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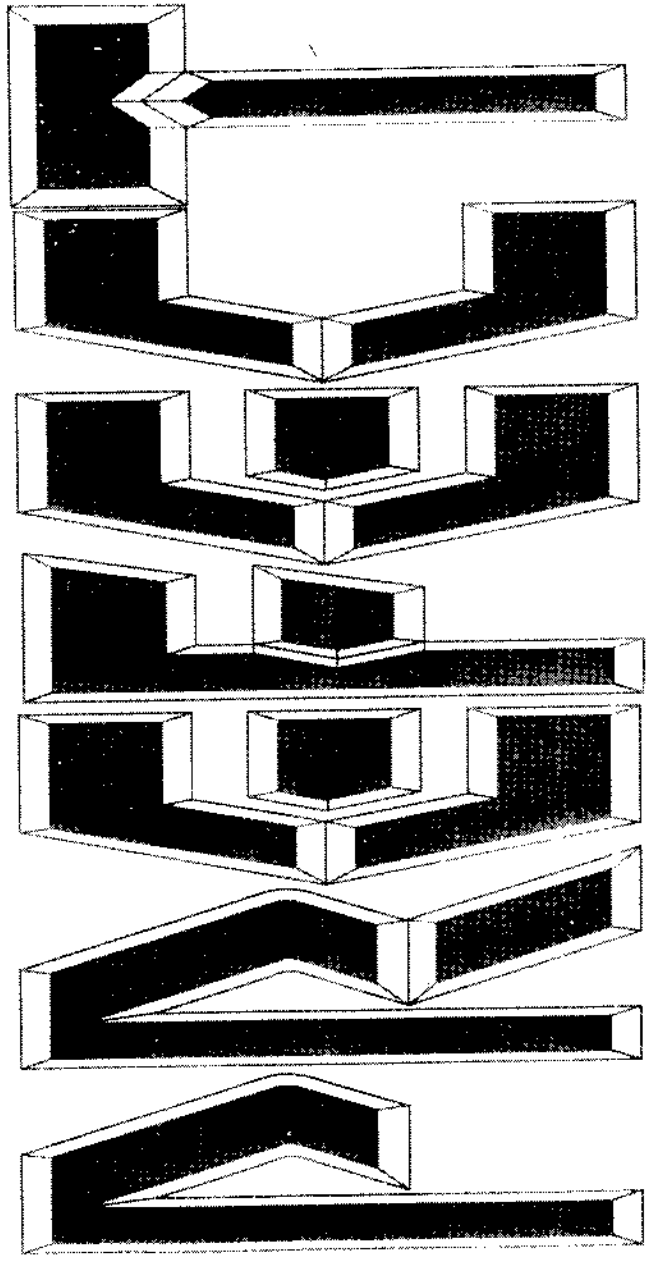

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PREFECT

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INTRODUCTION

Prefect is a game designed for two players, set in the **Renegade Legion** universe, that simulates operational-level combat of the early 69th century. The combat in **Prefect** focuses on the battle for the planet Ku Crassus, waged between the Terran Overlord Government and the Commonwealth–Renegade Legion allies.

