing field, no more than twenty centimeters from his own side of the field. A side's units may be any distance from each other; neither the Jovians nor CEGA have restrictions on unit cohesion in space.

The standard unit, represented on the field by a counter, is a single vehicle. The four exo-armors on each side are organized into a single Group. Larger or smaller Groups are possible, but this introductory rules set limits Group sizes to exactly four units.

THE GAME TURN ▼

A game of **Lightning Strike** is divided into turns that simulate approximately 30 seconds of real-time events. During each turn, the following steps occur, in order.

INITIATIVE PHASE ◇

Initiative determines which side has the advantage during combat. In these quick-start rules, initiative is a powerful tool, but in the standard rules, the advantage is lessened by the use of Command Points.

To make the Initiative Roll, both Players make a Skill test, rerolling ties. The highest roll wins initiative for the turn. The winner of initiative decides which Player will act first. The first-acting Player must move his units first, but may also get to shoot first, if the other Player isn't careful. Choose wisely.

MAIN PHASE ◇

In the Main Phase, Players alternate moving and attacking with their Groups. The Player who will act first moves and attacks with one entire Group of Units (in this case, all four exo-armors). The movement and action of an individual exo-armor is called its **Action Phase**. The other Player may not interrupt the first Player. The first Player finishes acting with all four exo-armors before the other Player gets to move and act with one of his own Groups. This may seem unfair now, but in larger games, with many Groups to a side, the advantage of shooting first is not quite so devastating.

For each unit in a Group:

1) Remove Aiming, Overthrust, or Evasion counters before movement or Actions;

2) Move and take one Action;

3) When the Group has finished all its Action Phases, play shifts to the other Player;

Once both Players have moved their Group, the Main Phase ends.

END PHASE ◇

The End Phase is the final segment of the turn. In this scenario, nothing needs to be done in the End Phase, so the next turn begins immediately.

MOVEMENT ▼

An exo-armor can normally move a number of centimeters equal to the first number after the 'Movement' entry on its data card. It can move in any direction, and have any facing.

Three special movement types are available to exo-armors, fighters and exo-suits (but not warships): Overthrust, Evasion and Aiming. Each of these special movement types is noted by placing a counter of the appropriate type next to the vehicle. The use of a special movement type must be declared *before* the vehicle moves or takes any Actions. Only one special movement type may be assigned to a Unit at one time. Special movement type counters are removed at the start of the Unit's next Action Phase, just before any new special movement is declared.

1.1.4

◇ OVERTHRUST

When under **Overthrust**, a pilot pushes his machine's engines to the limit, greatly increasing velocity at the cost of a steady firing platform. While an Overthrust counter is on the Unit, all its Actions and attacks have a -3 penalty applied to them, but the vehicle may move a distance equal to the second number after the 'Movement' entry on its data card.

◇ EVASION

Evasion represents a series of desperate, gut-wrenching jinks and dodges meant to throw off an enemy's aim. While an Evasion counter is on the Unit, it gains a +3 bonus to any Defense rolls it must make. The vehicle may not make any attacks or take any actions aside from movement, however.

◇ AIMING

A pilot may shift his attention from piloting to shooting, in order to increase his chances of hitting a target. As long as an **Aiming** counter is on the Unit, it gains a +1 modifier to all its Attack rolls, but also has a -1 penalty to all its Defense rolls.

▼ ATTACKS

A Unit may choose one of its attacks to use as its Action. It may do so anytime during its Action Phase, before, during, or after its movement. If a vehicle does not use its Action during its Group's phase, the Action is lost. The only exception is in the case of vehicles that are engaged in close combat (see below).

Measure the range between the center of the attacker and the center of its target, and look up the weapon's Accuracy and Damage at that range. 'C' range is close combat, which requires direct contact between the counters, while the range numbers are range bands that define the limits of a weapon's effectiveness. For instance, if a Pathfinder shoots its particle cannon at a Syreen that is 11 centimeters away from it, it will use the '25" range band on the data card, since the range is greater than 10 but less than 25. Its corresponding Accuracy is thus 0 and its Damage is 2. If the Syreen were 26 centimeters away, the Pathfinder would not be able to use its particle cannon, since that weapon's maximum range is 25.

An Opposed Skill test is used to determine the attack's success. If the attacker wins, the attack hits. If the defender wins or the roll is a draw, the attack misses.

▣ ATTACK AND DEFENSE ROLLS

The attacker rolls a number of dice equals to his Skill, modified by:	
•	+ Attack's Accuracy
•	-3 if attacker has Overthrust counter
•	+ 1 for aiming (if applicable)
•	+ Close Combat Optimized bonus (if applicable)
The target rolls a number of dice equals to his Skill, modified by:	
•	+ Avoidance
•	+ Evasion bonus (if applicable)

☆ ATTACK EXAMPLE

A Pathfinder finds itself in combat with a Syreen exo-armor. The Pathfinder pilots maneuver his vehicle near the enemy machine and opens fire. The range between the center of the two machines is 22 centimeters — far, but within maximum range. Since the Pathfinder's pilot has a Skill level of 2, the Player rolls two dice for his attack. He rolls a 3 and a 2; the roll is thus 3. He adds the weapon's Accuracy at 22 centimeters (+0); none of the other modifiers are applicable. The final attack roll is thus 3. The Syreen's pilot also has a Skill level of 2, and rolls two dice for his defense. They come up 4 and 2. The attack is coming from the Front arc (see next page), and the Player adds the Syreen's Front Avoidance (+0). He wasn't evading, so the final roll is 4, which beats the Pathfinder's. The attack misses. It's the Syreen's Action Phase now: it Overthrusts by 20 centimeters, moving into close range with the Pathfinder. The dice come up 6 and 3; modifiers are -3 for Overthrust, +1 for Accuracy at 'C' range. The final roll is thus 5. The Pathfinder's pilot rolls his defense: 1 and 1 — a Fumble! His defense is thus zero, and a worldd of hurt awaits him...

ATTACK ARCS ◇

Each attack has an arc listed on its entry. For all the weapons on both the Pathfinder and the Syreen, the arc is 'F,' or Forward. This is a 180 degree arc centered on the front of the exo-armor. The exo-armor may attack targets within this arc; it may not attack targets that are outside the arc (i.e. behind it). If there is a question regarding which arc an attack is originating from or entering, use the arc counter as a visual aid. Simply place the arc counter over the counter in question, and use the degree markings on the counter to establish which arc the attacker or target is in.

ARC TEMPLATE DIAGRAM ◐

Place mid-point on center of counter/figure; align arrow with front of Unit
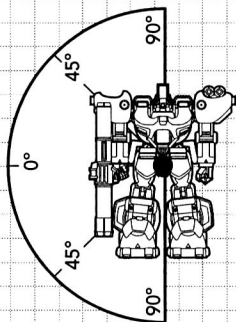
Arc Template measures maximum turning rate and defense arcs
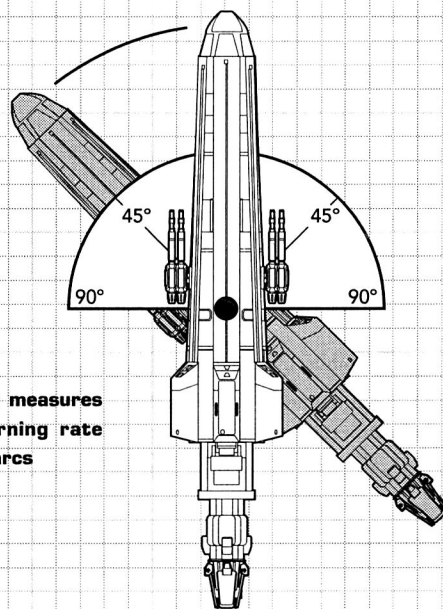
CLOSE COMBAT ◇

A unit may be moved such that it is in physical contact with another vehicle. Whenever two counters are in physical contact with each other, they are considered to be in close combat, shooting at point-blank range and using their limbs to punch and kick. Units in close combat are treated differently in the following ways:

1) The two units are so close that other units cannot shoot at one without running a chance of hitting the other. A shot fired into a close combat situation will attack one of the combatants randomly (flip a coin, or roll a die to determine which). After the target has been determined, attack and defense rolls are made as normal; the attacking vehicle may not cancel its shot if it finds out that it is about to shoot a teammate!

