

CINEMATIC FLEET COMBAT SYSTEM

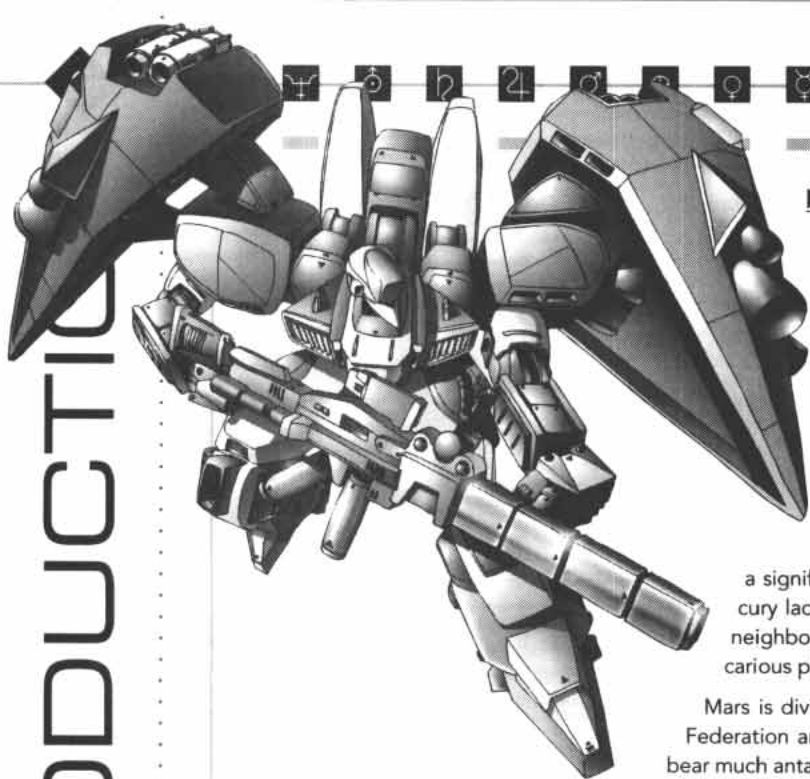
LIGHTNING STRIKE

COMPANION



JOVIAN
CHRONICLES
FROM DREAM POD 9





► INTRODUCTION

While the three major naval superpowers may possess the vast majority of the Solar System's military power, the other Solar nations are no less important militarily, especially when one considers that the largest space naval clash in history, the Battle of Kurtzenheim, was fought in ostensibly neutral territory, as the result of a conflict between two of the smaller Solar nations. It is for this reason that any presentation of the military status of the Solar System of 2214 cannot be complete without a study of Humanity's other nations and navies.

Traditionally neutral, the Mercurians nevertheless possess a significant force of fighters, exo-armors and warships. While Mercury lacks a military structure and doctrine suitable for attacking its neighbors, its defensive arrangement is enviable, considering its precarious physical position at the inner boundary of the Solar System.

Mars is divided between the ideologically and politically rigid Martian Federation and the freedom-loving Martian Free Republic. Both nations bear much antagonism toward the other, especially since the memory of the recent Martian Civil War is only a few years old. However, there is no question

that both nations regard Mars as their own battleground; any intrusions from outside will likely be met with a united front, and while the Martians lack a powerful navy, their orbital defense network is impressive and modern.

Far out at the edge of human habitation lie the colonies of the Titanian Hydrocarbon Corporation. Once a Jovian-owned concern, THC successfully lobbied for independence in 2212 and is now one of the Confederation's staunchest allies. This status may change, however, should Jovian aggression toward the inner Solar System result in a war that negatively impacts the flow of resources and money to Titan.

Not really a nation, the Nomad clans live within the vast space of the Belt, mining the rocks and operating way stations for commerce and diplomacy. While militarily insignificant, the intelligence and support they can provide make them allies to be valued or enemies to be quickly eliminated.

In addition to these nations, several independent groups also possess significant naval power, as well as the political or financial clout to make their presence worth more than simple firepower. Perhaps the most well-known of these are the United Space Nations Guards, who operate a small fleet of corvettes, patrol cutters and transports. The USN Guards are often sent to "hot" zones as neutral observers or peacekeepers; so long as the United Space Nations retains its power as a convocation of nations, the USN Guards will serve as a potent buffer against war atrocities and outright chaos.

Just as well known as the USN Guards is the terrorist organization known as STRIKE. Mysterious in motivation, membership, strength, and the source of its impressive military might, STRIKE's avowed primary goal is the reunification of Humanity under the guiding hand of Earth — but not under the control of either Venus or the current CEGA leadership. The result is a naval force whose appearance on a battlefield is greeted with apprehension by everyone involved, not least due to the skill and experience of STRIKE's ranks of defected CEGA, Venusian and even Jovian pilots.

The Solar Cross is the famous organization responsible for saving the lives of spacers in danger, regardless of creed or nationality. Attacking a Solar Cross ship is regarded as an unparalleled atrocity, since if these ships were to be removed from service, all spacers, everywhere, would suffer the consequences.

In order to maintain readiness and awareness in their commanders, all the Solar nations run extensive strategic simulations, planning the fate of the entire Solar System in computer models and virtual-reality mockups. A single fleet, cleverly placed and properly supported, can easily tilt the balance of power, making a clear understanding of the value of terrain and alliances paramount to the creation of a superlative commander. In addition, no soldier can fight a future war without having a firm grasp of the triumphs and errors of battles past; thus, though a battle's debris may have long since cleared, its tensions and agonies are replayed over and over again in the schooling of hundreds of officer candidates, schoolchildren, and history aficionados.

This Companion to the Lightning Strike 2nd Edition rulebook enables players to use allies from the smaller navies of the Solar System, or to build their entire fleets around these minor (but vital) players on the Solar chessboard. Additions to the campaign system allow players to pursue more varied goals than simply killing each other.

BOOK CONTENTS ▼

Chapter 2, the Rules Addendum, provides additional Advanced Rules for the Lightning Strike system. These can be considered an addition to Chapter 4 (Advanced Rules) in the main Lightning Strike 2nd Edition rulebook, and are recommended for use by experienced players. Rules for escort and strike missions, colony cylinders and solettas (the big mirrors used by Mars and Venus to help control their planets' atmospheres) are detailed.

Chapter 2 also provides rules for Perks pertinent to the specialized vessels used by the Mercurian Guild Security forces, covering solar sails, magsails, and the unique two-component Erel-class corvette. Finally, Chapter 2 supplies guidelines for integrating Lightning Strike with the Jovian Chronicles roleplaying system, including character-scale damage conversion and noncombat Skill use on the Lightning Strike battlefield.

Chapter 3, the Expanded Campaign, adds a new dimension to the simple campaign system in the main 2nd Edition rulebook. Players can now control the dispersal and deployment of their forces across the entire Solar System, moving their fleet in pursuit of a variety of political and military goals.

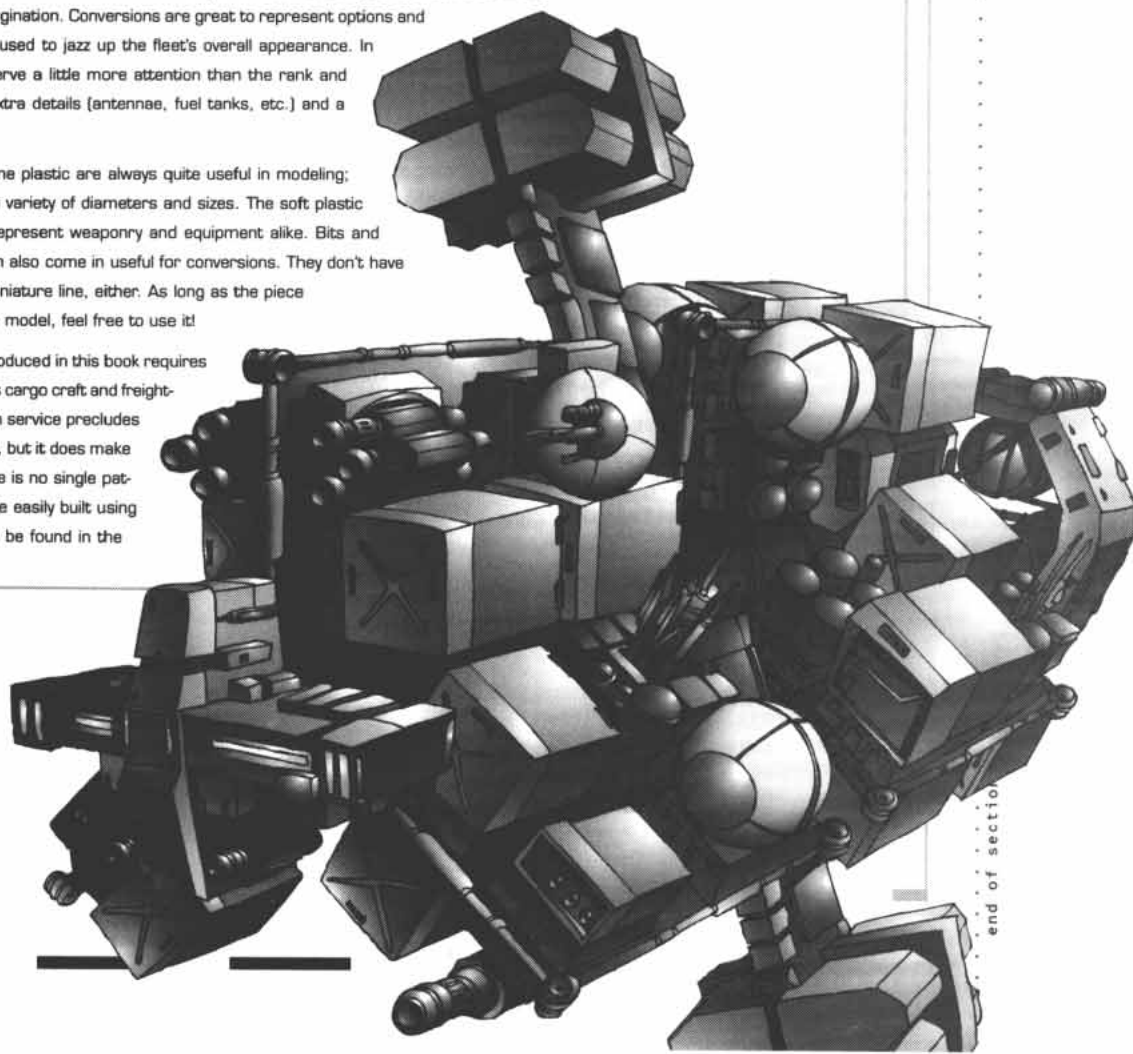
Chapter 4 provides fleet lists for the smaller navies of the Solar System, as well as for several military forces not aligned with a particular nationality.

MODELING AND FLEET UPGRADES ▣

The various datacards found in the main rulebook and at the end of this book represent the basic mass-produced versions of the units and ships in the game. All can be upgraded to some extent — see page 70 of the basic rulebook. Such modifications can easily be represented on the miniatures with a little bit of extra work; a number of examples can be found in the color section to start up your imagination. Conversions are great to represent options and upgrades, but they can also be used to jazz up the fleet's overall appearance. In particular, Ace-piloted units deserve a little more attention than the rank and file; spruce up the model with extra details (antennae, fuel tanks, etc.) and a dazzling paint job!

Strips, rods and sheets of styrene plastic are always quite useful in modeling; most hobby stores stock a large variety of diameters and sizes. The soft plastic stock can be easily shaped to represent weaponry and equipment alike. Bits and pieces from other miniatures can also come in useful for conversions. They don't have to be from the same scale or miniature line, either. As long as the piece can be properly integrated in the model, feel free to use it!

The detailed campaign game introduced in this book requires a number of support units such as cargo craft and freighters. The large number of types in service precludes making miniatures for all of them, but it does make modeling a lot easier. Since there is no single pattern to follow, cargo ships can be easily built using odds and ends. An example can be found in the color section.



end of section

2.1

► ASTEROID BASES

Often, colonies or stations will be built on an asteroid, for stability, resource access, or protection. If a base is on an asteroid, it can only be attacked from one side; the asteroid blocks line of sight, as always. Likewise, the base may only use its weapons if the asteroid is not in the way. If an asteroid base has multiple components spread over the asteroid's surface, it is best to represent them with separate units, either using the Installation datacard or the various colony components. The asteroid itself cannot be destroyed; even a reactor explosion will only dent such a mountain.

2.2

► COMBINED SHIPS

Combination ships (of which the Mercurian Erel-class corvette is the only example thus far presented in Lightning Strike) take the concept of docking to the next level. A combination ship is composed of two or more independent ships, each one equipped with heavy-duty clamps and mating systems. When these ships dock with each other, the resulting conglomeration is a complete ship in its own right, capable of full maneuver and thrust.

A combination ship will be made up of one major module and one or more minor modules. The module ships of a combination ship all have special Docking Equipment used to link up with each other. If any module's Docking Equipment is Overkilled, the module may no longer dock with its counterparts (it may, however, continue to dock with other ships as described in the Docking rules). Separate module ships can dock with each other as described above. While docking, combination ships undergo a misdock as normal if any docking module suffers Overkill damage to any location. However, once the ships are linked, the combination ship can suffer Overkill damage to its components and locations without misdocking, due to the strength of the link between the modules; the only exception to this is if a module's Docking Equipment is destroyed while the ships are docking or linked, a misdock occurs as normal.

When the two module ships are docked, the combined vessel is treated as a single unit for movement, line of sight, and close combat. The major module's datacard may have several values (Thrust, Size, Avoidance, Turn, Damage Control, Actions, Electronics) in parentheses; these values are used in place of the normal values when the module ships are combined, and the normal values for all the module ships are ignored. In essence, the combined ships are now a single vessel with the stats listed in parentheses.

Although the combined ships now act as one, each module ship still has its own set of main hull hit locations and component hit locations, so attackers may still choose which module ship they wish to attack. If the attackers are at a range where components are hit randomly, randomly determine which module ship is hit by each attack before rolling a hit location. The combined ships may use all weapons as normal, including PDS.

The combined ships can undock at the cost of all Actions for one turn. At the beginning of the subsequent Second Ship Phase, the module ships become separate vessels again, each with their own normal Actions, Thrust, etc. Avoidance values for the newly independent ships start out at the last Avoidance value the combined ships had; if this value is higher than a module ship's Base Avoidance, the module ship's starting Avoidance is its Base Avoidance.

Due to their linked systems, combination ships suffer additional damage if they forgo the undocking procedure and simply apply thrust to tear away from each other. The Docking Equipment on all module ships is automatically Overkilled. Additionally, the number of random hits to each module ship is the result of one die with a +3 modifier; these hits are determined after the Docking Equipment is crossed out.

end of section 2.2 combined ships

2.3



Unless they are specifically noted as being inside, any units in contact with the colony are considered to be outside the colony, skimming the surface. Units inside the colony can be marked with counters. Units inside the colony cannot be attacked by units outside, nor can they attack out of the colony; this restriction also applies to ECM. Cloaks cannot be used inside a colony. Command Points may be used as normal.

Combat inside a colony cylinder is very much abstracted for ease of play. Standard units may choose to fight in the colony's internal airspace or on the inner surface of the colony (for simplicity's sake, even units with no legs may engage in "ground" combat). Units in the air move and fight as normal. Units on the ground are considered to be inside a Factory Complex (see **Lightning Strike 2nd Edition**, page 43), with an additional restriction: their Movement characteristic is halved. Units may choose to switch between air and ground combat (i.e. land or take off) at the start of their activation. Infantry may only fight on the ground, but they get their full Movement, and get an additional +2 to their Avoidance while inside the colony.

▼ ATTACKING AND DESTROYING COLONY CYLINDERS

A colony cylinder has no Avoidance; any attack upon a colony cylinder automatically rolls against a Threshold of zero. Range can be measured to the nearest edge of the colony cylinder. Units inside the cylinder may choose to attack in close combat or at short range. The following restrictions also apply.

A colony cylinder's Main Hull has a Protection value ranging from 20/40/80 (small civilian or O'Neill colonies) through 25/50/100 (mid-sized colonies) to 30/60/120 (armored military or Vivarium colonies); structural limitations prevent colonies from being more sturdy than this.

A colony cylinder takes damage differently from other units in **Lightning Strike**, partially due to its vast size, and its built-in repair mechanisms. In addition to its Protection value, which is a reflection of overall durability and solidity, a colony also has a certain number of Structure points, which define how much mass is actually being held together. A colony cylinder may retain much of its armor and sturdiness, but it may be rendered useless by the progressive destruction of vital structural members. Small or fragile (e.g. O'Neill Islands) colonies start out with about 25 Structure points, medium colonies have about 50, and large or heavily-built (e.g. Vivarium) colonies have about 75 Structure points.

An attack that exceeds the colony's lowest Protection value removes one Structure point. An attack that exceeds the colony's second Protection value removes two Structure points. When the colony loses its last Structure point, it is immediately destroyed. If any single attack exceeds the colony's Overkill threshold, the entire colony is immediately destroyed, regardless of how many Structure points it had left. In the End Phase of every turn, after all potential damage for the turn (like Ship Missile attacks) is resolved, all colonies regenerate one Structure point. A cylinder may never have more Structure points than it started with.

Ship reactor explosions inside or in contact with a colony cylinder do triple damage to the cylinder. Reactor explosions inside a colony cylinder multiply their blast radius by three, but do not affect anything outside the colony cylinder.

The destruction of a colony results from an attack (or series of attacks) that has created a massive hole in the colony that cannot be repaired, resulting in the loss of all atmosphere and lives within the cylinder. While individual structures and components may remain operational for a few more hours, the colony itself is, for all intents and purposes, a floating hulk. When a colony is destroyed, much of the interior is thrown into disarray as secondary explosions rock the structure and debris flies out amid outrushing atmosphere.

Ships inside the colony lose three points of Avoidance and take a number of random Stun hits equal to the result of one die. Ships outside the colony are unaffected. Roll a die for each exo-armor, exo-suit squad and fighter inside the colony. On a 6 or 5, the unit is Stunned. On a 4 or 3, the unit is Crippled. On a 2 or 1, the unit is destroyed. Units outside the colony but in close combat with the colony are Stunned. Infantry squads and Drones inside the colony are destroyed. Such units outside the colony but within 10 cm of the colony are Stunned.

▣ ATTACK RESTRICTIONS

•	Groups do not receive combination attack bonuses for attacking colony cylinders.
•	Armor-Piercing and Flak weapons cannot damage a colony cylinder at all.
•	Armor-Destroying weapons do not halve a colony cylinder's Protection.
•	Anti-Ship weapons do not get their Accuracy bonus; the colony is already incapable of dodging.

COLONY COMPONENTS ▼

Colony cylinders do have several major components that can be attacked separately from the basic structure itself. The most important of these to any hostile unit is probably the colony's **weapons**; most colonies are armed with at least a few gun or missile turrets. The weapons are usually clustered around the ends of the cylinder, but some heavily armed colonies have turrets all along their length.

A colony's **spaceports** are prime targets for attackers. Most colonies have one major spaceport, located at the end of the cylinder opposite the powerplant, although colonies built for manufacturing or military purposes may have two.

Manufacturing colonies have many **factories**, located both inside the colony as well as in zero-g around the cylinder itself. Destroying an exterior factory complex renders it useless, but the debris still acts as a factory complex obstacle (see *Lightning Strike 2nd Edition*, page 43).

A colony gets its power from an array of fusion reactors at one end of the cylinder, usually separated from the cylinder proper for safety. Destruction of a colony's **powerplant** effectively renders it unusable until a new powerplant is installed.

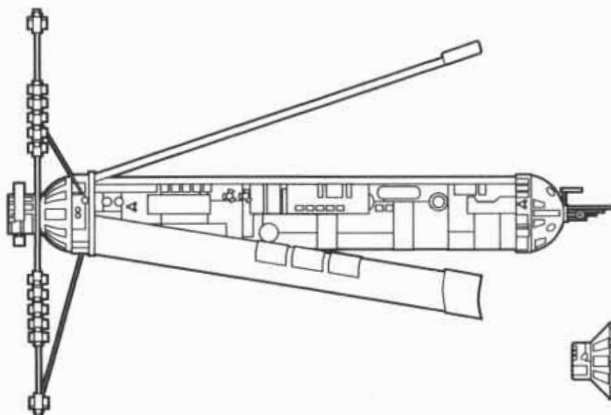
Finally, all colonies have stores of **consumables** (food, hydroponics, water, etc.) in huge warehouses in rings outside the cylinder. Destroying these can affect the colony's morale and productivity without directly causing casualties. Consumables have no crew and little armor; treat them as standard units of Size 7-10, with Overkill Protection ratings of 10-30. Consumables warehouses cannot be Stunned or Crippled, and automatically roll zero for defense.

All colony components (except consumables) are considered to be small standard units, each with their own miniature (or counter) and datacard. Sample datacards for generic colony components are included with this book; for customized colonies, players should feel free to modify any of the stats by up to 50% in either direction. Colony components can be boarded and seized just like ships; once the component is seized, it can be destroyed (as in the Boarding rules), shut down or occupied. Occupied spaceports can be immediately opened or closed, and occupied weapons come under the boarding player's control.

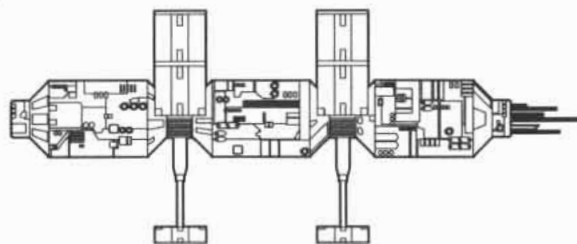
Even if the colony cylinder itself is destroyed, the components listed here will remain intact and operational until the end of the battle, at which point they will all shut down and be considered destroyed. This makes little difference except in the case of weapons, which may still attack, and spaceports, which can still allow passage of units and departure of evacuees.

COMPONENTS FOR VARIOUS COLONY TYPES □

	Weapons	Spaceports	Powerplant	Factories	Consumables
Residential Colony	1-4	1	1	0-4	10-30
Manufacturing Colony	2-10	1-2	1	6-20	0-30
Military Base	10-30	1-2	1	2-10	10-30



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► ESCORTING UNITS

It is a truism of combat that personal survival is seldom a requirement for a mission's completion. Often, a pilot will be ordered to protect another battlefield unit at the possible expense of his or her own life. To simulate this, a Lightning Strike standard unit may choose to put its own safety aside in favor of providing close escort to another unit. It costs a unit one action to go into Escort mode. Use a scrap of paper, either next to the unit or on its datacard, to mark the unit as being in Escort mode; write the identity of the unit being escorted on the counter. A unit may drop out of Escort mode at any time, at no cost; simply remove the Escort counter, and all benefits and restrictions of being in Escort mode are immediately eliminated. Note that ships are too bulky and unmaneuverable to go into Escort mode. Drones may not act as Escorts.

Escorts must stay within a certain distance of the unit being escorted; this *Escort Radius* is defined by the Tagging/Targeting table (**LS 2nd Ed. Rulebook, page 72**). If, due to their movement or the movement of the escorted unit, the Escorts leave this defined area, they immediately drop out of Escort mode.

The Escort(s) and the unit being escorted now move and act as a single Group, but do not get any combination attack benefits. The Escort group moves and acts when the escorted unit normally acts (if a ship is being escorted, this means that its escorts are activated in the Second Ship Phase). However, no unit may be activated more times than it can usually be activated; this means that standard units escorting ships can be outrun by their charges if the player isn't careful about vector counters. Escorts have no movement restrictions, so long as they remain within their Escort Radius, and may Overthrust as necessary.

▼ ESCORT BENEFITS

The primary benefit of having Escorts is the passive interference and distraction they provide, which essentially improves the escorted unit's chances of preparing for or evading an incoming attack. For each Escort it has, the escorted unit gains a +1 bonus to all its defense rolls, up to a maximum bonus of +3; additional Escorts beyond three do not add to the bonus, but they may serve as backup or additional active interference, as described below.

When an attack is declared on the escorted unit, its Escorts may also choose to actively intercept or interfere with the attack, either by using various methods of distraction (flares, ECM, sensor pings, radio noise, etc.) or by simply sticking an arm or leg in the way of the incoming fire. Attempts to Tag, Ping or Target Designate are considered attacks for this purpose.

An Escort may intercept an attack regardless of its position, so long as it is within its Escort radius, and can draw a Line-of-Sight to either the attacker or the defender. Put a Stun counter on each Escort that chooses to intercept the attack; this cost is immediate and cannot be revoked once applied.

The attack roll is made as normal. However, for its defense roll, the target gets one extra die for every Escort that is intercepting the attack. Thus, if the Valiant in the example were attacked and both its Pathfinder Escorts took a Stun counter to intercept the attack, its defense roll would be its normal two dice, plus its +2 bonus for having two escorts, along with an additional two dice for the interception attempts, for a total of four dice with a +2 modifier to the result.

A unit may intercept more than one attack. However, each intercept adds another Stun counter, which has the normal effect (two Stun counters result in the unit's being Crippled). A Crippled unit with a Stun counter may not intercept attacks; in other words, a unit may not destroy itself to stop a shot.

Because Escorts are focused upon protecting their charges, they cannot attack as freely as they could were they in normal combat conditions. An Escort may attack any enemy unit within its Escort Radius; for example, the Pathfinders in the example next page would be able to freely target any opponent that is within 30 cm of the Valiant. An Escort may attack any unit that is making a strike run on the unit being escorted, regardless of range. Finally, an Escort may attack any unit that the escorted unit attacks or attempts to designate, Tag or Ping. There is no multiple attacker bonus, unless the Escort and escorted unit happen to also be in the same Group.

Otherwise, Escorts may not attack; this also applies to other actions such as Tagging. An escorting unit can take advantage of the Group multiple attacker bonus only if its Group-mates are also escorting the same unit. Otherwise, an escorting unit is considered to be out of its Group, since it no longer moves and acts in concert with the rest of its Group.

ESCORTING EXAMPLE ▣

Two Pathfinders are escorting a Valiant. The Valiant has a vector counter, which is resolved in the initiative phase; this carries the Valiant 10 cm forward, leaving its Escorts behind. Luckily, the Pathfinders, with their high Electronics ratings, can remain in Escort mode out to 30 cm of the Valiant. In the First Ship Phase, the Valiant decides to expend thrust to move another 10 cm, moving it further away from its escorts. The Main Phase passes, but the Pathfinders do not activate; since they are escorting the Valiant, they will be activated when the Valiant is activated in the Second Ship Phase.

In the Second Ship Phase, the Valiant activates, and so do its Pathfinder escorts. The Pathfinders may now move and act as normal; hopefully, these two Pathfinders will Overthrust in order to keep up with the Valiant before it moves out of Escort range.

HARDWARE NOTES ◇

Cloaked and *Deep-Cloaked* units may Escort, but are immediately uncloaked if they act to protect the escorted unit (i.e. intercept an attack). Deep-Cloaked units are also uncloaked if they fail their Cloak check; they must be placed on the board within their Escort radius, or they will immediately drop out of Escort mode. Escorts may use ECM and ECCM normally; escorts may use *Targeted ECM* only under the same restrictions as normal attacks. A *Sentry Pod* may be used by an Escort to protect the escorted unit; remove the Ordnance counter as normal, but place the Evasion counter on the escorted unit. If the escorted unit is a ship, it immediately gains +3 to its Avoidance, up to the ship's Base Avoidance.

INTERMEDIATE AND ADVANCED RULES NOTES ◇

If using the Intermediate Rules (see rulebook page 34), the following effects apply. Escorts may not Evade. Escorts may Aim and use Command Points without restriction. Escorts may Reaction Attack, under the same restrictions as for normal Escort attacks. An Escort may also Reaction-Attack to interrupt any unit that is about to attack the unit being escorted.

If using the Advanced Rules (see rulebook page 40), the following effects apply. Aces that are acting as Escorts may, instead of adding one die and a +1 bonus to an escorted unit's defense roll, add a number of dice equal to their Skill Level and a bonus equal to their Skill bonus. Escorts may intercept attacks from *Minefields* and *Lightning Strikes*. If all players agree, the rules for initiating a *Ram* may be applied to Escorting units; if an Escorting unit can pass a Skill roll against a Threshold of 5, it may intercept an attack that causes its own destruction (i.e. if it is Crippled and has a Stun counter, and wishes to intercept another attack). This rule may not be applied to Reaction Attacks.

STRIKE RUNS ▼

Pilots may be asked to destroy something at any cost. In **Lightning Strike**, a unit may elect to go on a *Strike Run*, whereby every ounce of the crew and vehicle's attention is focused toward a single target, at the expense of paying heed to any other enemies in the area.

It costs a unit all its actions for one turn to prepare for a strike run; this represents setting up targeting systems and lining up the attack itself. When a unit declares that it is going on a strike run, place a counter or scrap of paper with the target of the strike run written on it, face down, next to the striking unit (or, of players prefer, on the unit's datacard). On the unit's next activation, the counter is flipped over and revealed to all players, and the striking unit immediately becomes subject to the benefits and penalties outlined below.

A ship may go on a strike run, but must, as noted above, use all its actions for one turn to do so; place the strike run counter as normal. Drones may not go on strike runs. A unit may break off its strike run at any time, at no cost; simply remove the strike counter. A unit on a strike run gets +3 to any defense rolls it makes when being attacked by the target of the strike, but it also gets a -2 penalty to any defense rolls it must make when being attacked by any other unit.

STRIKE RUN EXAMPLE ▲

A Pathfinder is in a fight with a Hachiman and a Wyvern. On its activation, the Pathfinder player decides to go on a strike run against the Wyvern. He writes "Wyvern" on a scrap of paper and places it next to the Pathfinder; this constitutes the Pathfinder's action for the turn. The Wyvern and Hachiman attack the Pathfinder, which defends as normal. The next turn, the Pathfinder player decides to proceed with the strike, and reveals the strike counter to the CEGA player. The Pathfinder then attacks the Wyvern, and misses. When the Wyvern returns fire, the Pathfinder will get a +3 bonus to its defense roll. However, if the Hachiman attacks the Pathfinder, the Pathfinder will get a -2 penalty to its defense rolls, unless the Pathfinder player elects to break off the strike run and remove the strike counter.

► MAGSAILS

A magnetic sail is essentially a huge loop of wire, dozens (or sometimes hundreds) of kilometers across, with a powerful current running through it. The current interacts with charged particles from the sun or planets, resulting in a slight "push" against the sail, and its attached ship. Over time, this push develops into significant velocity. Although slower than the plasma drives on most other spacecraft, the magsail requires no fuel and relatively little power, making it ideal for long cargo hauls or patrol sweeps.

Although magsail ships are generally neutral, posing little threat to anyone, occasions can arise where a military conflict flares up in the vicinity of a magsail vessel. Some magsails (like the Mercurian Erel-class corvette) are armed, but most are neutral civilian vessels. Either way, considering the enormous amount of energy involved in maintaining the sail's propulsive effect, the consequences for any combatant that strays too close can be dire indeed.

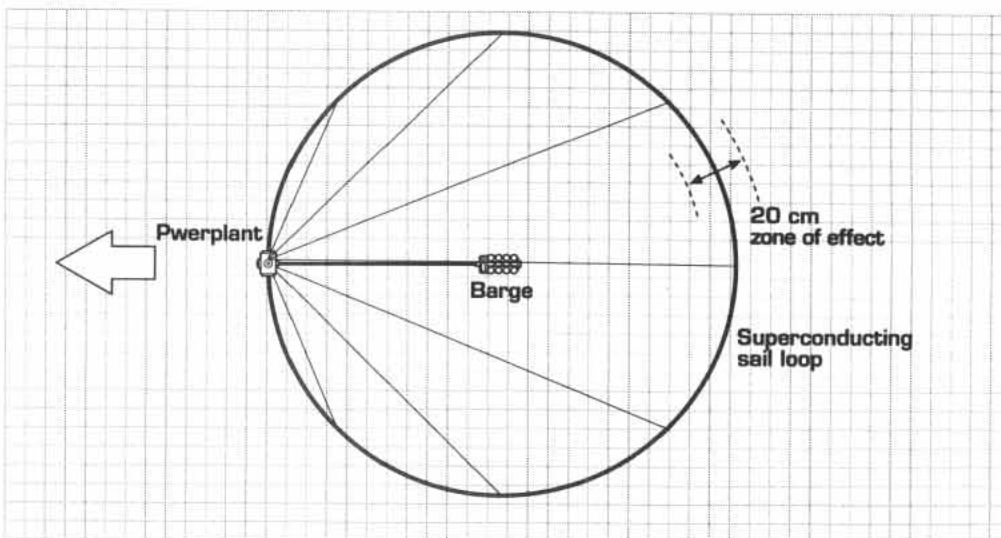
Due to their slow velocity and great size, magsail ships show up in *Lightning Strike* as installations. A magsail ship consists of three components, shown in the diagrams below. At the front of the vessel is a small powerplant, containing the ship's reactor and the spooling mechanisms for the sail. The sail itself unwinds into a giant loop that trails behind the powerplant. Sitting right in the middle of the loop and attached by strong tethers to the powerplant is the barge itself, with cargo bays, vehicle docks and crew areas.

A magsail can be as large as required; when required, a magsail ship can unspool enough superconducting wire to make a loop bigger (in *Lightning Strike* scale) than most living rooms. Players can either draw a circle on the tabletop to represent the sail, or (especially if the sail is to have a vector) use a big loop of string, paper or actual wire.

A magsail generates a massive magnetic field all along its length, designed to redirect charged particles and use the resulting energy gained for propulsion. As a result, vehicles that wander too close to the wire loop will find themselves experiencing problems with their electronic systems. Additionally, the sail's magnetic field has a severe warping effect on weapon and missile guidance systems, resulting in odd misfires. Any unit moving within 20 cm of any part of the superconducting loop will experience the following effects:

■ MAGSAIL GAME EFFECTS

• Electronics rating drops to -2.	• Missile locks are broken.
• ECCM may not be used.	• Cloaks are ineffective.
• Tagging and target designators are inoperative.	• Minefields and noisemaker shrouds are destroyed.
• Catapults may not be used.	
• Drones are destroyed immediately after launch. Drones that move within 20 cm of the loop are destroyed.	• Projectile weapons may only be used in close combat. Projectile weapons may not be used for ranged attack if any part of the line-of-sight to the target passes within 20 cm of the loop.
• Energy weapons may be used, but have a -2 accuracy penalty if any part of the line-of-sight to the target passes within 20 cm of the loop. Ship-mounted lasers are excepted from this rule.	• At the end of each turn, after checking for catastrophic ship damage, every unit within 20 cm of the loop receives either one stun counter (standard units) or one randomly-determined hit to the main hull (ships).



DAMAGE ▼

Magsails use the installation datacard, even though they are ships. Although the powerplant and the sail itself are listed as components on the datacard, range to any magsail component must be measured individually, due to the vessel's enormous overall size. Thus, a unit that is within firing range of a magsail's powerplant is very likely not going to be in range to hit the main barge. Magsails can have a vector, just like other installations; the only problem is the physical difficulty of moving the magsail model (especially if it's only a drawing on the tabletop).

Damaging the magsail's **superconducting loop** is relatively easy. If the loop suffers overkill damage (a fairly easy outcome, since it has little Protection and no damage boxes) the superconducting wire has been severed, resulting in a massive burst of released energy. If the loop was severed by a close combat attack, the loop's current will travel along the nearest available medium; the unit that cut the cable in close combat is vaporized (along with anything else it was in contact with). All standard units within 20 cm of the sever point are immediately Crippled. All ships within 20 cm of the sever point receive two damage points to their Electronics and Command/Control systems. Once severed, the sail's magnetic field vanishes, along with all its effects. The powerplant section will immediately shut down, eliminating any chance of a reactor explosion.

The magsail's **powerplant** is a heavily-shielded (but somewhat fragile) reactor to which the ends of the sail's loop are attached. If the powerplant suffers overkill damage, it detonates in the catastrophic damage segment of the end phase (see Rulebook page 37). If the powerplant is destroyed, then the sail loop is also severed (see above). The powerplant section is immune to the effects of the magsail's field. On the other hand, it never carries any complex electronics or weapons, and very few crewmembers.

The **main barge** is located at the very center of the magsail's wire loop, the safest point for a vessel to be located. The barge is, for all intents and purposes, a space station, and can have a variety of configurations. Destruction of the barge has no effect on the magsail loop itself, but if the barge is boarded, the attackers can choose to blow up the powerplant. Doing so will produce the powerplant destruction effects noted above.

MIRRORS, SOLETTAS AND SOLAR SAILS ◀

All O'Neill-style colonies have a set of huge mirrors that reflect sunlight into the colony's interior. Solettas are massive orbiting mirrors used to regulate temperature and weather on Mars and Venus. They are found orbiting these planets in vast fields numbering hundreds or even thousands of individual mirrors. Solar sails are thin sheets of reflective material used by cargo barges to travel long distances without the need for fuel.

Although their purposes are quite different, all three of these items are modeled on the Lightning Strike battlefield in the same way. Mirrors, solettas and solar sails are represented by long strips of card or shiny material, about 1 cm wide and as long as necessary. Mirrors are attached at one end to a colony cylinder, solar sails are attached to solar sail barges, and solettas float freely in space. Colony mirrors are as long as the colony they are attached to (usually 20-80 cm), solettas are usually rectangular or circular and are about 5-40 cm across, and solar sails are "petals" in a circle about 50-150 cm across.

Mirrors, solettas and solar sails block Line of Sight. Mirrors are usually quite narrow, and can be moved over or under, and so do not obstruct movement. Solar sails are very thin, and can be moved through with virtually no damage to either the sail or the unit. Solettas tend to be very large and relatively substantial, and do obstruct movement. If a unit moves through a soletta, it suffers a single Stun hit; the soletta takes damage equal to the unit's Size. Due to their vast size and relative insubstantiality, solar sails cannot be destroyed by any normal battlefield effect; even a ship reactor explosion will only destroy the portion of the solar sail that is within a radius three times the ship's Size (in centimeters).

For campaign purposes, mirrors and solettas can be destroyed (they have Overkill Protection equal to half their length), but are not removed from the table during a battle; it takes a very long time for the shattered fragments to disperse appreciably.



2.8

► DOCKING

Docking is an operation by which two ships match relative speeds and extend passageways and clamps to each other in order to transfer cargo or personnel. Docking is an intricate and somewhat risky operation, and is almost never done in combat, although docked ships are often the victims of ambushes. For two ships to dock, they must begin a Second Ship Phase in base-to-base contact. Both ships announce that they are docking. To dock, each ship must spend a number of Actions equal to its Size. These actions may be spent over several turns, but the ships are not considered docked until both ships have spent the required number of Actions. The ships may not move or turn until the docking operation is complete. They may, however, take other Actions as normal.

Docking ships may have vector counters, but they must be in the same direction and at the same speed. If, at any point in the docking process, one ship moves away from or at a different speed from the other, a misdock occurs. A misdock also occurs if either ship suffers Overkill damage to any location or component while attempting to dock or while docked.

When two ships misdock, both vessels suffer damage. Roll one die for each ship; the result is the number of randomly-determined hits (use the hit location tables) the ship suffers. For each hit, cross off one damage box from the damaged location. The ships must start the docking operation over.

Once docked, the ships are treated as being in close combat. Any scenario-related activities may now take place (if a scenario requires that the ships remain docked for a certain number of turns, the turn in which the docking operation is completed counts toward the requirement). While docked, neither ship may apply Thrust or turn (if either ship does so, a misdock occurs). The ships may still take Actions as normal. The ships have the same Avoidance, however; this is equal to whichever ship's Avoidance is the lower at any given time.

While docked, the ships may lend aid to each other. When either ship uses a Damage Control action, the repairs may be applied to either ship.

To undock, one of the ships must declare that it is going to undock. That ship must spend all its Actions for the turn disengaging from the other ship. The ships are still considered docked until the start of the undocking ship's next Second Ship Phase; at that point, both ships are free and clear to act as normal. In emergencies, the ships can forgo this undocking procedure, and simply light their engines, tearing away from each other. Treat this as a misdock.

Note: These rules, if used, apply to units interacting with a Gagarin-class ship's Ship Bay. The Detroit-class ship can still use its special ability as described on its datacard, however.