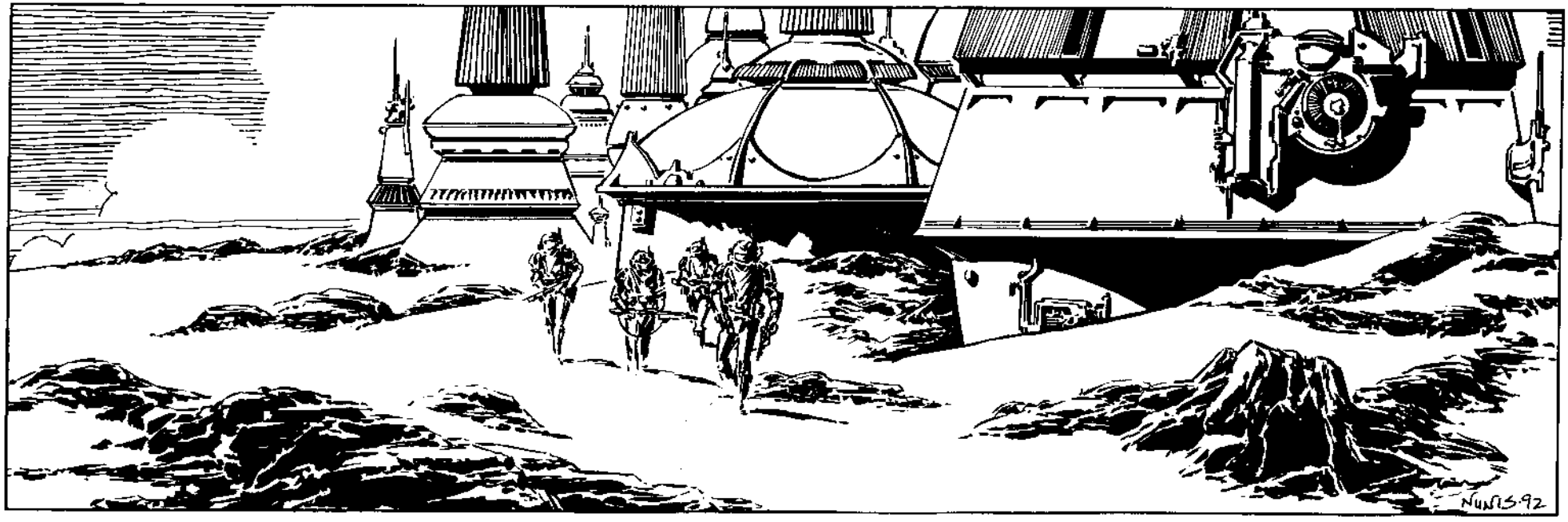
In **Prefect**, invading fleets play a subtle game of cat and mouse, using feint and counterfeint to draw off reinforcements from their targets. Once engaged, the fleets battle for insystem assets, attempting to capture what they can use, and destroy what they cannot. These space battles are often very costly. Sometimes both forces are completely destroyed under a hail of missile and laser fire.

Throughout the combat, transports attempt to bring their powerful cargo of grav troops to the surface of the contested world. Freighters and troopships disembark forces under enemy fire. Defending starships and fighters try desperately to destroy the invading forces in space, for they know that once the enemy grav tanks reach the surface, the fate of the system rests in the hands of the defenders below.

Hundreds of tanks and thousands of soldiers come to grips with the enemy as the Legions battle back and forth across entire continents. Minor skirmishes rapidly turn into major actions, as enemy units break defending lines and rush forward to hit important rear-line units. From the moment the colossal starships enter a planet's orbit, to the last stand of the planetary garrison, **Prefect** covers the action.

The rules for playing **Prefect** are divided into three sections; the **Planetary Game**, the **Space Game**, and the **Campaign Game**. The planetary game focuses on ground operations. The space game covers intra-system space combat, and the campaign game gives rules for fully integrating the planetary and space games. Also included in **Prefect** are three scenarios and scenario design rules, as well as rules for integrating **Prefect** with **Interceptor**, **Leviathan**, and **Centurion**.

Prefect also includes **Organizational Briefing**, a background book that describes the TOG and Commonwealth/Renegade Legion military organizations. This second book also provides Operational Tactics, information about the effect of technology on war, and the basic strategy of a campaign.



PLANETARY GAME

In the planetary game, players deal only with ground actions that take place on the major habitable planet of the Africannus star system, Ku Crassus. All rules in the planetary game also apply to the campaign game unless otherwise noted. The planetary game uses only the planetary map.

COMPONENTS

Prefect includes all of the components necessary to play both the planetary and space games.