2) A unit that attacks another unit in close combat will likely do more damage, but also runs the risk of being damaged or destroyed by a swift counterattack. Every close combat attack consists of two attack rolls and two defense rolls, one from each combatant. In other words, when two units are in close combat, both of them get to attack and defend. The defender's attack is basically a free action, and does not restrict it from using its normal action later in the turn. This "free attack" is simply part of the close combat sequence, representing the throwing of a quick counter-punch while dodging an attack. This means that it is possible for both combatants to be destroyed in a close combat.

If both combatants survive a close combat exchange, they remain locked in close combat until one of the combatants decides to move away.

1.1.5

3) When a single unit is attacked by multiple close combat opponents in a single turn, it may fight each and every attacker normally. However, the presence of multiple attackers is a significant distraction to a vehicle's pilot. Every enemy in physical contact after the first modifies the defender's combat rolls by -1.

4) Units with the Close Combat Optimized characteristic may add the rating of Close Combat Optimized to any attack and defense rolls against units that do not have Close Combat Optimized. If both units have the same CCO rating, neither unit gets a bonus. If both units have different CCO ratings, then the unit with the higher CCO rating gets a bonus to its rolls equal to the difference between the ratings.

☆ CLOSE COMBAT EXAMPLE

During the battle, a Pathfinder manages to get near an enemy Syreen. The Player decides to initiate close combat, and moves the counter so that it touches the other one. The Pathfinder (CCO rating 2) is now in close combat with the Syreen (CCO rating 1). The Pathfinder will get a +1 bonus to all its rolls against the Syreen because it is better equipped for hand-to-hand combat.

Since the Pathfinder's pilot has a Skill level of 2, the Player rolls two dice for his attack. He rolls a 4 and a 2; the roll is 4. He adds the attack's Accuracy at C range (+1) and his CCO bonus of +1. The final attack roll is thus 6. The Syreen's pilot also has a Skill level of 2, and rolls two dice for his defense. They come up 6 and 3. The Player adds the Syreen's Front Avoidance (+0). He wasn't evading, so the final roll is 6, which equals the Pathfinder's. The attack misses. It's the Syreen's counterattack now: the dice come up 3 and 3; modifiers are +1 for Accuracy at 'C' range. The final roll is thus 4. The Pathfinder's pilot rolls his defense: 5 and 2; he adds his Avoidance and successfully defend. The combat is inconclusive and the two machines remain locked in a furious melee.

Before the Pathfinder can move away, however, another Syreen moves into close combat. Another close combat exchange takes place, but this time, the Pathfinder gets a -1 penalty to both its Defense and Attack rolls. If a third Syreen were to close assault the Pathfinder before it could get clear, the Pathfinder's rolls would then be modified by -2. If, on the other hand, the Pathfinder were to move away from its other two attackers before being attacked by the third Syreen, it will be able to fight at full strength, because only one enemy would be in physical contact with it.

▼ DAMAGE

When a weapon hits its target, it inflicts damage. Weapon damage is rated as a multiplier to the MoS. Thus, the better the attack roll, the higher the damage.

Total Damage = Margin of Success x Weapon Damage

The total damage is compared to the Protection rating of the target, with only most severe result applying. A unit's Protection rating is split into three numbers. The first (and lowest) number is the Stun Threshold. The second number is the Crippled Threshold. The third and highest number is the Overkill Threshold.

If the damage is higher than the Stun Threshold, a Stun counter is placed on the unit. The unit must spend one action to remove the Stun counter. The Stun counter has no other effect, but if there are ever two Stun counters on a unit, both counters are removed and immediately replaced with a Crippled counter.

If the damage is higher than the Crippled Threshold, a Crippled counter is placed on the unit. A unit with a Crippled counter is permanently damaged. Its Movement allowance is halved, as are all the Damage multipliers for all its weapons, rounding up.

If the damage is higher than the Overkill Threshold, the unit immediately destroyed and removed from the playing field. If a Crippled unit is Crippled a second time, it is Overkilled. Note that it is possible for a unit to have both a Stun and Crippled counter at the same time; it just can't have two of the same type.

⊞ DAMAGE SUMMARY

Total Damage = Margin of Success x Damage Multiplier
• If Total Damage > Stun Threshold, target is Stunned (gains Stunned counter, which may be removed with an action)
• If Total Damage > Crippled Threshold, target is Crippled (permanently gains Crippled counter; movement allowance and attack damage permanently halved)
• If Total Damage > Overkill Threshold, target is destroyed
• 2 x Stunned = Crippled, 2 x Crippled = Overkilled

DAMAGE TYPES AND SPECIAL PROTECTION ◇

Each weapon does a specific kind of damage, listed as a letter after its damage. 'E' represents an energy weapon like a laser or particle beam, and 'P' represents a projectile weapon like a machine gun or cannon. Some units have special defenses against specific types of damage. Neither the Pathfinder nor the Syreen have any kind of special defense against different attack types, so you can ignore these classifications for the moment.

DAMAGE EXAMPLE ☆

A Pathfinder has scored a successful hit on an enemy Syreen. The Margin of Success of the attack — that is, the difference between the attacker and the defender's die rolls — is multiplied by the Damage of the attack at the range between the two Units. In this case, they are separated by 22 centimeters, which indicates we should use the right-most entry (Damage 2 E). The Pathfinder's Player rolled a 6, the Syreen's a 2. The damage is thus (6-2) x 2 E, or 8 E. This is compared to the Syreen's Protection, which is 3/6/11; the Syreen has no special defense versus 'E' attacks. 8 is higher than 6, but lower than 11. The Syreen then receives a Crippled counter. It now moves at 6/12 and halves the Damage Multipliers of all its weapons.

WEAPON CHARACTERISTICS ◇

There are many possible special characteristics that a weapon may have, abbreviated under the "Notes" column of the attacks listing, but in this introduction, there aren't any special characteristics to worry about. Their various game effects are explained on page 21 of the main **Lightning Strike** rulebook.

UNIT PERKS AND FLAWS ◇

Perks and Flaws are special traits possessed by a Unit. Both the Pathfinder and the Syreen have the Close Combat Optimized and ECCM Perks (note that the Syreen's ratings in these Perks are worse than the Pathfinder's, however). For now, don't worry about the ECCM; you'll learn how to use it later (see page 38 of the rulebook).

ENDING THE GAME ▼

The game ends when one side is completely destroyed. It should rapidly become obvious that this is not a fair fight. The Pathfinders are almost certain to win. That's okay, though; now that you've gotten a feel for the game, read through the rulebook and throw in some more advanced units.

SAMPLE SCENARIO: CAUGHT IN THE WEB ▼

An advance scouting group has been cut off by an unexpected movement of the enemy fleet and now find themselves surrounded by hostile forces. They must escape with as few casualties as possible.

Attacker/Defender: randomly chose who will play the defender in this scenario.

Force Composition: the defender may choose a force whose total TV is not greater than 50 points or includes 12 standard Units, whichever is smaller. The attacker may choose a force whose total TV is not greater than 100 points or includes 18 standard Units, whichever is smaller.

Setup: the defender sets up his entire force no greater than 20 cm from the center of the table. The attacker may set up his force no further than 10 cm from any or all of the table edges.

Special Rules: at the start of the battle's first turn, when all Units have been setup on the table, the defender must openly choose one table edge. This edge is now that Player's escape route. To escape the battle, the defender's Units must leave the table through the escape route. The attacker's Units may leave the table from any edge.

Victory: the battle lasts until one side is either completely destroyed or has retreated off the table. Each Player adds up the total Campaign Threat Value of the Units that were destroyed in the battle. The defender divides his total by two. The Player whose result is the lowest is considered the winner.