► STRATEGIC NUCLEAR WARHEADS

2.9

Outlawed by mutual agreement, strategic nukes remain one of the most destructive weapons ever created by Humankind. Any "P" weapon with a Damage Rating of 8 or above, and any Missile weapon, may be fitted with a nuclear warhead. Most nuke-equipped units will only carry a few such warheads; note down how many warheads the unit is carrying. The weapon is marked with the characteristic "Nuke," along with a rating. The rating is used to determine the weapon's effectiveness.

Nuke use should be restricted to specific scenarios and moderator-controlled campaign situations; free use of strategic nukes can seriously unbalance a game. As a guideline, the nuke unit's Threat Value is multiplied by the rating of the nuke, and again by the number of nukes it is carrying, but this rule is obviously open to exploitation. You Have Been Warned.

To use the nuke, simply draw a line of sight to a point within the weapon's arc and range. No attack roll is necessary, but weapon restrictions like Power-hungry and Slow must be obeyed. If the attack is a Missile attack and passes over a unit with PDS or the Anti-Missile perk, that unit may spend a Command Point or Reaction Attack to attempt to destroy the nuke. The unit makes a *Defense* roll, adding its PDS or Anti-Missile rating against a Threshold of 5; if the roll succeeds, the nuke has been destroyed. If the nuke is not destroyed in this fashion, it detonates at the specified destination; treat this as a ship reactor explosion, using the weapon's rating as the Size.

INTEGRATION WITH THE ROLEPLAYING GAME ◀

For occasions or campaigns in which the full Silhouette tactical rules are too detailed, **Lightning Strike** offers a quick, fast-paced alternative. The following guidelines are not intended for standard Lightning Strike play, since many of them can seriously overbalance a game. In the integrated game, Threat Values are largely superfluous: each battle will be defined, set up and judged by the Gamemaster.

Fighter pilots will be fighter pilots and exo-armor pilots will be exo-armor pilots. Exo-suits, infantry and ship crews offer slightly different possibilities, however. Exo-suits and infantry operate in squads of four to ten members; if a Player Character is to be part of one of these squads, the entire squad should be considered to have the same equipment to keep matters simple.

A ship's crew is too large to be affected by the PC's abilities — too much is taking place by too many people all at once for the PC to stand out against the background of the whole crew. As with all crewmembers, any PCs aboard a ship should be given specific tasks, like missile gunnery or sensors operation, for example. Ship Actions that do not involve the PC use the ship's default crew. For Actions that do involve the PC, use the PC's skills. If a PC is part of a KKC turret crew, then whenever the KKC turrets are fired, the PC's abilities are used.

LIGHTNING STRIKE CHARACTER CREATION □

- | | |
|----|---|
| 1) | Player Characters are automatically Aces and are entitled to all the associated benefits (Lightning Strike Second Edition Rulebook, p. 40). |
| 2) | A Player Character's Skill Level is equal to the average of his 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 greater of his Perception, Agility or Creativity Attributes minus two.
Thus, a Character with PER +2, AGI +3 and CRE +1 has a Skill Bonus of $3 - 2 = +1$. |
| 4) | PC Aces are not limited to a specific class of vehicle. A PC with the Exo-Pilot Skill can pilot any exo-armor or exo-suit, for example. Furthermore, a PC with a Specialization with a specific vehicle may use his Specialization bonus as normal, gaining a +1 Skill Bonus when piloting it. |
| 5) | At the time of creation, a Character's Emergency Dice pool translates into <i>Charmed Life</i> Perk rerolls. The PC may ignore the maximum of five rerolls in this case. If so desired, a PC may "sell back" Charmed Life rerolls and use the recovered points to purchase other Perks, but only with the permission of the GM and the other Players. All Ace Perks are available to PCs. |

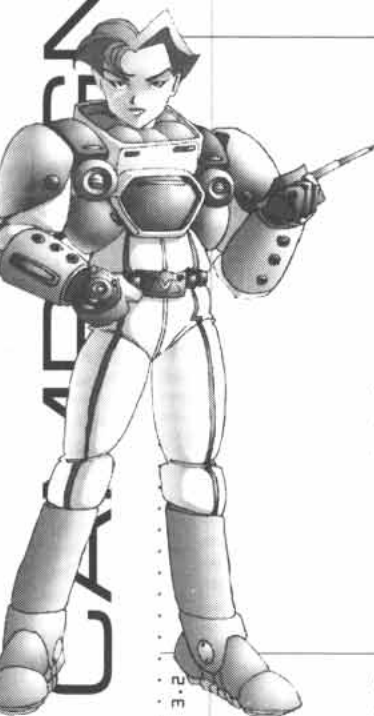
MERGING LIGHTNING STRIKE WITH ROLEPLAYING ▼

Damage Effects: If the vehicle takes a Stun damage result, there is no effect on the Character. If the vehicle (or ship section) takes a Cripple damage result, however, each Character involved must make a Health test against a Threshold of 4. If the roll fails, roll one die: on a 1-4, the Character receives a Light Wound, and on a 5-6, the Character receives a Heavy Wound.

Ship Loss and Survival: In the case of the destruction of a vehicle, there should be plenty of opportunity for survival. Success should not be handed to the Players, however; they should without question have to fight for it. After all, their ship is in the process of being destroyed! On the other hand, a crisis such as this one can lead to incredible feats of heroism and self-sacrifice that may provide legends to be talked about throughout the rest of the campaign and beyond. If the ship is lost due to leaving the playing field, the survival scenario will be entirely different. Rather than having to think and act quickly, PCs will have to slow down and plan very carefully. By leaving the map on the wrong edge, they will likely be trapped behind enemy lines or on an orbit that takes them far from home. In either case, supplies (including reaction mass) may be limited.

Roleplaying Actions: There are five six-second roleplaying turns in every tactical turn. Most non-combat actions take longer — treating wounds, accessing a computer — but for simplicity's sake, treat such activities as taking a single tactical turn per goal. If there is a dramatic reason to break the action down into a series of small, six-second activities, do so. Performing surgery under fire, disarming a bomb or attempting to hack into an enemy ship's central computer should all be broken down to draw out the tension. If a PC has to perform more than two six-second actions during a tactical turn, he may not take part in any Lightning Strike Action during that time. If the PC is part of a crew, his Ace Skill Level and Skill Bonus may not be used for that crew's action while he is otherwise occupied, although his Perks may still apply.

Reality Distortion Levels: If the campaign is Gritty, additional rolled sixes do not add a +1 to a Skill test. Exo-units and fighters may not repair their own Stun damage; only exo-suits equipped with Toolkits may make repair in the field. Ace Perks of any kind are not available. For a Cinematic game, rolled fives grant an additional +1 just like additional rolled sixes (for PCs and Main Villains only). In addition, enemy exo-units and fighters cannot repair Stun damage and a single Crippled damage result counts as an Overkill result (as do two Stun results). PC-controlled units and all ships use the Lightning Strike damage rules, as do Main Villains.



► WELCOME TO BATTLE SCHOOL

Welcome to Strategic Analysis, class. I've spoken with your other instructors, and they tell me you've all been doing very well thus far. Congratulations. Then again, though, I was pretty good myself at shooting M-bots in hangar bays when I was a kid. That's about what leading a fleet into a setpiece battle amounts to. Up until now, your instructors have handed you a few thousand cubic clicks of space, some reasonably skilled opponents, and let you do what comes naturally. If you thought that took some kind of special effort, you obviously haven't been learning as much as I'd been led to believe.

Winning a stand-up fight requires no more than basic survival instinct. It's not part of your natural reflex to hold back. On the other hand, artifice, the root of the very word itself, indeed, is a product of your higher cognitive functions, an analyzed and intelligent falsification whose sole purpose is to do harm to others. It's that little voice you have, or at least I hope to Jupiter you have, that tells you to hide your strength, keep your guard up, and put false confidence into your enemy, so that when you win, it's an absolute and complete victory.

Any animal knows how to fight. It takes more than that to win a war. Your previous instructors taught you nothing more than how to be an angry beast in the woods. I will teach you how to conceal yourself in the woods, how to carve its trees into weapons, and of course, how to kill angry beasts.

Let's get started. I'd ask you all to shake hands and wish each other good luck, but that might ruin the spirit of things.

► STRATEGIC GAMING

When studying strategy, no budding admiral can afford to ignore the big picture, especially when the picture is so large as the span of the Solar System. Even if the admiral is given only a single objective, that objective must be viewed and analyzed in the context of the larger interactions between nations and factions. Furthermore, every nation's ruling organization must maintain constant watch on the future, preparing contingencies for every imaginable occurrence. Thus it is that politicians, intelligence analysts and military cadets are always, as part of their training and upkeep, run through scenario after hypothetical scenario, in preparation for the day when the sun rises on the unexpected.

These expanded campaign rules add to the campaign presented in the **Lightning Strike 2nd Edition Rulebook**, allowing Players to not only control the movements of their fleets, but to also make administrative decisions regarding the political and social disposition of their nation or organization. The starting conditions are always the same (at least for these initial scenarios): the Solar System is at peace, the various Solar nations are vying for power, but open hostilities are rare. From that point, it is the job of the participants in the scenario to destabilize the situation and hopefully end up with a net gain. There are, of course, many other fleets and forces moving and acting throughout the Solar System in the timeframe of the campaign, but the campaign limits its scope to the activities of a few Players and their fleets; in other words, the campaign focuses on the people who are actually doing the most fighting.

▼ SETUP AND PREPARATION

The campaign is something of a meta-game, in that it requires strategy and long-range thinking beyond the normal tabletop battles of **Lightning Strike**. A poorly-run campaign can result in a series of unwinnable tabletop battles, while an astute strategist will find ways to use the campaign system to make up for any weaknesses on the tactical field. Before starting, photocopy and separate the Starting Conditions Sheets, Zone Control Cards, Espionage Cards and R&D Cards on pages 70-75. You will also need a copy of the Solar System map found on page 49 to serve as a general game board. The first step to playing the campaign is for the Players to choose factions, build starting fleets, and set up their initial force distributions on the Solar System map.

Each Player will need a photocopy of the Campaign Record sheet on page 46. This sheet is used as a scratch pad for the events of each Campaign Turn, the Player's Resource Point expenditure, and other notes that need to be kept from Campaign Turn to Campaign Turn. For this reason, it is a good item to use an erasable pencil, or to laminate the sheets and use washable markers.

CHOOSING FACTIONS ▼

The various possible roles for Players in the campaign are called **Factions**. A faction is usually one of the Solar nations, but non-national organizations (like STRIKE) can also be factions. Players should choose a faction to play based on personal preference or the availability of miniatures or counters.

The non-national factions are best chosen by Players who prefer not to be at the center of constant attention; these factions are vital to the campaign game, but tend not to make a big impact on the tabletop battlefield. Since the campaign is best played over many evenings, with each evening consisting of a few Campaign Turns and some small battles, or perhaps a single Campaign Turn with one big battle, the non-national faction Players are often free to run errands, miss sessions, or leave early without disrupting the flow of the campaign; at the same time, these Players can make a big difference as to who comes out on top in the end.

It is possible for multiple Players to be on the same side (if, for instance, several Players happen to have painted a lot of Jovian Confederation miniatures). It is recommended, however, that each Player choose a different faction. If two or more Players want to play the same side, they must work as a team, dividing forces, decisions and resources among themselves in some equitable fashion. They will work toward the same campaign goals, and share in the final victory (or defeat).

Players will quickly note that some factions (like the Jovians, Venusians, and CEGA) are much more powerful, militarily and economically, than the others. This is intentional. Life isn't fair; you may find yourself in a hopeless fight, or at least a really unpleasant one, against more enemies than you can count. The balance is that the requirements for victory for any faction are not so much about raw carnage as they are about making the best of a tough situation. That said, a good way to assign handicaps is to give the superpowers to more inexperienced Players, while the old hands try their best to make do with Mars or Mercury.

Each Player will need a copy of their faction's Starting Conditions Sheet, as well as the Zone Control cards for the starting Zones listed on the Starting Conditions Sheet. Unused factions need not be set up; if necessary, the moderator will play them.

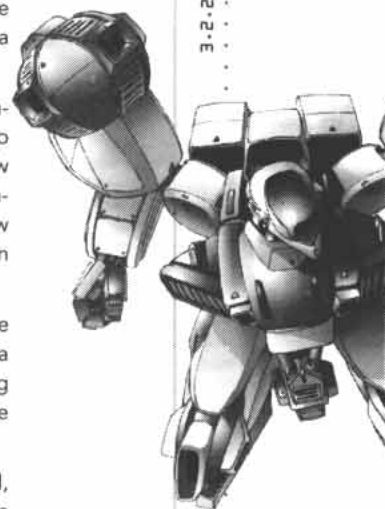
THE MODERATOR ▼

It is recommended, but not required, that one Player take the role of the United Space Nations and serve as the game's **Moderator**. The moderator's job is to make sure that the various factions play according to the rules, and also to manage the flow of information between the Players. This Player also controls any minor navies and neutral forces that appear in the course of the game. The moderator's actions on the battlefield are dictated by strict guidelines; he is not out to win the game, but rather is trying to make sure that whoever wins, does so fairly. As the controller of many Neutral forces, the moderator will almost certainly get to participate in battles, but he will not win (or lose) any of them.

The moderator doesn't need to play every single faction not used by a Player. Instead, the unused factions are treated as static elements; they do not get starting fleets, nor do they take any actions in the Campaign Turn. Unused factions are encountered in battle only if they are intentionally attacked, in which case they get the defenses and Emergency Reserve (calculated based on the campaign's starting fleet size) noted on their Starting Conditions sheet (see page 50).

If only two people wish to play a campaign, it is possible to play a campaign without a moderator. Some rules (such as Hidden Movement) will be unavailable, but for the most part, Players simply keep their Campaign Records secret from each other and reveal information only when the rules require it. If no moderator is available to make judgment calls, a coin toss (or other random means) should be used to resolve rules disputes.

The moderator has full access to the contents of each Player's forces and resources, and may make notes as needed. During the campaign, most intelligence-gathering is mediated by the moderator. When one Player discovers the location of an enemy fleet, he must tell the other Player about the discovery in order to get the required information about the contents of the enemy fleet. Thus, both Players are aware of the discovery, and can act accordingly (the fleet's admiral, for instance, may decide to withdraw, robbing the other Player of the opportunity to set an ambush). If a moderator is present, however, the Player who makes the detection attempt can do so using the moderator, without the knowledge of the opposing Player. The moderator can then provide the necessary information, without the opposing Player knowing that he's been found out; likewise, if the detecting Player rolls poorly, the moderator can tell the opposing Player that the enemy is looking for him, without letting him know whether the searching forces have actually found anything.



2.2.E

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3.2.4

▼ OBJECTIVES

Each Player (except the moderator) will need to generate a campaign objective. First, roll one die to see what kind of objective is to be assigned. This can be done in secret, with the moderator as witness. On a 1-4, roll on the Campaign Objectives Table on that faction's Starting Conditions Sheet. On a 5-6, roll a generic objective below with one die. It is also possible for the Players to simply choose their objectives, have their objectives assigned by the moderator, or to limit the possible selections in some other mutually agreeable way. It is possible to play the campaign as one big scenario, either recreating a historical event or simulating a hypothetical situation. All Players must agree beforehand which Setpiece Campaign will be played. In a Setpiece Campaign, everyone will know the others' objectives, but they won't necessarily know how their opponents will choose to go about fulfilling them.

Even if the Players' objectives have nothing to do with one another, the path to victory involves not only completing your objectives, but also keeping your opponents from completing theirs. If all Players complete their objectives, they all win, creating a draw. Thus, the only way to actually win a victory is to actively interfere with the other Players. Even allies can always be sold out in secret. It is possible (if rare) for a campaign to be played in which all Players complete their objectives without a single battle taking place.

◇ GENERIC CAMPAIGN OBJECTIVES

1 — Piracy: For whatever reason, your commanders have ordered you to raid civilian shipping. You must find and attack True Neutral ships; Neutral ships that are affiliated with a faction do not count. The attacks must be conducted in Zones that are not your Home or Allied Zones. You must destroy ten (10) True Neutral Ships counters to complete your objective.

2 — Colony Occupation: You must prove your strength to the rest of the Solar System, and especially to your enemies. You must move a warship into a hostile colony and keep it there for three (3) campaign turns. The warship must then leave the Zone under its own power. If all the warship's weapons are destroyed while it is in the colony, it is no longer a threat, a new warship must be sent in (for another three campaign turns) order to fulfill the objective. You may choose any Player-controlled faction as your target. The moderator may reassign your target if your target has already been chosen by somebody else.

3 — Orbital Bombardment: Your mission is to damage the manufacturing capability of another faction's home planet. You must destroy five (5) Points of the planet's Resource Production to win. Roll one die for your target; reroll if the result is your own faction. If one or more of these factions is Player-controlled, a Player-controlled faction must be your target. The moderator may reassign your target if your target has already been chosen by somebody else. Roll one die — 1: Mercury; 2: Venus; 3: Earth; 4: Mars Federation; 5: Mars Republic; 6: Jupiter.

4 — Trade Protection: You have been ordered to protect a series of goodwill shipments of art, culture and consumer goods to another faction. Choose a faction whose capital is at least four Zones from your nearest Home Zone. You must successfully send 1000 Goodwill Shipment Cargo Points to this faction's capital. The ships that carry these Cargo Points must be part of your starting fleet, or must be built in one of your Home Zones as materiel purchases. The 1000 Goodwill Shipment Cargo Points are free; they do not have to be assigned a specific location until they are actually loaded onto ships. These Cargo Points must be loaded on the cargo ships in your Home Zones, and cannot be used for any purpose other than fulfilling the objective; if anyone steals the cargo in transit, it is useless to them.

5 — Popularity War: Your orders are to foment discord and dissatisfaction in enemy territory. You don't need new friends; you just need to deprive your opponents of theirs. Pick any Player-controlled faction as your target; you must choose hostile factions first over neutral or allied factions. The moderator may reassign your target if it has already been chosen by somebody else. You must cause one of your target's Home Zones to go Neutral; at least ten (10) Levels of Morale must be lost through your faction's direct activities (politics, defeating their forces in battle, etc.); the rest can come from outside help (even if it's unwitting help).

6 — Wolf Pack: Your commanders have ordered you to raid shipping belonging to your faction's enemies. You must find and attack Neutral Ships counters that are affiliated with a specific faction. You may choose any Player-controlled faction as your target, but you must choose hostile factions over neutral or allied factions. The moderator may reassign your target if your target has already been chosen by somebody else. The attacks must be conducted in Zones that are not your Home or Allied Zones. You must destroy ten (10) appropriate Neutral Ships counters to complete your objective.

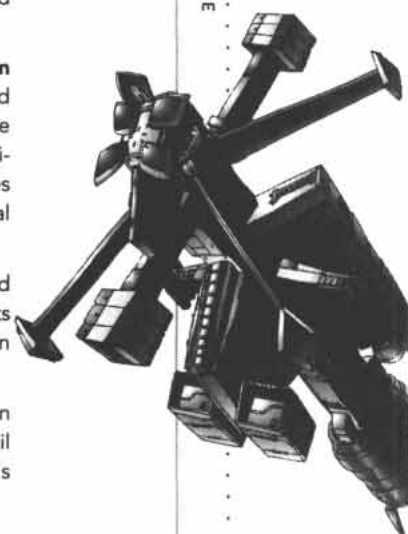
BUILDING FLEETS ▼

Players build their fleets after getting their objective. This allows them to tailor their forces toward their objective. Caution should be exercised, however, since a Player does not know what forces might be needed to foil his opponent's objective.

Players build their initial fleets according to the restrictions set out in the **Lightning Strike 2nd Edition Rulebook** (page 50 and 70). Starting fleet size will affect the length of the campaign as well as the size and frequency of battles; if all the Players have small fleets, the entire campaign may consist of nothing more than skirmishes. All Players start with the same number of TV to spend on their fleets, and use the appropriate fleet list for their faction. Cargo-carrying ships start with full complements of Cargo Points. A Player does not need to spend all the TV points he has available; every 5 unused TV points become an additional Resource Point added to the faction's starting Resource Point stockpile.

Players should keep a datacard for each unit and ship they have in their fleet. Datacards can be discarded when units are destroyed, and added when units are built. If an opposing Player needs to know the contents of a revealed fleet (for instance), the relevant datacards can simply be handed over, perused, and then handed back, eliminating the need for keeping notes on fleet composition.

In addition to their starting fleets, Players receive an Emergency Reserve (see page 28) of TV points that can be used in situations where the main fleet is unavailable. This Emergency Reserve is not spent, however, until it is needed, so for the moment, Players merely need to know how big their Emergency Reserve is. A Player's starting fleet, not counting the Emergency Reserve, is called the **Main Fleet**.



TRACES AND INITIAL FORCE DISTRIBUTION ▼

A **Trace** is a counter that represents an unknown ship (or group of ships) on the Strategic Map. Each Trace is owned by one of the factions; faction-specific Trace counters can be found on page 69. To make the Trace counters, photocopy and cut out the counters for each faction. On the back of each Trace, write either "Fleet," "Neutral" or "Decoy," and number them sequentially. Each faction will need several of each kind of Trace (about ten of each should be plenty). Note that all of a faction's Trace counters should look exactly the same on the back; only after they are flipped are they revealed as Fleets, Neutrals or Decoys.

Each Player may divide up his Main Fleet into as many separate forces as he desires (simply divide the datacards into different stacks), or may keep his entire fleet together. Each separate sub-fleet is represented on the Strategic Map by a Fleet Trace; dividing the fleet into many small forces makes for more Traces, but may make it difficult to muster a combined defense later on. Players must keep track of which Traces belong to which fleets; use the numbers written on the back of the Trace counters for this purpose.

Traces start out on the Strategic Map face-down, so that the other Players cannot tell what kind of ships a Trace represents. As the game progresses, Traces will get revealed; in other words, the counters are flipped over, and the ships they represent will now be known to the other Players. Fleet and Neutral counters remain on the Strategic Map, while Decoys are discarded. A Player may, at his discretion, choose to reveal the contents of any of his Traces at any time; else, Traces get revealed by enemy Intelligence activity, combat, and luck.

In addition to its starting Fleet Traces, each faction gets a number of Neutral Traces equal to the Neutral Ships value on its Starting Conditions sheet, and a number of Decoy Traces according to the table below. Neutral Traces represent civilian ships that are not necessarily under your control, and Decoys are just that: misinformation due to enemy counterintelligence or incompetence in your own intelligence departments. Fleet and Neutral Traces must be placed in one of your faction's Home Zones; Decoy Traces may be placed anywhere. If your faction does not start with any Home Zones, your Fleet and Neutral Traces may be placed anywhere (although Allied territory would be best, of course).

DECOY TRACES □

Espionage Cost	Starting Decoy Traces	Espionage Cost	Starting Decoy Traces
1	6	4	3
2	5	5+	2
3	4		

* Espionage Cost on Starting Conditions Sheet



► CAMPAIGN CHARACTERISTICS

Once all Players have completed their initial force distribution and made any needed notes regarding Cargo Points, Aces, Fleet Maneuver and Equipment, the first Campaign Turn begins.

Before getting into the structure of the Campaign Turn, some basic concepts and terms used throughout the campaign must be covered. These include descriptions of the various types of Zone, the difference between Fixed and Mobile Assets, and the concept behind Resource Points and Morale.

▼ ZONE TYPES

The natural characteristics of each Zone on the Strategic Map are summarized on the table on page XX. The table provides information about the Zone's size, current population, and obscurity. In addition to this information, which is the same for all Players, each Player must keep track of how his faction perceives (and is perceived by) each Zone. There are several types of Zone in the campaign; each faction will treat the various Zones differently based on its political outlook and international relationships.

Allied Zones are Zones that are owned by other factions, but which are friendly to the Player's faction. A faction may move through an Allied Zone more securely than a Neutral or Hostile Zone, and may also resupply more easily. It is possible for a Zone to be allied to two factions that are hostile to each other; in this case, the Zone provides its benefits to both factions.

Home Zones are the Zones that are willingly part of a faction's territory. Home Zones provide Resource Points and are safe havens for that faction's fleets. It is difficult to gain more Home Zones than one's starting complement; it usually takes many years for a population to get used to and accept a new government. Even if a faction loses all its Home Zones, that faction's Player may still continue to play in the campaign, so long as he has fleets left with which to enforce his nation's final wishes.

Hostile Zones are Zones controlled by a faction's enemies. A faction's Starting Conditions sheet will list which Zones are hostile; more Zones may turn hostile in the course of a campaign. If a Zone changes from being Neutral to Hostile to a particular faction, it does not necessarily turn hostile to other factions — only the Player to whom the Zone is now Hostile needs to make a change to his Campaign Record.

Neutral Zones are Zones that are uninhabited or controlled by factions that are indifferent to the Player's faction. Most Zones on the Strategic Map will be Neutral toward a faction.

A final Zone type is one that does not exist at the start of most campaigns. An [[Occupied Zone]] is one in which an enemy has invaded and taken over. The invaders may get Resources from the Zone, but must also put Resources into keeping the Zone pacified. The invader holds the Zone's Control Card, but cannot treat that Zone as a Home Zone until it has been completely pacified. Occupied Zones are almost always in turmoil, and are treated the same by all Players, regardless of whether the Zone was originally Neutral or Allied with them; once a Zone is Occupied, all Players must note that Zone as being Occupied.

▼ FIXED ASSETS AND MOBILE ASSETS

Over the course of the campaign, in addition to controlling Zones, Players will gain new ships and war machines and play cards that give them additional bases or military forces. These non-Zone possessions are collectively known as **Assets**. Assets come in two types, Fixed and Mobile.

Mobile Assets consist of a Player's fleets, both the starting units and any units built, purchased or otherwise gained during the course of the campaign. A Player's Emergency Reserve is also considered a Mobile Asset. Mobile Assets are not tied to any particular location; they may move freely about the Solar System, performing missions and advancing their faction's cause. Mobile Assets cannot be conquered or taken over (except in extremely rare cases); they must be destroyed. In other words, even if your entire faction has seceded or been conquered, as long as you have your fleet, you can still fight back.

Fixed Assets are stations, colonies, bases, and specific military forces represented by **R&D Cards**. Fixed Assets may not move from the Zone they are located in. If the Zone declares Neutrality as a result of low Morale or war atrocities, all the Zone's Fixed Assets also become neutral. However, if the Zone is seized by another faction, the Fixed Assets remain under the control of the original owner, and must be seized or destroyed by the invader one by one. Thus, the more Fixed Assets a Player puts into a Zone, the more resistant that Zone (and faction) becomes to enemy invasion and occupation.

ESPIONAGE AND R&D CARDS ▼

Take the Espionage and R&D cards and put them into two separate decks; throughout the campaign, Players will draw cards from them. In large campaigns with many Players (4+), it may be necessary to make two copies of each card. Espionage cards represent a faction's efforts to subvert opponents and get information and technology through somewhat unconventional routes, while R&D (Research and Development) cards represents a faction's initiatives in construction, research, education, and political development. The results of both efforts can be unpredictable; in many cases, a drawn card will be useless (for instance, many Players will not use nukes). The card can be discarded and reshuffled into the deck if the Player desires, but if kept and unused, it can be used as a bargaining chip later on.

Cards are drawn randomly from one of the two decks when a Player pays Resource Points to do so. Drawn cards may be played immediately (if the card text permits it), or may be kept, unused and in waiting, for as long as the Player likes. Most R&D cards represent Fixed Assets that are placed on the Solar System map, such as colonies or people; when these cards are used, counters are placed on the Strategic Map to mark their presences (note any important characteristics on the Campaign Record sheet); the R&D card is then reshuffled into the deck. Other cards provide one-time bonuses or changes to a Player's Mobile Assets or the environment; once these changes have been made, the card is shuffled back into the deck.

If the text on a card contradicts the rules in this chapter, the text on the card always takes precedence. In time, faction-specific Espionage and R&D cards may become available, but for now, all factions draw from the same pool of cards. Players may make extra copies of certain cards in order to shift a campaign's focus toward colony building, sabotage, nuclear holocaust, etc.

RESOURCE POINTS ▼

Every Campaign Turn, each faction acquires power and wealth stemming from a variety of sources: manufacturing ability, economic savvy, political maneuvering, mining, theft, and so on. The result is a pool of marketable goods and services that can be translated into military or political clout. Although each faction's usable resources may come from vastly different sources, they all end up getting spent on much the same things.

The Players, being high-ranking military officials for their faction, can influence how a certain portion of the faction's resources are spent, thus providing a certain number of **Resource Points** each turn. As will be described later on, Resource Points can be used to bend spies, politicians, factories, sympathizers and other forms of aid toward the Player's needs. The Player's performance affects how much of his faction's resources he has access to; thus, even though the Player's faction may control many Zones and have high Morale, if he loses many battles, he will still only get a few Resource Points to spend.

MORALE ▼

Each Zone has a Morale Level representing the overall enthusiasm and fervor of its people. Morale doesn't necessarily represent freedom or democracy; citizens of an oppressive regime can be just as patriotic (or more so) as the citizens of a more tolerant government. Most inhabited Zones start with a Morale level of 15 to 20, though some have lower Morale.

Minimum Morale for any Zone is zero; any event that would reduce a Zone's Morale below zero merely puts it at zero (although the Zone may Revolt; see page 42). Uninhabited Zones do not have Morale; in most Campaigns, the Sun, the Outer Reaches and most of Saturn's orbit are the only uninhabited Zones.

A Zone's overall Morale affects Resource production, and can also be the subject of a Player's campaign objective (like using terror tactics to reduce an opponent's Morale, for instance). A Player's performance directly affects Morale in all Zones controlled by his faction: many battles won will make it easier to improve a Zone's Morale.

Many factions have a capital listed on their Starting Conditions sheet. Losing one's capital is a great blow to a faction, and results in a loss of Morale in all of the faction's Home Zones. If a faction's capital is destroyed, it is assumed that the government relocates to one of the faction's remaining Home Zones, but the faction's Morale must still recover slowly.

The various ways a Player's Home Zones can lose Morale are summarized in the table next page.

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MORALE COSTS TABLE

CONDITION	MORALE EFFECT
Use a nuclear weapon	Home Zones lose 1D6 Morale Levels
Use a suicide ship	Home Zones lose 1 Morale Level
Destroy a civilian station or colony	Home Zones lose 1 Morale Level
Bombard a civilian target from orbit	Home Zones lose 1 Morale Level
Attack or steal from Neutral Ships that are from your faction or an Allied faction	Home Zones lose 1 Morale Level
Lose your capital	Home Zones lose 1D6+4 Morale Levels
End a Battle Segment having an overall loss of Campaign Points	Home Zones lose 1 Morale Level
Take extra Resources from a Zone	Zone loses 1 Morale Level per 2 extra Resource Points
Lose a colony to attack or capture	Attacked Zone loses 4 Morale Levels, other Home Zones lose 3 Morale Levels
Suffer orbital bombardment of military targets	Attacked Zone loses 4 Morale Levels, other Home Zones lose 2 Morale Levels
Suffer orbital bombardment of civilian targets	Attacked Zone loses 4 Morale Levels, other Home Zones lose 3 Morale Levels

THE CAMPAIGN TURN

A **Lightning Strike** campaign is divided into Campaign Turns, which represents an abstract period covering a few weeks of real time. Depending on the number of Players and the size of their fleets, a game turn can last a few minutes (if the Players simply deal with administrative matters) or go on for many evenings (if several factions get locked in simultaneous battles). The Campaign Turn is divided into five segments. In each segment, if order of play becomes a concern, determine randomly which Player will go first; play proceeds clockwise (or alphabetically, if necessary) until all Players have taken their actions for the segment. Once the five segments are played, the next Campaign Turn begins.

CAMPAIGN TURN SEGMENTS

1 — Zone Control	In this segment, any Zone Control changes from the previous turn are put into effect.
2 — Economics	In this segment, Players add Resource points to their stockpiles, and engage in political activity and manufacturing. Also, Neutral Traces appear for each faction.
3 — Movement	In this segment, Players move their Traces and fleets.
4 — Battle	This segment is where Players actually set up tabletop battles and fight things out at a tactical level. It uses a modified form of the basic campaign rules in the <i>Lightning Strike 2nd Edition</i> rulebook.
5 — Aftermath	This segment is cleanup: Players remove Emergency Reserves, fleets attempt to conceal themselves, fleets pay consumables costs, and manufacturing from previous Campaign Turn is completed and placed.

ZONE CONTROL SEGMENT

In this segment, any Zone Control changes from the previous turn are put into effect. If a faction Occupied a Zone, or if a Zone became Neutral, it is at this point that the Zone Control Cards are handed from the previous owner to the new owner (or to the moderator). A Zone Control Card is simply a physical reminder as to which Zones a Player gets Resources from. A Player may not give away his Zone Control Cards, nor may he arbitrarily change their Allied/Neutral/Hostile status toward any Player; as an admiral, the Player does not have the authority to give away portions of the nation or declare war. His actions can only influence international relations, not dictate them.

After this Segment is over, the changes in political boundaries are considered to have taken effect. Obviously, the first Campaign Turn's Zone Control Segment will have no activity.

LOSING ZONES TO LOW MORALE

If a one of a faction's Home Zones' Morale reaches zero during a Campaign Turn, and remains at zero at the next Zone Control segment, it becomes Neutral. Any Fixed Assets in the Zone also become Neutral. Mobile Assets may stay in the Zone, but now treat the Zone as being Neutral, rather than friendly. The Zone's former owner gives the newly Neutral Zone's Control Card to the moderator in the Zone Control Segment. The Table of Morale Costs, which describes the various changes that can occur to a Zone's Morale, is above.

THE ECONOMIC SEGMENT ▼

The Economic Segment is extremely important in the Campaign; each faction receives its allotment of Resource Points and spends those resources solidifying political ties and control, building new weapons and facilities, and engaging in cloak-and-dagger operations.

The Players are not actually controlling the finances and political views of their entire faction; rather, they are using their influence and connections as high-ranking military officers to nudge their faction's policies in such a way as to make their objective easier to complete. Anyway, one may assume that the Players' objectives are important to their factions; else, why would they have been given such large fleets and broad discretion? Thus, even though their entire faction may not be at the Players' disposal, it is certainly the case that many resources and efforts of various kinds will be exercised in each Player's aid.

NEW NEUTRAL TRACES ◇

At the beginning of the Economic Segment, each Player receives a number of Neutral Ships Traces equal to the Neutral Ships value on their faction's Starting Conditions Sheet. These Traces must be placed immediately. The Traces may be placed in any of a Player's Home Zones, or any Zones that are currently Allied to that faction. Instead of placing new Neutral Ships Traces in his Home Zones, a Player may choose to "split" a Neutral Ships Trace elsewhere in the Solar System, turning one Trace into two identical Neutral Ships Traces; although these Traces remain unrevealed, the other Players will be able to guess at their nature. To confuse things a bit, Players may also place any Decoys they have in addition to placing Neutral Ships Traces, such that the other Players don't know if a Neutral Ships Trace was split or if a Decoy was simply dropped into the Zone.

The moderator receives and places Neutral Traces for the USN, but does not receive Traces for any non-Player-controlled factions.

GETTING RESOURCE POINTS ◇

After Neutral Traces are placed, each Player receives Resource Points from each of his Home Zones, as well as any Zones that the Player has Occupied. Each Zone provides a number of Resource Points equal to the Zone's Resource Point rating on the Zone Characteristics Table (page 47). These Resource Points are added to the Player's existing stockpile.

At the cost of some Morale, it is possible to get extra Resources out of a Zone. A Player must declare that he is taking extra Resources from a Zone, and lowers the Zone's Morale Level by one for every two extra Resource Points he takes. The maximum number of extra Resource Points a Zone can provide in this manner in one Campaign Turn is equal to the Zone's normal Resource Point production.

In addition to the Resource production listed on the Zone Characteristics Table, many colonies and stations produce Resource Points in addition to the ones received from a faction's Home Zones. Also, if a Player is performing well on the battlefield, his government is more likely to pay attention to his needs; for every three Campaign Points a Player has, one extra Resource Point is gained each Economic Segment.

Players may freely give Resource Points to one another. This may be done as a gift, or in exchange for some kind of concession (like one of the recipient's R&D or Espionage cards, or for military or political favors). The rate of exchange can be freely worked out between the Players; it's all about supply and demand.

SPENDING RESOURCE POINTS ◇

Each faction can spend its Resource Points in various ways, but depending on the faction's basic qualities, some expenditures are more expensive than others. For instance, the Jovian Confederation has vast natural resources, and so can spend its Resource Points very cheaply on Materiel and Resupply. On the other hand, its political stances and relative isolation make alliances and espionage more expensive in terms of resource cost (for one thing, it costs a lot of money, time and fuel to ship diplomats and spies into the Inner Solar System).

Resource Points can be spent in eight basic categories (see next pages). Most Resource Point expenditures must occur in the Economic Phase; any exceptions will be noted in the descriptions. When spending Resource Points, Players may use the moderator as a witness and go-between, in order to hide their activities from the other Players. Use of the moderator is up to each Player; if someone forgets to use the moderator to get information when he can, the chance has been missed.



INTELLIGENCE EXPENDITURES: By spending Resource Points on Intelligence, a Player can find out what his enemy is building and where. The Player can also try to reveal Traces; a Trace revealed by Intelligence is not revealed to all Players, only the Player who made the Intelligence roll. The Trace itself remains unrevealed on the Strategic Map.

The Player can also use Intelligence to find out the contents of a revealed fleet Trace (number and types of ships and units, but not Ace IDs or added Equipment or Weapons) without sending reconnaissance units to engage it in battle. For any of the five possible uses of Intelligence, one die is rolled against the following Intelligence Thresholds. The cost in Resource Points to make each roll is equal to the faction's Intelligence cost on its Starting Conditions sheet; this cost must be paid before each roll is made. The result may be modified by +1 in exchange for an additional 2 Resource Points; this cost must also be paid before the roll is made, but the bonus may be purchased any number of times.

INTELLIGENCE THRESHOLDS

Find out what is being built at one Shipyard, Military Base or Zone (not counting Shipyards or Bases)	3
Find out what Zone(s) one faction is currently building material in	3
Find out the nature of one unrevealed Trace	3
Find out the number and names of all units and ships in a single revealed fleet	4
Find out the stats of all Aces in a single revealed fleet	3
Discover the presence of any hidden fleets in a Zone	4, plus Zone's Concealment Value

RESEARCH AND DEVELOPMENT EXPENDITURES: Spending Resources on R&D represents the Player requesting that certain manufacturing or development facilities be put under his control, or that new advances and personnel be assigned to his command. Sometimes, the Player gets exactly what he wants, but bureaucracy and red tape may result in his getting something someone else thought he might find useful.

A Player may spend Resource Points to draw an R&D card (see page 73). The card may be played at once, or it may be held and played in a later Economic Segment; R&D cards may only be used in the Economic Segment. The Resource Point cost to draw an R&D card is equal to the faction's R&D cost in its Starting Conditions. For every 5 additional Resource Points the Player spends before drawing, he may draw an extra R&D card. After the Player has drawn all the R&D cards he has paid for, he may choose to keep one of them; the other cards are shuffled back into the deck. After choosing and keeping a card, the Player is then free to spend his faction's R&D cost in Resource Points again to draw another R&D card, and so on.

The use of R&D cards allows a virtually infinite number of new locations to be defined over the course of a campaign. It is also possible, by this method, for several factions to get Resources out of a single Zone, even if it is controlled by another faction, and for a single Zone to produce vast amounts of Resources in addition to the basic number listed on the Zone's Control Card.

FOREIGN AFFAIRS EXPENDITURES: With Foreign Affairs, Players use their Resources to keep and make friends in other factions' Zones. If a Zone can be persuaded to Ally with the Player, the Player gains a valuable military staging and resupply point. Most factions start the campaign with some Allies.

Each Allied Zone costs a certain number of Resource Points each Economic Segment: this cost is referred to as the Zone's Alliance Cost. The Alliance Cost represents the expenses of keeping up diplomatic and social ties, especially when trying to mollify citizens that are unhappy about having your fleets cruising through their neighborhoods. Thus, the Alliance Cost goes up if you have revealed fleets in the Zone.