PLANETARY MAP

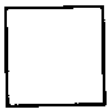
The planetary map represents the surface of a world, which in **Prefect** is Ku Crassus. The curved surface of the planet is represented in sections on the map, and movement on the planet is determined by a hexagonal grid. Each hex in the grid represents roughly 300 kilometers.

The planetary map is further divided into ten planetary areas. These areas identify the set-up location of forces used in ground combat.

The map includes a Turn Record Track to mark the passage of time, combat results tables, and other charts the players will use during the course of the game. Each game turn lasts twelve hours.

The map also has a Task Force Movement Track that will help the players keep track of how many Task Forces they move during a turn.

Planetary Terrain Features



Clear

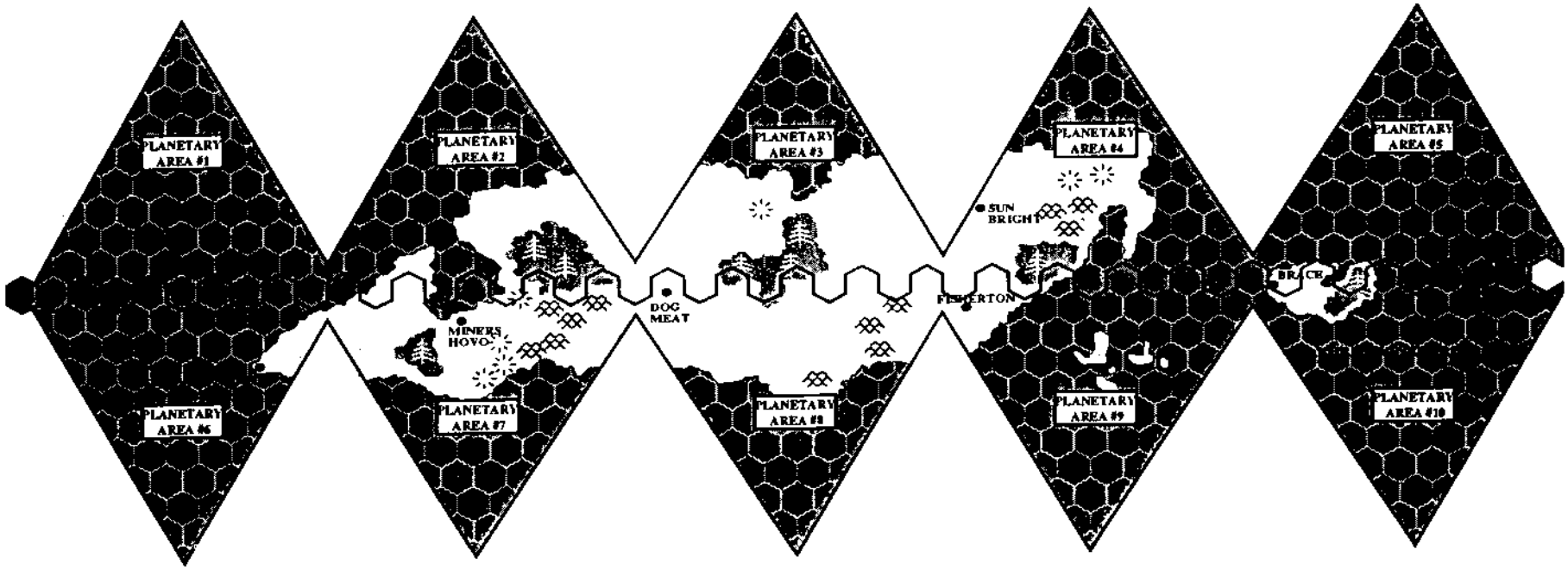
Clear terrain is the same as open terrain, which has no impact on military operations.

Urban

Urban hexes represent major concentrations of civilian populations.

Forest

Forest hexes represent terrain covered by trees or other operationally significant foliage.



Rough

Rough terrain hexes represent areas filled with gullies and hills.

Craters

Crater hexes show terrain hit by meteor or comet strikes. The hex includes the impact crater and all matter thrown clear of the crater by the strike.