VEHICLE:	Pathfinder	TYPE:	Exo-Armor	TV:	8	ACTIONS:	1	Electronics:	+2	SIZE:	3

FACING: Exo-Armor				MOVEMENT:	10 / 20	Perks/Flaws:		
	Front		Rear			Close Combat Optimized (2)		
AVOIDANCE	0		-1			ECCM (4)		
PROTECTION	4/10/12		4/10/12					
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Particle Cannon		F	C/10/25		+1/+1/0	4 / 3 / 2 E		
-								
-								

VEHICLE:	Retaliator	TYPE:	Exo-Armor	TV:	10	ACTIONS:	1	Electronics:	0	SIZE:	3

FACING: Exo-Armor				MOVEMENT:	8 / 16	Perks/Flaws:		
	Front		Rear			Close Combat Optimized (2)		
AVOIDANCE	0		-1			Exposed Fire Control		
PROTECTION	5/12/15		5/12/15					
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Railgun		F	C/30		+1/0	4 P	AP	
Plasma Lance		F	C		+1	4 E		
-								
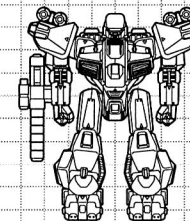
VEHICLE:	Vindicator	TYPE:	Exo-Armor	TV:	14	ACTIONS:	1	Electronics:	0	SIZE:	3

FACING: Exo-Armor				MOVEMENT:	6 / 12	Perks/Flaws:		
	Front		Rear			Close Combat Optimized (2)		
AVOIDANCE	0		-1			Energy Protection (7/17/21)		
PROTECTION	6/15/18		6/15/18			Missile Defense (2)		
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Heavy Massdriver		F	C/30		+1/0	4 P	R1	
Anti-Ship Missiles		F	C/5/20		-2/-2/-4	6 E	Mis, AS2	
Laser Cannon		F	C/40		+1/0	4 / 2 E		
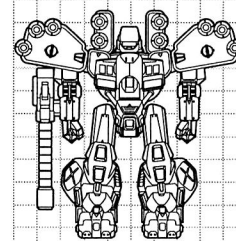
VEHICLE:	Lancer Plus	TYPE:	Fighter	TV:	7	ACTIONS:	1	Electronics:	0	SIZE:	3

FACING: Fighter				MOVEMENT:	12 / 36	Perks/Flaws:		
	Front		Rear			ECM (3)		
AVOIDANCE	-1		-3			ECCM (4)		
PROTECTION	4/6/11		4/6/11			Missile Defense (2)		
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Light Missiles		FF	C/10/25		0/0/-1	3 E	Mis	
Anti-Ship Missiles		FF	C/5/20		-2/-2/-4	6 E	Mis, AS2	
-								
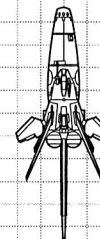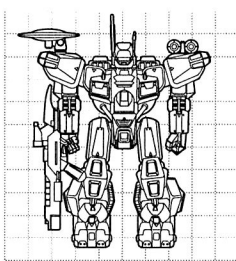
VEHICLE:	Falconer Squad	TYPE:	Exo-Suit	TV:	10	ACTIONS:	1	Electronics:	0	SIZE:	2

FACING: Exo-Suit				MOVEMENT:	5 /10	Perks/Flaws:		
	Front		Rear			Close Combat Optimized (1)		
AVOIDANCE	+2		+2			Multiple Redundancy (5)		
PROTECTION	1/2/3		1/2/3			Energy Protection (2/4/6)		
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Assault Rifles		T	C/20		+1/0	2 P	R1, AI (2)	
-								
-								
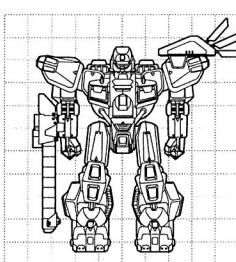
VEHICLE:	Spacesuits	TYPE:	Infantry	TV:	2	ACTIONS:	1	Electronics:	0	SIZE:	1

FACING: Infantry				MOVEMENT:	2	Perks/Flaws:		
	Front		Rear			Close Combat Optimized (1)		
AVOIDANCE	+2		+2			Multiple Redundancy (5)		
PROTECTION	1		1					
ATTACKS		ARC	RANGE		ACC.	DAMAGE	NOTES	
Guns and Grenades		T	C/5		0	3 / 1 E	AP, AI (2)	
-								
-								
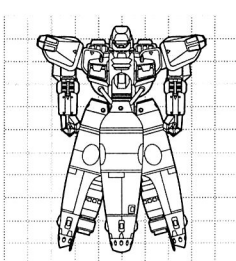
Pathfinder C

VEHICLE: Pathfinder C	TYPE: Exo-Armor	TV: 9	ACTIONS: 1	Electronics: +2	SIZE: 3

FACING: Exo-Armor **MOVEMENT:** 10 / 20 **Perks/Flaws:**

	Front	Rear	
			Close Combat Optimized (2)
AVOIDANCE	0	-1	ECCM (4)
PROTECTION	4/10/12	4/10/12	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Hvy. Particle Cannon	F	C/20/40	+1/+1/0	4 / 3 / 2 E	
-					
-					
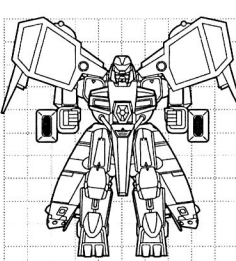
Pathfinder S

VEHICLE: Pathfinder S	TYPE: Exo-Armor	TV: 11	ACTIONS: 1	Electronics: +3	SIZE: 3

FACING: Exo-Armor **MOVEMENT:** 10 / 20 **Perks/Flaws:**

	Front	Rear	
			Close Combat Optimized (2)
AVOIDANCE	0	-1	
PROTECTION	4/10/12	4/10/12	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Sniper Railgun	F	40/80	-3/-1	4 P	AP, Slow
Plasma Lance	F	C	+1	4 E	
-					
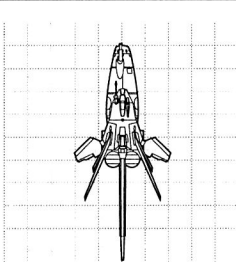
Hector

VEHICLE: Hector	TYPE: Exo-Armor	TV: 12	ACTIONS: 1	Electronics: +2	SIZE: 3

FACING: Exo-Armor **MOVEMENT:** 12 / 24 **Perks/Flaws:**

	Front	Rear	
			Close Combat Optimized (2)
AVOIDANCE	0	-1	ECCM (4)
PROTECTION	5/11/15	3/7/9	Missile Defense (2)

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Particle Cannon	F	C/10/25	+1/+1/0	4 / 3 / 2 E	
Medium Missiles	F	C/5/20	-1/-1/-3	5 E	Mis, AS1
-					
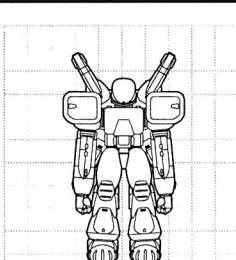
Stormrider

VEHICLE: Stormrider	TYPE: Exo-Armor	TV: 23	ACTIONS: 1	Electronics: +2	SIZE: 4

FACING: Exo-Armor **MOVEMENT:** 12 / 24 **Perks/Flaws:**

	Front	Rear	
			Close Combat Optimized (2)
AVOIDANCE	0	-1	Missile Defense (3)
PROTECTION	7/17/21	7/17/21	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Beam Cannon	F	C/25/50	+1/+1/0	7 / 5 / 2 E	
Missile Pods	F	C/5/20	0/0/-1	6 E	Mis, Sk1
Scatter Launcher	FF	C/20	+2/+1	3 P	R1

Pilum Lancer

VEHICLE: Pilum Lancer	TYPE: Fighter	TV: 5	ACTIONS: 1	Electronics: 0	SIZE: 3

FACING: Fighter **MOVEMENT:** 12 / 36 **Perks/Flaws:**

	Front	Rear	
			Missile Defense (2)
AVOIDANCE	-1	-3	
PROTECTION	4/6/11	4/6/11	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Laser Cannon	FF	C/15/30	+1/+1/0	4 / 3 / 3 E	
-					
-					

Decker Squad

VEHICLE: Decker Squad	TYPE: Exo-Suit	TV: 4	ACTIONS: 1	Electronics: 0	SIZE: 2

FACING: Exo-Suit **MOVEMENT:** 4 / 8 **Perks/Flaws:**

	Front	Rear	
			Close Combat Optimized (2)
AVOIDANCE	+1	+1	Multiple Redundancy (5)
PROTECTION	1/2/3	1/2/3	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Assault Rifles	T	C/10	+1/0	2 P	R1, AI (2)
Missile Launchers	T	C/15	-1/-1	3E	Mis, Slw
-					