The cost to keep an already-Allied Zone as an Ally is one Resource Point. For each friendly revealed fleet in the Zone, add +1 to the Alliance Cost. If a hostile faction has a revealed fleet in an Allied Zone with friendly revealed fleets, the added cost goes up to 2 Resource Points for each friendly fleet. If a Player fails to pay an Alliance cost, a note should be made; in the next Zone Control Segment, the unpaid-for Zone becomes Neutral to the faction that failed to pay the Alliance cost.

Players can also try to persuade Neutral Zones to ally with them. To do this, the Player chooses a Neutral Zone and deducts a number of Resource Points from his stockpile equal to the Foreign Affairs cost on his faction's Starting Conditions sheet. The Player then makes a roll on one die against a Threshold of 5. If the roll fails, the Player may pay more Resource Points and try again. If the roll succeeds, the Zone becomes an Ally in the next Zone Control Segment. If, before that happens, something happens to make the Zone turn Hostile or Occupied, the alliance is canceled, and the spent Resource Points are wasted.

POLITICS EXPENDITURES: While Foreign Affairs represents the usage of Resources to make friends in other factions, Politics represents an effort to drum up support in your own Zones (or in Zones that you've conquered and want to be friends with). A Player may use Politics to raise Morale in his Home Zones or to try to change a Home Zone's attitude toward another faction. If one of your Occupied Zones is in Revolt, it must first be Pacified before it may gain Morale Levels. For any of the five possible uses of Politics, a roll on one die is made, against the following Thresholds.

•	Raise Morale in one Home Zone by one Level: 3
•	Raise Morale in one Occupied Zone by one Level: 4
•	Pacify one Revolting Zone you Occupy: 6
•	Change one Home Zone's Alliance to one other faction to Neutral (or vice versa): 3
•	Change one Home Zone's Neutrality to one other faction to Hostile (or vice versa): 6

The cost in Resource Points to make each roll is equal to the faction's Politics cost on its Starting Conditions sheet; this cost must be paid before each roll is made. The result of the roll may be modified by one in exchange for an additional 3 Resource Points; this cost must also be paid before the roll is made, but the bonus may be purchased any number of times. Also, for every five Campaign Points you have, you may modify the result of each Politics roll you make by one; this bonus is cumulative (if you have 25 Campaign Points, your Politics rolls are all modified by 5).

ESPIONAGE EXPENDITURES: Espionage represents the darker side of international affairs, where blackmail, theft, terror and assassination are all common tools in the battle to win at any cost. Players can use Espionage to generate Decoy Traces to hide their fleets or to draw Espionage cards.

The Resource Point cost to draw an Espionage card is equal to the faction's Espionage cost on its Starting Conditions sheet. The card may be played at once, or it may be held and played at a more appropriate time (many cards will specify when they can be used). For every 5 additional Resource Points the Player spends before drawing, he may draw an extra Espionage card. After the Player has drawn all the Espionage cards he has paid to draw, he may choose to keep one of them; the other cards are shuffled back into the deck. After choosing and keeping a card, the Player is then free to spend his faction's Espionage cost in Resource Points again to draw another Espionage card, and so on.

To generate Decoy Traces, the Player must spend a number of Resource Points equal to the faction's Espionage cost on its Starting Conditions sheet. Roll one die; this is the number of Decoy Traces the Player gains. Decoy Traces may be placed on the Strategic Map immediately, or they may be held and used at a later time. Held Decoy Traces may be placed at any time, and may be placed anywhere in the Solar System.

MATERIEL EXPENDITURES: Perhaps the most straightforward of Resource expenditures, Materiel represents the construction and/or acquisition of new weapons and vehicles for your fleet. New vehicles take time to construct or marshal, and thus may be destroyed if an enemy raids the manufacturing plant or staging area before the vehicles ship out to your fleet. It is always wise to guard your manufacturing sites (or keep a large Emergency Reserve).

Resource Points put toward building new units are immediately deducted from the Player's Resource Point total. Every Resource Point converts into 5 TV points, which may be spent on new units in accordance with the restrictions on the faction's Fleet List. The Player should gather together the datacards for the purchased units. On his Campaign Record, the Player must note in which Zone the manufacturing is taking place. Manufacturing may take place in either Home or Allied Zones. If the Player has a shipyard or military base, that location can be designated as the manufacturing location. If the Zone or station becomes Neutral before the manufacturing is complete, the units are still provided to the fleet upon completion; if the Zone turns Hostile, the units are destroyed. If desired, manufacturing may be split up between several Zones and/or stations; the Player must clearly note which units are being manufactured at each location.

Units take one full Campaign Turn to be manufactured; at the end of the *Aftermath Segment* in the Campaign Turn after the one in which the manufacturing was started, the new units are completed. The units must be placed on the Campaign Map in the Zone in which they were constructed, but the Player may choose how many Traces the units are split up into. The Player may also choose to place Decoys when placing his new units.

Resource Points can also be used to increase a Player's Emergency Reserve. Each Resource Point used for this purpose translates into one TV point added to the Emergency Reserve. This increase takes effect immediately, without the need to wait for manufacturing.

RESUPPLY EXPENDITURES: In the campaign rules in the **Lightning Strike 2nd Edition** book, Fleets are supplied from Cargo Points carried by accompanying support ships. In the Expanded Campaign, one must also consider the question "who supports the support ships?"

Resource Points can be used to add Cargo Points in increments of 10 to a Fleet's supply ships. Each time this is done, the Player may immediately use any or all of the supply ships' Cargo Points to make any needed repairs to the fleet; these repairs must be declared and paid for before the Player makes his next Resource Point expenditure. The cost to add Cargo Points to a fleet depends on the fleet's current location; see the table below.

▣ CARGO POINTS COSTS

Resource Point cost for 10 Cargo Points added to supply ships	Additional Cost to use Cargo Points to directly repair fleet ships
Zone controlled by fleet's faction: 1	0
Allied Zone: 2	1
Neutral Zone: 4	2
Hostile/Occupied Zone: no resupply possible	No direct repair possible

If the fleet has no supply ships, the purchased Cargo Points may also be spent directly on the fleet's ships, for an additional Resource Point cost (representing the costs of repairing a fleet in a foreign port). The Cargo Points must be spent immediately, before end of the Economic Segment; unused Cargo Points are lost. In the Economic Segment, gained Cargo Points may also be spent to pay the fleet's Consumables cost for the campaign turn (see page 41); a note should be made of this for reference in the Aftermath Segment.

MOVEMENT, CONCEALMENT & OTHER EXPENDITURES: Players should keep some of their Resource Points unused in the Economic Segment in order to have them available for moving fleets and Traces in the Movement Segment. Resource Points are also used to help keep Traces unrevealed in the Movement Segment and to re-hide revealed fleets in the Aftermath Segment. There are also a few other less common situations where Players will have the opportunity to use Resource Points after the Economic Phase; if a Player does not have any Resource Points to spend, these opportunities are lost.

▼ THE MOVEMENT SEGMENT

In the Movement Segment, all the Players pay Resource Points to move their fleets and Traces from one Zone to another. Players may also split or merge Traces and fleets. At the end of the Movement Segment, a check is made for each Trace to see if it gets revealed.

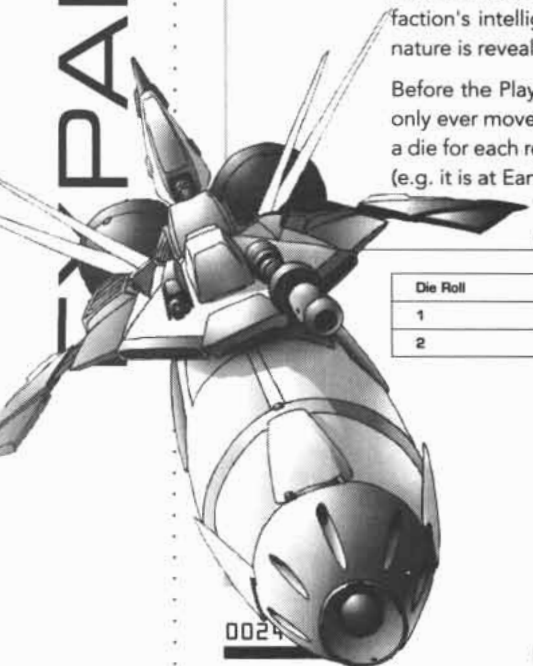
◇ MOVING NEUTRAL SHIPS

A Neutral Ships counter represents civilian ships going about their business. Once revealed, the counter moves randomly, since the ships aren't really under the Player's control; they were simply presented by one faction's intelligence forces as being something they weren't. Once someone identifies them, their true nature is revealed to all Players.

Before the Players move their fleets and Traces, all revealed Neutral Ships must be moved. Neutral Ships only ever move one Zone at a time. The moderator (or one or more of the Players, if everyone agrees) rolls a die for each revealed Neutral Ships counter. If a Neutral Ships counter rolls a result that cannot be obeyed (e.g. it is at Earth and rolls a 6), it simply does not move for the Turn.

▣ NEUTRAL SHIPS MOVEMENT

Die Roll	Movement	Die Roll	Movement	Die Roll	Movement
1	No Move	3	Toward Sun	5	Counterclockwise
2	Away from Sun	4	Clockwise	6	Toward nearest planet



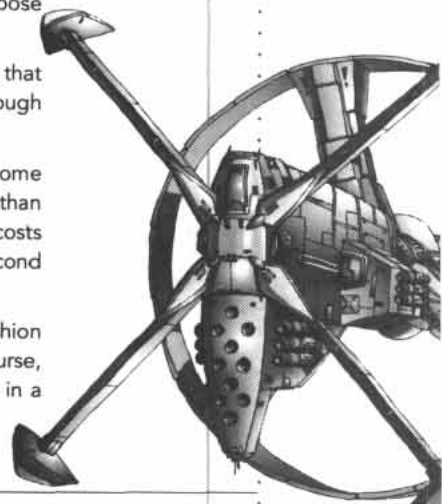
MOVING FLEETS AND TRACES ◇

The moderator moves all units under his control first. The Players take then turns, either by moving one fleet or Trace at a time, or simply moving all of one Player's fleets and Traces at once (the Players may choose whatever method they prefer). A Player is never required to move any of his Traces or fleets.

The fleet or Trace may move into any Zone that touches the Zone it is currently in; this includes Zones that are touching only by their corners (for instance, it is permissible to move from Zone 18A to Zone 14, through the corner of one Zone to the corner of the next).

A fleet or Trace may move through more than one Zone in a Turn if the first Zone it moves into is a Home Zone or Allied Zone with no hostile Traces or fleets present. A fleet or Trace may not move into more than two Zones in a Turn, except under certain special conditions (usually found on Espionage cards). It costs nothing to move a Neutral Trace one Zone. It costs 1 Resource Point to move a Neutral Trace into a second Zone in a single Turn.

Decoy Traces cost nothing to move, and may be moved however the owning Player likes, even in a fashion that would be impossible for a "real" fleet (such as moving across the Solar System in one turn); of course, doing so would identify the Trace to all Players as a phantom, so it is best for Decoys to be moved in a fashion that makes them look like fleets or Neutral ships (i.e. one or two Zones at a time).



FLEET MOVEMENT COSTS ◇

Each Player must keep track of the contents of each of his fleet Traces, because while it costs little to nothing (at least as far as the Player is concerned) to move Neutral Ships and Decoys, moving a fleet can get quite expensive. Before a fleet can be moved into a new Zone, a cost in Resource Points must be paid. Also, a fleet must have ships in it to move between Zones; fleets with only standard units (which can happen in some defensive situations) cannot move to another Zone until they have enough ships to transport all the fleet's standard units (for information on Vehicle Capacity, see **Lightning Strike 2nd Edition Rulebook**, page 50).

Each Zone has a Travel Time listed on the Zone Characteristics Table (page 47). This value represents the size and relative difficulty of moving a fleet into (and through) the Zone. Each time a Player wishes to move a fleet into a new Zone, a cost in Resource Points must be paid for each ship in the fleet. This cost is equal to the Zone's Travel Time. This cost applies to a fleet whether or not it has been revealed; the moderator should be aware of all fleet movements. For instance, if a fleet of three ships wishes to move into Zone 13A (Travel Time: 2), the Resource Point cost is 2 for each ship, for a total of 6 Resource Points.

Each ship has a Fleet Maneuver value listed on its datacard. This value represents the ship's capacity to travel long distances in a short period of time. A ship's Fleet Maneuver value is subtracted from the cost of moving the ship into a new Zone. For instance, if the fleet from the above example consisted of a Hydra, a Tengu, and an Ebiiru, the cost of moving the fleet into Zone 13A would only be 3 Resource Points: 2 points for the Hydra, 1 point for the Ebiiru, and nothing for the Tengu, which, with its Fleet Maneuver of 2, would move into the Zone for free ($2-2=0$).

It is possible for a ship's cost to move into a new Zone to be zero as a result of its Fleet Maneuver rating; however, regardless of the Maneuver Values of the ships in a fleet, the minimum cost to move a fleet into a new Zone is 1 Resource Point. For example, if the fleet from above consisted of three Tengus, the cost for moving the fleet into Zone 13A would be 1 Resource Point; even though the ships' Fleet Maneuver values negate the Travel Time cost, the minimum cost of 1 Resource Point must still be paid.

If a fleet wishes to move into a second Zone in the same Movement Segment, the Travel Time cost must be paid for the new Zone, only this time, the cost is doubled, and the minimum cost is equal to the number of ships in the fleet. For example, if the Hydra, Ebiiru and Tengu wanted to move again in the same Turn, from 13A to 18A (Travel Time 2), the cost would be $3 \times 2 = 6$ Resource Points. If the fleet of three Tengus did the same thing, the cost would be equal to the number of ships in the fleet: 3 Resource Points.

It is permissible for Travel Time costs to be paid using Cargo Points from the fleet's supply ships. Every 10 Cargo Points deducted from the supply ships translates into 1 Resource Point that must be immediately used to pay Travel Time costs.

◇ SPLITTING FLEETS AND TRACES

At any time during the Movement Segment, a Player may split up the forces in a fleet (revealed or not), creating new Traces. This is useful for many reasons, including hiding your fleet's units, spreading your forces to cover multiple avenues of attack, and confusing the enemy. The downside of splitting a fleet is that the smaller groups become more vulnerable to attack by superior forces. Splitting a fleet costs nothing. Decoy Traces may not be split (although the act of placing a new Decoy in a Zone that already has a Decoy in it will simulate this), and Neutral Ships Traces may only be split at the beginning of the Economic Segment.

A Player may also choose to merge Traces that are in the same Zone, combining two Traces into a single Trace. If both Traces are fleets, a cost of one Resource Point must be paid (the moderator must be informed, but not the other Players); the fleets merge into a single battle group. Any other combination of merging Traces is free, and simply results in a single remaining (and unaltered) Trace, be it a fleet, Neutral Ships, or Decoy. If a Neutral Ships Trace merges with a fleet, discard the Neutral Ships Trace. If a Decoy merges with Neutral Ships or a fleet, discard the Decoy Trace. If a revealed fleet merges with a Trace of any kind, it becomes an unrevealed Trace again. Revealed Neutral Ships counters may not merge or split, however; since they are now defined ships, as opposed to abstracted sensor traces, the revealed Neutral Ships are not subject to the Player's orders.

Players may split and merge Traces as many times as they want in a Campaign Turn, within the limits of movement, resources and availability of new Trace counters.

◇ HIDDEN MOVEMENT

In almost all cases, the presence of a ship (or group of ships) is noted with a Trace. However, there are occasions when a Player may wish to keep his opponent completely unaware of even the possible location of some of his forces. One can order a fleet to run completely silent and take extremely oblique routes in order to prevent detection; this has the effect of increasing fuel use and isolation, however.

To use hidden movement, a moderator is required. The Player chooses one or more Traces or fleets to enter hidden movement. The Player writes down (and tells the moderator) where the ships are starting, and keeps track of the ships' movement from one Campaign Turn to another. The moderator must be informed of all movement and activity the hidden fleet engages in.

The hidden fleet's Trace or fleet counter is left on the Strategic Map, in the Zone where it was last visible; it is the other Players' marker for the fleet's last known location (even though they don't know that the fleet has gone into hidden movement). The fleet itself has, of course, already moved somewhere else, so if another Player tries to reveal or attack the leftover counter, he must be told that there is, in fact, nothing there. The leftover counter is then removed, just like a decoy. At this point, the only record of the fleet's location and activities is what the owning Player and moderator have written in their notes.

Unless a Player specifically states that he is looking for a hidden fleet in a Zone, the hidden ships cannot be discovered by chance. If a Player wishes to search a Zone for a hidden fleet, he must do so during the Economic Segment, using his faction's Intelligence cost and abilities. A roll is made on one die against a Threshold of 4, plus the Zone's Concealment Value on the Zone Characteristics Table. If the Player is searching in one of his Allied or Home Zones, the roll gets a +1 bonus. If the roll succeeds, any hidden fleets in the Zone are immediately placed on the Strategic Map as unrevealed Traces; the hunting Player will know that they are military fleets, but he will not know the contents of the fleets. The cost in Resource Points to make each search roll is equal to the faction's Intelligence cost; this cost must be paid before each roll is made. The result of the roll may be modified by one in exchange for an additional 2 Resource Points; this cost must also be paid before the roll is made, but the bonus may be purchased any number of times.

The cost for the ships in the fleet to move to a new Zone using hidden movement is three times the normal Travel Cost for the ships in the fleet (multiply the Travel Cost by three, and then subtract any Fleet Maneuver modifiers). The minimum movement cost for the whole fleet per Zone entered is the number of ships in the fleet times three. A fleet in hidden movement may only move one Zone per Campaign Turn.

At least half of the Strategic movement cost for the fleet must be paid using Cargo Points from the fleet's own supply ships; this represents the need for the fleet to be self-sufficient while on its secret mission.

A fleet that is using hidden movement may not be resupplied except by supply ships in the fleet itself. If it merges with any fleet or Trace, engages in battle, or if it receives outside resupply, its existence is immediately known, and its Trace is placed on the Strategic Map.

TRANSFERRING SHIPS AND UNITS ◇

Resource Points can also be spent to redistribute forces between fleets (revealed or not). To transfer ships and standard units between two or more fleets, the involved Traces and/or fleets need only be in the same Zone. The transfer of units can occur at any time during the Movement Segment, and as many times as the Player desires. The other Players need not be informed, but the moderator should be aware of all transfers. The cost to transfer ships and units is one Resource Point per two-way transfer between two fleets, regardless of the number of units moved from one fleet to the other. After the cost is paid, the chosen datacards are moved from one fleet's stack to the other's.

DETECTING FLEETS AND REVEALING TRACES ◇

At the end of the Movement Segment, after all Players have completed their moves, a check must be made for each unrevealed Trace to see if patrols, local news reports, or pure luck cause the nature of that Trace to be revealed to public knowledge.

Each Player rolls one die for each of his Traces. A Player may modify his die roll by paying one Resource point per one point added to or subtracted from the die roll; this cost must be paid before the die roll is made (only the moderator need know this). The Threshold for each roll is listed on the table below; each Threshold is modified by the Concealment Value of the Zone itself. If the roll is successful, the owning Player may leave the Trace unrevealed. If the roll fails to exceed the Threshold, the nature of the Trace is immediately revealed to all. The Trace is then replaced with an appropriate counter: Neutral Ships, Decoy, or Fleet. Even if a military fleet is revealed at this point, its specific contents are still unknown to the other Players until they take some action (Intelligence, battle, etc.) to find out more about the fleet.

TRACE DETECTION THRESHOLDS □

TRACE IS IN:	THRESHOLD
Home Zone	No roll required; Trace remains unrevealed
Allied Zone	3, minus Zone's Concealment Value
Neutral Zone	5, minus Zone's Concealment Value
Hostile Zone	7, minus Zone's Concealment Value
Occupied Zone (any)	5, minus Zone's Concealment Value

REVEALING NEUTRAL TRACES ◇

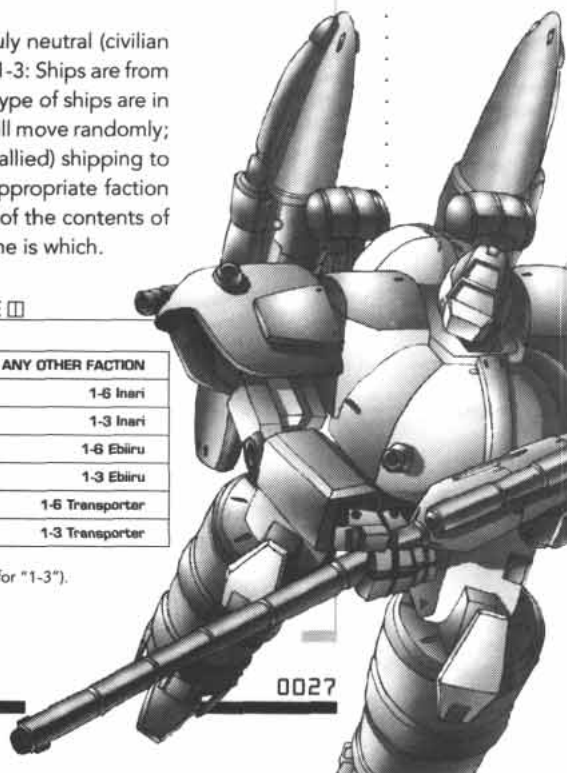
A Neutral Ships Trace represents civilian ships going about their business, being presented by one faction's intelligence forces as being something they aren't (like a military fleet). Once someone identifies a Trace as Neutral Ships, their true nature is revealed to all Players.

When a Neutral Ships Trace is revealed, roll one die to find out whether the ships are truly neutral (civilian pleasure craft and the like) or the property of the factions whose Trace has been revealed. 1-3: Ships are from Trace's owner's Faction. 4-6: Ships are truly Neutral. Roll one die twice more to see what type of ships are in the group, and how many there are. Note that even if the ships belong to a faction, they still move randomly; the difference in ownership matters only if one of the Players is looking for enemy (or unallied) shipping to raid. Replace the flipped Trace counter with a numbered Neutral Ships counter of the appropriate faction (use the True Neutral Ships counters for truly Neutral ships). The moderator keeps track of the contents of each Neutral Ships counter, using the numbers on the counters to keep track of which one is which.

NEUTRAL SHIPS TABLE □

	NEUTRAL	MERCURY (ZONES 1-19)	MERCURY (ZONES 20-41)	ANY OTHER FACTION
1	1-6* Inari	1-6 Inari	1-3 Inari	1-6 Inari
2	1-3 Inari	1-6 Ebiru	1-3 Ebiru	1-3 Inari
3	1-6 Ebiru	Seraph	Ophan	1-6 Ebiru
4	1-3 Ebiru	Seraph	Ophan	1-3 Ebiru
5	1-6 Transporter	Ophan	Ophan	1-6 Transporter
6	Brioriu	Ophan	Ophan	1-3 Transporter

*Roll one die for number of ships, either reading the number as is (for "1-6") or dividing the result by 2, rounding up (for "1-3").





▼ THE BATTLE SEGMENT

The Battle Segment is when fleets in the same Zone engage in a series of tabletop battles, using the standard **Lightning Strike** combat rules. Battles are not always huge fleet actions. In many cases, a Player will simply send a Trace consisting of a light carrier and a few quick fighters to stalk an enemy fleet and discover its exact contents, in order to muster a more suitable battle fleet later on. In such situations, the "battle" may consist of nothing more than a quick reconnaissance mission or two, followed by an attempted retreat. At other times, a tiny defending fleet will have to face down a vastly superior force; depending on the Players' plans and actions in the rest of the Campaign Turn, such a situation may be the result of a major strategic error, or it might just be bait to lure an enemy into a trap.

Due to the addition of the Expanded Campaign Turn, many of the battle selection and reinforcement rules from the Basic Campaign are no longer necessary. Most scenarios and objectives will now be obvious from the larger strategic perspective, reducing the need for set scenarios. Unlike the Basic Campaign, the Battle Phase has no declared winner or loser. Players collect Campaign Points as normal, but otherwise, victory is judged based on the Player's faction's Campaign Objective. The following sections of the Campaign Rules from the **Lightning Strike 2nd Edition Rulebook** still apply to the Expanded Campaign: 5.2.1: Campaign Stats, 5.2.2: Vehicle Capacity Table, 5.2.2: Support Ships, 5.2.2: Leadership (note that each Player only has one flagship; thus, many battles will be fought without the flagship's presence), 5.2.2: Optional Rules, 5.2.3: Salvage, 5.2.3: Regrouping and 5.2.3: Survival, Ship Repair, Standard Unit Repair, Experience, Campaign Points.

◇ COMBINED FLEET MANEUVER

Each fleet's Combined Fleet Maneuver Value is equal to the lowest Fleet Maneuver Value among the ships in the fleet. The CFMV is used throughout the Battle Segment to determine which fleets move first and get to combat zones early. Thus, a fleet's CFMV is quite important to keeping the initiative in a battle.

Before any die roll or comparison in the Battle Segment in which a fleet's CFMV is a factor, the Player may pay Cargo Points to temporarily raise the individual Fleet Maneuver Values of the fleet's ships; each Cargo Point deducted from the fleet's supply ships adds one to the Fleet Maneuver Value of one ship. Once the Player has spent as many Cargo Points as he wants to for this purpose, the fleet's CFMV is recalculated. The new CFMV goes away after the die roll or comparison; if another CFMV-related die roll must be made, more Cargo Points must be spent to raise the Fleet Maneuver Values again.

◇ EMERGENCY RESERVES

At the beginning of the Campaign, each Player receives an Emergency Reserve. The TV of this reserve is a percentage of the main fleet's starting TV, and varies with the faction. The Emergency Reserve represents garrison and patrol forces that are almost always present in high-security or high-traffic areas. Because they are generally garrison units with second-line equipment, *forces drawn from the Emergency Reserve may not include Elite or Special-Duty units, or Heavy or Special-Duty ships, and they may use only Common Equipment.*

At the beginning of the Battle Segment, each Player may place Emergency Reserve units in any Home, Allied or Neutral Zone. Emergency Reserve units may be placed as Traces, so that enemy forces do not know what they are facing until they begin a battle. In Zones controlled by the Player's faction, any number of Emergency Reserve units, up to the faction's full remaining Emergency Reserve TV, can be placed. In Allied Zones, up to 60% of the faction's remaining Emergency Reserve may be placed in a single Zone, and in Neutral Zones, only 20% of the Emergency Reserve may be placed in a Zone. Emergency Reserve forces cannot be placed in Zones controlled by hostile factions.

Emergency Reserve forces are meant to allow Players to mount quick strikes or stopgap defenses without having to keep track of every single unit each faction owns. At the end of the Campaign Turn in which Emergency Reserve units are placed on the Strategic Map, all Emergency Reserve forces are removed from the Strategic Map, and the surviving TV value is put back into the Emergency Reserve. Emergency Reserve forces must be removed from the map each turn, regardless of whether they actually fought a battle. The Emergency Reserve can be used every Campaign Turn, if the Admiral desires.

CONVERTING RESERVES ▼

If an Admiral desires, part or all of the Emergency Reserve can be converted into main fleet units. Each TV point from the Emergency Reserve is worth 5 "real" TV points that are immediately added to the main fleet's TV reserve on the Campaign Record. This TV may be spent on Materiel building in the next Economic Phase, or it may be simply converted into real units that are immediately added to the fleet's rosters; if the TV is converted to real units, the choice of units is limited to the same units allowed for Emergency Reserve forces. For every 5 TV points taken from the Emergency Reserve, 1 Resource Point must be paid, representing the cost of gathering and transporting units from across the Solar System.

The Emergency Reserve can be added to at the cost of units from the main fleet; this represents the Admiral's government shifting forces from task forces over to border protection and defense. For every 5 TV points' worth of units permanently deleted from the main fleet, 1 TV point is added to the Emergency Reserve. For every 5 TV points thus added to the Emergency Reserve, 1 Resource Point must be paid, representing the cost of redistributing units across the Solar System.

A Player's Main Fleet represents a defined force assembled for the purpose of completing a specific objective, while the Emergency Reserve represents a faction's scattered auxiliary forces. From a gaming perspective, the Main Fleet provides lots and lots of units (remember that when trading Emergency Reserve TV for Main Fleet units, each Emergency Reserve TV point is worth 5 TV in the Main Fleet), but these units are tied to specific locations; if the action is happening elsewhere, these units are useless. The Emergency Reserve amounts to fewer units available for single battles, but it allows the Player great flexibility in repulsing successive attacks from different directions.

ENTERING A BATTLE ▼

After Emergency Reserve forces are placed on the map, the Players declare their attacks. Each Player secretly writes down which of his fleets in which Zones he wishes to attack with, if any; if a Player has more than one fleet in a single Zone, each fleet must attack a different target. The Players all then reveal their attack selections. The attacks are then dealt with Zone by Zone, starting from Zone 1.

For each Zone in which an attack is declared, all Players who declared an attack may use Cargo Points to temporarily boost their Combined Fleet Maneuver as described above; this may be written down in secret. The Players then compare the CFMV of their fleets. The fleet with the highest CFMV is moved atop the counter of its target; the target must be in the same Zone. The fleet with the next highest CFMV is then moved atop its target, and so on until all attacking factions have moved their fleets to their targets. If there are ties in CFMV, determine the order of play randomly.

If any of the attacked targets are Traces, they are immediately revealed as a Fleet, Decoy, or Neutral Ships. Decoys are simply removed from the Strategic Map. Neutral Ships are identified using the Neutral Ships Table, and may be engaged in battle or left alone as the attacker chooses. Revealed fleets must be engaged in battle, unless all involved Players immediately agree to withdraw without a fight.

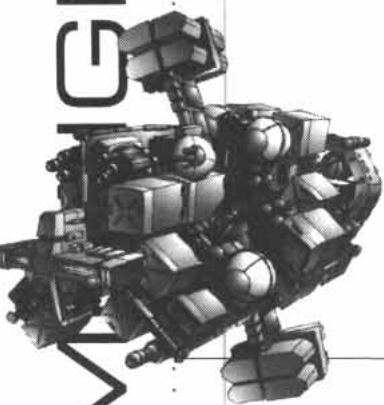
A Player may also attack colonies, stations and planets: they become the objective of the battle. If there are no specific colonies or stations in the Zone (i.e. if no R&D cards have been used to place them there), a generic colony or station of the desired type is selected by the attacker, using the Zone Characteristics Table. If a planet is the target, the attacker's goal is to reach low orbit and complete an objective (bombard a target, land troops, etc). A Player may also move a fleet atop a colony, station, planet, Neutral Ships counter, Fleet or Trace and announce that he is defending that object; any fleet attacking the defended object must engage the defending fleet in battle.

Each grouping of attacking/attacked fleets now fights battles according to the Phases described next page, which are broadly similar in purpose to the Phases in the Basic Campaign. Fight through the Phases and tabletop battles for one grouping before proceeding to the next. After all fleet engagements in the Zone have been concluded, the Battle Segment moves to the next Zone in which attacks were declared.

It is possible for multiple fleets from the same faction to end up engaging the same enemy fleet; in this situation, the fleets with the highest CFMV meet and fight their battles first. After that, assuming the enemy fleet is not wiped out, the fleets with the next highest CFMV engage the enemy fleet. If the fleets have the same CFMV, or if all fleets on one side have higher CFMV's than the fleet(s) on the other side, simply combine the friendly fleets into one large fleet before starting the battle. As usual, before comparing CFMV's Cargo Points may be used to temporarily boost a fleet's CFMV.

S.H.E.

P.H.E.



◇ THE PHASES OF BATTLE

Once two or more fleets end up in battle together, the conflict moves away from the Strategic Map and onto the tabletop. Each full fleet engagement is roughly analogous to a single campaign from the **Lightning Strike 2nd Edition Rulebook**, although most likely of much smaller scale. Usually, several tabletop battles will take place, with the fleets jockeying for position and effecting repairs between fights. When one fleet flees or is wiped out, the engagement is over, and the next engagement in the Zone can begin.

There are three Phases in an engagement; these are played through repeatedly until the engagement ends. In the **Strategy** Phase, the fleets make choices regarding their overall objectives, and check to see who has the upper hand for the next tabletop battle. In the **[[Battle]]** Phase, a single tabletop battle is fought. Finally, in the **Repair** Phase, the fleets lick their wounds and regroup. Once the Repair Phase is over, the next Strategy Phase begins.

◇ THE BACKUP FORCE

Before making the first Strategy Roll (see below) each combatant must decide whether to assign part of his fleet as a reserve. Ships and units thus assigned attempt to hide from the enemy and keep out of the way, and thus hopefully avoid combat. This reserve is called the **Backup Force**, while the portion of the fleet that makes Strategy Rolls and pursues the fleet's objective is called the Task Force. A Player is not required to have a Backup Force; it is quite normal for the entire fleet to operate as a single group, so that the fighting ships do not run the risk of being cut off from part of the fleet. However, if a Player wants to try to keep his vulnerable or valuable ships out of a particular battle, assigning them to the Backup Force is a good option.

To assign units to the Backup Force, simply remove their datacards from the fleet's complement and set them aside. The Backup Force does not choose Strategies or make Strategy Rolls. It is engaged in battle only if the enemy actively looks for it (and doesn't get intercepted). Ships in the Backup Force are not included when calculating the Combined Fleet Maneuver Value for Strategy Rolls; thus, putting low-Fleet-Maneuver ships into the Backup Force also allows the actively fighting part of the fleet to move more freely.

The Backup Force can be as large as the Player wants. Although the main purpose of the Backup Force is to keep one's supply ships out of the way, a Player can also use the Backup Force to keep powerful (and thus precious) battlefield units out of the fight, or to set a trap; many is the unfortunate attacker who has struck at a seemingly defenseless group of freighters only to be met with dozens of exo-armors.

◇ THE STRATEGY PHASE

If there are more than two factions in the battle, two forces must be chosen as the **Primary Combatants**. The primary combatants will make the Strategy Rolls and dictate how the battles will be fought. Each fleet's Combined Fleet Maneuver Value is equal to the lowest Fleet Maneuver Value among the ships in the fleet; the primary combatants are the two fleets with the highest Combined Fleet Maneuver Value; the other fleets are **Secondary Combatants**. If more than two fleets have the highest CFMV, the fleets with the highest total TV have priority as the primary combatants. Any Player may decline to be a primary combatant, and allow the next Player to take that position.

Secondary combatants have two options before each battle: participate or leave. If a fleet chooses to leave, it departs the combat zone. If it chooses to participate, he may enter the battle. The secondary participant's force in any tabletop battle may not be larger (in terms of TV) than the smaller of the two primary combatants' forces. Before the battle is set up, the secondary Player must declare one table edge from which his forces will enter. In the Initiative Phase of each turn, the secondary combatant rolls one die and multiplies the result by ten; this is the percentage of his force that may now be placed on the table. The entering forces must be placed within 10cm of the secondary combatant's declared entry edge.

The two primary combatants each choose a Strategy from the list on the next pages. A Strategy Roll is then made; the roll is an opposed roll on two dice. Each Player adds his current CFMV (as usual, Cargo Points may be used to temporarily increase CFMV). If a fleet's flagship is present in the fleet, a +2 bonus is applied to that Player's roll. If the fleet salvaged at the end of the last battle, apply a -1 penalty. If the fleet changed to a different Strategy Category (except for Retreat), apply a -1 penalty. The Player with the higher roll is the winner of the Strategy Roll; reroll ties, keeping all modifiers the same. The result of the Strategy Roll is used to consult the Strategy Table; the winner reads along rows, and the loser reads down columns, thus determining the nature of the tabletop battle to be played.

STRATEGY TABLE

Loser							
Winner	Attack	Hunt and Kill	Rear Assault	Recon	Raid	Infiltrate	Rear Strike
Attack	Notes (CS3)	Notes (CS3)	SC2	Notes (CS1)	Notes (CS2)	Notes (CS2)	SC1
Hunt/Kill	CS3	CS3	CS3	Notes (CS1)	Notes (CS2)	SC1	Notes (CS2)
Rear Assault	SC1	Notes (CS3)	SC1	Notes (CS1)	Notes (CS2)	SC1	SC1
Recon	Notes (CS2)	Notes (CS3)	Notes (CS3)	CS1	Notes (CS2)	Notes (CS2)	Notes (CS2)
Raid	Notes (CS3)	Notes (CS3)	Notes (CS3)	Notes (CS1)	CS2	Notes (CS2)	CS2
Infiltrate	Notes (CS3)	Notes (CS3)	SC1	Notes (CS1)	Notes (CS2)	Notes (CS2)	SC1
Rear Strike	SC1	Notes (CS3)	Notes (CS3)	Notes (CS1)	Notes (CS2)	Notes (CS2)	Notes (CS2)
Close Def.	Notes	Notes	Notes (CS3)	CS1	Notes	Notes	Notes (CS2)
Wide Def.	Notes	Notes	Notes	CS1	CS2	Notes	CS2
Ambush	SC2	Notes (CS3)	Notes (CS3)	Notes (CS1)	Notes (CS2)	SC2	Notes (CS2)
Blockade	SC2	Notes	Notes	CS1	CS2	SC2	CS1
Hide	SC2	-	-	-	-	SC2	-
Withdraw	SC2	-	-	-	-	SC2	-
Flee	SC2	x	x	x	x	SC2	x
Loser							
Winner	Close Def.	Wide Def.	Ambush	Blockade	Hide	Withdraw	Flee
Attack	Notes (CS3)	Notes					
(CS2)	SC2	SC2	SC2	SC2	SC2		
Hunt/Kill	CS3	Notes (CS1)	Notes	Notes (CS2)	Notes	Notes	Notes
Rear Assault	Notes (CS3)	Notes (CS1)	Notes (CS1)	Notes (CS2)	Notes (CS3)	CS3	CS3
Recon	Notes (CS3)	Notes (CS1)	Notes (CS3)	Notes (CS2)	Notes (CS3)	Notes	Notes
Raid	Notes (CS3)	Notes (CS1)	Notes	Notes (CS1)	Notes	Notes	Notes
Infiltrate	Notes (CS2)	Notes (CS1)	SC2	SC2	SC2	SC2	SC2
Rear Strike	Notes (CS2)	Notes (CS1)	Notes (CS1)	Notes (CS2)	Notes (CS3)	Notes	Notes
Close Def.	NA	NA	-	-	-	-	x
Wide Def.	NA	NA	Notes	CS1	CS1	CS1	x
Ambush	Notes (CS3)	Notes (CS1)	CS1	Notes (CS1)	CS1	CS1	x
Blockade	-	CS1	Notes	CS1	CS1	CS1	Notes
Hide	-	-	-	-	-	-	x
Withdraw	-	-	-	-	-	-	x
Flee	x	x	x	Notes	x	x	x

Notes: The winner of the Strategy Roll reads the notes listed with his Strategy, and the fleets play the scenario that results.

CS: Play the appropriately numbered Common Scenario

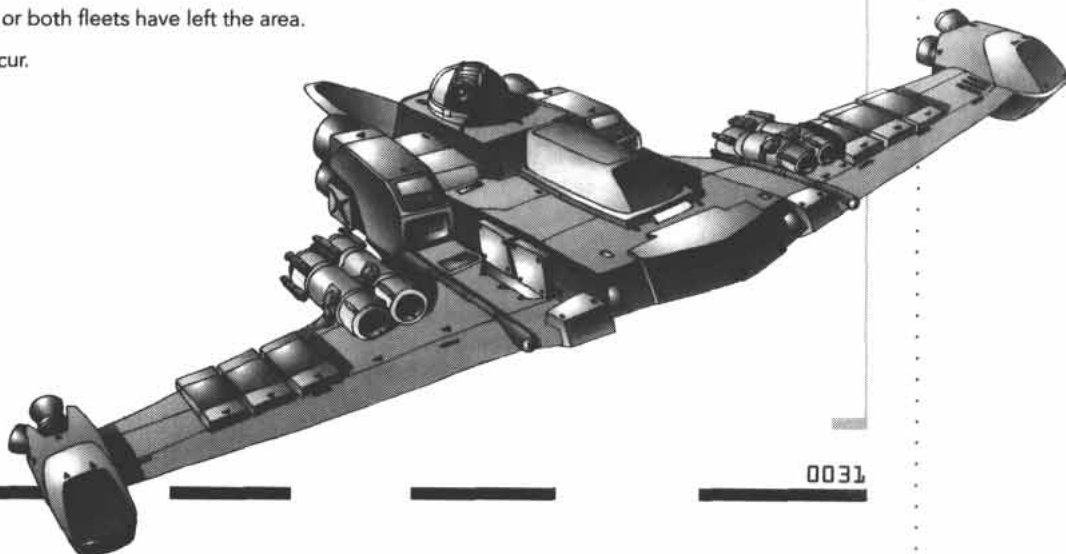
(CS): Opponent's permitted force size; for your force size, read the Notes

SC: Play the appropriately numbered Special Case scenario

- : No battle occurs; proceed directly to Repair Phase. If "-" occurs three times in a row, the engagement is over; it is assumed that neither fleet wishes to fight.

X: The engagement is over; one or both fleets have left the area.

NA: This combination cannot occur.





◇ AGGRESSIVE STRATEGIES

Attack: Your forces gather into a large formation and drive in toward your goal (i.e. the planet, station or Neutral Ships that the engagement is being fought over). You choose a table edge to start from; your entire force sets up on this edge after the enemy sets up, and you may only leave from this edge.

The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Attack line of the Strategy Table. The objective's owner places the objective, all Obstacles and fixed defenses, and up to 50% of the enemy force starts in the middle of the table (if the objective is a planet, see *Planets*, page 37). The remainder of the enemy fleet enters from a table edge you choose, in the same manner as secondary combatants (calculate the percentage as a percentage of the TV that started the fight off the table).

Exceptions: if the enemy chose Recon, Infiltrate or Attack, his entire force sets up on an edge you choose, and may only leave from that edge. If the enemy chose Hunt or Raid, his force enters (and leaves) on an edge you choose, in the same way as secondary combatants, 1D6+1 turns into the battle.

Hunt and Kill: Your massed fleet steamrollers around space, trying to find the enemy fleet. Because this strategy requires a somewhat dispersed formation, you do not have to start with your entire chosen force on the table; up to 20% of your forces may enter on your entry edge anytime after the battle begins (or may skip the battle entirely, if you choose). The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Hunt/Kill line of the Strategy Table. Otherwise, the battle is run just like CS3.

If your enemy attempts to Ambush, Hide, Withdraw or Flee, the battle is CS3 as above, except the enemy starts in the middle of the table, he sets up all Obstacles, and may escape from only one table edge of his choice. If the enemy is Withdrawing or Fleeing, he must use his entire fleet (both Task Force and Backup Force).

Rear Assault: Your fleet attempts to circumvent the enemy fleet and hunt down its Backup Force. If you win the Strategy Roll, your entire Task Force attacks your enemy's entire Backup Force. The enemy sets up all Obstacles, and starts in the middle of the table. The enemy ships may not move for two full turns. The enemy's Task Force units may only participate if they selected an Aggressive or Cautious Strategy, and arrive on the table from an edge you choose, 1D6+1 turns into the battle; the forces enter in the same way as secondary combatants. The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Rear Assault line of the Strategy Table. Your force sets up on a table edge of your choice, and may only leave from this edge.

If the enemy has no Backup Force, your force attacks the enemy Task Force (if the enemy chose to Attack, your force meets the enemy fleet at the objective). The enemy's force is composed as described above. If the enemy chose Close Defense, the objective is on the table in this fight. If your enemy attempts to Withdraw or Flee, the battle is run as above, except the enemy must use his entire fleet (both Task Force and Backup Force). If the enemy is Fleeing, his ships may move on the first turn.

◇ RETREAT STRATEGIES

Hide: The fleet attempts to avoid conflict by running silent. You get a +1 bonus to your next Strategy Roll. If you win the Strategy Roll, the next tabletop battle is canceled; proceed directly to the Repair Phase. Your Task Force may not rendezvous with your Backup Force, however.

Withdraw: The fleet pulls back to regroup and repair. If you win the Strategy Roll, the next tabletop battle is canceled; proceed directly to the Repair Phase. Your Task Force meets up with the Backup Force.

Flee: The fleet attempts to disengage from the enemy. The Task Force must have recombined with its Backup Force in the last Repair Phase in order to completely Flee; if the Task Force Flees and leaves its Backup Force behind, the Backup Force becomes the next primary combatant. If you win the Strategy Roll, your fleet successfully vanishes into the darkness; the engagement is over.

Exception: if your opponent Blockades you, you must still fight your way out. You set up all Obstacles. Your opponent gets a force as in CS1, which starts in the middle of the table. Your entire Task Force starts at one table edge, and must move off the opposite edge; once your Task Force is either off the table or destroyed, the engagement is over.

CAUTIOUS STRATEGIES ◇

Recon: Your forces attempt to reconnoiter the enemy (useful if you are being attacked by a force of unknown composition). If you win the Strategy Roll, you recon an enemy force; attack with up to 5% of your Task Force TV or four standard units, whichever is greater. The enemy force size is the largest concentration of units allowed by his Strategy choice, and starts in the middle of the table. The enemy places all Obstacles. You choose a table edge to set up on; you may leave off any edge.

The enemy fleet is caught unawares by your tiny force; all but two standard units are inside hangars or bays (even if this means overloading), no unit may Aim, Evade or Overthrust for four turns, and no ship may move, launch vehicles or fire for four turns. If any of your force successfully retreats off the opposite edge from which you entered, you get a +1 bonus to your next Strategy Roll.

If the enemy chose Close Defense, you recon the enemy with the objective on the table. If the enemy chose Attack or Infiltrate, the objective is also on the table; the enemy's entire force sets up on an edge you choose, and may only leave from that edge. If your opponent tries to Withdraw or Flee, the battle is run as above, except the enemy must use his entire fleet (both Task Force and Backup Force). If the enemy is Fleeing, his ships may move on the first turn.

Raid: Your forces split up to harass the enemy. If you win the Strategy Roll, up to 20% of your Task Force attacks the enemy Task Force. The enemy sets up all Obstacles, and starts in the middle of the table. The enemy ships may not move or fire for two full turns. The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Raid line of the Strategy Table.

If the enemy chose Attack, Infiltrate or Close Defense, your force raids the enemy fleet at the objective.

If your opponent has tried an Ambush, you hit the foe before they are prepared; play the Ambush scenario, but your force is built according to CS2, and no enemy units are hidden. If your opponent tries to Withdraw or Flee, the battle is run as above, except the enemy must use his entire fleet (both Task Force and Backup Force). If the enemy is Fleeing, his ships may move on the first turn. If the enemy is Hiding, treat it as if he were Withdrawing, except that he may not use his Backup Force in the battle.

Infiltrate: As an alternative to charging straight in, you split your forces in the hopes of tying up defenders and getting a small strike force in close to your objective. Your allowed TV is 30% of your Task Force's TV; you choose a table edge to start from; you set up on this edge after the enemy sets up, and you may only leave from this edge.

The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Infiltrate line of the Strategy Table. The objective's owner places the objective, all Obstacles and fixed defenses, and up to 50% of the enemy force starts in the middle of the table (if the objective is a planet, see Planets, page xx). The remainder of the enemy fleet enters from a table edge you choose, in the same manner as secondary combatants (calculate the percentage as a percentage of the TV that started the fight off the table).

Exceptions: if the enemy chose Recon, Infiltrate or Attack, his entire force sets up on an edge you choose, and may only leave from that edge. If the enemy chose Hunt or Raid, his force enters (and leaves) on an edge you choose, in the same way as secondary combatants, 1D6+1 turns into the battle.

Rear Strike: You send out small strike forces to attempt to circumvent the enemy fleet and hunt down its Backup Force. If you win the Strategy Roll, up to 20% of your Task Force attacks your enemy's entire Backup Force. The enemy sets up all Obstacles, and starts in the middle of the table. The enemy ships may not move for two full turns. The enemy's Task Force units may only participate if they selected an Aggressive or Cautious Strategy, and arrive on the table from an edge you choose, 1D6+1 turns into the battle; the forces enter in the same way as secondary combatants. The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Rear Strike line of the Strategy Table. Your force sets up on a table edge of your choice.

If the enemy has no Backup Force, your force attacks the enemy Task Force (if the enemy chose to Attack, your force meets the enemy fleet at the objective). The enemy's force is composed as described above. If the enemy chose Close Defense, the objective is on the table in this fight. If your enemy attempts to Withdraw or Flee, the battle is run as above, except the enemy must use his entire fleet (both Task Force and Backup Force). If the enemy is Fleeing, his ships may move on the first turn.



◇ DEFENSIVE STRATEGIES

Close Defense: Your forces form a close defensive perimeter around your enemy's objective. If you win the Strategy Roll, your entire fleet can be waiting for the enemy when they arrive. You place all Obstacles, and set up your entire Task Force and the objective(s) in the middle of the table (if the objective is a planet, see **Planets** on page 37). The enemy starts at one table edge, and may only move off the same edge. If the enemy chose Attack or Hunt, his force is composed according to CS3; if he chose Infiltrate or Raid, his force is composed according to CS2. If your opponent chose Rear Assault or Rear Strike, his force attacks your entire Backup Force. The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Close Defense line of the Strategy Table. You set up all Obstacles, and your Backup Force starts in the middle of the table. If you have no Backup Force, the enemy attacks your Task Force as described above.

Wide Defense: Your forces spread out to picket for enemy forces. If you win the Strategy Roll, your forces intercept the attacking enemy fleet before they get close to their objective. You may choose a force of up to 30% of your Task Force's total TV. Your opponent sets up all Obstacles, and your force starts in the middle of the table. The enemy starts at one table edge, and may only move off the opposite edge. If the enemy chose Attack, his force is composed according to CS3; if he chose Infiltrate, his force is composed according to CS2. If your opponent chose Hunt or Rear Assault, play CS3, but your force is built according to CS2, and no Strategy Roll bonus is gained by anyone. If your opponent has tried an Ambush, one of your patrols stumbles onto the enemy ambush. Play the Ambush scenario, but your force is built according to CS2.

Ambush: Your entire Task Force chooses a battlefield in open space, away from any objectives, and attempts to lure the enemy into a trap. If you win the Strategy Roll, you place all Obstacles. After Obstacles are placed, you may select up to 50% of your force to be hidden on the tabletop before anyone sets up; the remainder of your force starts in the middle of the table. The hidden units are marked with counters, and are considered Cloaked at Rating 2. If the units are hidden inside Obstacles, the counters may be placed under the Obstacle miniature or counter, thus completely hiding them from the enemy Player(s) until they are revealed by taking an Action. Your enemy's force enters from a side you choose, and must escape off the opposite edge. It is composed according to the restrictions of the Common Scenario listed in parentheses on the Winner: Ambush line of the Strategy Table. If your opponent chose Close or Wide Defense, and the objectives are Neutral Ships, the above scenario is played with the objectives on the table, moving with the enemy fleet; if the objective is a planet or station, treat the Strategy result as a "-" symbol (no battle).

Blockade: The fleet does not seek battle, but spreads out to stop enemy units from leaving the area. If you win the Strategy Roll, and your opponent tries to Flee, you catch his fleet as it runs. Your opponent sets up all Obstacles, and then you set up a force (composed according to CS2) in the middle of the table. Your opponent's Task Force starts at one table edge, and must escape off the other. When this fight is over, your and your opponent undergo repairs and then make another Strategy Roll; unless you let up, the enemy must try to break out of the blockade again. If your opponent has tried an Ambush, one of your patrols stumbles onto the enemy ambush. Play the Ambush scenario, but your force is built according to CS2. If your opponent chose Hunt or Rear Assault, play CS2, except your opponent's force is composed according to CS3.

◇ COMMON SCENARIOS

CS1 Test the Waters: Both fleets are out of contact, but patrol elements from each fleet bump into each other. Both Players' force size is up to 5% of their Task Force TV, or up to eight standard units. The winner of the Strategy Roll sets up Obstacles in open space, and sets up his forces after his opponent. The Players start from opposite sides of the table, and retreat off the same edge. No salvage is possible, but the Player who holds the field at the end of the fight gets +1 to his next Strategy Roll.

CS2 Face of the Enemy: Two sizable groups of ships and units engage in battle. Both Players' force size is 20-30% of their Task Force TV or up to 24 standard units (when choosing forces, a Player may choose one ship for every 4 standard units he does *not* take). The winner of the Strategy Roll sets up Obstacles in open space, and sets up his forces after his opponent. The Players start from opposite sides of the table, and retreat off the same edge. The Player who holds the field at the end of the fight may salvage, if he wishes.

CS3 Full Contact: Both fleets meet head on in a face-to-face battle. Both Players' force size is 90-100% of their Task Force TV. The winner of the Strategy Roll sets up Obstacles in open space, and sets up his forces after his opponent. The Players start from opposite sides of the table, and retreat off the same edge. The Player who holds the field at the end of the fight may salvage, if he wishes.

SPECIAL CASE 1: SIMULTANEOUS ATTACK ◇

While one fleet attempts to engage the enemy Backup Force or Task Force, the enemy is doing the same thing, or attacking an objective. Two simultaneous battles usually result. The winner of the Strategy Roll plays his battle first, according to the Notes for his Strategy choice. The enemy's force is composed according to the restrictions of the Common Scenario listed in parentheses after the "SC1" in the appropriate cell of the Strategy Table, or according to the Exceptions below. In addition to the force selection limits listed on the Strategy Table or in the Exceptions, the following also applies to any Player who selected Infiltrate or Rear Strike: the Player's force in each battle may not be larger than 50% of his Task Force TV.

Important: any units that participates in the first battle may not fight in the second, and vice versa (they can't be in two places at once). Players should keep track of which Task Force units are fighting in which tabletop battle. If a Player's entire Task Force fights in the first battle, he may not fight in the second battle at all. After the first battle, the opposing Player fights a battle according to the Notes for his Strategy choice. The enemy's force is built according to CS2, but must also adhere to the note above. Secondary combatants may participate in both battles as normal.

Exceptions: If both Players selected Rear Assault, both Backup Forces get attacked by the full Task Forces as described in the Notes for Rear Assault. Neither Task Force may send units to aid its Backup Force. If both Rear Assaulting fleets lack Backup Forces, play CS3.

In the event of an Attack/Rear Assault or Attack/Rear Strike combination, the Rear Assault or Rear Strike scenario is played, but the Attacking Task Force may not send units to aid its Backup Force. A Rear Assaulting Player may hold back up to 50% of his Task Force to fight in the second battle.

If a fleet uses Rear Assault or Rear Strike on an Attacking or Rear Assaulting opponent with no Backup Force, play only one battle, determined according to the Notes for the fleet with no Backup Force; your force is composed according to CS3 if you Rear Assaulted, and CS2 if you chose Rear Strike.

If a fleet uses Rear Assault or Rear Strike on an Infiltrating or Rear Striking opponent with no Backup Force, the fleet with no Backup Force is attacked according to the Rear Assault or Rear Strike Notes in the second battle; its force is composed according to CS2.

SPECIAL CASE 2: UNDEFENDED OBJECTIVE ◇

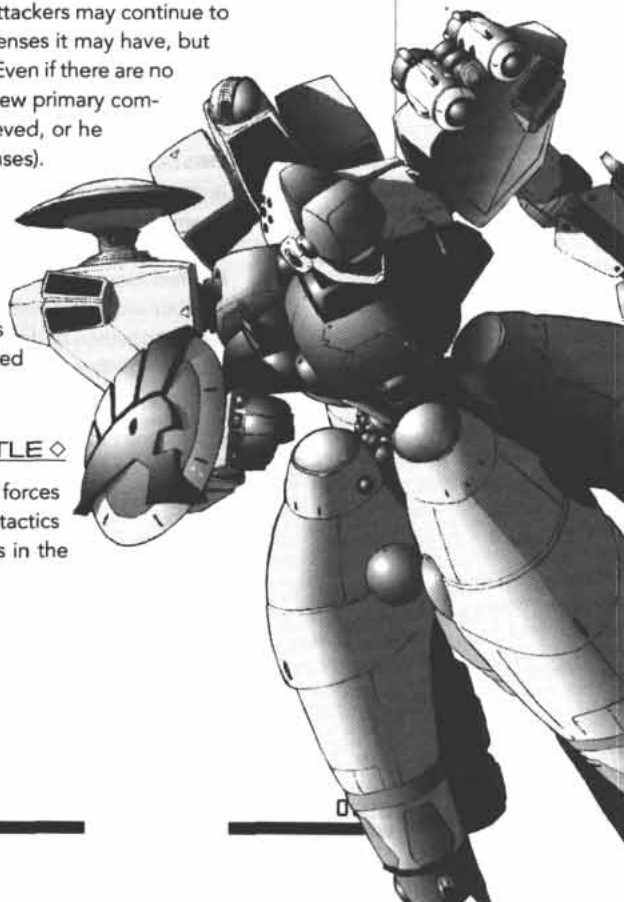
One fleet has struck at its objective while the other fleet has Retreated or failed to Defend the objective. Any Retreat is successful (the escaping fleet is no longer in the engagement), but the attackers may continue to fight battles against the defenseless objective; the objective retains any fixed defenses it may have, but the enemy fleet may not participate at all. Secondary combatants may participate. Even if there are no secondary combatants, or none of the secondary combatants wish to become a new primary combatant, the attacker may continue to Repair and Attack until his objective is achieved, or he wishes to stop (or if, by some chance, he is wiped out by the objective's fixed defenses).

If this Special Case is simply the result of the enemy being in the wrong place at the wrong time, the engagement continues as normal. If the attacking Player subdues the objective, he may now defend it as his own, reversing the roles of the primary combatants.

Note that if the attacker does not have a Backup Force, the enemy will sometimes be drawn to the attacking Task Force, thus resulting in a normal battle with a defended objective.

THE TABLETOP BATTLE ◇

Once the nature and scope of the scenario is determined, the Players set up their forces and play out the battle. The following pages contain some notes regarding specific tactics and options available to Players when preparing for and fighting tabletop battles in the Campaign.





ATTACKING MANUFACTURING SITES: If a Player discovers that manufacturing is taking place in a particular Zone, he may launch an attack against the manufacturing site. The Player must move into the Zone. In the Battle Segment, he declares that he is attacking the manufacturing site in that Zone. Other fleets or Emergency Reserve forces may move to help or hinder, as usual. The objective of the resulting engagement is a colony or station of the largest size and heaviest allowable armament possible for that Zone, with the maximum number of factories, consumables, and other components. If the objective is a specific station or colony built as a result of an R&D card, the objective's stats are provided on the R&D card (and should have been noted by the objective's owner).

If the attacker succeeds in destroying all the colony's factory complexes or (in the case of Valhalla stations) the station itself, the units being manufactured are considered destroyed. For simplicity, this is an all-or-nothing proposition; if the Player doesn't destroy every single factory complex, then all the units being manufactured survive (by pure luck, they were all hiding in that one last factory). Note that the Martians have special rules for manufacturing units on Mars itself.

CAPTURING COLONIES AND STATIONS: When a fleet's objective is to capture a colony or station, exosuit squads must board the colony components or the station to seize control. To subdue a station's or component's crew, the boarders make a Skill Roll as normal, but if they win, instead of destroying a component, they simply subdue the crew and take over the station. Once all primary colony structures are captured by boarders, the colony is considered captured; for simplicity's sake, colony police and security forces are assumed to have been subdued during the boarding of the components. The captured colony's Resources now go to its new owner in the next Economic Segment.

LIGHTNING STRIKES: Fleets using Aggressive Strategies may lightning strike (see **Lightning Strike 2nd Edition**, page 46) with any number of units, up to the Task Force's entire complement. Fleets using Cautious and Defensive Strategies may lightning strike with any number of units up to the TV amount allowed by the scenario. Fleets using Retreat Strategies may not lightning strike. Secondary combatants may lightning strike with any number of units. One should note, however, that a lightning strike is not a terribly effective reconnaissance or defensive tactic.

It is possible for lightning-striking units to attack other lightning-striking units that are arriving on the field in the same turn. In the End Phase, each Player determines how many LSV points will be used to attack the enemy lightning-striking units. The LSV points are divided into 10-point individual attacks (with any leftover points being a final, smaller attack). Make attack and defense rolls for each attack as per the lightning strike rules (opposed unmodified Skill rolls on two dice, record damage inflicted until end of game). Due to the different timing of their arrival at the battlefield, it is not possible for lightning-striking units to attack lightning-striking units that arrive on other turns. If two fleets both use their entire scenario-allowed complement to lightning strike, such that no units get placed on the table at all, it is recommended that the Players simply use the Abstracted Battle rules on page 40.

OBSTACLES: Most battlefields will have Obstacles; few commanders will choose a combat area without at least a little cover. The number and type of Obstacles on a given battlefield is generated based on the Zone in which the battle is taking place. Look up the Zone on the Zone Characteristics Table; the listed Obstacles may be present on each tabletop battle that occurs in the Zone. Before each tabletop battle, roll to see what Obstacles are on the field. If the Obstacle's identifying letter (see the Zone Characteristic Table's Key) has a number and a "D" next to it, the number is the number of rolls to make on a single die (in this case, add the results together) to determine how many of that Obstacle type is on the field. If the letter only has a number next to it (with no accompanying "D"), the number represents a fixed number of these Obstacles that are always placed on the field before a tabletop battle.

If the Zone has fixed defenses (such as minefields or free-floating colony turrets), these will be listed on the Fixed Defenses column of the Zone Characteristics Table, and are rolled for in the same manner as Obstacles. If an objective such as a station or colony is on the table, it may also have fixed defenses; these are placed by the objective's owner.

ORBITAL BOMBARDMENT: If an objective (or a simple desire to cause mass destruction) requires a Player to bombard a planet, the Player must move forces to within 30 cm of the planet edge in a low-orbit battle. At that range, any unit may attack targets on the planet (within the restrictions specified below). The attacker must declare a target; the possible choices are civilian target, military target, or capital city. Multiple targets may be declared, but each ship or unit may only attack one target per turn; if a unit wants to change targets, it must do so next turn.

A weapon must have a range of at least 30, and a basic Damage Rating of at least 5 (at 30cm range) to be able to be used for orbital bombardment. Most weapons suffer some degradation from firing down onto a planet. Projectile and Energy weapons halve their Damage rating, rounding up. Missile weapons get a -2 penalty to their Accuracy. Mercury, Ceres and Earth's Moon lack appreciable atmospheres; there is no degradation when bombarding these bodies.

An attack roll is made as normal. The range is drawn from the firing unit to the planet edge. The planet does not roll defense; the attack roll is made against a Threshold of 5, which represents gravity effects, ECM from the ground and targeting errors. (Note: a missed bombardment roll does not necessarily mean that there's a new crater somewhere on the planet; in most cases, if the weapon can't get a clear shot, the gunnery commander will cancel the shot.)

If the attack succeeds, damage is inflicted on the target. Planetary targets have Structure Points, just like colony cylinders. Civilian targets have 100 Structure Points. Military targets and capitals have 200 Structure Points. When a planetary target loses all its Structure Points, it is destroyed. Multiply the weapon's Damage rating (remember to halve E and P weapons) with the Margin of Success, and subtract the result from the target's remaining Structure Points. If a military target is destroyed, the planet's Resource Production drops by one point permanently (at least as far as the campaign goes). If a civilian target (or capital) is destroyed, the only cost is to the faction's Morale.

ORBITAL BOMBARDMENT NOTES

•	Anti-Ship weapons gain their Accuracy bonus when used for bombardment.
•	Fleek weapons cannot be used for orbital bombardment.
•	Armor Piercing weapons do damage as if they did not have the AP characteristic.
•	Armor Destroying weapons do not halve their Damage rating; in fact, they inflict double damage to any planetary target.
•	Ship Missiles take one turn to reach the target, as normal, and roll to hit as normal (remember the -2 Acc penalty for Missiles used for bombardment).
•	Tagging and Pinging have no effect, but a Target Designator with a range of at least 30 may "bombard" the target; if it does so successfully, all friendly units get +2 to their attack rolls when bombarding the target until the end of the turn.
•	Using a nuke on a planetary target automatically obliterates it (and costs you lots of Morale back home).

PLANETS: If a Player's objective involves a planet, it is likely that a battle in low orbit will have to take place. If this happens, one table edge is declared as the planet edge, as usual. Defending units may be placed on the half of the table containing the planet edge. Fixed defenses may be placed anywhere on the table. Fixed defenses and Obstacles may be stationary or have vectors according to the desire of the Player who places them. If a fixed defense or Obstacle moves off the table due to its vector, another defense or Obstacle of the same type and size appears on the opposite table edge at the start of the next turn.

If a Player's objective is to land troops on the planet, any of his standard units that moves off the planet edge is assumed to be equipped with a reentry ballute; such units may reenter a planet's atmosphere safely. Ships may not reenter. Reentering units are still vulnerable as they enter the atmosphere, as described in **Lightning Strike 2nd Edition**, page 44. Note: Mercury, Ceres and Earth's Moon lack appreciable atmospheres; there is no vulnerability to reentering on these bodies.

RECONNAISSANCE: In many cases, fleets in battle will have little idea of what they are up against. Often, much information is gathered in the initial skirmishes of an engagement. Unless the contents of an opponent's fleet have been made known via Intelligence, Espionage or other methods, all a Player knows upon entering a battle is that he is facing a military fleets from a certain faction. As the engagement progresses, the Player will learn more about the size of the enemy fleet and the ships and units it has simply by meeting them in battle, but some information requires a closer look at the enemy ships.

To determine a ship's contents, a unit must move within 10 cm of the ship and spend an Action (this Action automatically succeeds, and involves using automated sensors to scan the ship). When this Action is spent, the target ship's owner must immediately reveal the type, condition and carried equipment of all carried units on the ship, the number of cargo points the ship carries, and the stats of any Aces currently on the ship (note: the sensors don't really find Aces; rather, data on shipboard activity, unit types, and markings are analyzed back at the fleet command ship, inferring the presence and abilities of any Aces).



NON-PLAYER FORCES: If a faction is not played by a human Player, it gets no Main Fleet. However, its Zones are protected from attack by Emergency Reserve forces, which are controlled by the moderator. These forces only appear if a hostile fleet moves into the faction's Home Zones. If, for instance, the Jovian Player's objective requires him to attack Mars, and there is no Martian Player (but the Players have agreed to play the campaign anyway), the moderator will take the role of the Martian defending forces.

In most cases, a non-Player faction's interest will include self-defense and self-preservation, such that the moderator can freely attack aggressive enemies (if a tabletop battle is being set up, one can assume that the opposing sides have already determined that a shooting fight is going to take place). Once an enemy is driven from the Zone, however, the non-Player faction's Emergency Reserve vanishes; it may not be used to aid other fleets or protect Neutral Ships. The non-Player faction's military is, for all intents and purposes, not there unless someone actively attacks it or its home.

OVERLOADING BAYS: A ship may carry more standard units than it is normally meant to carry, by throwing out repair equipment and squeezing units into ever-tighter spots. If a ship carries extra units, up to two times its normal complement of standard units, its Bays may no longer be used for campaign repairs. If a ship carries between two and three times its standard complement of standard units, its Bays may not be used for campaign repairs, its Consumables cost is doubled, and its Fleet Maneuver rating is reduced by 2 (even if it goes negative).

Q-SHIPS: Instead of carrying Cargo Points, a cargo ship may instead be loaded to the brim with exo-armors and fighters, providing a nasty surprise for would-be attackers. Any cargo ship may be converted into a Q-ship without cost, at any time. Simply note down that the cargo ship is carrying standard units, and how much its cargo capacity has been reduced by. For every 15 removed Cargo Points, a single exo-armor, fighter or exo-suit squad can be transported. For every 25 removed Cargo Points, a single standard unit may be transported and repaired in the campaign Repair Phase. The ship's new Vehicle Capacity is equal to twice the number of standard units it can transport.

RAIDING NEUTRAL SHIPS: Although Neutral Ships are mostly cargo ships, they generally do not carry military payloads. However, they do carry fuel and consumables that are useful to military units. Neutral ships may be attacked and raided for Cargo Points as described on page 51 of the *Lightning Strike 2nd Edition* rulebook. This is done by starting a small fleet engagement (which may turn into a large fleet engagement, if another faction moves to protect the Neutrals). Neutral Ships are always controlled by the moderator; they will shoot in self-defense, and will otherwise do their best to stay alive.

If a Player raids his own faction's civilian ships (i.e. Neutral Ships counters belonging to his faction), he may take as many Cargo Points as he wants without risk of being fired on. However, there is an immediate Morale cost to his Home Zones; nobody likes being robbed by their government.

SUICIDE SHIPS: It is a not-unheard-of tactic to place a ship under remote control and send it careening into an enemy base. Any ship can be converted to a suicide ship (and back again) for 2 Resource Points. This can be done at any time, so long as the Player has Resource Points to spend. The suicide ship no longer has a crew; instead, it is controlled by a Drone brain with a Skill Threshold of 3. Opponents do not need to be informed that the ship is Drone-controlled, but they should get suspicious once they note that it keeps rolling 3 over and over again. The suicide ship may spend an action to detonate. The reactor immediately detonates, with results as described on page 31 of *Lightning Strike 2nd Edition*. The Morale cost to the Player's Home Zones is immediate.

◇ THE REPAIR PHASE

After each tabletop battle, all involved fleets pull back for a while to lick their wounds and regroup. The Repair Phase in the Expanded Campaign is largely similar to the Repair Phase in the Basic Campaign, and consists of several steps: Salvage, Regrouping, Ship Repair, Standard Unit Repair, Experience, Campaign Points and Reinforcements.

SALVAGE: Unless the scenario specifically states that a Player may not salvage, the Player who holds the field at the end of a battle may choose to salvage. The primary combatant may, at his discretion, allow secondary combatants still on the field to salvage; if this permission is not given, the secondary combatants can either leave quietly or turn hostile, thus keeping the battle going until only one combatant is left on the table. If the battle consisted of nothing but one big lightning strike, no one may salvage. Salvage rolls are made according to the rules in *Lightning Strike 2nd Edition*, page 53.

REGROUPING: The regrouping process is performed according to the rules in **Lightning Strike 2nd Edition**, page 53-54, with the following additional notes. Unless otherwise specified in the scenario notes, units may retreat off any table edge. Cargo ships may dump Cargo Points in order to make room for stranded standard units (see *Q-Ships*, page 38).

During regrouping, the Task Force is assumed to rendezvous with the Backup Force (if any) to exchange units and make repairs. Units may be transferred freely between the Task Force and Backup Force. If the Player desires, the Backup Force may be completely re-assimilated back into the Task Force, to create a single large fleet; this is necessary, for instance, if the fleet wishes to flee the combat area. Players who chose the Hide strategy may not rendezvous with their Backup Force; the Task Force and Backup Force must make repairs separately.

SHIP AND STANDARD UNIT REPAIR: The repair process is performed according to the rules in **Lightning Strike 2nd Edition**, page 54, with the following additional notes. In the basic campaign, a fleet's only concerns were fuel and repair. In the Expanded Campaign rules, however, two other logistical bogeymen must also be dealt with: ammunition and consumables. Consumables are the food, water, entertainment, toilet paper, etc. used by the crews of the ships in a fleet. A fleet's Consumables cost is paid once every Campaign Turn, in the Aftermath Segment (see page 41).

Ammunition consists of massdriver slugs, railgun rounds, missiles, Drones, and any other parts needed to keep weapons in working (and fighting) order. After each tabletop battle, make a Skill test for each ship, using its crew's Skill Level, against the appropriate Threshold from the table below. If the ship passes the roll, its ammunition supplies are still battleworthy. If it fails, it has run out of ammunition for a number of weapon types equal to the Margin of Failure (your choice: possibilities are Projectile, Missile or Drone). If the roll was fumbled, all weapons are empty.

It costs one Cargo Point to resupply each weapon type on a ship (for example, a Javelin, with KKC's, Missiles, and Drones, will require 3 Cargo Points to completely reload). If a weapon type is not (or cannot be) resupplied, pencil in "Empty" next to the weapons of that type (Projectile, Missile or Drone) on that ship; the weapons are not damaged, but they are unable to fire. Empty weapons may be resupplied in subsequent Repair Phases. Energy weapons do not need ammunition, and never need resupply.

AMMUNITION THRESHOLDS

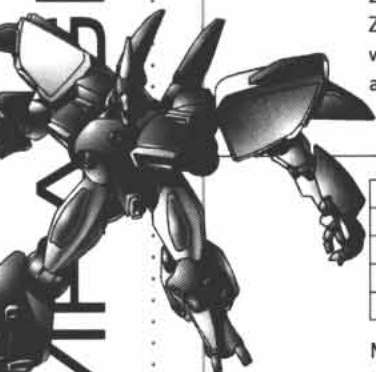
SIZE OF ENEMY FORCE IN LAST BATTLE	THRESHOLD
> twice your force's TV	5
< twice your force's TV	4
< half your force's TV	3

EXPERIENCE AND CAMPAIGN POINTS: Experience is gained according to the rules in **Lightning Strike 2nd Edition**, page 53. Emergency Reserve units do not gain Experience.

Campaign Points are dealt with differently in the Expanded Campaign, however. They are no longer an absolute measure of victory, and are now simply another political tool for the Player to use in pursuit of his objective. A Player may never go below zero Campaign Points. Players gain (and lose) Campaign Points for the deeds of their Emergency Reserve as well as their Main Fleet. Ignore the Campaign Points Table in the **LS 2nd Ed. rulebook**; Players now gain Campaign Points as follows.

CAMPAIGN POINTS

For each ship in enemy fleet destroyed	+1 Campaign Point
Every 5 enemy standard units destroyed	+1 Campaign Point
For each ship in your fleet destroyed	-1 Campaign Point
Every 5 of your standard units destroyed	-1 Campaign Point
Every ship that successfully Flees after fighting at least four tabletop battles	+3 Campaign Points
Every time a fleet finishes an engagement with fewer than 20% (TV) losses	+3 Campaign Points
Flagship participates in tabletop battle	+1 Campaign Point
Flagship destroyed	-10 Campaign Points
For each Ace (not counting flagship) that participated in the battle and whose vehicle was not destroyed	+1 Campaign Point
Ace killed or captured	-1 Campaign Point



OTHER FORCES IN THE ZONE AND REINFORCEMENTS: Ignore the Reinforcements section in the LS 2nd Ed. rulebook. It may be possible for a fleet to get reinforcements from other fleets that are in the same Zone, but this can be difficult depending on the Zone's friendliness and Concealment value. If a Player wishes to try to get reinforcements from one of his other fleets in the Zone, he must make a roll on one die against a Threshold of 5 (see modifiers below).

REINFORCEMENT THRESHOLDS

Home or Allied Zone:	+2
Neutral or Occupied Zone:	+1
Concealment:	subtract the Zone's Concealment value
Reinforcement Fleet's CFMV:	add the reinforcement fleet's CFMV
Flagship is in either fleet:	+2

Multiply the Margin of Success of the roll by 50; this is the maximum TV of units the other fleet is able to send to your fleet's aid. The arriving forces must conform to Vehicle Capacity limits, and join with your Backup Force. A Player may only request reinforcements from a fleet that is not engaged in battle this Campaign Turn. If Emergency Reserve units mix with Main Fleet units, be careful to keep track of which units are which; when the Emergency Reserve units go home at the end of the Campaign Turn, the Main Fleet units will be left alone as a smaller fleet.

GOING HOME

If a primary combatant fleet successfully Flees or is wiped out, the engagement is over. However, if there are secondary combatants in the battle, one of them may elect to take the departed fleet's place as a primary combatant. If multiple secondary combatants want to be the new primary combatant, the largest fleet among the disputed secondary combatants becomes the new primary combatant. In the basic campaign, a fleet that loses all its ships is destroyed; its fighters and exos are assumed to be stranded in deep space or taken prisoner. In the Expanded Campaign, this is not always the case. The following rules apply:

- 1) Any Emergency Reserve force is automatically assumed to have refueling bases within range; an Emergency Reserve force may thus be made up entirely of standard units. This "fleet" has no Cargo Points, and thus may not repair itself, it has a CFMV of zero, and it may choose only one Strategy Category for the entire engagement. It may, however, engage in the Phases of Battle as normal.
- 2) If a fleet is in a Home or Allied Zone, and all its ships are destroyed, it may make use of civilian refueling bases to stay alive. The surviving standard units become a "fleet" as in case #1, above, except that they stay on the Strategic Map after the Aftermath Segment. The "fleet" may not move out of the Zone, however, and must wait there from Campaign Turn to Campaign Turn for a friendly fleet to come and pick it up.

ABSTRACTED BATTLE

Sometimes, Players may wish to speed the campaign along by glossing over unimportant or overwhelmingly unbalanced battles. If all involved Players agree, any engagement started in the Battle Segment can be resolved with the following procedure, without the need for Strategy Rolls and tabletop battles.

When the engagement begins, all combatants add up the total TV of their fleets. The entire engagement is now fought as a series of huge lightning strikes (**Lightning Strike 2nd Edition**, page 46), treated as if every Player's entire fleet arrived on the table in the same turn. Each Player divides his fleet's TV into 10-point individual attacks (with any leftover points being a final, smaller attack), and declares how many attacks are allocated to each combatant. Make attack and defense rolls for each attack as per the lightning strike rules (opposed unmodified Skill rolls on two dice, damage is multiplied by Margin of Success). Record all damage from the exchange, and then subtract the damage from the target's total TV.

Each Player then divides his diminished fleet's TV into 10-point attacks again, and another exchange of attacks takes place. The exchange of damage proceeds until all Players but one either quit or are destroyed. Players who quit are considered to have successfully Fled; the total TV that was subtracted from their fleets in the battle is now the TV worth of units, ships, equipment and Aces that must be removed from the fleet's real complement. If the battle was for an objective, the remaining Player must still fight a tabletop battle against any fixed defenses the objective may have, but at least the enemy fleet is out of the way.

CARRY-OVER BATTLES ◇

If one Player's goal is to occupy a certain item (like a station or colony) for a given amount of time, it is possible for many battles to be fought over the same terrain as new fleets arrive to challenge the occupiers.

When an engagement ends with a Player occupying an objective, the status of the battlefield is recorded. Any Obstacles and fixed defenses the objective had are noted down, along with their approximate positions. If, in a later Campaign Turn, an enemy attempts to retake the objective, the recorded battlefield is used if the enemy manages to make it to the objective itself. Any destroyed defenses may be replaced by the conquering Player for 1 Resource Point per defense during the Economic Segment.

If the objective is a planet, the status of the battlefield is not recorded, and is generated anew each time a battle is fought in the planet's low orbit. This reflects the fact that planetary defenses are vast and constantly moving; a hole punched by a fleet's attack will be plugged the next time it moves in to attack.

THE AFTERMATH SEGMENT ▼

The Aftermath Segment is the cleanup portion of the Campaign Turn. Neutral Ships move out of the Players' view, Emergency Reserves return home, fleets attempt to conceal themselves, and basic maintenance costs are paid. When the Aftermath Segment is over, the next Campaign Turn begins.

CONSUMABLES COSTS: Each military fleet has a Consumables cost, representing the living and breathing requirements of its crew. The Consumables cost for each ship in a fleet is one Cargo Point per Campaign Turn. The Consumables costs for the ships in each fleet must be paid from the fleet's supply ships. A fleet's Consumables cost can also be paid in the Economic Segment. If a ship's Consumables cost is not paid, its Crew Level drops to 1 until its Consumables cost is paid.

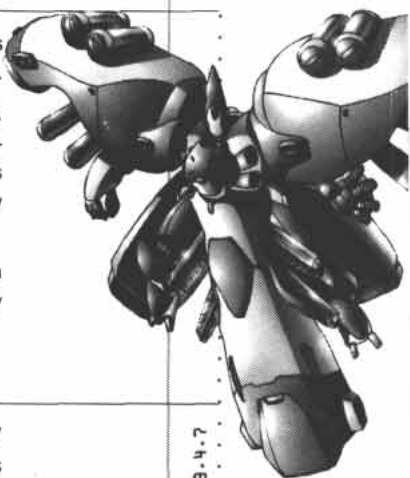
LOSING NEUTRAL SHIPS AND EMERGENCY RESERVE FORCES: Neutral Ships move randomly during the Movement Segment, as noted on page 24. If they are ignored, they will eventually move off on their own business, vanishing from the Strategic Map. In each Aftermath segment, the moderator rolls one die for each Neutral Ship counter. On a 4 or more, the counter is removed; otherwise, the counter stays. After each roll, any Player may spend one Resource Point to automatically countermand the die roll and thus keep a Neutral Ship counter on the Map; this action must be announced to all Players, but is useful if the ships you're about to attack are about to drop off the map.