VEHICLE:	Syreen	TYPE:	Exo-Armor	TV:	5	ACTIONS:	1	Electronics:	0	SIZE:	3
FACING: Exo-Armor				MOVEMENT:	12 / 24		Perks/Flaws:				
	Front		Rear				Close Combat Optimized (1)				
AVOIDANCE	0		-2				ECCM (3)				
PROTECTION	3/6/11		3/6/11								

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
ACDLS Lasers	F	C/15/30	+1/0/0	4 / 3 / 2 E	
-					
-					
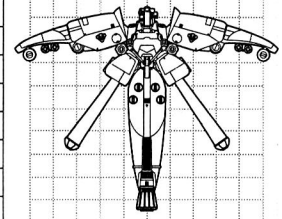
VEHICLE:	Wyvern	TYPE:	Exo-Armor	TV:	11	ACTIONS:	1	Electronics:	0	SIZE:	3
FACING: Exo-Armor				MOVEMENT:	8/ 16		Perks/Flaws:				
	Front		Rear				Close Combat Optimized (2)				
AVOIDANCE	0		-2				Missile Defense (2)				
PROTECTION	6/14/18		6/14/18								

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Hyper-Bazooka	F	C/15/30	+1/0/-1	4 P	
Medium Missiles	F	C/5/20	-1/-1/-3	5 E	Mis, AS1
-					
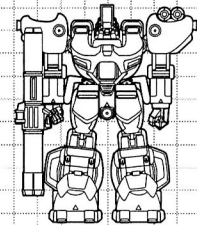
VEHICLE:	Cerberus	TYPE:	Exo-Armor	TV:	13	ACTIONS:	1	Electronics:	+2	SIZE:	3
FACING: Exo-Armor				MOVEMENT:	8 / 16		Perks/Flaws:				
	Front		Rear				Close Combat Optimized (2)				
AVOIDANCE	-1		-2				ECM (4)				
PROTECTION	7/17/21		7/17/21				ECCM (4)				

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Sniper Massdriver	F	35/70	-2/-1	4 P	AP, Slow
Plasma Lance	F	C/5	+1	4 / 2 E	
-					
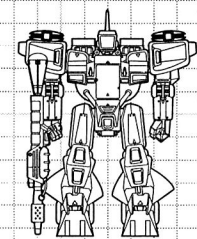
VEHICLE:	Wraith	TYPE:	Fighter	TV:	10	ACTIONS:	2	Electronics:	0	SIZE:	3
FACING: Fighter				MOVEMENT:	10 / 30		Perks/Flaws:				
	Front		Rear								
AVOIDANCE	-1		-3								
PROTECTION	6/12/18		6/12/18								

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Particle Cannon	FF	C/15/30	+1/0/0	3 / 2 / 1 E	
Anti-Ship Missiles	FF	C/5/20	-2/2/-4	6 E	Mis, AS2
-					
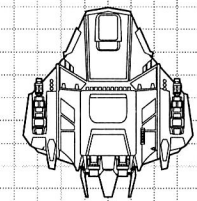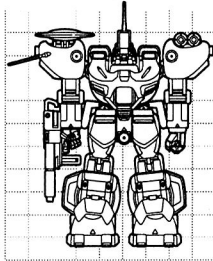
VEHICLE:	Minotaur Squad	TYPE:	Exo-Suit	TV:	9	ACTIONS:	1	Electronics:	0	SIZE:	2
FACING: Exo-Suit				MOVEMENT:	4 / 8		Perks/Flaws:				
	Front		Rear				Close Combat Optimized (2)				
AVOIDANCE	+1		+1				Multiple Redundancy (5)				
PROTECTION	2/4/6		2/4/6								

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Heavy Rifles	T	C/15	+1/0	2 P	AP, AI (2)
-					
-					
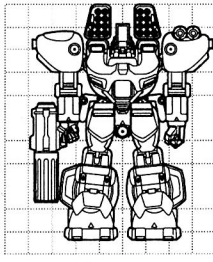
VEHICLE:	Spacesuits	TYPE:	Infantry	TV:	2	ACTIONS:	1	Electronics:	0	SIZE:	1
FACING: Infantry				MOVEMENT:	2		Perks/Flaws:				
	Front		Rear				Close Combat Optimized (1)				
AVOIDANCE	+2		+2				Multiple Redundancy (5)				
PROTECTION	1		1								

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Guns and Grenades	T	C/5	0	3 / 1 E	AP, AI (2)
-					
-					
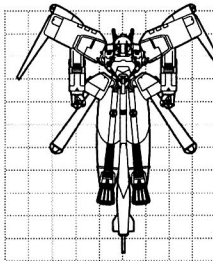
VEHICLE:	Wyvern C	TYPE:	Exo-Armor	TV: 13	ACTIONS: 1	Electronics: +1	SIZE: 3

FACING: Exo-Armor			MOVEMENT: 8 / 16	Perks/Flaws:	
	Front	Rear		Close Combat Optimized (2)	
AVOIDANCE	0	-2		Missile Defense (2)	
PROTECTION	6/14/18	6/14/18			

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Assault Massdriver	F	C/15/30	+1/0/-1	4 P	R1
Medium Missiles	F	C/5/20	-1/-1/-3	5 E	Mis, AS1
-					
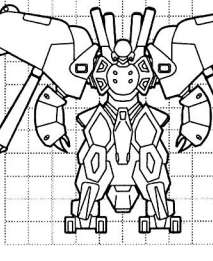
VEHICLE:	Wyvern B	TYPE:	Exo-Armor	TV: 10	ACTIONS: 1	Electronics: 0	SIZE: 3

FACING: Exo-Armor			MOVEMENT: 8 / 16	Perks/Flaws:	
	Front	Rear		Close Combat Optimized (2)	
AVOIDANCE	0	-2		Missile Defense (2)	
PROTECTION	6/14/18	6/14/18			

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Rocket Pods	F	C/10	0/-1	3 E	Mis
Anti-Ship Torpedoes	F	C/5/20	-3/-3/-5	8 E	Mis, AS3
-					
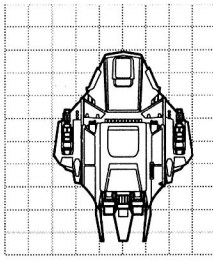
VEHICLE:	Fury	TYPE:	Exo-Armor	TV: 11	ACTIONS: 1	Electronics: 0	SIZE: 3

FACING: Exo-Armor			MOVEMENT: 12 / 24	Perks/Flaws:	
	Front	Rear		Close Combat Optimized (2)	
AVOIDANCE	+1	0		Missile Defense (2)	
PROTECTION	5/9/13	5/9/13			

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Hecatonchires Array	T	C/10/20	+1/+1/0	3 / 3 / 2 E	
Sniper Railgun	FF	25/50	-1/0	2 P	AP
-					
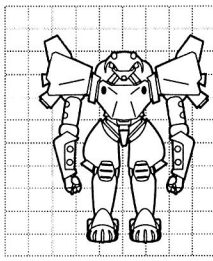
VEHICLE:	Dragonstriker	TYPE:	Exo-Armor	TV: 25	ACTIONS: 1	Electronics: +2	SIZE: 4

FACING: Exo-Armor			MOVEMENT: 11 / 22	Perks/Flaws:	
	Front	Rear		Close Combat Optimized (2)	
AVOIDANCE	-1	-2		Missile Defense (3)	
PROTECTION	8/18/24	8/18/24		Energy Protection (9/20/27)	

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Beam Cannon	FF	C/25/50	+1/+1/0	7 / 6 / 5 E	
Vulcan Batteries	T	C/20	+1/0	4 P	R1
Seeker Missiles	F	20	-1	5 E	Sk2, Mis

VEHICLE:	Wraith-Si	TYPE:	Fighter	TV: 8	ACTIONS: 2	Electronics: 0	SIZE: 3

FACING: Fighter			MOVEMENT: 12 / 36	Perks/Flaws:	
	Front	Rear			
AVOIDANCE	-1	-3			
PROTECTION	6/12/18	6/12/18			

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Heavy Vulcan	FF	C/10/20	+1/0/0	4 / 4 / 3 P	
-					
-					

VEHICLE:	Kobalt Squad	TYPE:	Exo-Suit	TV: 5	ACTIONS: 1	Electronics: 0	SIZE: 2

FACING: Exo-Suit			MOVEMENT: 4 / 8	Perks/Flaws:	
	Front	Rear		Close Combat Optimized (2)	
AVOIDANCE	+1	+1		Multiple Redundancy (5)	
PROTECTION	1/2/3	1/2/3			

ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES
Maser Rifles	T	C/15	+1	2 E	R1, AI (2)
-					
-					

► THE JOVIAN CONFEDERATION

Barely a century old, the Jovian Confederation is perhaps the most powerful nation ever constructed by humankind. Its founders fled the strife and downfall of the inner solar system, outward to the largest of planets, Jupiter. There, hampered by radiation, sunlessness and the lack of solid ground, they forged a society housed in hundreds of orbital space colonies, allied with the fledgling states arising in the trojan asteroid clusters in Jupiter's orbit, and in doing so claimed more territory as their own than any human had ever dared. In response to the cruelties of nature, the Jovians built vast automated mining complexes, gargantuan cargo massdrivers, self-replicating factories and countless other technological innovations, including the first humanoid space fighters, known as exo-armors.

When contact with the inner solar system was resumed, the Jovians willingly complied with the Edicts in the interests of promoting friendship with their fellow humans. As the years went by, however, and CEGA and the Venusians bought, copied or stole all the technology the Jovians had struggled so hard to develop, the nation's mood began to sour. First came the illegal government-directed research labs, similar to those in all the other nations, that secretly made a mockery of the Edicts. Then, in the late 2210's, after open warfare had once more hit Earth, Mars and the Confederation alike, the Jovians decided that enough was enough, and declared the Edicts obsolete.

Once content to be left alone in their remote domain, the Jovians have fully mobilized their incredible industrial capacity and have delivered their final ultimatum to the inner solar system: If you will not suffer us to stand separate, then you will suffer us to stand alone.

▼ JOVIAN ARMED FORCES

The soldiers of the Confederation tend to be young, enthusiastic and well-trained, but are also perhaps the most idealistic and pampered military personnel in the history of humankind. Since the repudiation of the Edicts, the Jovian military has seen no shortage of equipment built by self-maintaining autonomous factories. The only question nagging the minds of the Jovian high command regards the pilots who use that equipment, and whether they will be able to deal with the true face of war.

An interesting trait of the Jovian Armed Forces is their unit-to-unit flexibility. While flights composed solely of a single unit type are occasionally used, most common are flights made up of two or more different units, each one hopefully covering for the weaknesses of the others.

Task forces of ships are usually built around a carrier, which serves as a command ship, and its escorts, which provide anti-ship firepower and additional fighter-carrying capability. Most task forces have four to six escorts for each fleet carrier, and one or two escorts for each light carrier.

• EAL-04A PATHFINDER ALPHA

The main light exo-armor of the Jovian Confederation, the Pathfinder is both fast and heavily armed, while still possessing a respectable suite of electronics and comm equipment. Simple and rugged, the design has been in use for longer than any other exo-armor in service, and is still the first unit new most new pilots are assigned to by dint of its reliability and user-friendly control interface.

The Pathfinder's armament is basic but effective. A Jovian Optics 652A particle beam cannon provides the main firepower, backed up by a pair of plasma lances concealed in the exo's hips. The lances are small tubes of volatile gas that, when activated, project a powerful, but short-ranged, 'blade' of plasma.

Pathfinder Command: The officer's variant of the Pathfinder improves the trooper version's already-powerful sensor and communications suite, as well as mounting a more powerful Jovian Optics 792R particle cannon in place of the standard 652A gun.

Pathfinder Sniper: The Sniper is a machine with but one purpose, exchanging all of the standard Pathfinder's weapons and electronic warfare equipment for a single long-barreled massdriver with specialized sighting equipment.

• EAL-04NA HECTOR

The Hector originated in the Trojan State of Newhome as a local variant of the Pathfinder. Over time, however, the Hector's impressive capabilities led to its adoption by the entire Confederation as a space-based counterpart to the Pathfinder. The Hector performs many of the same missions as the Pathfinder, but often is better at them, since it is a machine built solely for use in space.

• EAM-03A RETALIATOR ALPHA

Although this medium exo-armor has better protection than the Pathfinder, its lack of a first-shot kill capability against other exos coupled with its fragile fire control suite make it unsuited for the heat of close-in dogfighting. As a fire support unit, however, the Retaliator cannot compare to CEGA's Cerberus, and it is often as a result left rushing madly about the battlefield as a jack-of-all-trades.

• EAH-01A VINDICATOR ALPHA

One of the heaviest exo-armors in the Confederation's inventory, the mighty Vindicator has moved from being an elite machine to a basic frontline fire support unit. This change in status (brought about by mass production and newer, better designs) has not, however diminished its effectiveness in any way.

• EAH-07 STORMRIDER

The last design to leave the Prometheus Project's doors was the Stormrider, a mishmash of all the lessons learned by the Prometheus teams in the course of their marathon of exo-design innovation. Reserved almost exclusively for aces or high-ranking officers, the Stormrider requires special bay accommodations on its carrier, as well as nearly triple the fuel, ammunition and downtime of common trooper units.

• IM-09R LANCER PLUS

Not designed for a stand-up fight against other fighters, the Lancer was conceived as a quick hit-and-run strike unit. The latest incarnation of the Lancer has added to its mission profile with the addition of a powerful electronic warfare suite, making it the perfect outriding escort for forces of heavier combat units.

Pilum Lancer: the Pilum is Olympus Aerospace's effort to create a low-cost alternative to the Pathfinder, able to perform many of the Pathfinder's combat-related duties while dispensing with the electronic warfare equipment and costly exo-technology.

• ES-03 FALCONER EXO-SUIT

Top-heavy and awkward when walking, the Falconer is most comfortable in space, where its widely-spaced thrusters and complex articulations give it excellent maneuverability. The Jovians also use several other exo-suit designs, but only the Falconer is so well-suited to space combat.

• ES-09 DECKER EXO-SUIT

The Decker is the most well-known and popular exo-suit in the Jovian Confederation. Available in a vast assortment of civilian variants, the Decker is used for everything from construction to sports, as well as several military applications.

• VALIANT STRIKE CARRIER

Designed for long-range patrols and raids, the swift Valiant-class Strike Carriers have become the backbone of the Jovian fleet. A Valiant is a combination of battlecruiser and carrier, equipped with extensive internal repair bays that allow it to tend to several ships' worth of exo-armors and fighters, as well as enormous firepower. Valiant-class carriers have the odd distinction of all being named with words beginning with 'v.'

• ATHENA DESTROYER

Graceful and agile, the Athena has been described as 'a cap-ship that thinks it's a fighter.' Its poor weapon arcs are made up for by its truly awe-inspiring forward fire capability. Early on in their production, Athenas were named after Greek provinces of old. After those ran out, however, the JAF expanded the convention to include mythical or real places associated with heroism and valor.

• FORGE PATROL CARRIER

The Jovians have more Forges than any other warship class, despite the carrier's mediocre armament and protection. The Forge is ideal, however, for long-range patrols in non-critical areas of the Confederation, and its complement of six exo-armors or fighters is usually more than adequate protection. Ships of the Forge class all have names beginning with "f."

• CORSAIR FRIGATE

A relatively new addition to the Jovian Navy, the Corsair is a small fleet support ship, designed to quickly outflank enemy positions while using its heavy missile bay to keep pursuers busy. Corsair-class ships are named after famous pirates, privateers, seafarers or raiders.

► CENTRAL EARTH GOV. & ADMINISTRATION

Like the phoenix that is its emblem, CEGA rose from the ashes of the Fall, binding together the desperate, starving nations of Earth, sometimes by persuasion, more often by force. It is a regime judged as tyrannical and ham-handed by the colony worlds who know nothing of the homeworld's suffering, who abandoned Earth in her time of need to build fantasyland paradises for themselves. CEGA sees itself as the mother of an unruly child, a matron who weeps every time the rod cannot be spared.