All Emergency Reserve fleets on the Strategic Map are now removed. Mixed fleets containing both Emergency Reserve and Main Fleet units lose their Emergency Reserve units, leaving only the Main Fleet units; if the leftover ships lack the Vehicle Capacity to transport all leftover standard units, some must be left behind the next time the fleet moves.

FLEET CONCEALMENT: Revealed fleets may now attempt to hide themselves again, in order to confuse the enemy in future Campaign Turns. For each of his revealed fleets, a Player makes a roll on one die against a Threshold determined from the Trace Detection Thresholds table on page 27; the only change is that the Threshold for a Home Zone is 3, minus the Zone's Concealment Value. If the roll fails, the fleet remains revealed; if the roll succeeds, the fleet becomes a Trace again.

LEFTOVER RESOURCE POINTS: If a faction does not use all its Resource Points in a Campaign Turn, it may stockpile part of the remainder for use in the next Campaign Turn. This is useful for collecting enough Resource Points to move a large fleet through a Zone with a high Travel Time rating. The maximum number of Resource Points that can be added to a faction's stockpile each Campaign Turn is equal to the faction's starting Resource Stockpile. Thus, if Mercury has a starting Resource Stockpile of 15, each Campaign Turn, the Mercurian Player may choose to store up to 15 more Resource Points in the stockpile. Any unused, unstockpiled Resource Points are lost. So, if Mercury gets 35 Resource Points in the Economic Phase, and wants to save 15 of them for the next Campaign Turn, it has 20 remaining Resource Points that must either be used or wasted.

MATERIEL: At the end of the Aftermath Segment, any Materiel that began construction in the *previous* turn now becomes available. Place the desired number of new Traces on the map in the Zone in which they were constructed.



3.4.7

▼ REGARDING ZONE CONTROL

It is possible for matters of Zone control to get very complex during a campaign. For example, a Zone may be Allied to several Players at once, some of whom are hostile to each other. In addition, there are several effects of mistreating your Home Zones and the Zones of others that need to be covered.

LOSING ALLIES AND MAKING ENEMIES: Sometimes, your faction may be too busy with other activities to keep friends, or it may wish to actively make an enemy for whatever reason. If, in any Economic Segment, a Zone's Alliance Cost is not paid, the Zone becomes Neutral toward your faction; cross it off your faction's Campaign Record.

If you do any of the following in an Allied Zone, the Zone immediately turns Neutral toward your faction: 1) use a nuclear weapon or suicide ship; 2) attack or willfully damage any Fixed or Mobile Assets belonging to that faction in the Zone; 3) attack or steal from Neutral Ships belonging to the Zone's faction (if you do this in some other Zone, you get away with it if you pass a roll of one die against a Threshold of 6, minus the Zone's Concealment value; else, one random Allied Zone turns Neutral).

Lost Allies can be regained in later Campaign Turns by spending Resource Points on Allies as normal. If you do any of the above actions in an inhabited Neutral Zone, that Zone immediately turns hostile toward your faction. Uninhabited Neutral Zones (those with no settlements) can't turn Allied or hostile, since there's no one there. Once a Zone is hostile to your faction, it cannot be regained as a Neutral or Allied Zone; in the scope of the campaign, enemies are enemies for life.

If a one of a faction's Home Zones' Morale reaches zero during a Campaign Turn, and remains at zero at the next Zone Control segment, it becomes Neutral. Any Fixed Assets in the Zone also become Neutral. Mobile Assets may stay in the Zone, but now treat the Zone as being Neutral, rather than friendly. The Zone's former owner gives the newly Neutral Zone's Control Card to the moderator in the Zone Control Segment.

SEIZING A ZONE: To invade and seize a Zone, a fleet need only wipe out all mobile defenders (Fleets and Emergency Reserves) by the end of the Battle Segment. If this is done, the Zone is occupied, and its Morale immediately drops to zero. However, instead of becoming Neutral, it becomes an Occupied Zone in the next Zone Control Segment. The conquering faction takes the Zone's Control Card, and receives Resource Points from the Zone in this and subsequent Campaign Turns.

The Zone is not yet truly pacified, however. The invaders have just as difficult a time moving secretly or getting their fleets resupplied as do the Zone's former owners, hence the high Resupply and Detection costs for Occupied Zones. Also, any individual stations or colonies built in the Zone using R&D cards remain affiliated with their original owners; such installations must be captured one by one. If the Occupied Zone is liberated by its former owners, it becomes a Home Zone again with a Morale of 1; if anyone else "liberates" the Zone, it's just another occupation.

It is possible to raise an Occupied Zone's Morale in the Economic Segment. An Occupied Zone's Morale is affected by any Morale change that affects your Home Zones. If an Occupied Zone's Morale reaches 15 or higher, it may be converted into a Home Zone with a Morale of 5. The new Home Zone is treated just like your other Home Zones.

An uninhabited Zone (one that has no starting settlements) can be seized simply by moving a fleet into the area and revealing it to all Players. The Zone is now considered one of the conquering Player's Home Zones. Unlike inhabited Home Zones, however, an uninhabited Zone can simply be re-seized by another Player's forces at any time, simply by driving out the current occupants.

If two or more factions seize a Zone simultaneously, and cannot agree on which faction gets the Zone Control Card (and thus the Zone's Resource Points), the Control Card is given to the moderator. The Zone is considered Occupied, but none of the conquering factions gets to collect Resource Points from the Zone until they have worked out their differences, or until one faction succeeds in defeating or driving out the other factions, thus retaining sole possession of the disputed Zone.

REVOLT: A Zone that is held by military force is prone to revolting if the populace is angry enough. If an Occupied Zone is at Morale Level zero, and an event occurs that causes the Zone to lose more Morale, the Zone's Morale stays at zero, but it immediately goes into Revolt. A Zone that is in Revolt produces no Resource Points for anybody.

At the start of each Battle Segment, a force whose TV is equal to 20% of the Zone's original faction's starting Emergency Reserve, composed according to Emergency Reserve restrictions, appears in the Zone, under the moderator's control. It moves to attack the most powerful fleet belonging to the occupying faction, with no objective other than to destroy or drive off the occupying fleet; if the occupying fleet is forced to Flee, it is automatically destroyed as it tries to leave the Zone. The rebels will fight to the death, and will accept help from any other factions.

If the occupying faction has no fleet present in the Zone, or if the rebels wipe out the fleet, the Zone returns to Neutrality in the next Zone Control Segment; the former occupiers get no Resources from the Zone, and must invade and conquer it all over again (fixed defenses will be back in place when the enemy attacks again). If the rebel force is wiped out, a new rebel force appears in the Zone at the start of the next Battle Segment if the Zone is still in Revolt. Revolting Zones must be pacified with Politics before their Morale can be raised.

SEIZING PLANETS: Planetary Zones cannot be easily occupied. They may, however, be blockaded. To blockade a planet, a fleet need only wipe out all mobile defenders (fleets and Emergency Reserves) and fixed defenses on one low-orbit battlefield by the end of the Battle Segment. If this is done, the planet is blockaded; it is still a Home Zone of its faction, but no Resource Points are available from it. Each Battle Segment, if no fleets try to attack the blockading force, the blockading force must still fight a single low-orbit battle against the planet's fixed defenses. If this battle is not fought, or the blockading force loses, or a fleet comes to drive off or wipe out the blockading fleet, the blockade is lifted, and the Zone returns to normal.

To seize a planet, a faction must successfully land 100 TV worth of troops per Resource Point the planet generates, or reduce the planet's Resource Production or Morale to zero via bombardment. Once this is done, the planet is considered Occupied. To liberate the planet, a fleet must do the same thing as the invaders; reduce the Morale or Resource Production, or land lots of troops. Ground troops may be attacked via bombardment; each TV point counts as one Structure Point. Ground troops may also fight each other using the *Abstracted Battle* rules (page 40).

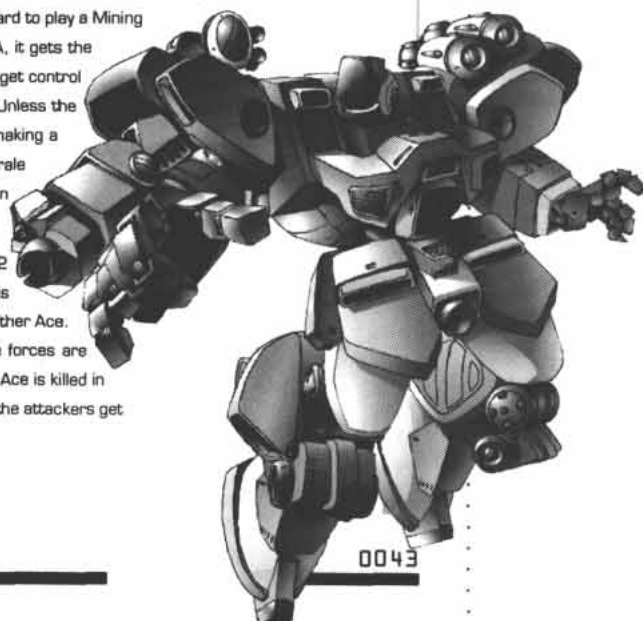
An Occupied planet's Morale may be raised as normal, but it does not become a Home Zone until its Morale reaches 30. If the planet goes into revolt, rebels may appear on the ground or in low orbit.

SEIZING COLONIES AND STATIONS: To invade and seize a colony or station, a fleet need only wipe out all mobile defenders (Fleets and Emergency Reserves) and board the colony or station as described on page 36. Once captured, a colony or station is assumed to be fully loyal to its new owners; this may not be realistic, but it does save Players from tracking the Morale of possibly dozens of individual colonies. The installation's former owner crosses out the item from his Campaign Record, and the new owner adds the installation to his own. Colonies and stations do not revolt; to retake a colony or station, a liberating fleet must wipe out all mobile defenders and board and seize the colony or station.

CONTROL EXAMPLES

Each Campaign Turn, Zone 18A (Mars Proximal Orbit) produces 4 Resource Points for the Martian Federation. This Zone can be seized by an invader who wipes out or drives off the Zone's defenders. The conqueror would then get the Zone's 4 Resource Points per Campaign Turn as long as he Occupied the Zone. Let's say that the Federation Player uses an R&D card to play a Mining Station, worth 2 Resource Points per Campaign Turn, in Zone 20A. If an enemy occupies Zone 20A, it gets the Zone's Control Card, and gets the Zone's 4 Resource Points per turn. However, the enemy does not get control of the Mining Station, which continues to give the Martian Federation 2 Resource Points per turn. Unless the enemy captures the Mining Station in a battle or otherwise acquires the Station (via Espionage or making a deal), it will continue to function independently of the Zone in which it is located. Even if the Zone's Morale eventually rises, and the Zone joins the enemy as a voluntary member, the Mining Station will remain part of the Martian Federation until conquered or given up.

A Player uses an R&D card to put an Independent Exo-armor Ace (a fixed asset) into play in Zone 32 (Newhome). Now, whenever an enemy attacks Newhome, the defending Player may add the Ace to his defending forces for free. During the Battle Segment, the Ace may be captured or killed, just like any other Ace. If the defenders win (and the Ace survives), the defending fleet may leave, any Emergency Reserve forces are removed, but the Ace remains at Newhome, defending his assigned Zone from future attacks. If the Ace is killed in the Battle Phase, he's gone forever; his card is removed from play. If the defenders lose the fight and the attackers get control of Newhome, the Ace is similarly removed from play.





► WINNING THE CAMPAIGN

The campaign does not end until one of the following events occurs:

- 1) All Players complete their objectives.
- 2) All Players who have not completed their objectives are militarily or politically unable to do so (if their Main Fleet has been completely wiped out, for instance), and wish to concede.
- 3) If all Players fully complete their objectives

Alternatively, the Players can choose to end the campaign whenever one Player completes his objective; this makes for a faster campaign, but some campaign objectives are easier to complete at speed than others.

It is possible for Players to get partial successes on their objectives; the conditions for this will be specified on the objective's description or on the affecting factor. A partial success is better than nothing, but it isn't as good as complete success. If all Players complete their objectives, but one Player only gets a partial success, then that Player has lost anyway...

► ADDITIONAL CAMPAIGN NOTES

The following are optional rules that don't affect the Campaign in major ways. They include special movement rules for Solar Sails and Magsails, special rules for Solar Cross ships, and a mention of dealmaking in the course of the campaign.

▼ THE SOLAR CROSS

The Solar Cross occupies an odd spot in the campaign. Its goal is simply to protect the lives of all spacers, regardless of affiliation. Its ships are unarmed and always clearly announce their presence to all listeners. Solar Cross ships never carry military units, and it is considered the greatest of atrocities to attack a Solar Cross ship.

If the Players all agree to play the Campaign with the Solar Cross' presence, a Solar Cross ship (clearly marked with a numbered True Neutral Ships counter) appears each Campaign Turn in a random Zone (try flipping the counter onto the Strategic Map to see where it lands). The moderator controls the movement of Solar Cross ships; the ships move at the end of the Movement Segment, one Zone per Campaign Turn, toward large concentrations of military forces, especially when opposing forces are in close proximity. If multiple fleet battles are taking place at the same time, Solar Cross ships will move toward the nearest conflict that doesn't already have a Solar Cross ship heading toward it. At the end of the Battle Segment, the Solar Cross ship moves into the biggest engagement in its Zone, becoming a special kind of secondary participant.

Before each tabletop battle in an engagement where a Solar Cross ship is present, roll one die; on a 4, 5 or 6, the Solar Cross ship finds the battle site and moves in to rescue downed pilots. A Solar Cross ship will start at a random edge of the battlefield, and will choose a random location at which to park itself for the rest of the fight. Roll one die: one a 1 or 2, the ship parks 10 cm from a random edge; on a 3, 4 or 5, the ship parks 50 cm from a random edge; on a 6, the ship parks right in the middle of the battlefield.

A Solar Cross ship is surrounded by an internationally-agreed no-fire zone, in which any unit from any faction may take shelter. No combat of any kind may take place within 50 cm of a Solar Cross ship; units may not fire into, out of, or through this 50-cm-radius circle. Any unit that violates this agreement may be immediately attacked by any faction on the board; the no-fire zone is temporarily suspended until the original violator is subdued, driven off, or destroyed. (Note: while the "official" no-fire zone is 100 km, the number listed here is most factions' guess at the limit to which the zone may be pushed before the SC imposes an interdiction.)

In the Repair Phase, if a Solar Cross ship was present on the table in the preceding battle, all involved factions may add +2 to rolls for Standard Unit Survival and Ace Survival, and Overkilled Crew Level sections on ships may be repaired at no cost. If the SC ship is part of the overall engagement, but was not on the battlefield for this particular tabletop battle, Players may still get the benefits of the SC ship, at the cost of a -1 penalty to their next Strategy Roll.

Any Player who attacks a Solar Cross ship, makes an attack into or out of an SC ship's no-fire zone (excepted as above), or takes an action that results in damage to a Solar Cross ship (like firing a nuke too close to the hospital ship), is immediately censured by the entire Solar System. All his Home Zones lose three Morale Levels, Allied Zones all turn Neutral, and the Solar Cross will no longer provide aid to that Player; the Player is now unable to get any benefit from Solar Cross ships. These penalties are applied each time the Player attacks or damages a Solar Cross ship.

SAILSHIPS ▼

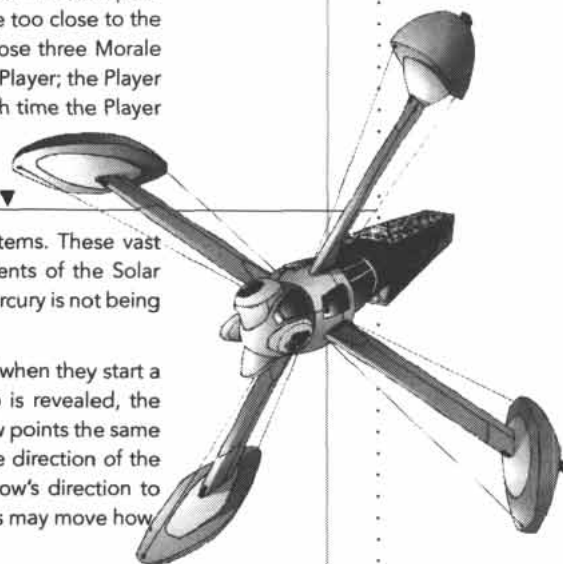
Most Mercurian ships (including their warships) use solar sail or magsail propulsion systems. These vast structures allow the ships to move without expending fuel, silently drifting on the currents of the Solar System. If Mercury is being played by a human, it is advisable to use the sailship rules; if Mercury is not being played, there is little need to use these rules.

Due to their unusual form of movement, sailships usually have a fixed destination in mind when they start a journey. Neutral sailships should have an arrow drawn on their counter. When the ship is revealed, the direction of the arrow is determined randomly (try flipping the counter in the air). The arrow points the same direction for as long as the sailship is on the Strategic Map. The sailship will move in the direction of the arrow at full speed (which isn't much). If necessary, the moderator may change the arrow's direction to prevent sailships from leaving the Solar System or entering the Sun Zone. Military sailships may move however the Mercurian Player wishes.

The number of Campaign Turns it takes a solar sail ship to move through a Zone is equal to the Zone's Travel Time value plus 3. The number of Campaign Turns it takes a magsail ship to move through a Zone is equal to the Zone's Travel Time value. The Mercurian Player or moderator should keep track of how many turns each sailship has been in a Zone. (Note: this isn't entirely realistic, but it saves on calculation time.)

There is no Resource Point cost for moving a sailship between Zones; they may not be fast, but they're cheap. Any ship that uses a solar sail also has less chance of being detected while moving through a Zone. A ship under solar sail power subtracts 2 from the Trace Detection Threshold at the end of the Movement Segment, adds 2 to an opponent's Threshold to detect the ship if it is using hidden movement, and may move under hidden movement for free. If the ship has both normal and solar sail propulsion, it also subtracts 2 from the Threshold when rolling to conceal itself in the Aftermath Segment. If a ship has both sail and normal propulsion, it may change from one type of propulsion to the other each Campaign Turn. Magsail ships may also move stealthily, but not as easily as solar sail ships; the above bonuses are reduced from 2 to 1 if the ship is a magsail.

Ophanim and Seraphim sail barges may be part of Mercurian fleets, but the whole fleet is subject to the movement restrictions of the sailships, and the presence of any non-sail ships negates the above-described concealment benefits. Many Mercurian warships, however, are equipped with sails so that they can act as escorts for cargo-carrying sailships; fleets composed entirely of sail ships continue to get the concealment benefits of sailing.



WHEELING AND DEALING ▼

It is, in the course of the game, permissible for Players to trade (or even give away) Resources, materiel and favors to each other. This can be done at any time, even in the middle of a battle; any benefits gained from the trade, however (such as Resource Points or Zone Control), may only be used during the Campaign Segment normally reserved for such actions. For instance, if, during a battle, a Player is given control of a fleet in the same Zone that the battle is taking place in, the new fleet does him no good until the current battle is over.

If a Player gives military equipment to another Player, it is assumed that the deal includes sufficient maintenance crew and spare parts such that the new owner need not make any special expenditures to account for the unfamiliar equipment.

It is recommended that trades be kept within the context of the game; otherwise, things can get a little ridiculous: "If you detail my car for me and walk my dog for a week, I'll give you four Ypres battleships and twenty Vindicators."



CAMPAIGN SHEET

Faction:

Resource Points Stockpile:

ZONE CONTROL

Zone Number	Zone Status	Zone Morale	Resource Production	Fixed Assets

TRACE CONTROL

Trace Number	Trace Type	Fleet Contents*	Consumables Not Paid?

*Note: Each fleet's exact contents can be recorded using the fleet roster on page 59 of the *Lightning Strike 2nd Edition* rulebook.

CAMPAIGN TURN EVENTS

Campaign Turn #	Manufacturing Locations and Items	Hidden Movement
1		
2		
3		
4		
5		
6		
7		
8		
9		

THE STRATEGIC MAP OF THE SOLAR SYSTEM ◇

Players keep track of the progress of the campaign on the Strategic Map of the Solar System (see below). Note that the map is intentionally out of scale; it is a representation of important strategic portions of the Solar System, so planets and populated areas are given emphasis over large tracts of relatively empty space.

The Strategic Map is divided into fifty-nine Zones. Most of these Zones are unique, defining a specific planet, major settlement or area of space. The rest of the Zones are additional sections of essentially similar space. For instance, Zone 20 represents the Inner Belt; it is divided into four sections, labeled A through D, thus dividing the rather vast Inner Belt into four more manageable sections. Each Zone has a Zone Control Card, which is something like a deed to a piece of property; the Player who holds a Zone Control card gets Resources from that Zone and may (assuming he's not holding it by force) treat that Zone as safe territory.

Players should photocopy the map (the Enlarge feature on most copiers will come in handy) and use it like a large gameboard. As the campaign progresses, a Player's counters will move across the map, neutral ships and installations will appear, and control of various Zones will change hands. If the Strategic Map needs to be packed up and moved (or if someone accidentally knocks the table over), the positions of neutral counters and each Player's forces can be noted down by Zone and replaced later.

ZONE REFERENCE TABLE

ZONE	FACTION	RESOURCE PROD.	TRAVEL TIME	CONCEALMENT	OBSTACLES	FIXED DEFENSES	SETTLEMENTS	NOTES
1	None	0	1	0	None	None	None	Sun
2	Mercury	7	1	0	None	T2D, S3D	V	Planet
3	Mercury	12	1	0	J1D, F1D	S4D	M-LRG, M-LFG	
4A	Mercury	2	1	1	None	None	V	
4B	Mercury	2	1	1	None	None	V	
5	Mercury	1	1	1	None	None	V	
6	Venus	15	1	0	X2D, F3	M3, N1D, T2D, V2	V	Planet
7	Venus	5	2	0	X1D, F3, J2D	T2, S2D, M2, N2	S-MRD, S-MFD, M8G	
8A	Venus	4	2	1	J2D, F2	S1D, N1	SFO, V	
8B	Venus	4	2	1	J2D, F2	S1D, N1	SFO, V	
9	Venus	2	2	1	J1D	S2, N1	V	
10	CEGA	12	1	0	F2D	M2D, T4D, V3	V	Planet
11	CEGA	10	2	0	A1D, C1D, J1D, F1D, R1D	M1D, T2, S1D, V1	S-LRD, S-LFO, S-LBO, V	
12	CEGA	8	1	0	C1D, J1D, F2	M3, T2	V	Planet
13A	CEGA	4	2	1	A2D, C1D, R2D	M1D, S2D	S-LFO, S-LBO, V	
13B	CEGA	4	2	1	A2D, C1D, R2D	M1D, S2D	S-LFO, S-LBO, V	
14	CEGA	2	2	2	A2, C1D, R1D	S1D	SFO, SBO, V	
15	Federation	12	1	0	A1D, F2, J2, X2D	T1D, S2D, V2	V	Planet
16	Republic	9	1	0	A1D, F2, J2, X2D	T1D, S1D, V1	V	Planet
17	Rep./Fed.	8	2	1	A1D, J1D, F1D, X1D	None	S-MRD, S-MFD, V	
18A	Federation	4	2	2	A1D, R1D, C1D	M2, T1, S1D	SFO, V	
18B	Republic	3	2	2	A1D, R1D, C1D	M1, T1, S1D	V	
19	None	1	2	2	C1D, A1D	None	V	Unaligned Settlers
20A	Nomad	1	2	3	A3D, C2D, R2D	S2	N, V	
20B	Nomad	1	2	3	A3D, C2D, R2D	S2	N, V	
20C	Nomad	1	2	3	A3D, C2D, R2D	S2	N, V	
20D	Nomad	1	2	3	A3D, C2D, R2D	S2	N, V	
21A	Nomad	1	3	3	A4D, C2D, R3D	S2	N, V	
21B	Nomad	1	3	3	A4D, C2D, R3D	S2	N, V	
21C	Nomad	1	3	3	A4D, C2D, R3D	S2	N, V	
21D	Nomad	1	3	3	A4D, C2D, R3D	S2	N, V	
22A	Nomad	1	3	3	A2D, C1D, R1D	S2	N, V	
22B	Nomad	1	3	3	A2D, C1D, R1D	S2	N, V	
22C	Nomad	1	3	3	A2D, C1D, R1D	S2	N, V	
22D	Nomad	1	3	3	A2D, C1D, R1D	S2	N, V	
23	Nomad	4	1	1	C1D, J1D, F2	T3, S1D	V	Planet



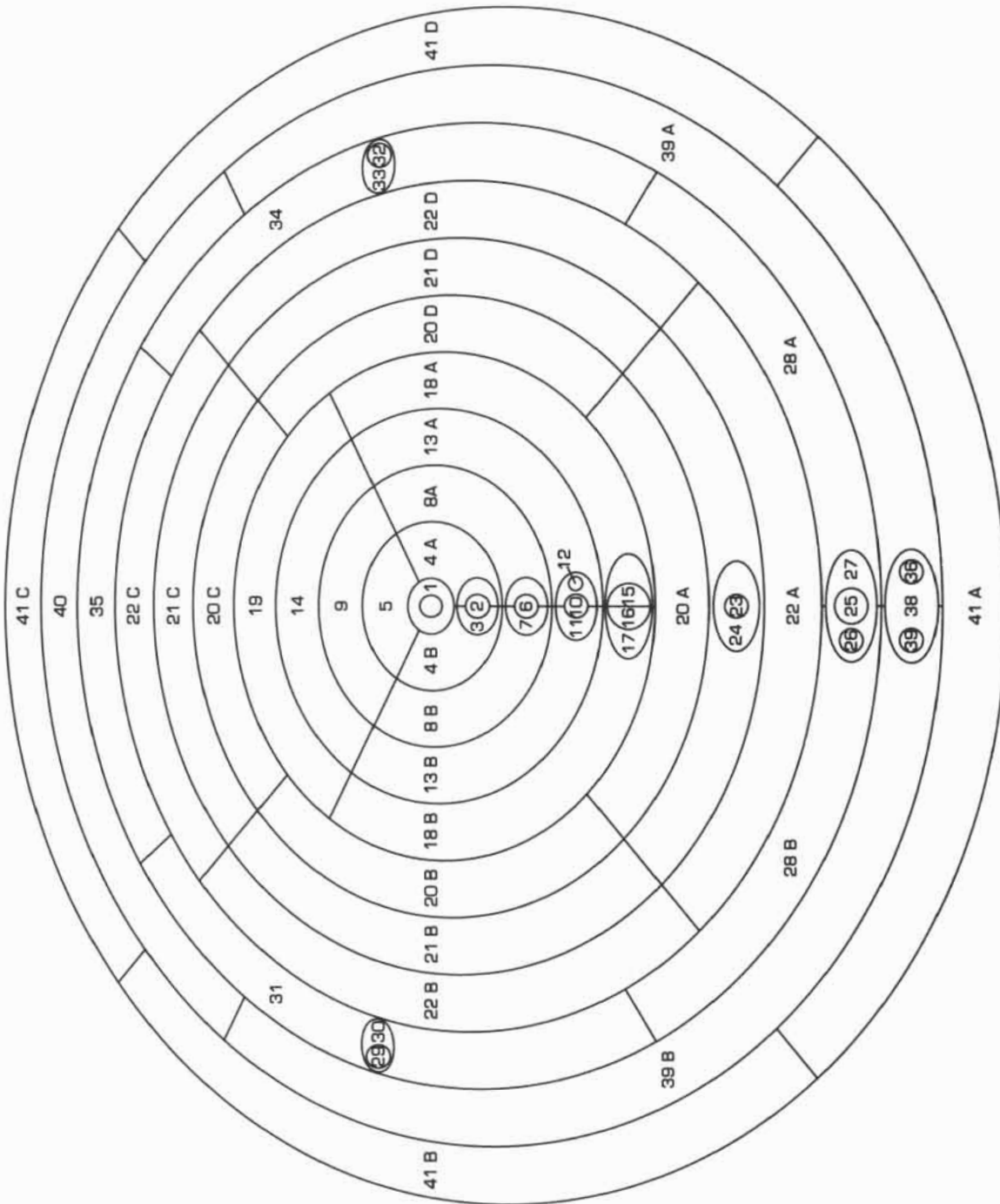
ZONE	FACTION	RESOURCE PROD.	TRAVEL TIME	CONCEALMENT	OBSTACLES	FIXED DEFENSES	SETTLEMENTS	NOTES
24	Nomad	4	2	1	A1D, C1D, R1D	S1D	N, V	
25	Jovian	19	1	1	J1D, F2D	T3D, V2	V	Planet
26	Jovian	5	1	0	F3D, J1D	T3D, S2D, V1	S-LRG, S-LFG, S-LBG, N, V	
27	Jovian	3	2	2	A1D, C1D, R1D, F1	T1D, S1D	N, V	
28A	Jovian	1	3	3	A3, C1D, R1D	S1D	N, V	
28B	Jovian	1	3	3	A3, C1D, R1D	S1D	N, V	
29	Jovian	6	1	0	A3D, C1D, J1D, F1D, R2D	M1D, T2D, S1D, V1	S-LRG, S-LFG, S-LBG, N, V	
30	Jovian	3	2	2	A2D, C1D, R1D	M1D, S1D	N, V	
31	Jovian	1	3	3	A3, C1D, R1D	S1D	N, V	
32	Jovian	6	1	0	A3D, C1D, J1D, F1D, R2D	T3D, S1D, V1	S-LRG, S-LFG, S-LBG, N, V	
33	Jovian	3	2	2	A2D, C1D, R1D	T1, S1D	N, V	
34	Jovian	1	3	3	A3, C1D, R1D	S1D	N, V	
35	Jovian	1	4	3	C2D, R2	S1	N, V	
36	Titan	3	1	2	C3D, R2D	S1D	V	Planet
37	Titan	15	1	1	C1D, J2, F2	T1D, S1D, V1	SFG, SFG, V	Planet
38	Titan	2	2	3	C1D, R1D	S1	V	
39A	Uninhabited	0	4	4	C1D	None	None	
39B	Uninhabited	0	4	4	C1D	None	None	
40	Uninhabited	0	4	4	C1D	None	None	
41A	Uninhabited	0	5	4	C1D	None	None	
41B	Uninhabited	0	5	4	C1D	None	None	
41C	Uninhabited	0	5	4	C1D	None	None	
41D	Uninhabited	0	5	4	C1D	None	None	

□ ZONE TABLE KEY

Obstacles:	Fixed Defenses:	Settlements:	
A: Asteroids	N: Noisemaker Shrouds	S: Small	D: O'Neill Colony
C: Dust Clouds	M: Minefields	M: Medium	G: Gray Vivarium Colony
J: Debris Fields	T: Colony Turrets (free-floating)	L: Large	V: Vahlha (armed or unarmed)
F: Factory Complexes	S: Sentry Drones	R: Residential	N: Named Asteroid Bases (unarmed Vahlha +components as Residential Colony, around large Asteroid)
R: Rock Fields	V: Standard Vahlha Stations	F: Manufacturing	
X: Solettas		B: Military Base	

The number after the letter is the number of such Obstacles or Defenses found on all battlefields in the Zone; if the number has a "D" after it, it is the number of rolls on one die to determine how many of the Obstacles or Defenses are present. The Settlements entry represents the range of settlement types found in a given Zone. Attacking players may choose any type within the range. For example, the entry "S-LRG" means that the Zone contains residential Vivarium colonies ranging in size from small to large.

MAP OF SOLAR SYSTEM





◇ MERCURY STARTING ATTRIBUTES

Home Zones:	2, 3, 4, 5	Allied Zones:	20-24	Hostile Zones:	None
Emergency Reserve:	15%	Morale:	20	Neutral Ships:	5
Capital:	Helios (large Vivarium, Zone 2)	Defenses:	T20	Initial Resource Stockpile:	15

▣ RESOURCE POINT COSTS

Intelligence:	2	Research:	6	For. Affairs:	2	Politics:	3	Espionage:	6
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▣ MERCURIAN OBJECTIVES:

1-3:	Trade War: Use Materiel to build 6 Ophanim or Seraphim, and get these ships to Zones 25, 29, 32, or 36.
4-6:	Don't Tread On Me: Destroy 4 Venusian-affiliated Neutral Ships counters outsystem of Venus' Orbit.

NOTES: The Nephilim: If the Mercurian player purchases Nephil-class battleships as part of his initial force, he may begin the game with the Nephilim in hidden movement. As long as the Nephilim do not move, no Resources need to be expended to keep them in hidden movement, and other players may not search Mercury's Home Zones for hidden ships. Once a Nephil moves (or if a new Nephil is constructed), it becomes subject to the restrictions normally placed upon ships in hidden movement.



◇ VENUS STARTING ATTRIBUTES

Home Zones:	6, 7, 8, 9	Allied Zones:	None	Hostile Zones:	25-27, 29-30, 32-33
Emergency Reserve:	5%	Morale:	5	Neutral Ships:	3
Capital:	New Tokyo (Planet, Zone 6, Obst: X6)	Defenses:	15, V2, S4D, M4	Initial Resource Stockpile:	30

▣ RESOURCE POINT COSTS

Intelligence:	3	Research:	15	For. Affairs:	7	Politics:	4	Espionage:	5
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▣ VENUSIAN OBJECTIVES:

1-2:	Mercury Strike: Destroy Helios.
3-4:	Methuselah Redux: Destroy one colony in each Jovian state (Zones 26, 29 and 32).
5-6:	Hooks Into CEGA: Capture three colonies in Zone 11. Your objective is complete the moment you occupy three Zone 11 colonies simultaneously.

NOTES: Venus pays 2 Resource Points per 5 TV (or 1 Emergency Reserve TV) when purchasing Materiel. Venusian Fleets, when revealed, still appear as Neutral ships until engaged in actual battle. Venusian ships may be represented on the tabletop with cargo ship; they remain disguised until identified with reconnaissance or until they take an action impossible for a cargo ship of that class.



◇ CEGA STARTING ATTRIBUTES

Home Zones:	10-14	Allied Zones:	15, 17, 18A	Hostile Zones:	25-27, 29-30, 32-33
Emergency Reserve:	20%	Morale:	15	Neutral Ships:	4
Capital:	Gaia City (Planet, Zone 10)	Defenses:	T20, V3, M10	Initial Resource Stockpile:	50

▣ RESOURCE POINT COSTS

Intelligence:	2	Research:	5	For. Affairs:	8	Politics:	4	Espionage:	7
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▣ CEGA OBJECTIVES:

1) Belt Imperialism:	Occupy four Belt Zones. Your objective is complete the moment you have four Belt Zone Control Cards.
2) Martian Overthrow:	Land 200 TV worth of troops on Zone 16.
3) Invade Confed:	Capture one Jovian capital (Zone 26, 29 or 32). Partial success: destroy the capital.

NOTES: none.

MARTIAN REPUBLIC STARTING ATTRIBUTES ◇

Home Zones:	16, 17, 18B	Allied Zones:	23-27, 29, 30, 32, 33	Hostile Zones:	15, 18A, 10, 11, 12
Emergency Reserve:	10%	Morale:	15	Neutral Ships:	2
Capital:	Chirice (Planet, Zone 16, Obst: X10)	Defenses:	T10, S3D, V2	Initial Resource Stockpile:	20



RESOURCE POINT COSTS □

Intelligence:	3	Research:	4	For. Affairs:	5	Politics:	1	Espionage:	6
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REPUBLIC OBJECTIVES: □

1-2:	Vendetta: Occupy 2 colonies simultaneously in Zone 18A. Partial success: destroy the colonies.
3-4:	Military Alliance: Send military cargo ships to Zones 26, 29 and 32. At those Zones, pick up 50 Cargo Points of Gifts; these may be picked up repeatedly. When the Gifts are returned to Zone 16, they become 4 Vindicators or Pathfinder Snipers. When 50 points from each Jovian Zone reach Zone 16, your objective is complete.
5-6:	Mercurian Summit: Build an HLV. Send this HLV to Zone 2 and back. When the HLV lands in Zone 16, your objective is complete.

NOTES: Shares Zone 17 with Martian Federation. Both factions treat Zone 17 as a Home Zone, and both collect the full Resource Production. Allies of either faction pay Alliance Costs for this Zone, and may treat it as an Allied Zone. May use HLVs to transport units manufactured on Mars. To destroy units being manufactured on Mars, an attacker must successfully target and bombard a Fortified Military Target (300 Structure Points) on Mars.

MARTIAN FEDERATION STARTING ATTRIBUTES

Home Zones:	15, 17, 18A	Allied Zones:	10-13	Host. Zones:	16, 18B, 25-27, 29-30, 32-33
Emergency Reserve:	10%	Morale:	20	Neutral Ships:	3
Capital:	Fort Mbandaka (Planet, Zone 15, Obst: X10)	Defenses:	T15, S3D, V2	Initial Resource Stockpile:	15



RESOURCE POINT COSTS

Intelligence:	3	Research:	4	For. Affairs:	6	Politics:	4	Espionage:	7
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FEDERATION OBJECTIVES:

1-2: Vendetta:	Occupy 2 colonies simultaneously in Zone 18A. Partial success: destroy the colonies.
3-4:	Remember Kurtzenheim: Destroy one Jovian colony (Zone 26, 29 or 32).
5-6:	Venusian Conference: Build an HLV. Send this HLV to Zone 10, 12, 6 and then back to Mars. When the HLV lands in Zone 15, your objective is complete.

NOTES: Shares Zone 17 with Martian Republic. Both factions treat Zone 17 as a Home Zone, and both collect the full Resource Production. Allies of either faction pay Alliance Costs for this Zone, and may treat it as an Allied Zone. Colonies and stations in this Zone are only affiliated with one faction though; this must be chosen when the colony or station is placed. May use HLVs to transport units manufactured on Mars. To destroy units being manufactured on Mars, an attacker must successfully target and bombard a Fortified Military Target (300 Structure Points) on Mars.





◇ JOVIAN CONFEDERATION STARTING ATTRIBUTES

Home Zones:	25-35	Allied Zones:	16, 17, 18B, 23	Hostile Zones:	6-15, 18A
Emergency Reserve:	25%	Morale:	20	Neutral Ships:	5
Capital:Elysée (large Vivarium, Zone 26, Obst: F6)	Defenses:		T30	Initial Resource Stockpile:	50

▣ RESOURCE POINT COSTS

Intelligence:	3	Research:	5	For. Affairs:	7	Politics:	3	Espionage:	5
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▣ JOVIAN OBJECTIVES:

1-2:	Invasion Earth: Land 200 TV worth of troops on Zone 10, or destroy Gaia City.
3-4:	Invasion Venus: Land 200 TV worth of troops on Zone 6, or destroy New Tokyo.
5-6:	Martian Backup: Land 300 TV worth of troops on Zone 15

NOTES: Military planetary targets in Zone 25 have 20 Structure Points each; the planet has no civilian targets.

◇ TITAN STARTING ATTRIBUTES

Home Zones:	36, 37, 38	Allied Zones:	25-35	Hostile Zones:	10, 11, 12	
Emergency Reserve:	5%	Morale:	20	Neutral Ships:	3	
Capital: Silver Tower (small Vivarium, Zone 37, Obst: J2, F2)	Defenses:			T10, S10, V1	Initial Resource Stockpile:	25

▣ RESOURCE POINT COSTS

Intelligence:	3	Research:	6	For. Affairs:	5	Politics:	3	Espionage:	5
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▣ TITANIAN OBJECTIVES:

1-3:	Trade War: build cargo ships and send one to each of the following Zones: 23, 15, 16, 6, 1. The ships do not have to arrive at the same time.
3-4:	Warning Shot: Attack any colony in Zone 11. 50% of the force that attacked the colony must return safely to Titan.
4-6:	Mohammed and the Mountain: Build and send 500 Cargo Points of military supplies (fuel) to Zone 2.

NOTES: Military planetary targets in Zone 36 have 40 Structure Points each; the planet has no civilian targets.

◇ NOMADS STARTING ATTRIBUTES

Home Zones:	20-24	Allied Zones:2-3, 23-27, 29-30, 32-33, 36-38	Hostile Zones:	10, 6	
Emergency Reserve:	5%	Morale:	10	Neutral Ships:	3
Capital: Piazzi (Planet, Zone 23, Obst: C5, F6)	Defenses:		T6, S2D	Initial Resource Stockpile:	15

▣ RESOURCE POINT COSTS

Intelligence:	2	Research:	10	For. Affairs:	3	Politics:	1	Espionage:	4
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▣ NOMAD OBJECTIVES:



1-3:	Toward the Future: Build three R&D-card colonies in any of your Home Zones. When all three colonies are on the Map in the Zone Control Segment, your objective is complete.
4-6:	Visit to the Guild: Build a Transporter. This Transporter must make it to Zone 2. If it is destroyed, your Home Zones lose 3 Morale Levels, and you may try again.

NOTES: In any engagement occurring in any Belt Zone, Nomads get +3 to all Strategy Rolls. If Piazzi is destroyed, the Morale cost is the same as for losing a normal colony.

STRIKE STARTING ATTRIBUTES ◇

Allied Zones:	Special	Hostile Zones:	Special	Emergency Reserve:	20%
Home Zones:	Special	Morale:	nons	Neutral Ships:	2
Capital: Star Chambers: small Viverium military base, Obstacles: JD2, FD2, Defenses: NSD, MSD, T10				Initial Resource Stockpile:	10

RESOURCE POINT COSTS □

Intelligence:	2	Research:	2	For. Affairs:	8	Politics:	5	Espionage:	2
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STRIKE OBJECTIVES □

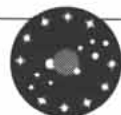
1-2: Raid Research Project:	Capture a Velhalla in Venus' low orbit.
3-4: No Shirt, No Shoes, No CEGA:	Occupy
5-6: Paranoia:	A standard unit or ship must fly through a colony in any three of the following Zones: 3, 7, 11, 17, 26, 29, 32.

NOTES: Each Zone Control Segment, the STRIKE player chooses three Zones to be Allies, and the other players together choose three Zones to be hostile to STRIKE. Each Economic Segment, STRIKE may steal 1D6 Resource Points from any player. If any of the player's Home Zones' Morale is less than 5, STRIKE steals 2d6 Resource Points.

Choose a location for Star Chamber before generating objectives. Star Chamber counts as a hidden ship, and also counts as an extra Zone inside whatever Zone you place Star Chamber in. This extra Zone is your Home Zone. It has Production 10, Travel Time 1, Concealment 2, and other stats listed above under Capital. Your manufacturing may take place at Star Chamber; new units may appear in any currently Allied Zone, in addition to the Zone in which Star Chamber is located. Star Chamber is not affected by Morale at all.

USN GUARD STARTING ATTRIBUTES ◇

Allied Zones:	None	Hostile Zones:	None	Emergency Reserve:	5%
Home Zones:	11	Morale:	None	Neutral Ships:	5
Capital: Pyrea: large O'Neill residential colony.		Defenses:	T10	Initial Resource Stockpile:	20



RESOURCE POINT COSTS □

Intelligence:	-	Research:	-	For. Affairs:	-	Politics:	-	Espionage:	-
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USN OBJECTIVES: □

The USN player is always the moderator in campaigns. The USN player's fleets are used to protect Neutral ships and give the moderator a way to act in the context of the game. Although other players may occasionally come into conflict with USN forces, the USN player cannot attack the players outside of the following restrictions:
The USN player may return fire if attacked. The USN player must attack any fleet that moves to attack Neutral ships of any kind or affiliation. The USN's objective is to protect the targets, not kill attackers, however. The USN player may attack any player that attacks Pyrea. The USN player may attack any tabletop unit that uses a nuke or bombs a civilian target.
The other players are free to attack the USN player as they desire; however, the USN player cannot be chosen as a target for generic objectives.

NOTES: The USN player gets 10 Resource Points per turn, regardless of Pyrea's status; these Resource Points may only be spent on Materiel, Resupply, and Battle Segment costs. Pyrea is not affected by Morale, and is used as the location for all the USN's materiel-building.

The USN player's starting fleet is 20% of the other players' starting TV (the USN player's Emergency Reserve is 5% of the other players' starting TV). USN fleets are always revealed, and will move to protect True Neutral ships from attack.. If no True Neutral ships are close by, the USN must move to protect faction-affiliated Neutral Ships. The USN player may also build Hospital Ships as a line ship choice.



► FLEET LISTS

The Fleet lists for the smaller forces are presented here. Each list gives rules and limitations for building a Fleet belonging to these factions, and ends with a description of organizational and behavioral quirks. When choosing a force for a battle or to create a task force, Players will have to pay attention to both the Grouping limitations and the unit restrictions of their chosen force. If a Player wishes to add more units than the army list allows, he may do so; additional units cost double their basic TV. Each Fleet has access to certain common units (such as cargo ships); see the list below and in the LS2 rulebook (page 92).

Many units have specific Options listed under their individual descriptions. The stats and costs for these upgrades will be listed there, or can be copied from other units. In any Fleet, no more than 50% of the units of a single type may use these Options. Options do not count as add-on weapons and equipment (see page 70 of the **Jovian Chronicles** Rulebook).

The following ships are available to every nation in the Solar System for both military and civilian purposes. They can be purchased as part of a Fleet for use as supply ships, or they may be placed on the table as neutral units, according to the guidelines on page 90 of the basic rulebook.

LINE UNIT: APOLLO

The Apollo was the JAF's first attempt at a close-combat exo-armor. Its reinforced structure and extra lifting capacity made it an ideal heavy construction vehicle, and eventually the JAF released the decommissioned exos for civilian use. It is a common sight in the Belt, although it is not encountered very frequently elsewhere. Most Nomad-owned Apollos are heavily modified; a standard conversion replaces the legs with thrusters and increased fuel tankage to make the exos excellent tugs and construction units. Nomad Apollos are not usually armed, although the hand-mounted laser welders can be used in close combat. Portable lasers and massdrivers can be carried for anti-piracy operations.

LINE UNIT: HOPLITE

The Hoplite was the first exo-armor to enter service. When the second-generation exo-armor replaced it, the JAF mothballed many and refitted the rest for non-combat duties, such as engineering. The Agora declassified the Hoplite in 2200; by that time, civilian technology had caught up, and several foreign powers were at work on their own exo-armors. Now, more than a decade later, a dozen different manufacturers throughout the Solar System produce Hoplites or imitations. The Hoplite retains its original ruggedness and durability: it comprises entirely civilian components, which keeps its overall cost down. The exo-armor isn't as fast or as maneuverable as a modern military model, but does the job for cash-strapped forces.

LINE UNIT: HEAVY LIFT VEHICLE (HLV)

This is essentially a big rocket with a large payload bay. It can also serve as an assault dropship, carrying tanks and ground exos to the surface of a planet. These can also be used as makeshift carriers, albeit very short-ranged and unmaneuverable ones. The Martian forces use them this way to slightly expand their patrol radius. They use HLVs most often, but the Venusians and CEGA navies also field them in large numbers. Universal docking points are placed around the hull; these are usually used to attach form-fitting boosters.

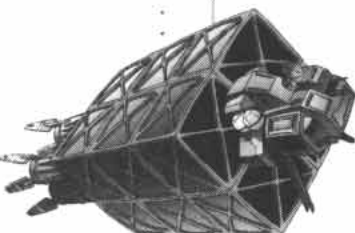
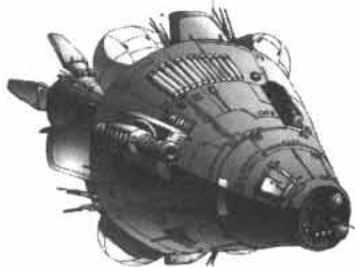
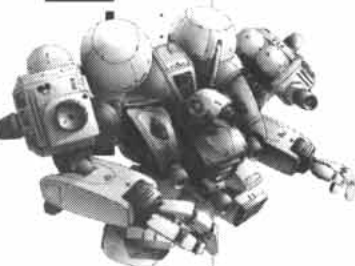
LINE UNIT: PATROL CUTTER

Patrol Cutters are small military craft used by every nation for border patrols and security. They are simple and generic-looking ships, able to support a crew of around 15 to 20, and spend maybe a month out on missions before heading back to port. There is no gravity wheel; when the ship isn't under acceleration, the crew has to exercise regularly. A cutter's armament varies depending on its owners, but it is never heavily armed: most mount a single turreted laser or kinetic kill cannon. A cutter has a tiny shuttle bay that carries a single transport craft. Rarely, an exo or fighter can be wedged in instead.

Options: +5 TV: Replace KKC with Laser Turret (T, Rng 30/60, Acc 0/-1, Dam 4E, Sw1, St), +10 TV: Replace KKC with Particle Beam (FF, Rng 30/60, Acc -1/-2, Dam 8E, H)

LINE UNIT: TRANSPORTER

A transporter is a large civilian transport, just short of a barge. It is equipped with conventional drives and used by every nation to carry bulk goods or troops. Transporters tend to be sturdy and common designs, dating back to the earliest phases of the commercial exploitation of space. These cargo vessels are used whenever a cargo needs to arrive rapidly rather than being pushed on a free orbit. The ship has little or no internal cargo bay: it has a large spine structure called a "tree" to which various cargo pods are attached.



MARS ◀

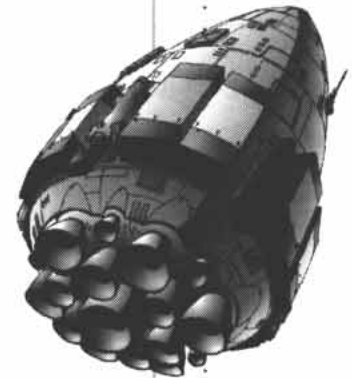
Mars, the new frontier, has long attracted a hardy brand of pioneers. The terraforming of Mars was one of the greatest technological projects ever attempted by humanity: the first Martian colonists were dreamers, people who were willing to devote their entire lives to changing the face of a planet.

Most of the immigrants who made their way to the Red Planet in the twenty-first and twenty-second centuries were members of one of two groups. The first one was composed of people escaping tyranny, war and persecution; these have an aversion to central government control. The others were escaping poverty and hardship, sometimes persecution. They wanted only to find a peaceful place to live, and were more ready to accept a more strongly hierarchised society in exchange for security. Both had to make many compromises to build a new world for Mankind. Martian history has demonstrated that the experience was less than successful, and that the diametrically opposed philosophies are hardly compatible. The situation deteriorated further in view of the growing tensions between the CEGA and Jovian governments, until events came to a head in 2210.

The destruction of the Federation's orbital elevator was a great blow to that nation's economy. The Free Republic has aligned itself with the Jovian Confederation in the USN chamber and is considering a military alliance, as well. The Federation is occupied with rooting out the perpetrators of the elevator disaster, and its suspicions are turning toward its sometime ally, Earth.

The remains of Hell Station are located at Pavonis Mons, a large mountain located on the Martian equator. Phobos itself no longer exists in 2210. Due to the danger to the elevator at its orbital altitude of 6000 km, the moonlet was blown apart and used to build colonies and spacecraft. Most of the material was taken and recycled into large, thin orbital mirrors called solettas that were built to help warm Mars. These are constantly being expanded, and their destruction would set terraforming efforts back by decades.

The Martian Civil War of 2213 would lead to the destruction of Kurtzenheim during the battle of the same name, the second great man-made calamity to strike the planet in less than a decade. Though it brought the conflict to a swift end, it has heightened tensions and border conflicts. The Red Planet has not turned into a battleground again, however; the two nations are now gathering their forces and quietly re-evaluating their positions in the hierarchy of Solar nations, the Republic loosely associated with the Jovian Confederation and the Federation leaning toward CEGA. The planet of the God of War is proving more than worthy of its name.

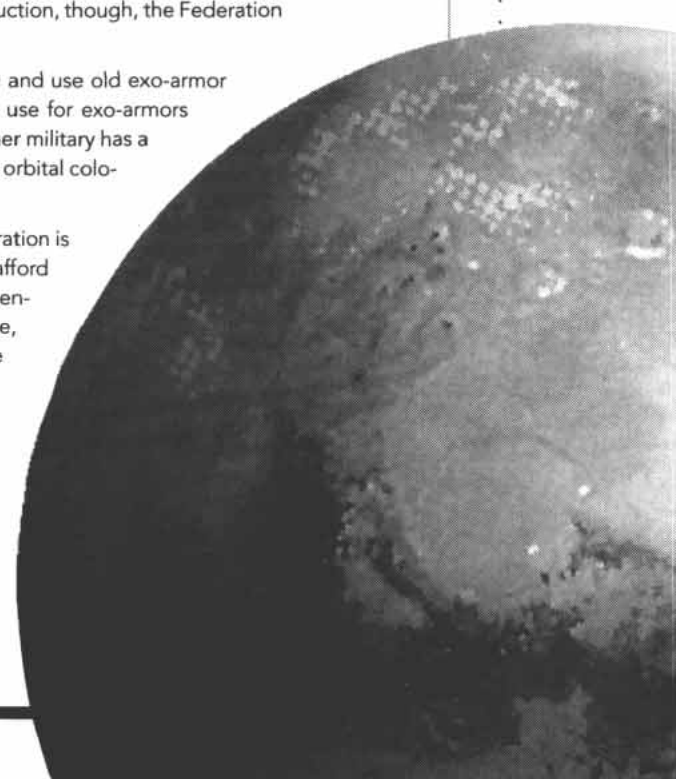


THE MARTIAN ARMIES ▼

Border skirmishes on Mars are a frequent occurrence; both governments have preferred to ignore the incidents rather than expand the conflict. This policy was born of the need to remain on good enough terms to share the orbital elevator and other space resources. With the elevator's destruction, though, the Federation now pays more attention to the constant testing of its borders.

Both Martian countries have standing armies, although they are rather small and use old exo-armor designs purchased from the Jovian Confederation. The Martians have little use for exo-armors anyway, and rely primarily on desert-adapted exo-suits and hovertanks. Neither military has a significant space navy, possessing only enough small patrol craft to police the orbital colonies and the Orbital Elevator's Heaven Station (when it still existed).

Martian ships are ugly; blocky, chunky and completely unaesthetic. The Federation is more concerned with effectiveness than appearance, and the Republic can't afford to pay for looks when everything else is in short supply. Both sides make extensive use of hardpoint technology. The basic hardpoint is a convex rectangle, smooth, armored and gray. There are two rows of four round holes in the surface, for a total of eight holes. These can solidly hold propellant tanks, missile pods, small cargo pods or be left empty as needed.





4.2.2



▼ MARS FREE REPUBLIC

The citizens of the Republic have often been likened to the settlers of the old nineteenth-century American West. Strong-willed and self-dependent, they have a frontier mentality and are hardworking and distrustful of strangers. They live in small towns and settlements where everyone knows everyone. They do not live apart from the world, though: all homesteads are equipped with high-gain antennae and satellite dishes to remain in contact with the rest of society. Technical expertise and jury-rigging are part of every Republican's life, and teenagers often compete with each other based on their technical know-how.

The Martian Free Republic gives its citizens great personal freedom. It was created by convention between the Federation and the non-aligned frontier settlers, both of whom were tired of fighting over territory. The Federation agreed to recognize the newly-founded Free Republic's independence and permit its people to live as they chose, but gained the right to set the borders of the nations. The Republic resents that agreement to this day. The Free Republic's bureaucracy is complex, due to the convoluted system of checks and balances necessary to ensure freedom while still maintaining national security: four separate elected councils make policy for the Republic. The president, Marcus Frehley, is primarily a figurehead since Republicans dislike the idea of a single, powerful leader.

Republicans value friendship and honesty above all. Though their trust is hard to gain, they remain extremely loyal once befriended. They do not take well to betrayal, however, and will likely not forget the offense. They are also brutally honest, a trait that has started more than one brawl in the taverns of Sirtis Major and Olympus Mons. They say what they think, often loudly, and never let an argument go until it is resolved. On the other hand, grudges are rarely held and brawling fighters may share a beer the very next day. Republicans have the constitutional right to bear arms without a permit, and jealously cherish that privilege, even (or especially) when away from their homes. They strongly dislike the restrictions which other societies often impose upon them, and only very reluctantly give up their weapons when in foreign territory.

▼ THE REPUBLICAN ARMY

The Republican Army (also known as the Republican Rangers) use mostly outdated weapons in space, preferring to focus on their terrestrial borders. Their ships are modified civilian vessels, haphazard in construction and unsuited for long space voyages. The Republic's close political ties with the Jovians have, however, resulted in the purchase (or loan) of some fairly modern units for veteran pilots and special missions.

LINE UNIT: EXPLORER

The Explorer was originally a Jovian Armor Work design which the JAF sold to the Martian governments in the late 2180s. It is representative of the first true exo-armors, and as such is not very sophisticated. The machines still in service were gradually transferred to the Martian Free Republic army, although a few ended up as the first exo-armors of the Martian Federation. The machine has not changed much over the years. Except for the Martian-built computers and communication systems, everything is pretty much the same as it was when the Explorer served with the JAF. The armament is still of Jovian manufacture, although a few units sport home-grown designs instead of the JAW railgun.

Options: Exchange Railgun for Retaliator Railgun +2 TV; Defender Beam Cannon -1 TV

LINE UNIT: SKY STALKER

The Sand Stalker is the Martian Free Republic's best known exo-suit. Light and very agile, it is mostly used for border patrol and lightning strike. The Stalker series does not have any built-in life support system. Pilots must wear a standard pressure suit if the suit is to operate in hostile environments. This was a deliberate design choice - not only does it cuts the cost down, but the pilot can now exit his machine at leisure should he need to enter a location where it would not fit. The Sky Stalker variant replaces the ducted fans of the basic unit with verniers and a liquid fuel thruster backpack.

LINE UNIT: ZULU-CLASS FRIGATE

The Zulu is an ugly ship, but it's also cheap and easy to fix. It's hardly recognizable as an Inari-based hull, under all the layers of patchwork armor, strapped-on sensor packs and added weapons. It uses the same eight-mount banks of attachment points found on the Troy, but the Zulu only has two such banks, arranged laterally in place of each of the Inari's cargo pods. Most often, the top four attachment points are used for long fuel tanks, while the bottom four mount a variety of weapons (usually missiles or anti-exo massdriver turrets).

REPUBLIC RANGERS AND ORBITAL PATROL FLEET LIST □

Line Ships	Any number of these vessels may be included in a Fleet: Zulu, Corsair
Heavy Ships	For every five line ships, one heavy ship may be taken: Troy, Thunderbolt
Support Ships	A Republic Fleet may have any number of Common supply ships.
Basic Units	A Republic Fleet may have any number of these units: Explorer, Defender, Sky Stalker, Lancer
Special-Duty Units	A Republic Fleet may have one of these units for every five basic units: Sabertooth, Pilum Lancer, Peacemaker, Pathfinder.
Elite Units	A Republic Fleet may have one elite unit for every twenty standard units: Pathfinder Sniper, Vindicator

GROUP DEFINITIONS ▼

Free Republic Rangers are taught to operate both singly and in small improvised teams. Any number of standard units, from one to six units, may constitute a Group. These Groups must be defined before play and must be clearly marked. At the cost of one Action, a unit may be removed from one Group and added to another; this change must always be clearly announced. Moving to an unactivated Group does not allow the unit to act again that turn. Republican ships always operate singly, never in Groups.

MORALE ▼

The Free Republic Rangers' training in self-reliance and improvisation serves them well in space combat. Being one of the only two militaries in the Solar System to have engaged in a full-scale war has hardened Republican troops beyond the expectations of most enemies. If a Republic Group loses half its number or more in a single turn, each remaining unit in the Group gains a Morale counter. A unit that has one or more Morale counters at the start of its activation must exchange one of the Morale counters for an Overthrust or Evasion counter.

EQUIPMENT AVAILABILITY □

COMMON EQUIPMENT:

Standard Units:	Swarmers, All Missiles, HARM, Sentry Pod, Melee Weapons, Target Designator, Ablative Armor, Shield, Booster Pack
Exo-Suits:	Booster Pack, Claymores, Shields, Target Designator, Toolkits
Ships:	Diogenes System, HEAT-Resistant Armor, Target Designator

RESTRICTED EQUIPMENT:

Standard Units:	All Drone Racks, Assault Railgun, Beam Cannon, Anti-Missile System, EW Pod, Battle Arms, Vernier Module
Exo-Suits:	None
Ships:	Decoy Pod, EW Rig, Repair Bots

EXPERIMENTAL EQUIPMENT:

Advanced Fire Control, Snoopy Pod, Proximity Mines

MARTIAN WARSHIP HARDPOINTS ▼

A Zulu- or Troy-class vessel has a certain number of pallets, each one with several hardpoints used to mount modules. The ship may carry any assortment of the following items, up to the number of hardpoints it has; this does not affect the ship's TV. If a module takes up more than one pallet (such as a Railgun on a Zulu) damage to either pallet will affect the module.

HARDPOINT MODULES □

SMALL MODULES (USE 1 HARDPOINT):

Laser Turret:	T, Rng 30/60, Acc 0/-1, Dam 4E, Sw1, St	KKC:	T, Rng 25/50, Acc 0/-1, Dam 4R, AP, F, St
Massdriver Turret:	T, Rng 20/40, Acc 0/-1, Dam 5R, St	Cargo Pod:	10 Cargo Points
Missile Pod:	T, Rng 20, Acc +1, Dam 4E, Mis, St	ECM Pod:	ECM 1, ECCM 1. Maximum of 4.
Particle Cannon:	F, Rng 30/60, Acc -1/-2, Dam 8E, H		

Exo-Crate: gives the ship 1 Bay with no campaign repair abilities, and raises the ship's Vehicle Capacity by 2.

MEDIUM MODULES (USE 2 HARDPOINTS):

Exo-Bay:	gives the ship 1 Bay with standard campaign repair abilities, and raises the ship's Vehicle Capacity by 2.
Thrusters:	Increases the ship's Thrust by 5 cm. Only one set of Thrusters may be mounted on a ship.
Missile Bay:	F, Rng 40, Acc 0, Dam 10E, S-Mis

LARGE MODULES (USE 4 HARDPOINTS):

Fuel:	increases the ship's Fleet Maneuver by 1.
Railgun:	Spnl, Rng 20/40, Acc 0/-3, Dam 8R, AD, Sw4, PHO



▼ MARS FEDERATION

The Martian Federation is the totalitarian state founded by General Otto Kurtz in the aftermath of Mars' bid for independence. The Martian Federation claims two-thirds of Mars' surface. Until 2213, it was governed by Prime Minister Klaus von Braun (he died when Kurtzenheim was destroyed that year), who ruled with a firm but even hand.

Life under the Martian Democratic Party created by Otto Kurtz is controlled and ordered. The people are quite used to daily security checks and propaganda-as-news releases. Although Kurtz is long dead, many of his original policies remain: German, his native language, is the other officially recognized language alongside English, and German ranks and titles are used in the Federation's military and business communities. The Federation citizens are used to a controlled society and do not think much of it anymore; they shuffle about their daily business, their ambition reigned in by the rules of the society around them. They have a quiet pride in their nation and its accomplishments, and deeply resent any negative comments made about it. They are expected to publicly advocate the Federation and the media never mentions events occurring in the Republic unless they serve to demonstrate how superior the Federation is to its neighbor. Recently, the Ministry of Peace and Justice has enacted some laws to encourage citizens to report individuals whose loyalty to the Federation is dubious. This has caused some turmoil in the universities, especially among those that advocate free thinking, but the media played down the incidents of violence and no public figure has yet addressed the situation.

The Federation has long suffered from accusations of fascism and totalitarianism, which are partially true. Its citizens, however, have grown accustomed to the frequent identity checks and the weight of numerous rules of conduct, and most will be genuinely surprised if someone complains. This has allowed them to survive both a harsh environment and the current turmoil caused by the loss of the capital city in the aftermath of the Battle for Kurtzenheim.

▼ THE FEDERATION ARMY

The Federation Army is well-known for its strict command structure and rigid tactics. Nonetheless, its units are effective, consisting of Martian-produced designs as well as vehicles and ships purchased from CEGA as part of an initial diplomatic outreach.

LINE UNIT: DEFENDER

Like the Explorer, the Defender was originally a Jovian Armor Works design that was later sold to the Martian governments. It served in the JAF for the same period of time as its smaller brethren Explorer, and was also sold to the Free Republic after its tour of duty in the Jovian forces. At first, the Federation couldn't get their hands on the new unit, much to their despair, until a commando team successfully stole the plans and some test data from the Martian Metals plant in Republic territory in 2191. The Defender is a well-rounded, run-of-the-mill machine. It was designed as a grunt unit, capable of fulfilling many types of missions in a variety of environments. Though its internal systems are obsolete and lack sophistication, they are relatively easy to repair and maintain.

Options: Exchange Beam Cannon for Explorer Railgun: +1 TV

LINE UNIT: SABERTOOTH

The Sabertooth came to be in late 2184, when the Federation felt the need to replace their aging Hunting Tiger exo-suits. The Saber would not see mass-production before 2192, however, when it became the standard mechanized infantry unit of the Federation. The Saber, although smaller than its predecessor, is still just as bulky, with big stumpy legs and arms. Its armor is especially thick on the lower legs, thighs, shoulders and torso, with angled plating to help deflect incoming projectiles. Articulated areas are protected through the use of heavy composite cloth, flexible yet tough, which also doubles as protection against sand infiltration.

LINE UNIT: FEDERATION TROY-CLASS MONITOR

The Troy-class Monitor is a slow, sluggish beast, about the size of a medium cruiser; it is designed as a mobile coastal defense fort. Its major distinguishing feature is its huge modular weapons/equipment attachment points, which resemble banks of gunports on old sailing ships. The Troy-class ship usually has six banks of eight attachment points; each can be used to mount a fuel tank, small weapons turret, missile pod, exo-armor service boom, etc. The downside is that the Troy has some serious protection and survivability problems; for this reason, it always operates close to "shore."

FEDERATION COASTAL DEFENSE NAVY FLEET LIST □

Line Ships	Any number of these vessels may be included in a Fleet: Troy, Bricriu, Hachiman
Special-Duty Ships	For every five line ships, one special-duty ship may be taken: Zulu, Tengu
Support Ships	A Federation Fleet may have any number of Common supply ships.
Basic Units	A Federation Fleet may have any number of these units: Explorer, Defender, Sabertooth, Wraith, Syreen
Special-Duty Units	A Federation Fleet may have one of these units for every five basic units: Sky stalker, Wraith-Si, Wyvern.
Elite Units	A Federation Fleet may have one elite unit for every twenty standard units: Wyvern Command

GROUP DEFINITIONS ◇

The Federation Army is perhaps the most rigidly-controlled military in the Solar System. Federation basic units operate in Groups of five identical units, with identical options and equipment. Groups may start a battle with less than five units only if there are not enough units of that type to be evenly divisible by five; units in such understrength Groups start the game with a Morale counter. Units may not change which Group they are in during a battle. Special-Duty units, Elite units and ships operate singly.

MORALE ◇

Federation troops are virtually unshakeable so long as they know that their chain of command (and source of orders) is intact. Whenever a ship, special-duty or elite unit is destroyed, all remaining basic-unit Groups must make a Skill Roll against the Federation's Morale Threshold of 4. All units in a Group that fails the test gain one Morale counter. If a Group is reduced to a single unit, that unit automatically gains one Morale counter.

A unit that has a Morale counter must pass a Skill Roll against a Threshold of 4 at the start of its Activation. If it passes the roll, the Morale counter is removed; if it fails, the counter stays and the unit must Overthrust or Evade this turn.

EQUIPMENT AVAILABILITY □

COMMON EQUIPMENT:

Standard Units:	Swarmers, All Missiles, HARM, Melee Weapons, Target Designator, Ablative Armor, Shield, EW Pod, Beam Cannon
Exo-Suits:	Booster Pack, Claymores, Shields, Target Designator, Toolkits
Ships:	Diogenes System, HEAT-Resistant Armor, Proximity Mines

RESTRICTED EQUIPMENT:

Standard Units:	All Drone Packs, Assault Railgun, Anti-Missile System, Battle Arms, Vernier Module, Sentry Pod, Booster Pack
Exo-Suits:	None
Ships:	Decoy Pod, EW Rig, Repair Bots, Target Designator

EXPERIMENTAL EQUIPMENT:

Advanced Fire Control, Snoopy Pod

MARTIAN WARSHIP HARDPPOINTS □

A Zulu- or Troy-class vessel has a certain number of pallets, each one with several hardpoints used to mount modules. The ship may carry any assortment of the following items, up to the number of hardpoints it has; this does not affect the ship's TV. If a module takes up more than one pallet (such as a Railgun on a Zulu) damage to either pallet will affect the module.

SMALL MODULES (USE 1 HARDPPOINT):

Laser Turret:	T, Rng 30/60, Acc 0/-1, Dam 4E, Sw1, St	Missdriver Turret:	T, Rng 20/40, Acc 0/-1, Dam 5P, St
Missile Pod:	T, Rng 20, Acc +1, Dam 4E, Mis, St	Particle Cannon:	F, Rng 30/60, Acc -1/-2, Dam 8E, H
KKC:	T, Rng 25/50, Acc 0/-1, Dam 4P, AP, FI, St	Cargo Pod:	10 Cargo Points
ECM Pod:	ECM 1, ECCM 1. Maximum of 4.	Exo-Crate:	gives the ship 1 Bay with no campaign repair abilities, and raises the ship's Vehicle Capacity by 2.

MEDIUM MODULES (USE 2 HARDPPOINTS):

Exo-Bay: gives the ship 1 Bay with standard campaign repair abilities, and raises the ship's Vehicle Capacity by 2.	Thrusters:	Increases the ship's Thrust by 5 cm. Only one set of Thrusters may be mounted on a ship.
Missile Bay:	F, Rng 40, Acc 0, Dam 10E, S-Mis	

LARGE MODULES (USE 4 HARDPPOINTS):

Fuel:	increases the ship's Fleet Maneuver by 1.	Railgun:	Spnl, Rng 20/40, Acc 0/-3, Dam 8P, AD, Sw4, PHO
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► MERCURY

For more than a century, the Mercurians and their Merchant Guild have played a vital role in maintaining contact between the various Solar nations. Even before the rise of CEGA, the Merchant Guild's ships plied the empty space between worlds, promoting trade and diplomacy. Although the initial decades of the Guild's business were marked by continued isolationism and suspicion on the part of the Solar nations, it was the Guild's constant efforts that set the stage for the resurgence in international cooperation that characterized the late 22nd and early 23rd centuries.

Few people bother to point out that, given the current state of Solar political affairs, the Guild might have been better off leaving everyone alone. Despite the downturn in political relations, interplanetary trade is still thriving, and the Guild remains the best choice for all the Solar nations. Acting as intermediaries, the Guild allows the nations to partially separate their economic interactions from their military conflicts.

The Guild's merchant Fleet is spread across the Solar system, with ships in every port and personnel in every city. It is thus of paramount importance that Guildmembers remain completely neutral in all matters of conflict that do not involve Mercury or themselves in a personal sense. Mercurian ships have a policy against lending military aid (or anything that might be construed as such); the most any Guild ship is expected to do in an emergency is summon help from the Solar Cross or another medical establishment. In a few poorly-documented cases, however, some Guild captains have pushed the bounds of neutrality to safeguard either their own interests or to provide humanitarian aid. Regardless of the reason, however, violation of the Guild's code carries stiff penalties; it can be hard to stand by and let atrocities happen, but the Guild Princes realize that it is the only way Mercury can avoid taking sides.

In its early years, the Merchant Guild maintained only a token paramilitary force for civil and shipping defense. However, with the rising incidence of piracy at the turn of the century, many Guild Princes were beginning to see the need for more effective tools with which to protect their ships and cargoes. The result was the Brimstone, an exo-armor specifically designed for the Guild's needs.

Although all the Solar nations respect Mercury's neutrality, council-chamber policy is seldom of much use in the middle of a confused battle. Several Mercurian ships have been accidentally fired on, and Mercurian resources often end up as "collateral damage" in military engagements. Although all damages have been paid by those responsible, the Guild has no desire to lose any more materiel or personnel. As a result, most Guild vessels now carry some form of combat support vehicle, primarily as a sentry to warn off potential attackers. Especially important cargoes are accompanied by sail-equipped escort warships in addition to exo-armors and fighters. Only rarely are these units actually forced to fight, but when the necessity arises, most Guild captains are happy for their presence.

▼ THE MERCURIAN FORCES

The Guild has maintained its neutrality in all the conflicts of the twenty-third century, both for the sake of its economy and because Mercury is, as a nation, unable and unwilling to produce the kind of military juggernaut that characterizes the other Solar nations. The Merchant Guild Security Corps is a small, lightly-equipped force that poses little threat to any other national military organization. The Corps' ships are mostly corvette-class escorts (usually refurbished Bricriu-class ships purchased as surplus from CEGA or Venus). The elite segment of the Corps uses very advanced, well-armed warships, exceedingly rare ships that are kept hidden near Mercury as an "invisible" defensive force. Since none of the Solar nations has any desire to promote a military conflict with Mercury, it is expected that this tiny flotilla will never truly be put to the test; even the Mercurians former master, Venus, understands Mercury's critical role in keeping the Solar system from descending into total barbarism.

Most of the Merchant Guild Security Corps' fighting vehicles are obsolete fighters, often converted to serve double duty as cargo shuttles. Even the Brimstone, a fairly advanced and effective exo-armor, is no match for the newest machines in service with the other nations, and does not exist in sufficient numbers to make team tactics a viable option. Although certain elements in the Guild's structure have access to a few high-end war machines (including perhaps a dozen "donated" high-end Jovian exo-armors), such valuable units are always held in reserve for emergencies or covert use.

LINE UNIT: OPHAN MAGSAIL BARGE

Magsail barges are eclectic in form, connected by their unique form of propulsion — a loop of superconducting wire to redirect charged particles. Although less predictable than the photons that propel Solar-sail craft, the charged particles are a cheap source of energy, allowing the barges to move huge amounts of cargo for virtually no cost in fuel. The Merchant Guild has used barges since 2159, loading them with bulky, non-perishable cargo. These huge vessels can take more than two years to complete long runs.

LINE UNIT: HA-101 BRIMSTONE

The versatile Brimstone is ideally suited to its general-purpose role. It has significant firepower and armor, but is too short-ranged to perform attack missions, and its poorly-masked sensor signature makes it an easy target. Brimstones are mostly used for rescue, cargo movement and patrol. The Brimstone's oversized engine pods rival the fastest Jovian exo-armors, and its massdriver is useful against raiders but weak in major Fleet actions. The appearance of anti-ship and electronic warfare versions in escort squadrons has made both CEGA and the JAF give Merchant Guild vessels a wide berth.

SPECIAL DUTY UNIT: HA-102 BAEI

The Bael is the Mercurians' heavy exo-armor. It is a space superiority unit meant for use aboard vessels traveling through combat zones; carrying heavy armament, its duty is to clear a path for cargo ships. Carefully designed with the assistance of the Jovian Confederation, the Bael is a superior combat unit whose only real disadvantages are limited availability and high maintenance requirements. A swivel-mounted binder on each shoulder holds thrusters and fuel; the backpack is articulated, with more thruster pods. The Bael carries an anti-ship railgun on a servo-mount, held two handed. The Bael also has a set of missile hardpoints on the outer top edges of the shoulder binders; these normally carry two anti-ship torpedoes each.

LINE UNIT: HELLHOUND EXO-SUIT

The Hellhound is a multi-purpose worksuit for microgravity environments. It is strong enough to maneuver up to 30 tons in microgravity, although the Hellhound is otherwise sluggish. Weaponry has been designed for guerrilla combat: a high-powered laser rifle firing in the deep ultraviolet and four low sensor profile missiles. The Hellhound has also been observed using a plasma lance. The exo-suit has been deployed primarily to military units, particularly the Guild's Security Corps. For anti-piracy duties, Hellhounds operate in squadrons of six out of freighter-mounted hangar modules.

LINE UNIT: AGARES CLASS FIGHTER

The Agares is an agile single-seat interceptor, launched less than six months ago. It has been designed for conventional hangar modules, its compact frame providing technicians with space for maintenance. The fighter's primary weapon is the "Sirocco," a laser cannon coupled to a series of turreted reflectors that can be aimed in almost any direction. The remaining armament consists of four seeking anti-ship missiles. The Agares is currently deployed with the Transit and Belt dispatch fleets. So far, the fighter has performed admirably against older pirate vessels, but it has yet to be tested against its modern counterparts.

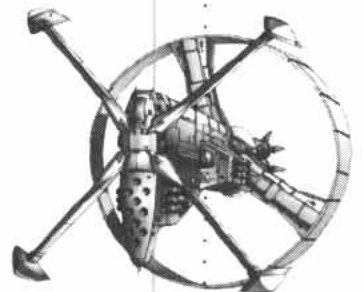
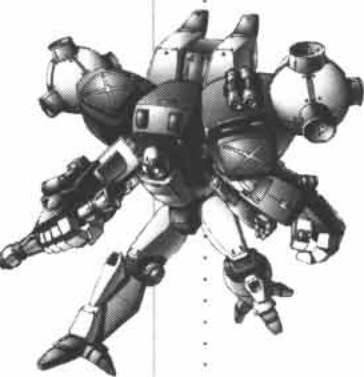
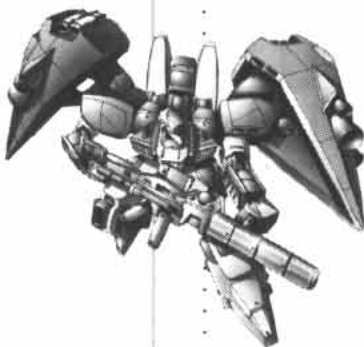
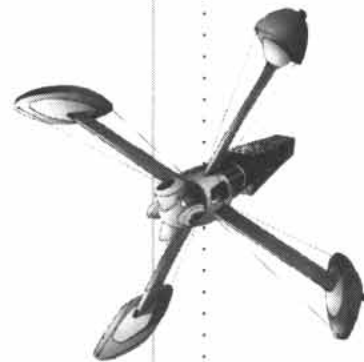
LINE SHIP: EREL-CLASS CORVETTE

The Solar sail-driven Erel corvette is a last, living allegory to the golden age of sail. Even though magsails have replaced their slower, photon-powered cousins, Mercury enjoys promoting the image of its Erels flying to the rescue. The Erel is actually a combination of two vessels. The main engine section, called the Wing, consists of a massive Solar sail or magsail, plus a rotating habitat. The combat section, called the Sword, is a heavily modified Bricriu-Class corvette. The Wing allows the corvette to keep pace with convoys while the Sword remains docked, its engines idle but on standby. Should a threat be encountered, the Sword can quickly disengage and move to intercept incoming vessels.

Options: +10 TV: Add KKC's (Prot. 5/10/15, Arc T, Rng 25/50, Acc 0/-1, Dam 4P, AP, R1, FI, St)

HEAVY SHIP: NEPHILIM

The Nephilim-class battleships are hidden ships floating in space near Mercury, waiting for attacks from other nations. Mercury has eight Nephilim, almost a match for the Jovian Majestic-class Fleet carriers. A Nephil is a huge, sleek, Solar-sail craft. Its sails are huge but black, to reduce detection (they can be photo-shifted to transparency). The Nephil is armed with Drone Bays, six kinetic kill turrets and two standard missile bays. There are two hangar bays, each carrying six exos or fighters. The ship functions as a center of defense for Mercurian space, coordinating dozens of ships.





☐ MERCHANT GUILD SECURITY CORPS FLEET LIST

Line Ships	Any number of these vessels may be included in a Fleet: Erel, Bricriu
Heavy Ships	For every three line ships, one Nephil may be taken.
Support Ships	A Mercurian Fleet may have any number of Ophanim, Seraphim and Common supply ships.
Basic Units	A Mercurian Fleet may have any number of these units: Brimstone, Explorer, Defender, Hellhound, Agares
Special-Duty Units	A Mercurian Fleet may have a pair of these units for every ten basic units: Beel, Vindicator, Hector

◇ GROUP DEFINITIONS

Mercurian standard units operate in wingman pairs. All Mercurian units must be in Groups of two identical units; the units may have different Options and Equipment, but the basic chassis must be the same. If a standard unit starts the game without a wingman, it receives 1D6 Morale counters.