The colonies, and the Jovians in particular, see things differently. They believe that the countless poor who wait patiently to receive ever-insufficient amounts of food and clean water would somehow be better off knowing how well-off the rest of the solar system is, that the presence of free speech and unregulated media would suddenly produce a healthy, well-fed and loyal populace. For every mission of "liberation" one of the colonies sends Earthward, another consignment of resources must be diverted away from rebuilding the shattered biosphere, and sent to reinforce the ever-growing armies protecting Earth from the predations of her prodigal children.

▼ CEGA NAVAL FORCES

Up until the mid-2210s, the CEGA space navy focused its efforts primarily on spacefighters and its immense fleet of large warships. The advent of the exo-armor by the Jovian Confederation soon taught CEGA that to overspecialize is to invite disaster, and the modern CEGA Navy devotes equal attention to all aspects of spaceborne warfare (interestingly enough, the Jovian Armed Forces themselves have seen a recent shift away from exo-armor exclusivity back toward a more balanced organization).

One remnant of the "old way," however, is the way CEGA fleets are composed. Most often led by a battle-ship-sized vessel (the Jovians regard battleships as "high-risk" assets to be placed in the forefront of any battle, and hence unsuitable for fleet command duties), CEGA task forces are well-suited to heavy assaults, but lack tactical maneuverability.

• CEA-01J SYREEN

Originally designed as a stopgap measure to counter the Jovians while a better exo-armor design could be created, the Syreen has outlasted all expectations, becoming CEGA's mainstay light exo-armor and as much of a symbol of CEGA's spaceborne might as the more advanced Wyvern. While reasonably well-armored, the Syreen suffers from a number of structural faults that make it easier to damage than to destroy outright.

• CEA-05 WYVERN

The Wyvern is CEGA's frontline combat exo, heavily armed and armored, but also reliable and easy to repair or replace. Equipped with an anti-missile laser system, the Wyvern is, like many CEGA units, highly resistant against missile attacks, and its hypergolic bazooka is a simple, reliable and very deadly weapon.

Wyvern Command: The command variant of the Wyvern is a simple modification that exchanges the Wyvern's standard military comm suite and heavy bazooka for a high-end officer's communication system and a rapid-firing massdriver assault rifle.

Wyvern Bomber: Conceived with only one purpose, the Wyvern Bomber is practically defenseless against other exo-armors, but carries enough heavy anti-ship torpedoes to destroy a battleship.

• CF-03 WRAITH

CEGA's most common spacefighter is well-respected by ships, fighters and exo-armors alike. Its firepower is versatile and powerful, and its two-man crew (one of them a dedicated gunner) allows it to hit twice as hard as its Jovian counterpart.

Wraith-Si: the interceptor version of the Wraith retains the second crewman, but dispenses with the anti-ship payload in favor of oversized thrusters and a large, vulcan-style massdriver cannon. The result is a simple and effective vehicle that strikes fear into almost any equivalently-sized unit on the battlefield.

• CEA-09 CERBERUS

Originally conceived as a hunter-killer exo-armor, the Cerberus has rather proven itself as an ideal support unit, able to soften up targets from behind the main battle lines or wreak havoc upon enemy communications with its complex (and expensive) ECM suite. It has few weaknesses aside from its high cost and time-consuming maintenance cycle.

• CS-04 MINOTAUR

The Minotaur has been in service with the CEGA Navy for nearly three decades, and can still be found on most ships and guarding almost every space station within Earth's influence. Although the Minotaur is better suited to space combat than it is to ground-based operations, it still cannot match the Jovians' Falconer in terms of acceleration and maneuverability. It is an effective machine, armed with a variety of potent weapons.

• CS-08 KOBALT

Lighter and less well-armored than the Minotaur, the Kobalt is a relatively new exo-suit designed more for close-quarters combat aboard ships and on the ground than space fighting. Equipped with masers to minimize damage to warship components during defensive boarding operations, a squad of Kobalts is often the first thing an enemy boarding party sees upon entering a ship.

• CEA-14 FURY

An outgrowth of the Syreen, the Fury is also a space-only machine, unable to function in an atmosphere or on the ground. In its element, however, the Fury serves as a top-of-the-line multirole unit, with several easy-to-configure weapon payloads. In its Megaera configuration, the Fury is often preferred over the Wyvern for dogfighting and strike missions.

• CEA-21 DRAGONSTRIKER

The largest and most heavily armored exo-armor in production, the Dragonstriker was delivered to selected elite squadrons in the CEGA Navy after an extended gestation period. The problems with the production lay not in red tape or financial matters, but a simple inability of test squadrons to effectively keep the unit operational in the field coupled with difficulties in supply of parts and equipment for the then-cranky design. Units were recently spotted operating as far out as the middle Belt, signifying that CEGA has worked out its technical problems and now fields an unparalleled heavy assault exo-armor.

• POSEIDON BATTLESHIP

Originally conceived purely as a mobile gun platform, the Poseidon-class ships were eventually finalized as battleship-carriers, having traits of both ship types. The compromises made as a result of this quick marriage of design principles are obvious. The Poseidon's modified cargo bay is large enough to support ten vehicle repair cradles, but lacks the structural integrity to support a full set of launch catapults. The vessel's gun armament also cannot compare to that of a dedicated battleship's weapon complement. That said, however, the Poseidon is still one of the most powerful warships in the solar system, and a very potent fleet command ship. Ships of the Poseidon class are named after monsters and beasts drawn from Earth's rich mythology.

• HACHIMAN DESTROYER

The Hachiman-class destroyer was once the workhorse of the CEGA Navy, and is still seen in large numbers, despite its aging design. The Hachiman's main disadvantage is its preponderance of energy weapons, which provide it with a strong initial punch, but which also invite devastating return fire from opponents that it does not kill in one volley. Hachiman ships are thus very vulnerable to attacks by large groups of fighters or exo-armors, and are as a result seldom seen without an escort of fighters or corvettes. Hachiman-class ships are named after legendary warriors.

• TENGU ESCORT CARRIER

The Tengu is little more than a mobile repair bay for exo-armors and fighters. It is unable to function on its own in a battle, armed only with a pair of missile bays used to provide fire support to its daughtercraft or escorts. When used properly, however, the Tengu performs its task effectively and reliably, even if its vehicle capacity is not quite on par with equivalent Jovian light carrier designs. Many Tengu-class ships are named after supernatural or spiritual images

• BRICRIU CORVETTE

The Bricriu's design is older than CEGA itself, and it shows. The ship is small and cramped, with few crew amenities. On the flip side, the Bricriu's well-known design make it one of the easiest vessels in CEGA's arsenal to repair and maintain. The modern version of the Bricriu serves as a fast support craft, armed with both anti-ship and anti-fighter weaponry, but it functions adequately in almost any role. Its only true weakness is its small fuel reserve, which limits its strategic flexibility.

► FULL TURN SEQUENCE

INITIATIVE PHASE	
•	Roll Initiative
•	Each Player receives one Initiative Command Point for every three ships on his side.
•	Players assign PDS mode for all ships
FIRST SHIP PHASE (SHIPS ONLY)	
•	Move all ships with vector counters; no Command Points may be used.
•	Players alternate moving ships.
MAIN PHASE	
•	Players alternate taking actions with all non-ship Groups.
•	For each unit in a Group:
	Remove Aiming, Overthrust, or Evasion counters before movement or actions.
•	Move and/or take action(s)
SECOND SHIP PHASE (SHIPS ONLY)	
•	Players alternate taking actions with ships.
END PHASE	
•	Warships in cover get +1 to Avoidance
•	Resolve warship missile hits.
•	Resolve warship missile launches.
•	Roll for return of off-board units.
•	Roll for catastrophic damage on warships.

► STANDARD UNIT ACTIONS

•	Attack once with one weapon (certain weapons may attack more than once with a single action, however)
•	Remove a Stunned counter from the unit
•	Activate or Maintain ECM/ECCM
•	Leave or land on a ship

► SHIP ACTIONS

1)	Thrust: The ship may use its normal movement allowance. This action may only be taken once per turn.
2)	Damage Control: The ship may immediately roll its full available damage control dice complement, against a Threshold of 3. The Margin of Success of the Roll is the number of damage boxes that may be repaired.
3)	Spoof: Make a Skill test using the ship's Crew Level (usually two dice with no modifiers), against a Threshold of 3. If the roll succeeds, increase the ship's Avoidance by the roll's Margin of Success.
4)	Ping: Select a target ship. Each ship makes a Skill test, modified by its Electronics rating. If the attacker wins, the defender's Visibility is reduced by 2. No matter what the result of the roll is, the attacker's Visibility is reduced by 1. If the attacker fumbles, its Visibility is reduced by 2 instead of 1.
5)	Fire Weapons: The ship may fire any or all of its weapons.

► COMMAND POINTS: STANDARD UNITS

•	One additional action, which must be used immediately.
•	One +3 bonus to the next defense roll the unit makes.
•	One free facing change of up to 180 degrees.

► COMMAND POINTS: SHIPS

•	The ship may take one action immediately. The action may be of any type except the Thrust action, which can only be used as a normal action in the Second Ship Phase. The ship's Avoidance is affected as normal by whatever action it ends up taking.
•	The ship may immediately change facing up to the maximum arc for its Turning Type. Unlike normal movement, this "emergency move" does not affect the ship's Avoidance.
•	A ship's PDS may change mode instantly. This does not affect the ship's Avoidance.

► ATTACK ROLL SUMMARY

THE ATTACKER'S ROLL EQUALS THE ROLL OF (=SKILL) DICE MODIFIED BY:	
•	+ Attack's Accuracy
•	-3 if attacker has Overthrust counter
•	+ 1 for Aiming (if applicable)
•	+ Close Combat Optimized bonus (if applicable)
•	+ combination bonus (if applicable)
•	- 2 if firing into or through rock field or factory complex
THE TARGET'S ROLL EQUALS THE ROLL OF (=SKILL) DICE MODIFIED BY:	
•	+ Avoidance
•	+ Evasion bonus (if applicable)
•	- 1 if defender has an Aiming counter
•	+1 if inside dust cloud or debris field

DAMAGE SUMMARY ◄

TOTAL DAMAGE = MARGIN OF SUCCESS X DAMAGE MULTIPLIER	
•	If Total Damage > Stun Threshold, target is Stunned (gains Stun counter, which may be removed with an Action, or mark off one damage box)
•	If Total Damage > Crippled Threshold, target is Crippled (permanently gains Crippled counter; movement allowance and attack damage permanently halved, or mark off two damage boxes)
•	If Total Damage > Overkill Threshold, target is destroyed
•	2 x Stunned = Crippled, 2 x Crippled = Overkilled

RANGE FOR TAGGING & TARGETING SHIPS ◄

ELECTRONICS RATING	RANGE	ELECTRONICS RATING	RANGE
-2 and below	5 cm	+1	25 cm
-1	10 cm	+2	40 cm
0	15 cm	+3	50 cm

Below this range, a standard unit may tag a ship, and any unit may target individual ship components. Warship-launched missile swarms always hit a random location.

TAGGING SHIPS ◄

TAGGING UNIT ROLLS A SKILL TEST MODIFIED BY:	
•	Electronics rating
•	Aiming (if applicable)
•	Overthrust (if applicable)
TARGET SHIP ROLLS A SKILL TEST MODIFIED BY:	
•	Electronics rating

Any exo-armor, fighter, exo-suit squad or infantry squad may use an action to tag a warship. A unit may only tag a target that is in its primary attack arc. The tagging roll is an opposed roll between the tagging unit and the target ship.

A successful tag lowers the target's Avoidance by 1.

WEAPON CHARACTERISTICS ◄
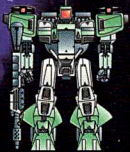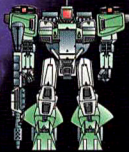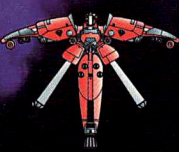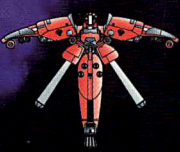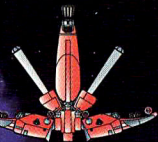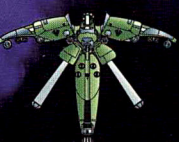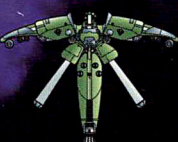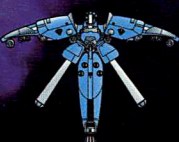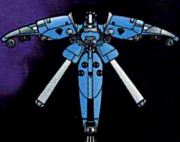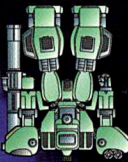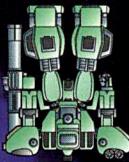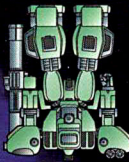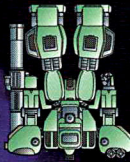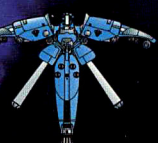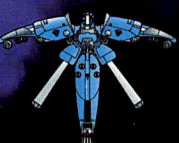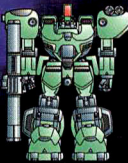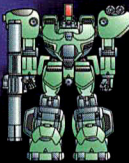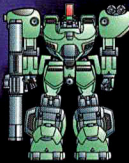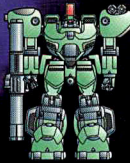
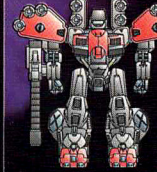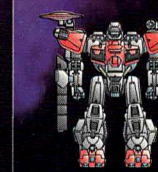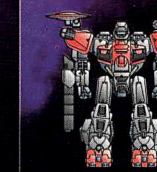|	
•	Anti-Infantry (AI#): The attack gains the listed Accuracy bonus to any attacks against exo-suits or infantry. All exo-suit and infantry attacks automatically have this characteristic at a rating of 2.
•	Anti-Ship (AS#): The attack gains the listed Accuracy bonus to any attacks against any object of Size 6 or larger.
•	Armor Piercing (AP): The target's Protection ratings are all halved, rounding up. May not Overkill.
•	Missile (Mis): affected by Missile Defense Perk and warship PDS.
•	Power-hungry (PH#): The rating is the number of weapons other than the power-hungry weapon that may be fired in one action. PDS and missile bays may fire normally.
•	Rapid Fire (R#): May make a number of additional attacks equal to the rating.
•	Slow (Slw#): The attacking unit may only use this attack if it is aiming.
•	Seek (Sk#): Add listed number of dice to attack rolls.