At the cost of one Action from each unit involved, a two-unit Group may Group (or ungroup) with another two-unit Group, creating a four-unit Group; this change must always be clearly announced. Four-unit Groups may contain two different types of unit. Mercurian Groups cannot be larger than four units.

Mercurian line ships operate in Groups of up to three ships. At the cost of one Action, a ship may be moved from one Group and added to another; this change must always be clearly announced, and does not take effect until the End Phase. Moving to an unactivated Group does not allow the unit to act again that turn. A ship that changes Groups may not participate in any combination attacks on that turn, although it may still attack normally, without a combination bonus. Nephilim operate singly

◇ MORALE

If a Mercurian Group is reduced to a single unit, the remaining unit receives one Morale counter if it is a special-duty unit, and two Morale counters if it is a basic unit. A unit with one or more Morale counters must, at the start of its activation, exchange one Morale counter for an Overthrust or Evasion counter. A ship with Morale counters has a cumulative -1 to all its dice rolls for each Morale counter it has; the ship may spend one Action to remove one Morale counter.

Mercurian pilots have gained a well-deserved reputation as the best escort pilots in the Solar System. When any Mercurian transport or supply ship is on the battlefield, Mercurian units are not subject to the above Morale rules. Also, when in Escort mode (see page 8), Mercurian units are not subject to Morale.

☐ EQUIPMENT AVAILABILITY

COMMON EQUIPMENT:	
Standard Units:	Swarmers, All Missiles, HARM, Assault Railgun, Melee Weapons, Target Designator, Ablative Armor, Shield, EW Pod, Booster Pack, Vernier Module, Sentry Pod
Exo-Suits:	Booster Pack, Claymores, Shields, Target Designator
Ships:	Diogenes System, HEAT-Resistant Armor, Decoy Pod
RESTRICTED EQUIPMENT:	
Standard Units:	All Drone Racks, Anti-Missile System, Battle Arms, Snoopy Pod, Beam Cannon
Exo-Suits:	Toolkits
Ships:	EW Rig, Repair Bots, Target Designator
EXPERIMENTAL EQUIPMENT	
Advanced Fire Control, Executor Copilot	

TITAN ◀

Titan, the largest moon of Saturn, is a frigid world enveloped in mysterious, red-orange clouds. It revolves in near-total darkness around its giant parent, a billion kilometers beyond the asteroid belt, making it by far the most remote human settlement in the Solar system. Only the lure of vital resources — and profit — could have convinced human beings to establish a foothold in such an inhospitable location, and Titan offers both in abundance. Its icy crust is covered by huge seas of organic chemicals (mostly ethane, HC3), the only natural “oceans” in the Solar System beside Earth’s. This liquid wealth is lifted out of Titan’s light gravity well to mighty orbiting refineries, where it is converted into valuable compounds and shipped for sale throughout the Solar System. Saturn also supports a small population of scientists who monitor and maintain the automated research stations that orbit each transjovian world. The current permanent population of explorers numbers about four hundred and is located in two Intersettlement Geographic Society-sponsored bases.

Titan successfully petitioned for independence from Jupiter in 2211, a political process that had been long in the works. Titan is still greatly dependent on Jovian aid. It is not so much a nation as a highly autonomous state. Titan does not yet have a USN seat (it has a probationary seat at the moment), and thus occupies a rather interesting position in Solar politics. It’s a firm ally of the Jovians, and many Titanians consider themselves as Jovian citizens. However, one reason for the independence (which was heartily approved by the Confederation) was to dissociate Titan from any military or political policies the Confederation might pursue. If the Confederation proceeds down the path of full-scale war, Titan is very likely not to follow it.

THC SECURITY FORCES FLEET LIST □

Line Ships	Any number of these vessels may be included in a Fleet, and may be chosen from the JAF’s list of line ships.
Carriers	A Titanian Fleet may have one Forge or Intrepid for every three line ships.
Support Ships	A Titanian Fleet may have any number of Lennox-class and Common supply ships.
Basic Units	A Titanian Fleet may have any number of basic units chosen from the JAF’s list of basic units.
Command Units	A Titanian Fleet uses JAF command units with the same restrictions as the JAF Fleet List.
Special-Duty Units	A Titanian Fleet may have one Pathfinder Sniper or Intruder for every nine basic units, and one Vindicator or Mentor for every five basic units.

GROUP DEFINITIONS ◇

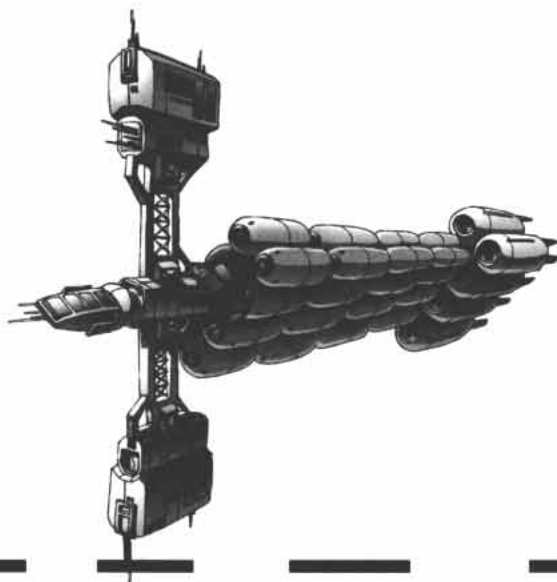
See JAF Fleet List, **Lightning Strike 2nd Edition**, page 80.

MORALE ◇

See JAF Fleet List, **Lightning Strike 2nd Edition**, page 80. Exception: due to the high number of experienced officers who have jobs with THC, the Titanian Morale Threshold is 2.

EQUIPMENT AVAILABILITY ◇

See JAF Fleet List, **Lightning Strike 2nd Edition**, page 80. Exception: Proximity Mines are not available to Titanian forces.



► NOMADS



The Asteroid Belt was first colonized as a mining venture in the 2030's. With the troubled times of Earth and the resulting introversion of the Solar nations, the various Belt mining concerns lost money and faded away. Over the next century, the Belt became a place for refugees to build new homes for themselves, far away from the stifling inner system and ignored by the Solar nations.

These modern-day Nomads have colonized small asteroids, outfitting them with gravity wheels and thrusters to make them habitable. Their numbers have remained rather constant for the past few decades. As new groups of refugees move into the Belt, a steady stream of Nomads decides to give up wandering and join one of the Solar nations. Abandoned colonies are quickly reoccupied and refitted and continue on their journeys under new ownership.

Every Nomad colony is directed in a different way. Some are ruled single-handedly by "chiefs," while others operate on nothing more than mutual politeness. Laws and customs also vary widely. The only true inter-colony law that all Nomads adhere to is the age-old Golden Rule. They do not meddle in the affairs of others and expect to receive the same consideration in return. On the international scene, approximately thirty of the larger colonies have formed a loose association in order to speak for Nomad interests at the USN Assembly. Most of the participating colonies are situated in the Asteroid Belt, so their seats at the Assembly chamber are labeled "Belt." The colonies that choose not to participate in this token entry into politics truly do not care what goes on outside the boundaries of their tiny domains, Nobody speaks for them, which is exactly the way they want things.

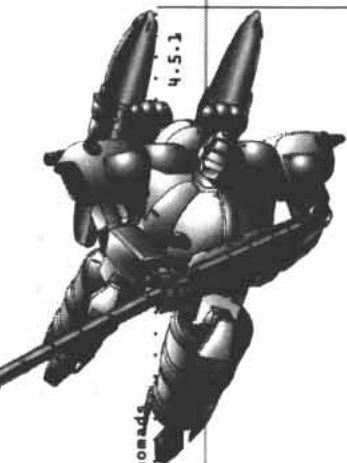
As a rule, Nomads tend to exclude themselves from tensions between the Solar nations. They are not merely neutral, but almost totally uninterested as well. Thus, the tribes have no standing military nor any sort of provision for one. If a crisis does arise, the Nomads are well prepared to surrender unconditionally if diplomacy and bribery should fail. Some of the larger and wealthier colonies maintain a few obsolete exo-suits and space fighters for border patrol against pirates, but these would prove to be little or no obstacle to a determined invasion force.

The Nomads continue to prefer isolation, but events seem to be conspiring against them. For decades, the Jovians and Martians have allowed the Nomads the first choice of mining asteroids, and have otherwise left them alone. In the recent past, however, representatives from Jupiter, CEGA and Mars have been visiting the major Nomad colonies and probing their willingness to become affiliated with one or the other. The tribes now feel trapped by the location that was once such a suitable sanctuary. If they accept the foreign proposals, they will be forced back into the international politics that they so despise; if they refuse, they fear that the nations will eventually move in by force. The current stance among the sponsors of the Nomad delegation to the USN is to gently explore a deeper relationship with Jupiter or Mars.

▼ THE NOMAD FLEETS

The Nomad military, if it can be considered as such, is whatever loose collection of clan forces that can be gathered to respond to a given threat. Most clans have agreed that, in the event of an invasion from outside, all internal conflicts are to be put aside in favor of fighting a common foe. A few training exercises and informal "wargames" have been held, but most people, Nomad and Solar national alike, tend to regard the idea of an organized Nomad military as something of a joke.

However, most intelligence analysts in the Solar nations look toward the Belt with some apprehension, noting that many of the Nomads are masters of stealth, improvisation and demolitions. Despite their lack of centralized command, they also have an extremely efficient system of communication and always seem to know when their territory is being trespassed upon. They are especially aware that in past centuries, seemingly disorganized mobs of skilled guerillas have proven to be remarkably effective against commonly-accepted military tactics.



NOMAD PROVISIONAL NAVY FLEET LIST

Line Ships	Any number of these vessels may be included in a Fleet: Bricriu, common ships
Support Ships	A Nomad Fleet may have any number of Common supply ships.
Basic Units	A Nomad Fleet may have any number of these units: Lancer, Sky Stalker, common units
Special-Duty Units	A Nomad Fleet may have one of these units for every eight basic or common units: Explorer, Defender, Hellhound

GROUP DEFINITIONS

Tests and practice runs have shown that the Nomad personality is not well suited to conventional military command and control. Up to 30% of a Nomad force's standard units (calculate based on TV) may be Grouped according to the rules for Grouping Martian Free Republic units; the remaining units operate alone, and may not be Grouped at all.

Nomad ships operate singly.

MORALE

Nomads are quite possibly the most stubborn individuals in the Solar System. They are not affected appreciably by Morale; until the job is done, they won't let go.

EQUIPMENT AVAILABILITY

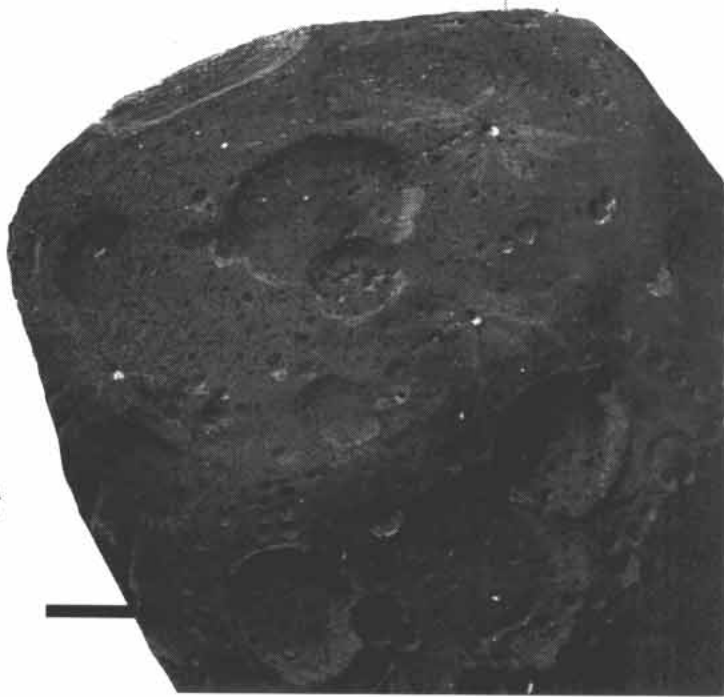
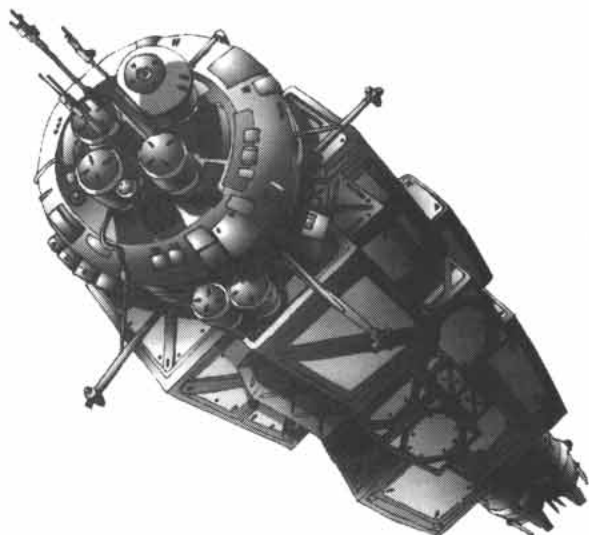
COMMON EQUIPMENT:	
Standard Units:	Swarmers, All Missiles, HARM, Assault Railgun, Melee Weapons, Target Designator, Ablative Armor, Shield, EW Pod, Booster Pack, Vernier Module, Sentry Pod
Exo-Suits:	Booster Pack, Claymores, Shields, Target Designator
Ships:	Diogenes System, HEAT-Resistant Armor, Decoy Pod
RESTRICTED EQUIPMENT:	
Standard Units:	Anti-Missile System, Battle Arms, Snoopy Pod, Beam Cannon
Exo-Suits:	
Ships:	EW Rig, Repair Bots, Target Designator
EXPERIMENTAL EQUIPMENT	
	EW Rig, Repair Bots, All Drone Racks

SPECIAL RULES

All Nomad Exo-suits have Toolkits for free, get +2 to rolls during boarding actions, and get +2 to their Close Combat rating (instead of +1) when carrying Claymores.

Nomad ships get +2 to their Damage Control rating.

Nomad standard units may move through debris fields and rock fields without making a Skill check.





4.6



► STRIKE

The coiled snake emblem of STRIKE is infamous throughout the human worlds. Formed in 2190 by a group of rebellious Terran senators and military officers, STRIKE's outward goal is the reunification of Mankind under one government. The inner workings of this shadowy organization, however, are as much of a mystery to the Solar system as the origin of the group's name. They have claimed responsibility for dozens of acts of terrorism over the past twenty years, and have been accused of many more. At the same time, rumors abound of shipwrecked crews rescued by STRIKE exo-armors and of other acts of altruism. Besides freedom fighting/terrorist activities, STRIKE is a major political thorn to all nations inside the lunar sphere.

Many believe that leadership shifts regularly between forces of megalomania and moderation within STRIKE's power structure, an idea reinforced by the erratic behavior of the group. STRIKE has been relatively quiet for a few years, but during that time, international intelligence agencies are noting a rise in the unaccounted-for disappearance of officers and materiel from all the Solar System's militaries. Many recent attacks on shipping, attributed to piracy, have been noted as being distinctly more organized and cleanly executed than most pirate attacks. The consensus at the moment is that when STRIKE rears its head again, it will have enough firepower to seriously threaten even the major Solar nations' militaries.

STRIKE possesses a staggering amount of material. Dozens of exo-armors and fighters have been brought by defecting pilots, entire ships have been hijacked, and rumors of a secret chopshop-cum-manufacturing facility persist in some of the wilder espionage reports. STRIKE also has sympathizers in every nation, who provide the organization with medical supplies, food, information and, most importantly, recruits.

4.6.1

▼ STRIKE FLEET LIST

STRIKE has access to any units from any military or civilian organization in the Solar System; if it's been manufactured, they're likely to have stolen a few units of it at some point. STRIKE may have any number of basic units, line ships, support ships and HDF units and ships; each unit or ship costs 10% more (round up to nearest integer) TV than normal. STRIKE may have any number of command units, special-duty units and carriers; each unit or ship costs 30% more (round up to nearest integer) TV than normal. STRIKE may have one elite unit, heavy ship or special-operations ship for every twenty other units in the Fleet; each unit or ship costs 50% more (round up to nearest integer) TV than normal.

4.6.2

▼ GROUP DEFINITIONS AND MORALE

For Group Definition, see the JAF Fleet List, **Lightning Strike 2nd Edition**, page 80.

If STRIKE can be said to have a weakness, it is that its serpent seems to have many heads, each with its own ideas of who's in charge. The result is that in any given STRIKE force, several conflicting viewpoints will be represented, causing dissension even on the battlefield. Although STRIKE pilots and crews are generally hardened veterans, their willingness to squabble in combat often causes opponents to scratch their heads in wonder as STRIKE units engage in seemingly insane behavior.

Whenever an enemy ship, command unit, elite unit, or Group of standard units is destroyed, the enemy Player may choose one STRIKE Group or ship. Whenever the STRIKE force loses an elite unit, heavy ship or special-operations ship, the STRIKE Player may choose one of his Groups or ships. The STRIKE Player rolls one die, consults the table below, and applies the result immediately.

▣ UNIT BEHAVIOR

1	The unit moves as fast as possible toward the nearest permissible exit edge, and leaves the battle.
2	The unit suffers a Stun hit.
3	The unit must Overthrust or Evade in its next Activation.
4	The unit immediately removes any Stun counters, or repairs a single damage box.
5	The unit gets a +1 bonus to all its combat rolls for the rest of the tabletop battle.
6	Roll again. Also, select another STRIKE unit, and make a roll on this table for that unit, as well.

◇ EQUIPMENT AVAILABILITY

As with other military hardware, STRIKE can get its hands on just about anything. Use the CVNA Equipment Availability Table (**Lightning Strike 2nd Ed.**, page 91).

end of section 4.6 strike

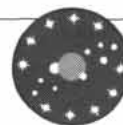
UNITED SPACE NATIONS ◀

Much like its predecessor on Earth, the United Space Nations (USN) is a chartered organization whose purpose is to promote humanitarian relations between nations. However, its scope is greater than that of the old United Nations; it is more concerned with the politics between planets than on them. Thus, the various non-CEGA states on Earth are afforded little power in the USN Assembly.

The existence of only eight voting positions in the USN has greatly simplified matters of organization. Unfortunately, this situation also makes it difficult for nations to stay uninvolved in disputes, since nearly every decision will have some effect on every member. Over the years, two "voting groups" have developed, although they are not formal associations. The Jovians, Martian Free Republicans and Mercurians tend to vote together, while CEGA, Venus and the Martian Federation form an opposing group. The Belt and the Independent States on Earth are wild cards; their decisions are motivated solely by their shared desire to be left alone. In recent months, however, these two members have been siding with the Jovian-Republic-Mercurian faction, leading to increasing frustration on the part of CEGA. Though they are normally on the Jovians' side, Titan's probationary seat gives them a voice, but not a vote.

The USN Assembly is made up of delegates sent from every participating nation. Earth and Mars are the only worlds that send more than one team of representatives to the Chambers at Pyrea; Mars sends two, and Earth supports a whopping twelve recognized governments in addition to CEGA (although these small nations have little power over the remainder of the Solar system). The CEGA group contains representatives from the homeworld, the Moon and the orbital colonies. For the purposes of international representation, the Nomads have chosen to send one team to speak for all of them.

When decisions in the Assembly must be made, a vote among nations is taken. Each recognized nation is allowed one vote, with the exception of the twelve non-CEGA Terran powers, who must share one vote between them. This policy is maintained mostly to appease CEGA, which does not want its rivals for the control of Earth to have many times its voting power in the USN. CEGA, in turn, is allowed only one vote between Earth, the Moon and the Orbitals for exactly the same reasons, this time from the perspective of the rest of the Solar system.



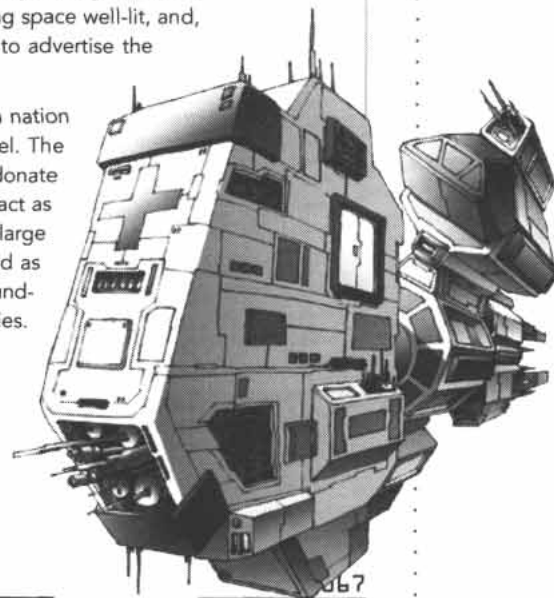
4.7

SOLAR CROSS ▼

The Solar Cross is a neutral corps dedicated to providing professional medical care to people traveling or inhabiting the vast reaches of international space. The hospital ships of the Solar Cross are considered non-aggression zones; no combat activity whatsoever is permitted in and around these vessels. Problems do occasionally arise, though, when pirates and criminals elude pursuit by authorities by entering a hospital's safe zone. The Copernicus incident of 2210 has cast some serious doubt onto the ability of the Solar Cross to perform its duties during open conflict.

The symbol of the Solar Cross is a red cross on a white background. This symbol carries no intentional religious connotations; it was retained because of its simplicity and ease of recognition. The ships of the Solar Cross are immediately recognizable by their pure white paint scheme broken only by the organization's insignia emblazoned upon the hull. Banks of spotlights keep the ship and surrounding space well-lit, and, coupled with the radio beacon that constantly broadcasts the ship's location, serve to advertise the presence of neutral medical aid.

The Solar Cross is funded and equipped by the entire human community, with each nation contributing a hefty, yet entirely voluntary, amount of money, materiel and personnel. The Jovians provide mostly shuttles and exo-suits, CEGA offers ship hulls, the Martians donate pharmaceuticals, and so on. Ships tend to be very large, since they must be able to act as fully functional hospitals and patient care units while at the same time supporting a large complement of daughtercraft (usually exo-suits, shuttles and old exo-armors outfitted as rescue units). The ships themselves are unarmed; the 100-kilometer neutral zone surrounding each Solar Cross vessel is enforced only by the cooperation of the zone's beneficiaries.



4.7.3



4.7.2

▼ THE MAILED FIST OF PEACE

The founders of the USN realized that unlike its predecessor, this new international organization would need more than a World Court and a few peacekeeping troops to maintain order among the Solar nations. The USN Guard is the military arm of the USN, tasked with patrol, security, escort, and if necessary, open combat. The USN Guard uses vehicles and ships purchased at discount from the various Solar nations, and is staffed by enthusiastic volunteers from across the Solar System.

▣ USN GUARD FLEET LIST

Line Ships	Any number of these vessels may be included in a Fleet: Bricriu, Corsair, Hachiman, Thunderbolt
Carriers	For every three line ships, one carrier may be taken: Intrepid, Tengu
Heavy Ships	For every fifteen line ships, one heavy ship may be taken: Senator, Poseidon
Support Ships	A USN Fleet may have any number of Common supply ships.
Basic Units	A USN Fleet may have any number of these units: Decker, Defender, Explorer, Lancer, Minotaur, Sabertooth, Sky Stalker, Syreen, Wraith
Special-Duty Units	A USN Fleet may have one of these units for every four basic units: Oni, Pathfinder, Wyvern

◇ GROUP DEFINITIONS

Any number of standard units, from one to four units, may constitute a Group. These Groups must be defined before play and must be clearly marked. At the cost of one Action, a unit may be removed from one Group and added to another; this change must always be clearly announced. Moving to an unactivated Group does not allow the unit to act again that turn. USN ships always operate singly, never in Groups.

◇ MORALE

See JAF Fleet List, **Lightning Strike 2nd Edition**, page 80.

◇ EQUIPMENT AVAILABILITY

COMMON EQUIPMENT:	
Standard Units:	Swarmers, All Missiles, HARM, Melee Weapons, Target Designator, Ablative Armor, Shield, EW Pod, Booster Pack, Vernier Module, Sentry Pod
Exo-Suits:	Booster Pack, Claymores, Shields, Target Designator
Ships:	EW Rig, HEAT-Resistant Armor, Decoy Pod
RESTRICTED EQUIPMENT:	
Standard Units:	Advanced Fire Control, All Drone Racks, Anti-Missile System, Assault Railgun, Battle Arms, Snoopy Pod, Beam Cannon
Exo-Suits:	Toolkits
Ships:	Target Designator, Diogenes System
EXPERIMENTAL EQUIPMENT	
none	

◇ SPECIAL RULES

The USN may also purchase Solar Cross Hospital ships; these ships have the same abilities as described in the Expanded Campaign section.

TRACES

These are counters used to represent a sensor trace; Players use them to represent unidentified ship types on the Strategic Map. The counter must thus be small enough to fit in the Zones on the Solar System map. At any time, a Player may have about a dozen of these floating around. Photocopy as many as will be needed, with a few to spare — just in case.



NEUTRAL SHIPS

These counters are used to represent non-combat ships. Again, photocopy as many as will be needed.



FLEET SHIPS

These are the same as the Neutral Ships counters, only they represent military fleets.



EVENT COUNTERS

These counters are used to represent events that are happening in a certain location in the Solar System. See the various R&D cards and the campaign rules.



COLONIES

These represent strategically important colonies or cities. See the various R&D cards and the campaign rules.



STATIONS

These represent strategically important stations and outposts. See the various R&D cards and the campaign rules.





ZONE #1 Faction:None Resources Prod.:0 Travel Time:1 Concealment Value:0 Reg. of Obstacles:None Fixed Defense:None Settlements:None	ZONE #2 Faction:Mercury Resources Prod.:7 Travel Time:1 Concealment Value:0 Reg. of Obstacles:None Fixed Defense:T2D, S3D Settlements:V	ZONE #3 Faction:Mercury Resources Prod.:12 Travel Time:1 Concealment Value:0 Reg. of Obstacles:J1D, F1D Fixed Defense:S4D Settlements:M-LRG, M-LFG
ZONE #4A Faction:Mercury Resources Prod.:2 Travel Time:1 Concealment Value:1 Reg. of Obstacles:None Fixed Defense:None Settlements:V	ZONE #4B Faction:Mercury Resources Prod.:2 Travel Time:1 Concealment Value:1 Reg. of Obstacles:None Fixed Defense:None Settlements:V	ZONE #5 Faction:Mercury Resources Prod.:1 Travel Time:1 Concealment Value:1 Reg. of Obstacles:None Fixed Defense:None Settlements:V
ZONE #6 Faction:Venus Resources Prod.:15 Travel Time:1 Concealment Value:0 Reg. of Obstacles:X2D, F3 Fixed Defense:M3, N1D, T2D, V2 Settlements:V	ZONE #7 Faction:Venus Resources Prod.:5 Travel Time:2 Concealment Value:0 Reg. of Obstacles:X1D, F3, J2D Fixed Defense:T2, S2D, M2, N2 Settlements:S-MRO, S-MFO, MBG	ZONE #8A Faction:Venus Resources Prod.:4 Travel Time:2 Concealment Value:1 Reg. of Obstacles:F2D, F2 Fixed Defense:S1D, N1 Settlements:SFO, V
ZONE #8B Faction:Venus Resources Prod.:4 Travel Time:2 Concealment Value:1 Reg. of Obstacles:J2D, F2 Fixed Defense:S1D, N1 Settlements:SFO, V	ZONE #9 Faction:Venus Resources Prod.:2 Travel Time:2 Concealment Value:1 Reg. of Obstacles:J1D Fixed Defense:S2, N1 Settlements:V	ZONE #10 Faction:Cega Resources Prod.:12 Travel Time:1 Concealment Value:0 Reg. of Obstacles:F2D Fixed Defense:M2D, T4D, V3 Settlements:V
ZONE #11 Faction:Cega Resources Prod.:10 Travel Time:2 Concealment Value:0 Reg. of Obstacles:A1D,C1D,J1D,F1D,R1D Fixed Defense:M1D, T2, S1D, V1 Settlements:S-LRO, S-LFO, S-LBO, V	ZONE #12 Faction:Cega Resources Prod.:8 Travel Time:1 Concealment Value:0 Reg. of Obstacles:C1D, J1D, F2 Fixed Defense:M3, T2 Settlements:V	ZONE #13A Faction:Cega Resources Prod.:4 Travel Time:2 Concealment Value:1 Reg. of Obstacles:A2D, C1D, R2D Fixed Defense:M1D, S2D Settlements:S-LFO, S-LBO, V
ZONE #13B Faction:Cega Resources Prod.:4 Travel Time:2 Concealment Value:1 Reg. of Obstacles:A2D, C1D, R2D Fixed Defense:M1D, S2D Settlements:S-LFO, S-LBO, V	ZONE #14 Faction:Cega Resources Prod.:2 Travel Time:2 Concealment Value:2 Reg. of Obstacles:A2, C1D, R1D Fixed Defense:S1D Settlements:SFO, SBO, V	ZONE #15 Faction:Federation Resources Prod.:12 Travel Time:1 Concealment Value:0 Reg. of Obstacles:A1D, F2, J2, X2D Fixed Defense:T1D, S2D, V2 Settlements:V

ZONE #16 Faction:Republic Resources Prod.:9 Travel Time:1 Concealment Value:0 Reg. of Obstacles:A1D, F2, J2, X2D Fixed Defense:T1D, S1D, V1 Settlements:V	ZONE #17 Faction:Republic/Federation Resources Prod.:8 Travel Time:2 Concealment Value:1 Reg. of Obstacles:A1D,J1D,F1D,X1D Fixed Defense:None Settlements:S-MRO, S-MFO, V	ZONE #18A Faction:Federation Resources Prod.:4 Travel Time:2 Concealment Value:2 Reg. of Obstacles:A1D, R1D, C1D Fixed Defense:M2, T1, S1D Settlements:SFO, V
ZONE #18B Faction:Republic Resources Prod.:3 Travel Time:2 Concealment Value:2 Reg. of Obstacles:A1D, R1D, C1D Fixed Defense:M1, T1, S1D Settlements:V	ZONE #19 Faction:None Resources Prod.:1 Travel Time:2 Concealment Value:2 Reg. of Obstacles:C1D, A1D Fixed Defense:None Settlements:V	ZONE #20A Faction:Nomad Resources Prod.:1 Travel Time:2 Concealment Value:3 Reg. of Obstacles:A3D, C2D, R2D Fixed Defense:S2 Settlements:N,V
ZONE #20B Faction:Nomad Resources Prod.:1 Travel Time:2 Concealment Value:3 Reg. of Obstacles:A3D, C2D, R2D Fixed Defense:S2 Settlements:N,V	ZONE #20C Faction:Nomad Resources Prod.:1 Travel Time:2 Concealment Value:3 Reg. of Obstacles:A3D, C2D, R2D Fixed Defense:S2 Settlements:N,V	ZONE #20D Faction:Nomad Resources Prod.:1 Travel Time:2 Concealment Value:3 Reg. of Obstacles:A3D, C2D, R2D Fixed Defense:S2 Settlements:N,V
ZONE #21A Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A4D, C2D, R3D Fixed Defense:S2 Settlements:N,V	ZONE #21B Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A4D, C2D, R3D Fixed Defense:S2 Settlements:N,V	ZONE #21D Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A4D, C2D, R3D Fixed Defense:S2 Settlements:N,V
ZONE #21D Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A4D, C2D, R3D Fixed Defense:S2 Settlements:N,V	ZONE #22A Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A2D, C1D, R1D Fixed Defense:S2 Settlements:N,V	ZONE #22B Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A2D, C1D, R1D Fixed Defense:S2 Settlements:N,V
ZONE #22C Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A2D, C1D, R1D Fixed Defense:S2 Settlements:N,V	ZONE #22D Faction:Nomad Resources Prod.:1 Travel Time:3 Concealment Value:3 Reg. of Obstacles:A2D, C1D, R1D Fixed Defense:S2 Settlements:N,V	ZONE #23 Faction:Nomad Resources Prod.:4 Travel Time:1 Concealment Value:1 Reg. of Obstacles:C1D, J1D, F2 Fixed Defense:T3, S1D Settlements:V



ZONE #24 Faction: Nomad Resources Prod.: 4 Travel Time: 2 Concealment Value: 1 Reg. of Obstacles: A1D, C1D, R1D Fixed Defense: S1D Settlements: N, V	ZONE #25 Faction: Jovian Resources Prod.: 19 Travel Time: 1 Concealment Value: 1 Reg. of Obstacles: J1D, F2D Fixed Defense: T3D, V2 Settlements: V	ZONE #26 Faction: Jovian Resources Prod.: 5 Travel Time: 1 Concealment Value: 0 Reg. of Obstacles: F3D, J1D Fixed Defense: T3D, S2D, V1 Settlements: S-LRG, S-LFG, S-LBG, N, V
ZONE #27 Faction: Jovian Resources Prod.: 3 Travel Time: 2 Concealment Value: 2 Reg. of Obstacles: A1D, C1D, R1D, F1 Fixed Defense: T1D, S1D Settlements: N, V	ZONE #28A Faction: Jovian Resources Prod.: 1 Travel Time: 3 Concealment Value: 3 Reg. of Obstacles: A3, C1D, R1D Fixed Defense: S1D Settlements: N, V	ZONE #28B Faction: Jovian Resources Prod.: 1 Travel Time: 3 Concealment Value: 3 Reg. of Obstacles: A3, C1D, R1D Fixed Defense: S1D Settlements: N, V
ZONE #29 Faction: Jovian Resources Prod.: 6 Travel Time: 1 Concealment Value: 0 Reg. of Obs: A3D, C1D, J1D, F1D, R2D Fixed Defense: M1D, T2D, S1D, V1 Settlements: S-LRG, S-LFG, S-LBG, N, V	ZONE #30 Faction: Jovian Resources Prod.: 3 Travel Time: 2 Concealment Value: 2 Reg. of Obstacles: A2D, C1D, R1D Fixed Defense: M1D, S1D Settlements: N, V	ZONE #31 Faction: Jovian Resources Prod.: 1 Travel Time: 3 Concealment Value: 3 Reg. of Obstacles: A3, C1D, R1D Fixed Defense: S1D Settlements: N, V
ZONE #32 Faction: Jovian Resources Prod.: 6 Travel Time: 1 Concealment Value: 0 Reg. of Obs: A3D, C1D, J1D, F1D, R2D Fixed Defense: T3D, S1D, V1 Settlements: S-LRG, S-LFG, S-LBG, N, V	ZONE #33 Faction: Jovian Resources Prod.: 3 Travel Time: 2 Concealment Value: 2 Reg. of Obstacles: A2D, C1D, V1 Fixed Defense: T1, S1D Settlements: N, V	ZONE #34 Faction: Jovian Resources Prod.: 1 Travel Time: 3 Concealment Value: 3 Reg. of Obstacles: A3, C1D, R1D Fixed Defense: S1D Settlements: N, V
ZONE #35 Faction: Jovian Resources Prod.: 1 Travel Time: 4 Concealment Value: 3 Reg. of Obstacles: C2D, R2 Fixed Defense: S1 Settlements: N, V	ZONE #36 Faction: Titan Resources Prod.: 3 Travel Time: 1 Concealment Value: 2 Reg. of Obstacles: C3D, R2D Fixed Defense: S1D Settlements: V	ZONE #37 Faction: Titan Resources Prod.: 15 Travel Time: 1 Concealment Value: 1 Reg. of Obstacles: C1D, J2, F2 Fixed Defense: T1D, S1D, V1 Settlements: SRG, SFG, V
ZONE #38 Faction: Titan Resources Prod.: 2 Travel Time: 2 Concealment Value: 3 Reg. of Obstacles: C1D, R1D Fixed Defense: S1 Settlements: V	ZONE #39A Faction: Uninhabited Resources Prod.: 0 Travel Time: 4 Concealment Value: 4 Reg. of Obstacles: C1D Fixed Defense: None Settlements: None	ZONE #39B Faction: Uninhabited Resources Prod.: 0 Travel Time: 4 Concealment Value: 4 Reg. of Obstacles: C1D Fixed Defense: None Settlements: None

R&D MINING STATION

A high-output Mining Station (or refinery, port, or business center) has been placed at your disposal to take advantage of local resources. Place a Station counter in one of your Home Zones; keep track of the Station's number. Each Economic Segment, the Mining Station provides two additional Resource Points.

The Station is a standard Valhalla with a standard crew, surrounded by 12 asteroids and 18 rock fields (in addition to normal Obstacles for the Zone).

R&D INDEPENDENT ACE

A mercenary or bush pilot has allied him- or herself with one of your Home Zones. Place an Event counter in one of your Home Zones; keep track of the Event's number. The Ace cannot leave the Zone, but can join any defending force. If the Zone is occupied, the Ace is removed from the map. Roll one die to see what kind of Ace and vehicle you get:

1-2: Level 3, Any single Perk, any Basic Unit
3-4: Level 3, any Basic, Command, or Special-Duty Unit
5-6: Level 2, Bonus 1, any Elite Unit

R&D TOP GUN

Enhanced training programs have produced a crop of excellent pilots, some of whom have been assigned to your command. Select up to three non-Ace standard units in your Main Fleet. These standard units are now piloted by Aces.

Roll one die for each unit to see what kind of Ace and vehicle you get:

1-2: Level 2, Bonus 1
3-4: Level 2, Any single Perk
5-6: Level 3

R&D LOGISTICAL LEGERDEMAIN

An experienced and skilled staff of pencil-pushers maximizes the efficiency of your faction's garrison forces. Your Emergency Reserve is increased by a number of TV Points equal to 5% of the Main Fleet's starting TV.

R&D MANUFACTURING COLONY

A Manufacturing Colony (or refinery, port, or business center) has been placed at your disposal to take advantage of local resources. Place a Station counter in one of your Home Zones; keep track of the Station's number. Each Economic Segment, the Colony provides two additional Resource Points.

The Colony is a mid-sized (Protection 25/50/100, Structure 50) Manufacturing cylinder with the maximum number of components.

R&D TECHNOLOGICAL LEAP

A single item of Equipment (see your faction's Fleet List) may be changed from Experimental to Restricted, or from Restricted to Common.

R&D NUKES

Either by political leverage, blackmail or outright bribery, you have been given the authority to use nuclear weapons. Before each Battle Segment, you may assign up to two ships or standard units as delivery vehicles. These carries a single nuke in one weapon. If the nuke is unused, it is simply removed at the end of the Battle Segment with no penalty.

In the Aftermath Segment following the use of a Nuke, all your Home Zones lose 1d6 Morale Levels; roll separately for each Zone.

If your nuke destroys a target that directly causes you to complete your campaign objective, this counts only as a partial success.

R&D RESIDENTIAL COLONY

A Residential Colony has been placed at your disposal to help house your faction's populace. Place a Station counter in one of your Home Zones; keep track of the Station's number. The Home Zone gets a one-time Morale boost of 5 Levels. Each Economic Segment, the Colony provides one additional Resource Point. The Colony is a mid-sized (Protection 25/50/100, Structure 50) Residential cylinder with half the maximum number of components.

R&D MILITARY BASE

A Military Base has been placed at your disposal to manufacture and muster military units. Place a Station counter in one of your Home Zones; keep track of the Station's number. The Base may be used as a Manufacturing site for standard units and ships; standard units built at the Base may be purchased for 1 TV less than the normal TV cost.

The Base is a large (Protection 30/60/120, Structure 75) Military cylinder with the maximum number of components.



R&D MILITARY OUTPOSTS

Two Military Outposts have been placed at your disposal to manufacture and muster military units. Place two Station counters in any of your Home Zones; keep track of each Station's number. The Outposts may be used as Manufacturing sites for standard units and ships; any units or ships built at an Outpost may be purchased for 1 TV less than the normal TV cost. The Outposts are standard Valhallas with standard crews and 8 free-floating colony weapons turrets placed within 100 cm.

R&D MINING OUTPOSTS

Three Mining Outposts have been placed at your disposal to take advantage of local resources. Place three Station counters in any of your Home Zones; keep track of each Station's number. Each Economic Segment, each Outpost provides one additional Resource Point. The Outposts are unarmed Valhallas with standard crews, surrounded by 8 asteroids and 12 rock fields (in addition to normal Obstacles for the Zone).

R&D MILITIA

A local paramilitary or security department has been put at your disposal. Place an Event counter in one of your Home Zones; keep track of the Event's number. Any attack on that Zone may be met with a free force equal to 20% of your faction's starting Emergency Reserve TV total. This local force does not subtract from your normal Emergency Reserve, but is built and operates according to Emergency Reserve restrictions (limited unit selection, vanishes at end of turn, etc). The Militia cannot leave the Zone, but may join or be joined by any defending force. If the Zone is occupied, the Militia is removed from the map.

R&D SKILLED POLITICIAN

A well-known and popular political figure has put his or her support behind your mission and goals. Place an Event counter in one of your Home Zones; keep track of the Event's number. The Politician gives you +2 to rolls to influence Morale in that Zone, and you get three extra Resource Points per Morale Level when exchanging Morale for extra Resources in that Zone. The Politician cannot leave the Zone. If the Zone is Occupied, the Politician is removed from the map.

R&D FRONTIER

Your faction deploys an experimental system designed to quickly identify unknown interlopers. Choose one of your Home Zones and mark it with an Event counter; keep track of the Event's number. Whenever a Trace in that Zone must check to see if it must be revealed, you may choose to apply a -2 penalty to the roll.

R&D SHIPYARD

A Shipyard has been placed at your disposal to help manufacture and muster military units. Place a Station counter in one of your Home Zones; keep track of the Station's number. The Base may be used as a Manufacturing site for standard units and ships; ships built at the Base may be purchased for 5 TV less than the normal TV cost. The Shipyard is a large (Protection 30/60/120, Structure 75) Military cylinder with the maximum number of components.

ESPIONAGE HIGH-RANK. TRAITOR

Your agents have succeeded in subverting a high-ranking officer or politico in your enemy's faction. You may play this card to gain [[one]] of the following benefits:

- Reduce a single hostile Zone's Morale by an amount equal to the roll of one die.
 - For one Movement Segment, all of your Traces in a single opponent's Home Zones automatically pass their reveal rolls. They may still be revealed, however, by Intelligence and cards.
 - For one Battle Segment, one opponent's Emergency Reserve is reduced by 25%.
- After using this card once, shuffle it back into the deck.

ESPIONAGE TURNCOAT SOLDIER

Your agents have succeeded in subverting a pilot in your enemy's fleet. Play this card before rolling initiative in any turn of a battle. One of your opponent's standard units immediately comes under your control, and joins your Main Fleet as an independent unit. After using this card, shuffle it back into the deck. If this card is used to take over an Ace or Elite unit, the Ace or Elite unit is returned to the owner at the end of the battle (temporary mind control?).

ESPIONAGE STOLEN TECH

A single item of Equipment that is not available to your fleet is now available as Experimental Equipment. Alternatively, a single item of Equipment may be changed from Experimental to Restricted.

ESPIONAGE

ASSASSINATION

A black ops team is sent to eliminate an enemy officer. After any tabletop battle in which an enemy Ace participated, you may play this card. Roll one die and apply the result immediately. (This card may also be used at any time against Independent Aces, Politicians, and other R&D Events that represent people)

1-3: Ace is alive, but seriously injured; he may not be used until the next Campaign Turn

4: Ace is killed messily; media fallout costs you 5 Campaign Points

5-6: Ace is killed cleanly; you get away scot-free

ESPIONAGE

SABOTAGE

A black ops team is sent to plant charges and monkeywrench critical systems in an enemy fleet. Play this card before any tabletop battle. At any time after setup, you may do one of the following:

- select one component or location on one ship. That component or location is immediately Overkilled.
- select any two standard units. The units immediately gain both a Stun and a Crippling counter (Reinforced Systems and Multiple Redundancy do not apply).

ESPIONAGE

STEALTH

Exceptional counterintelligence and maneuvering has persuaded the entire Solar System that one of your fleets is hundreds of thousands of kilometers from its real location. Play this card during the Battle Segment. Choose one of your fleets. For the entire Battle Segment, that fleet may not be engaged in battle, but that fleet may also not attack any fleets, counters or objectives.

ESPIONAGE

DEMOLITION

A black ops team is sent to a Zone to destroy production facilities and refineries. Play this card at any time. Choose a Zone, roll one die, and apply the result immediately.

1-2: The team fails or is captured; you lose 2 Campaign Points.

3-6: The Zone's Resource Production is reduced by one, permanently.

ESPIONAGE

MEDIA BLACKOUT

Play this card at any time the Morale of one or more of your Home Zones is reduced as a result of a single event (e.g. terrorist attack, losing a battle, using a nuke, etc). The Morale cost for all affected Zones is ignored.

ESPIONAGE

CANDID CAMERA

A fortuitously-placed observer or spy has gotten excellent data on a passing fleet. Play this card at any time. Pick a single fleet counter. That fleet's exact contents are immediately revealed to you. None of the other players need to be told about this knowledge, and the moderator should // not// inform the fleet's admiral that his fleet has been thus inspected.

ESPIONAGE

HIDDEN UNITS

A skilled intel analyst predicts the likely location of the next battle, allowing you to prepare the way.

At the start of the next battle, after Obstacles are placed, you may select up to 20% of your force to be hidden on the tabletop before anyone sets up. The hidden units are marked with counters, and are considered Cloaked at Rating 2. If the units are hidden inside Obstacles, the counters may be placed under the Obstacle miniature or counter, thus completely hiding them from the enemy player(s) until they are revealed by taking an Action.

ESPIONAGE ZONET CORRESPONDENT

After receiving an "anonymous" tip, the Zenith Orbital Network sends a star investigative journalist out to report military activity to the public.

Play this card at the start of the Economic Phase. Place an Event counter on any Zone; keep track of the Event's number. Any Traces in the Zone (or that move into the Zone) are immediately revealed. The rosters of all revealed fleets are visible to all players. Once a fleet leaves the Zone, it may re-hide itself as normal.

In each Aftermath Segment, roll one die; on a 5 or 6, remove the Correspondent from the map.

ESPIONAGE

SNEAK ATTACK


Using both espionage and navigational acumen, a portion of your fleet manages to sneak unseen through a Zone. Use this card at the end of the Movement Segment, after all reveal rolls have been made.

Pick any number of units from a single fleet counter, up to a total of 250 TV. These units become a new Trace, which may be placed in any adjacent Zone.


DEFENDER

by Dream Pod 9

EXO-ARMOR



MARTIAN FORCES




TV:	6	ACTIONS:	1	SIZE:	3
E-TRONICS:	1	MOVE:	5/10	FACING:	Exo
AVOIDANCE:	0/-2	PROTECT:	5/10/14, 5/10/14		
PERKS/FLAWS: Close Combat (2).					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Beam Cannon	F	C/10/25	0	4/3/2 E	


EXPLORER

by Dream Pod 9

EXO-ARMOR



MARTIAN FORCES




TV:	7	ACTIONS:	1	SIZE:	3
E-TRONICS:	0	MOVE:	5/10	FACING:	Exo
AVOIDANCE:	0/-2	PROTECT:	4/10/12, 4/10/12		
PERKS/FLAWS: Close Combat (2)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Railgun	F	C/25	0	4P	


SABERTOOTH

by Dream Pod 9

EXO-SUIT



MARTIAN FORCES




TV:	6	ACTIONS:	1	SIZE:	2
E-TRONICS:	-1	MOVE:	5/10	FACING:	Exo
AVOIDANCE:	0/0	PROTECT:	2/4/6, 2/4/6		
PERKS/FLAWS: Close Combat (2), Multiple Redundancy (5)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
G. Launcher	T	C/10	+1/0	3P	R1, A(2)


SKY STALKER

by Dream Pod 9

EXO-SUIT



MARTIAN FORCES




TV:	6	ACTIONS:	1	SIZE:	2
E-TRONICS:	1	MOVE:	5/10	FACING:	Exo
AVOIDANCE:	0/0	PROTECT:	2/4/6, 2/4/6		
PERKS/FLAWS: Close Combat (2), Multiple Redundancy (5)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Ares Rifle	T	C/10	+1/0	2P	APAI(2)


HOPLITE

by Dream Pod 9

EXO-ARMOR



ALL FORCES




TV:	3	ACTIONS:	1	SIZE:	3
E-TRONICS:	-2	MOVE:	5/10	FACING:	Exo
AVOIDANCE:	-1/-3	PROTECT:	3/6/9, 3/6/9		
PERKS/FLAWS: Close Combat (2)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Slug Gun	F	C/15	0/-1	3P	R

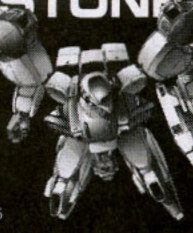
BRIMSTONE

by Dream Pod 9

EXO-ARMOR



MERCURY FORCES




TV:	11	ACTIONS:	1	SIZE:	3
E-TRONICS:	0	MOVE:	10/20	FACING:	Exo
AVOIDANCE:	+1/-1	PROTECT:	5/12/15, 5/12/15		
PERKS/FLAWS: Close Combat (2), Energy Protection (6/14/18)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Massdriver	F	C/15/30	+1/0/-1	3P	R1
Plasma Lance	F	C	+1	4E	


BAEL

by Dream Pod 9

EXO-ARMOR



MERCURY FORCES




TV:	13	ACTIONS:	1	SIZE:	3
E-TRONICS:	+1	MOVE:	15/25	FACING:	Exo
AVOIDANCE:	0/-1	PROTECT:	6/15/18, 6/15/18		
PERKS/FLAWS: Close Combat (2), Energy Protection (7/17/21)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Heavy Railgun	F	C/20/400/0/-1	5P	AS1	
Torpedoes	F	C/20	-2	8E	Mis, AS2


PROMETHEUS PRIME

by Dream Pod 9

EXO-ARMOR



JOVIAN FORCES




TV:	50	ACTIONS:	1	SIZE:	4
E-TRONICS:	+2	MOVE:	15/25	FACING:	Exo
AVOIDANCE:	+1/0	PROTECT:	7/17/21, 7/17/21		
PERKS/FLAWS: Close Combat (2), Multiple Redundancy (4), Missile Defense (3)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Plasma Interfaces	F	C/50	+1	7/5E	
Missile Pods	F	C/5/200/0/-1	8 E	Mis, Sk1	
Scatter Gun	FF	C/20	+2/+1	5/3P	R1
May not carry any add-on weapons.					


DRAGONSTRIKER PROTO

by Dream Pod 9

EXO-ARMOR



CEGA FORCES



TV:	150	ACTIONS:	1	SIZE:	4
E-TRONICS:	+2	MOVE:	10/25	FACING:	Exo
AVOIDANCE:	0/-1	PROTECT:	8/18/24, 8/18/24		
PERKS/FLAWS: Close Combat (2), Missile Defense (3), Energy Protection (9/20/27), Reinforced Systems (4)					
ATTACKS	ARC	RANGE	ACC.	DAM.	NOTES
Beam Cannon	FF	C/25/50	+1/+1/0	7/6/5E	R1, Sw2
Vulcan Batteries	T	C/20	+1/0	4P	R1, A2
Nuclear Missiles	F	50	-	Mis, Nuke	(15)
Carries 4 Nukes, may not carry any add-on weapons.					

AGARES

FIGHTER



MERCURY FORCES

TV: 12 ACTIONS: 1 SIZE: 3
 E-TRONICS: 0 MOVE: 15/45 FACING: Fighter
 AVOIDANCE: +1/-1 PROTECT.: 3/6/9, 3/6/9
 PERKS/FLAWS:

ATTACKS ARC RANGE ACC. DAM. NOTES
 Sirocco T C/25 +1/0 3E AP

HELLHOUND

EXO-SUIT



MERCURY FORCES

TV: 8 ACTIONS: 1 SIZE: 2
 E-TRONICS: 0 MOVE: 5/10 FACING: Exo
 AVOIDANCE: 0/0 PROTECT.: 2/4/6, 2/4/6
 PERKS/FLAWS: Close Combat (2), Multiple Redundancy (2)

ATTACKS ARC RANGE ACC. DAM. NOTES
 Rifles T C/20 +1/0 2E AP, R1, All(2)

PROMETHEUS
TETRA

EXO-ARMOR



JOVIAN FORCES

TV: 65 ACTIONS: 2 SIZE: 3
 E-TRONICS: +1 MOVE: 15/30 FACING: Exo
 AVOIDANCE: 0/-1 PROTECT.: 7/17/21, 7/17/21
 PERKS/FLAWS: Close Combat (2), ECM (4), ECCM (3)
 Stealth (1), Reinforced Systems (4)

ATTACKS ARC RANGE ACC. DAM. NOTES
 Rail Rifle F C/40 0 10/5 P
 Pulse Cannon F C/10/25 +1/+1/0 4/4/3E R1
 Drones III Rate: 4, Reload: 4
 May not carry any add-on weapons.

TYRION

EXO-ARMOR



CEGA FORCES

TV: 80 ACTIONS: 2 SIZE: 4
 E-TRONICS: 0 MOVE: 15/25 FACING: Exo
 AVOIDANCE: -2/-2 PROTECT.: 10/22/30, 8/18/24
 Perks/Flaws: Close Combat (2), ECCM (4), Cloak (2),
 Stealth (2), Reinforced Systems (4)

ATTACKS ARC RANGE ACC. DAM. NOTES
 Hecatonchires T C/30 +1/0 4/3E R2
 Beam Cannon F C/25/50 +1 7/6/5E
 Missiles F C/70 +1/0 5E Ms
 May not carry any add-on weapons.

LUCIFER

EXO-ARMOR



CEGA FORCES

TV: 110 ACTIONS: 2 SIZE: 4
 E-TRONICS: +1 MOVE: 10/20 FACING: Fighter
 AVOIDANCE: 0/-1 PROTECT.: 10/20/30, 10/20/30
 Perks/Flaws: Close Combat (2), Cloak (2), Stealth (2),
 Reinforced Systems (4)

ATTACKS ARC RANGE ACC. DAM. NOTES
 Beam Cannon FF C/30 -1 10E AS1, H
 Beam Cluster F C/40 +1 3E R3
 Claw Arms T C/5/40 +1 7P/7P/3E R1
 Drone Pilot: Skill Threshold 5
 May not carry any add-on weapons.

APOLLO

EXO-ARMOR



ALL FORCES

TV: 6 ACTIONS: 1 SIZE: 3
 E-TRONICS: -1 MOVE: 10/15 FACING: Exo
 AVOIDANCE: -1/-2 PROTECT.: 6/11/18, 6/11/18
 PERKS/FLAWS: Close Combat (2)

ATTACKS ARC RANGE ACC. DAM. NOTES
 Massdriver F C/40 +1/0 3P Sm, Rk
 Laser F C/25 +1 2E

WEAPON
TURRET

SPACE STATION



ALL FORCES

TV: 20 ACTIONS: 2 SIZE: 5
 E-TRONICS: +1 MOVE: 0 FACING: Exo
 AVOIDANCE: -2/-2 PROTECT.: 8/16/24, 8/16/24
 PERKS/FLAWS: Reinforced Systems (4)

ATTACKS ARC RANGE ACC. DAM. NOTES
 KKC T 25/50 0/-1 5P AP, R1, R
 Missiles T C/20 +1/+2 5E Ms, R1
 P Beam T 30/60 -1/2 8E R1, H

Turret carries one of the above weapons

COLONY
SPACEPORT

SPACE STATION



ALL FORCES

TV: 5 ACTIONS: 1 SIZE: 11
 E-TRONICS: +1 MOVE: 0 FACING: Exo
 AVOIDANCE: -2/-2 PROTECT.: 9/18/27, 9/18/27
 PERKS/FLAWS: Multiple Redundancy (2)

ATTACKS ARC RANGE ACC. DAM. NOTES
 PDS T 10 +1 2E PDS

COLONY
POWERPLANT

SPACE STATION



ALL FORCES

TV: 5 ACTIONS: 1 SIZE: 9
 E-TRONICS: -2 MOVE: 0 FACING: Exo
 AVOIDANCE: -2/-2 PROTECT.: 9/18/27, 9/18/27
 PERKS/FLAWS: Reinforced Systems (2)

Attacks Arc Range Acc. Dam. Notes
 PDS T 10 +1 2E PDS

EREL WING

MAGSAIL



MERCURIAN FORCES



TV:	15	Crew Level:	○○	Turn:	None ○○		
Size:	7 ○○	Actions:	2 ○○	Electronics:	0 ○○		
BASE AVOIDANCE: 0/-1 ○○			DAMAGE CTRL: 2 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull		10/20/30				
1	Powerplant	9/18/27	-	-	-	-	
2	Dock. Clamps	9/18/27	-	-	-	-	
3	Sail Housing	9/18/27	-	-	-	-	
4	Lasers	5/10/15	T	20/40	0/-1	4/3E	St, R1
5	PDS	7/14/21	T	5	+1		2E PDS
6	No Component: Reroll hit location						

Notes: Solar/Mag Sail ship: the sail may be stored in the housing during battles; the sail can only be used in the Campaign Movement Segment: if the housing is undamaged. Uses Magsail Rules (Lightning Strike Companion, page xx). Combination Ship: Major Module

VEHICLE CAPACITY:	1	REPAIR:	2	FLEET MANEUVER:	Spec.
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EREL SWORD

CORVETTE



MERCURIAN FORCES



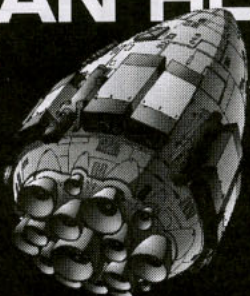
TV:	20	CREW LEVEL:	○○	TURN: Nimble (180 °)	○○		
SIZE:	7 ○○	ACTIONS:	3 ○○	ELECTRONICS:	0 ○○		
BASE AVOIDANCE: 3/2 ○○			DAMAGE CTRL: 2 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull 9/18/27						
1	Drives	8/16/24	-	-	-	-	Thrust: 10
2	Dock. Clamps	9/18/27	-	-	-	-	
4	Lt. P. Beam	7/14/21	T	20/40	0/-1	6E	R1, H
5	Hangar	8/16/24	-	-	-	-	Bays: 4, Cats: 2
6	PDS	8/16/24	T	5	+1	2E	PDS
6	No Component: Reroll hit location						
Notes: Combination Ship: Minor Module							
VEHICLE CAPACITY:		8	REPAIR:	2	FLEET MANEUVER:		1

MARTIAN HLV

TRANSPORT



MARTIAN FORCES



TV:	25	CREW LEVEL:	○○	TURN:	Sluggish (45 °) ○○		
SIZE:	8 ○○	ACTIONS:	2 ○○	ELECTRONICS:	0 ○○		
BASE AVOIDANCE: 0/-2 ○○			DAMAGE CTRL: 2 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull 15/30/45						
1	Drives	12/24/36	-	-	-	-	Thrust: 10
2	Cargo	11/22/33	-	-	-	-	50 Cargo Points
3	Cargo	11/22/33	-	-	-	-	50 Cargo Points
4	Heat Shield	10/20/30	-	-	-	-	Energy Prot. (30/60/90)
5	PDS	9/18/27	T	5	+1	2E	PDS
6	No Component: Reroll hit location						

Notes: The HLV's Fleet Maneuver is treated as an additional cost to move on the Campaign Strategic Map. Reentry-capable if Heat Shield is not damaged.

VEHICLE CAPACITY:	1	REPAIR:	2	FLEET MANEUVER:	-1
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TROY

MONITOR



MARS FED. FORCES



TV:	90	Crew Level:	○○	Turn:	Sluggish (45 °) ○○		
Size:	8 ○○	Actions:	4 ○○	Electronics:	0 ○○		
Base Avoidance: 0/-2 ○○			DAMAGE CTRL:3 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull		21/42/63				
1	Drives	16/32/48	-	-	-	-	Thrust: 5
2	Pallet 1	10/20/30	-	-	-	-	-
3	Pallet 2	10/20/30	-	-	-	-	-
4	Pallet 3	10/20/30	-	-	-	-	-
5	Pallet 4	10/20/30	-	-	-	-	-
6	Pallet 5	10/20/30	-	-	-	-	-
7	Pallet 6	10/20/30	-	-	-	-	-
8	PDS	9/18/27	T	5	+1	2E	PDS

Notes: Uses special rules for Martian ships (Lightning Strike Companion, page xx). Each Pallet has 4 hardpoints.

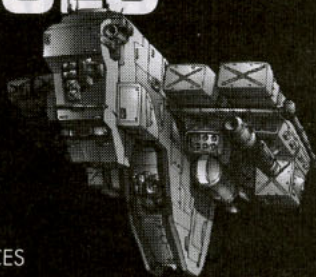
VEHICLE CAPACITY:	Spec.	REPAIR:	1	FLEET MANEUVER:	Spec.
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ZULU

FRIGATE



MARS REP. FORCES



TV: 50 CREW LEVEL: ○○ TURN: Sluggish (45°) ○○
 SIZE: 8 ○○ ACTIONS: 4 ○○ ELECTRONICS: 0 ○○

BASE AVOIDANCE: 0/-1 ○○ DAMAGE CTRL: 2 ○○

ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull	18/36/54					
1	Drives	15/30/45	-	-	-	-	Thrust: 5
2	Pallet 1	10/20/30	-	-	-	-	
3	Pallet 2	10/20/30	-	-	-	-	
4	Pallet 3	10/20/30	-	-	-	-	
5	Pallet 4	10/20/30	-	-	-	-	
6	PDS	8/16/24	T	5	+1	2E	PDS

Notes: Uses special rules for Martian ships (Lightning Strike Companion, page xx). Each Pallet has 2 handpoints.

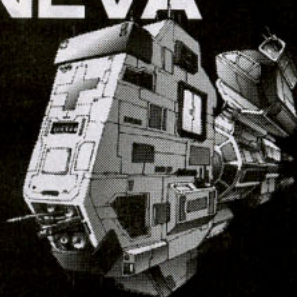
VEHICLE CAPACITY: SPEC. REPAIR: 2 FLEET MANEUVER: SPEC.

GENEVA

HOSPITAL SHIP



U.S.N. FORCES



TV: 25 CREW LEVEL: ○○ TURN: Sluggish (45°) ○○

SIZE: 9 ○○ ACTIONS: 4 ○○ ELECTRONICS: +1 ○○

BASE AVOIDANCE: ○○ DAMAGE CONTROL: ○○

ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull	16/32/48					
1	Drives	14/28/42	-	-	-	-	Thrust: 10
2	Hanger	13/26/39	-	-	-	-	Bays: 8
3	Com Array	5/10/15	-	-	-	-	ECM (4)
4	Hosp. I Habit.	13/26/39	-	-	-	-	
5	PDS	10/20/30	T	5	+1	3E	PDS
6	No Component: Reroll hit location						

Notes:

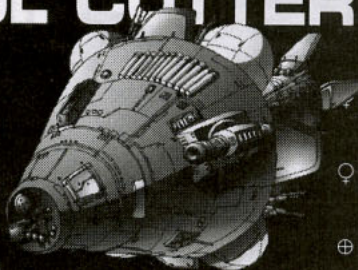
Vehicle Capacity: 16 Repair: 3 Fleet Maneuver: 3

PATROL CUTTER

CUTTER



ALL FORCES



TV: 20 CREW LEVEL: ○○ TURN: Nimble (90°) ○○

SIZE: 7 ○○ ACTIONS: 2 ○○ ELECTRONICS: +1 ○○

BASE AVOIDANCE: 2/1 ○○ DAMAGE CTRL: 2 ○○

ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull	9/18/27					
1	Drives	8/16/24	-	-	-	-	Thrust: 10
2	Hanger	8/16/24	-	-	-	-	Bays: 1
3	KKC	4/8/12	F	25/50	0/-1	4P	AP, R, St.
4	PDS	10/20/30	T	5	+1	3E	PDS
5	No Component: Reroll hit location						
6	No Component: Reroll hit location						

NOTES:

VEHICLE CAPACITY: 1 REPAIR: 2 FLEET MANEUVER: 2

PANAMA BARGE

TRANSPORT



ALL FORCES



TV: 55 CREW LEVEL: ○○ TURN: Sluggish (45°) ○○

SIZE: 9 ○○ ACTIONS: 2 ○○ ELECTRONICS: 0 ○○

BASE AVOIDANCE: 0/-1 ○○ DAMAGE CTRL: 10 ○○

ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
	Main Hull	18/36/54					
1	Drives	15/30/45	-	-	-	-	Thrust: 5
2	Cargo	10/20/30	-	-	-	-	100 Cargo Points
3	Cargo	10/20/30	-	-	-	-	100 Cargo Points
4	Cargo	10/20/30	-	-	-	-	100 Cargo Points
5	Laser	5/10/15	T	20	+1	4E	St.
6	PDS	10/20/30	T	5	+1	3E	PDS

NOTES:

VEHICLE CAPACITY: 2 REPAIR: 3 FLEET MANEUVER: 2

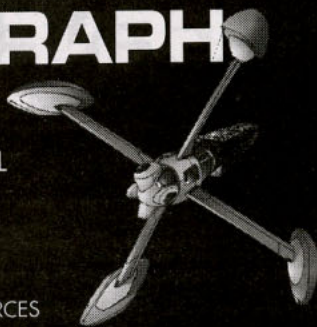
by Dream Pod 9

SERAPH

SOLAR SAIL



MERCURIAN FORCES



TV:	30	CREW LEVEL:	○○	TURN:	None ○○		
SIZE:	9 ○○	ACTIONS:	2 ○○	ELECTRONICS:	+1 ○○		
BASE AVOIDANCE: 0/-1 ○○			DAMAGE CTRL: 1 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
Main Hull 10/20/30							
1	Powerplant	10/20/30	-	-	-	-	
2	Cargo	20/40/60	-	-	-	-	400 Cargo Points
3	Cargo	20/40/60	-	-	-	-	400 Cargo Points
4	Sail Housing	9/18/27	-	-	-	-	
5	Hangar	8/16/24	-	-	-	-	Bays: 4
6	PDS	10/20/30	T	5	+1	2E	PDS

Notes: Uses Solar Sail Rules

Vehicle Capacity:	8	Repair:	2	Fleet Maneuver:	Special
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by Dream Pod 9

OPHAN

MAGSAIL



MERCURIAN FORCES



TV:	40	CREW LEVEL:	○○	TURN:	None ○○		
SIZE:	9	ACTIONS:	2 ○○	ELECTRONICS:	+1 ○○		
BASE AVOIDANCE: 0/-1 ○○			DAMAGE CTRL: 1 ○○				
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
Main Hull 10/20/30							
1	Powerplant	10/20/30	-	-	-	-	
2	Cargo	20/40/60	-	-	-	-	400 Cargo Points
3	Cargo	20/40/60	-	-	-	-	400 Cargo Points
4	Sail Loop	6	-	-	-	-	
5	Hingar	8/16/24	-	-	-	-	Bays: 4
6	PDS	10/20/30	T	5	+1	2E	PDS
Notes: Uses Magsail Rules							
VEHICLE CAPACITY:		8	REPAIR:	2	FLEET MANEUVER: SPEC.		

#41A

ZONE

Faction: Uninhabited
Resources Prod.: 0
Travel Time: 5
Concealment Value: 4
Reg. of Obstacles: C1D
Fixed Defense: None
Settlements: None

ZONE

#41B

Faction: Uninhabited
Resources Prod.: 0
Travel Time: 5
Concealment Value: 4
Reg. of Obstacles: C1D
Fixed Defense: None
Settlements: None

ZONE

#41C

Faction: Uninhabited
Resources Prod.: 0
Travel Time: 5
Concealment Value: 4
Reg. of Obstacles: C1D
Fixed Defense: None
Settlements: None

#40

ZONE

Faction: Uninhabited
Resources Prod.: 0
Travel Time: 4
Concealment Value: 4
Reg. of Obstacles: C1D
Fixed Defense: None
Settlements: None

ZONE

#41D

Faction: Uninhabited
Resources Prod.: 0
Travel Time: 5
Concealment Value: 4
Reg. of Obstacles: C1D
Fixed Defense: None
Settlements: None

by Dream Pod 9

NEPHILIM

BATTLESHIP



MERCURIAN FORCES



TV:	130	CREW LEVEL:	○○	TURN:	Sluggish (45 °)	○○	
SIZE:	9 ○○	ACTIONS:	5 ○○	ELECTRONICS:	+2 ○○		
BASE AVOIDANCE: 1/-1 ○○		DAMAGE CTRL:		4 ○○			
ROLL	COMPO.	PROTECT.	ARC	RANGE	ACC.	DAM.	NOTES
Main Hull 18/36/54							
1	Drives	15/30/45	-	-	-	-	Thrust: 5
2	Hangar	13/26/39	-	-	-	-	Bays: 12, Cats: 4
3	Sail Housing	12/24/36	-	-	-	-	
3	Cargo	10/20/30	-	-	-	-	50 Cargo Points
4	KKCs	10/20/30	T	25/50	0/-1	5P	AP R3, R1, St
5	Missile Bays	15/30/45	F	50	0	10E	SMis, R1
5	Drones Hill	15/30/45	-	-	-	-	Rate: 2 Reload: 0
6	PDS	11/22/33	T	5	+1	3E	PDS, ECM (4)

Notes: Solar/Mag Sail ship: the sail may be stored in the housing during battles; the sail can only be used in the Campaign Movement Segment if the housing is undamaged. ECM only works if PDS is undamaged. Uses Magsail Rules (Lightning Strike Companion, page xx)

Vehicle Capacity:	24	Repair:	6	Fleet Maneuver:	2/Spec.
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FLEET REINFORCEMENTS ◀

MODELING



DP9-415
THUNDERBOLT
(2 per pack)



DP9-418
BRICRIU
(2 per pack)



DP9-417
GODSFIRE



DP9-416
TENGU ESCORT
(2 per pack)



DP9-424
JAVELIN
(2 per pack)



DP9-425
ULLER
(2 per pack)



DP9-420
HECTOR



DP9-421
RYU



DP9-426
PATHFINDER
RECON/COMMAND



DP9-427
WYVERN
COMMAND/BOMBER

► BATTLE SCENES

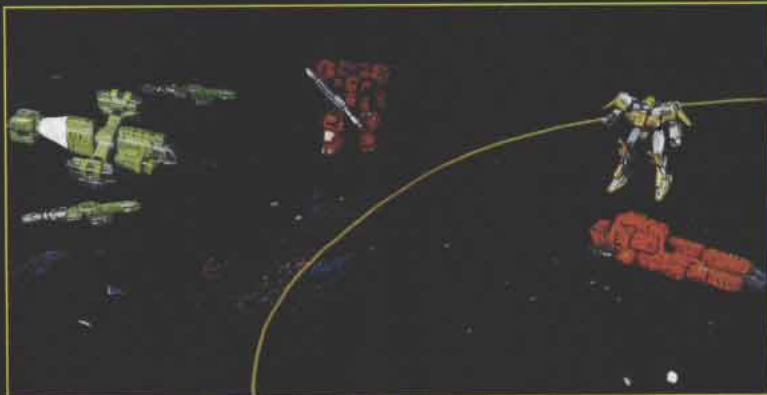
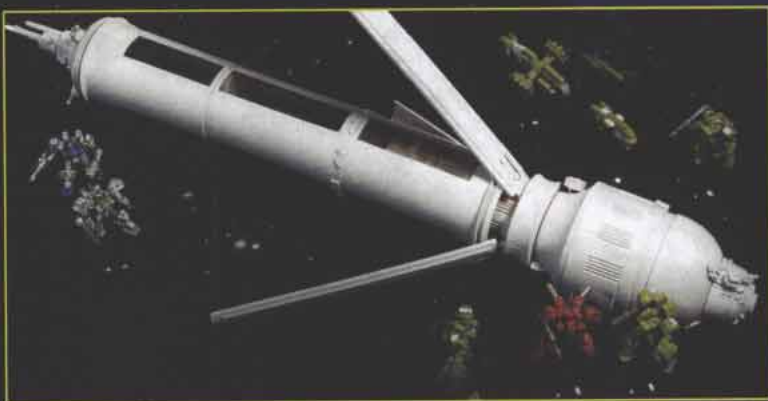


CONVOY & ESCORTS ▼

Exo-armors and fighters are escorting a mixed group of navy and cargo ships across hostile space. They remain close to the vessels they are protecting, ready to fend off attacks against their charges — even to the point of destruction. Meanwhile, a group of enemy units are getting ready to launch an all-out strike, concentrating their attacks on the ponderous cargoes at the expense of their own safety.

COLONIES ▼

A battle rages across a small colony cylinder. The model for the latter was made out of an old flashlight and some spare parts. Gun turrets salvaged from another miniature kit are used to represent the weapon emplacements. Since miniatures cannot be placed inside the colony, they are marked with a small chit or placed in contact with the colony model.



MAGSAILS ▼

A group of raiders are attacking a magsail-driven barge. The barge miniature is made out of spare bits and pieces (see the notes on making cargo ships on the next page), while the sail itself is represented by a large circle of wire placed on the tabletop. One of the units wandered too close to the sail and is currently suffering the effects of its incredibly strong magnetic field.

ASTEROID BASES ▼

A navy ship is docked at a friendly asteroid base when it comes under attack from raiders. While the garrison units and the perimeter defense guns attempt to fend off the attackers, the crew of the target ship does its best to bring it under full power and undock as fast as possible to join the fight.

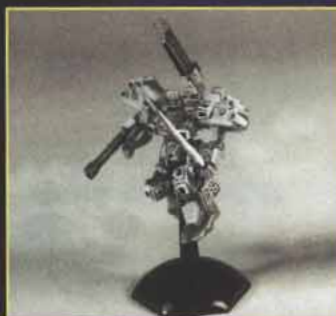




► FLEET UPGRADES

EXO-ARMOR WEAPONRY ▼

The Vindicator is going to receive the Melee Weapon and Assault Railgun upgrades. The railgun from a Pathfinder Sniper is glued to the backpack of the exo (the usual missiles are omitted), with thin strips of plastic glued to make it bigger. A Lancer's fin is then pinned and glued to the left hand to represent a close combat blade.



EXO-ARMOR EQUIPMENT ▼

A Pathfinder receives the Shield and Advanced Fire Control options. The latter is easy to model — targeting devices and telescopes can be represented by a spare missile or tube glued to the main gun or the side of the head. The shield is a piece of styrene sheet cut to the proper size and sanded into shape. It is then glued to the exo's left forearm.



FIGHTER EQUIPMENT ▼

A Wraith fighter receives the Boosters and Beam Cannon upgrades. The boosters are modeled by taking the rear sections of two Bricriu cruisers and carefully separating the engines from the hulls. These are then pinned and glued to the rear hull of the fighter, which was sanded flat to receive them. The Beam Cannon is a piece of styrene tubing and is glued underneath the fighter.



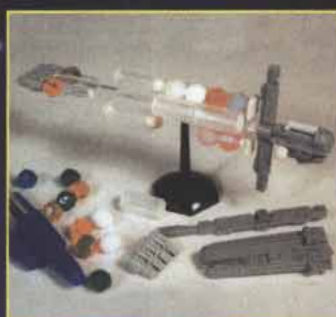
EXO-ARMOR DETAILING ▼

The Cerberus shown here has been pinned and glued in a dynamic position. A pair of hip fuel tanks from a Syreen miniature has been glued to the top of the backpack, and metal wire has been used to create antennae for the head.



CARGO SHIP ▼

The freighter shown here is based on a Valiant kit. The engine section was rotated to fit horizontally. The front of the main hull was cut off to serve as a bridge section, but the centrifuge was used as is. The new ship is built around a ballpoint pen which serves as a spine; cut pen sections and beads from the craft store are glued on it to simulate tanks and containers. Various bits from the spare box were used to complete the vessel.



► BUILDING A SPACE COLONY



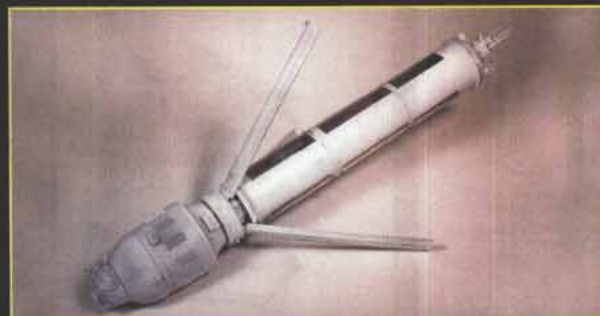
BASIC MATERIALS ▼

Almost any type of plastic or cardboard cylinder can be used to form the core of the model. In this example, an inexpensive flashlight was selected because it featured a built-in tripod that could serve as the colony's mirrors. Empty pill bottles and transparent cheap toy containers are used to add bulk, and the spare bits box is raided for detail parts.



ASSEMBLY ▼

The electric innards of the flashlight were first removed to save weight. The tripod was glued in the open position; the pill bottles were then glued on top of one another to form the main body of the colony. The toy containers were glued at both ends of the model (one had to be cut apart to fit). Details were then added (see below).



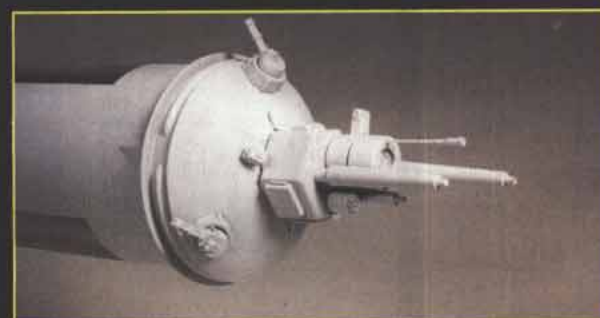
PAINTING ▼

Strips of masking tapes were applied to the main cylinder just underneath each solar mirror. These sections will remain clear, simulating the colony's three "window" panels. The model was then painted overall light gray with a spray can. Once it was completely dry, the masking tape was carefully removed.



WEATHERING ▼

Some light weathering brings out the details of the model and add a feeling of mass to it. It must not be overdone, since the colony is supposed to be gigantic (it's in scale with the table, not the miniatures!). Using a pencil, draw horizontal and vertical lines to represent individual sections in the structure. Apply a coat of diluted ink or paint over selected panels and recessed areas to create variations in surface detail. Seal with a coat of clear flat varnish.



DETAILS ▼

A number of spare parts were used to create additional details at both ends of the model. The spaceport is a resin gun turret from the Heavy Gear model range; the turret also provided the defense guns that dot the surface (these are not to scale, but enlarged for ease of use during the game). The antennae cluster is made of spare wheels and plastic rods, mounted on a metal nut.

★ JOVIAN CHRONICLES



...enemy destroyer is cored...bombers, move to charlie-charlie-niner...

...that's the last of the escorts...good shooting, Spinal Control...

...severe damage to drives...venting plasma...

...torpedo loose...evasive maneuvers and countermeasures on my mark...

...making my run...target hit...that's it, burn...

...hull breach! Hull breach!...get those fighters back here...

...get back here! They're cutting us to...

...interceptors incoming...both wingmen down...I'm not going down alone!

As hostilities between the major nations continue, all factions mobilize their main fleets, bringing battleships and heavy carriers into battlezones across the Solar System. The conflict has spilled over into heavily-traveled trade lanes, unwillingly drawing merchants and neutral nations into the fighting.

Lightning Strike is a game of tactical fleet combat set in the universe of the Jovian Chronicles, simulating the space battles of the solar powers in the early 23rd century. The Companion further details the space-based rules set with provisions for giant colony cylinders, magnetic sails, escort units and even nuclear weaponry!

Within these covers you will find:

- Advanced rules for combined ships, escort/strike missions and more!
- Extensive campaign rules, including resources and strategic deployment;
 - Campaign, Historical and Training scenarios;
- Game stats for Mercury, Mars, Titan, Nomads, STRIKE and United Space Nation Guards combat spacecraft;
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In addition to the basic Lightning Strike 2nd edition rulebook, a few six-sided dice, miniatures/counters, pen and paper are required to use this manual.

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