VEHICLE PERKS ◄
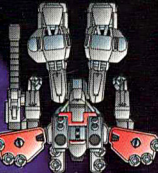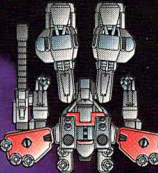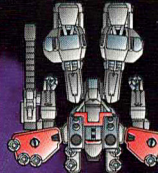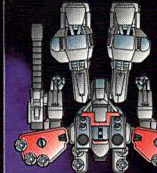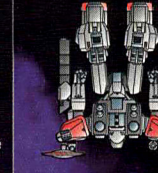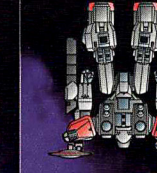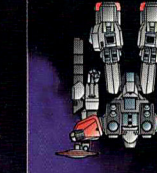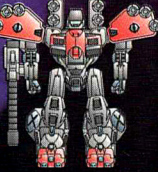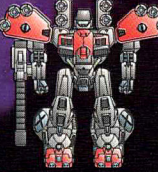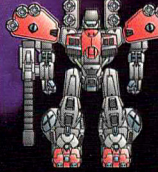
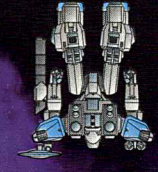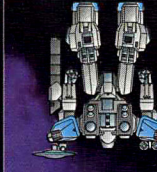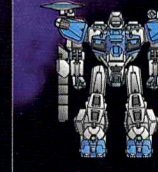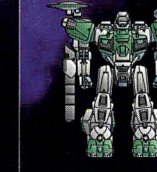|	
•	Close Combat Optimized (#): in close combat ('C' range), this unit adds to its attack and defense rolls the rating of this Perk when fighting units without this characteristic. If both the attacker and the target have this Perk, use the difference between the two ratings (if any) as the attack and defense bonus for the unit with the higher Close Combat Optimized rating.
•	ECM (#): the unit is capable of using offensive electronic warfare to disrupt the enemy's communications.
•	ECCM (#): the unit is capable of using defensive electronic warfare to cancel the effects of enemy ECM.
•	Exposed Auxiliary Systems: When this unit is Crippled, in addition to all the normal penalties, any future Electronics rolls it must make automatically fail (treat the result of the roll as a zero).
•	Exposed Fire Control: If the unit is Crippled, all range bands other than 'C' on all attacks are destroyed.
•	Missile Defense (#): Add the rating to all defense rolls against Missile (Mis) attacks.
•	Multiple Redundancy: On a successful Piloting roll vs. a Threshold equal to the rating, the unit may ignore the effects of any damage result.
•	Energy/Projectile Protection (#/#/#): When attacked by the appropriate type of weapon, use the listed protection instead of normal protection.
•	Reinforced Systems (#): On a successful Skill roll vs. a Threshold equal to the rating, the unit may ignore the effects of a 'Crippled' damage result.
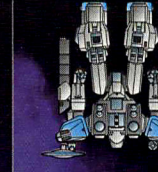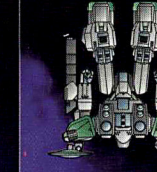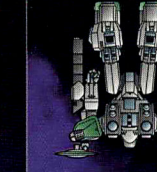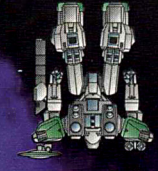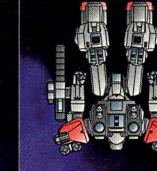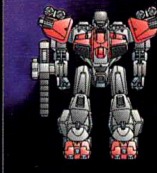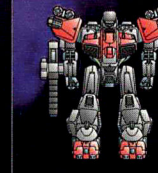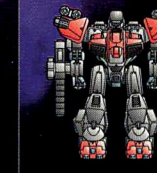
★ JOVIAN CHRONICLES
LIGHTNING STRIKE

CERBERUS 1 | CERBERUS 2 | CERBERUS 3 | CERBERUS 4 | SYREEN 1 | SYREEN 2 | SYREEN 3

SYREEN 4 | SYREEN 1 | SYREEN 2 | SYREEN 3 | SYREEN 4 | SYREEN 1 | SYREEN 2

SYREEN 3 | SYREEN 4 | WYVERN 1 | WYVERN 2 | WYVERN 3 | WYVERN 4

5X FALCONER 1   5X FALCONER 2   5X FALCONER 3   5X FALCONER 4   5X MINOTAURS 1   5X MINOTAURS 2   5X MINOTAURS 3

5X MINOTAURS 4   LANCER 1   LANCER 2   LANCER 3   LANCER 4   WRAITH 1   WRAITH 2

WRAITH 3   WRAITH 4

0°   45°   45°   90°   90°

0°   45°   45°   90°   90°

0°   45°   45°   90°   90°

0°   45°   45°   90°   90°

VINDICATOR 1 · VINDICATOR 2 · VINDICATOR 3 · VINDICATOR 4 · PATHFINDER 1 · PATHFINDER 2 · PATHFINDER 3

PATHFINDER 4 · PATHFINDER 1 · PATHFINDER 2 · PATHFINDER 3 · PATHFINDER 4 · PATHFINDER 1 · PATHFINDER 2

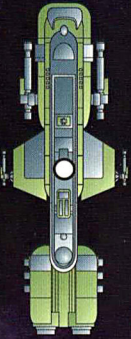PATHFINDER 3 · PATHFINDER 4 · RETALIATOR 1 · RETALIATOR 2 · RETALIATOR 3 · RETALIATOR 4
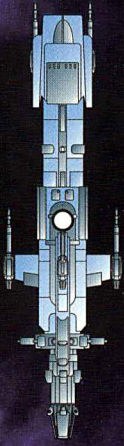
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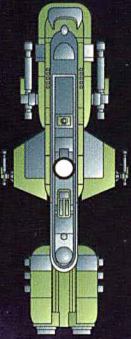
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Ship Name:

Ship Class: Athena-Destroyer

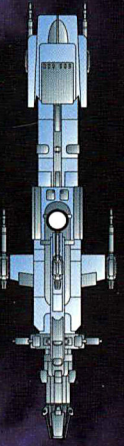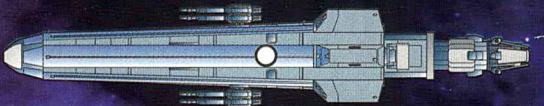Ship Name:

Ship Class: Hachiman-Destroyer

Ship Name:

Ship Class: Hachiman-Destroyer

Ship Name:

Ship Class: Tengu-Escort Carrier

Ship Name:

Ship Class: Tengu-Escort Carrier

Ship Class: Valiant-Strike Carrier

Ship Name:

Ship Class: Briciu-Corvette

Ship Name:

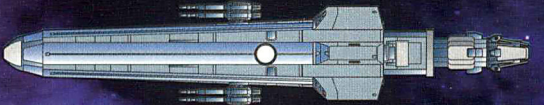Ship Class: Briciu-Corvette

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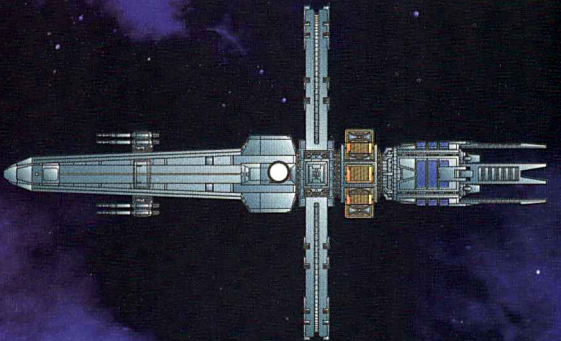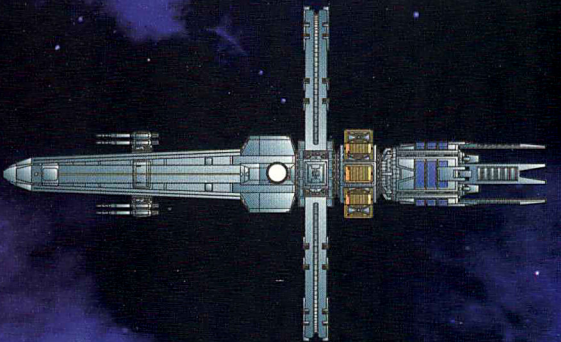
Ship Class: Briciu-Corvette

Ship Name:

Ship Class: Briciu-Corvette

Ship Name:

Ship Class: Valiant-Strike Carrier

Ship Name:

Ship Class: Forge-Patrol Carrier

Ship Name:

Ship Class: Poseidon-Battleship

Ship Name:

Ship Class: Poseidon-Battleship

Ship Name:

Ship Class: Forge-Patrol Carrier

Ship Name:

Ship Class: Corsair-Frigate

Ship Name:

Ship Class: Corsair-Frigate

Ship Name:

Ship Class: Corsair-Frigate

Ship Name:

Ship Class: Corsair-Frigate

Ship Name:

Factory Complex Factory Complex Rock Field Debris Field

Factory Complex Rock Field Rock Field Debris Field

Debris Field

Dust Cloud

Dust Cloud

Dust Cloud

Ship Class: Ebiruu-Cargo Hauler
Ship Name:

Ship Class: Ebiruu-Cargo Hauler
Ship Name:

Ship Class: Ebiruu-Cargo Hauler
Ship Name:

Ship Class: Ebiruu-Cargo Hauler
Ship Name:

Jie Lin
Level 3 Bonus: +1

S. Santhakumar
Level 3 Bonus: +1

Wang Ling
Level 3 Bonus: 0

Helena Juno
Level 3 Bonus: 0

Merril Upton
Level 2 Bonus: +1

Jedediah Snell
Level 3 Bonus: +1

M. Koudiropoulos
Level 2 Bonus: +2

Aymeric
Level 3 Bonus: 0

Ranho Garand
Level 4 Bonus: 0

Daniel Grayson
Level 2 Bonus: +2

0cm 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

0cm 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

0cm 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25