Water

Water hexes represent large lakes, seas, and oceans. Water terrain only has an effect on operations if no other terrain feature is present in the hex.

Some hexes contain more than one type of terrain. If the terrain to be used in a given hex is disputed, the player with a unit in the hex decides the type of terrain it occupies. Note that terrain can affect zones of control, detection, and combat. Whatever terrain is chosen for a given turn applies throughout that turn.

RECORD SHEETS

Prefect provides two record sheets to help each player keep track of each of his units. Unless otherwise noted, these sheets should not be seen by the opposing player.

Legion/Auxilia Record Sheet

One Legion/Auxilia Record Sheet is used for each operating Legion/Auxilia on the planet. Each Task Force controlled by the Legion has a Task Force Box for recording the combat and support units assigned to that Task Force. This sheet is kept separate from the map and out of sight of the opposing player.

Legions may operate a maximum of eighteen Task Forces. Auxilia may only operate a maximum of six Task Forces.

Supply Record Track

This record track is used to keep track of the supply points available at each of the bases, Legions and Auxilia the player controls. The player places the Supply counter for each of the bases, Legions and Auxilia that he controls on the appropriate number, to indicate that base's current level of supply.

COUNTERS

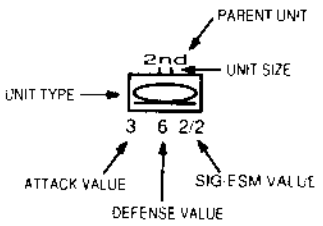
This game includes 540 individual playing pieces, divided into two categories: counters representing ground units and bases, and information counters used to keep track of the status of units, levels of supply, and so on. Punch out these counters and sort them according to category and color.

Red counters are units or bases controlled by the TOG player. Blue counters indicate that the unit or base is controlled by the Renegade/Commonwealth player.

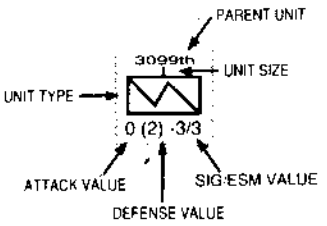
Planetary Unit Counters

These counters represent the planetary elements of a Legion, Regiment, or Auxilia. The main combat elements are Cohorts or Battalions, each comprising fifty-four to ninety combat grav vehicles. Century- or company-sized units represent specialized combat support units, such as headquarters, engineers, air defense, and signal units. The diagram below shows what each number represents.

Combat Units



Support Units



Unit Size

This number identifies the size of the ground unit this counter represents. The following symbols are used to designate unit size. See **Ground Organization** for more information on ground-formation organization.

XX Legion. A force that consists of ten combat Cohorts or Battalions. This force is capable of operating independently. Units of this size are usually equipped only with ground forces.

III Regiment or Auxilia. A force that consists of three to six combat Cohorts or Battalions. This force is capable of operating independently. Units of this size are usually equipped only with ground forces.

II Cohort or Battalion. A force that consists of six to ten Centuries or Companies of combat vehicles, such as armor or infantry. (Throughout the rest of these rules, all such units are referred to as Cohorts, even if the actual unit might be a Battalion.)

I Century or Company. A force of approximately nine specialized combat vehicles. Century-sized units are always support units. (Throughout the rest of these rules, all such units are referred to as Centuries, even if the actual unit might be a Company.)

Parent Unit

The Parent Unit number identifies the controlling headquarters for the unit.

Attack Value

The Attack Value represents the offensive strength of the unit.

Defense Value

The Defense Value represents the efficiency and survivability of the unit when attacked. Support units' Defense Values appear in parentheses to indicate that the number is used only for saving rolls, and is not added to the Total Defense Value of the Task Force.

SIG/ESM Values

These values represent the strength of the unit's Signature (Sig) and Electronic Surveillance Measures (ESM). The Signature Value indicates how well the unit can hide. A low Signature Value is better than a high Signature Value. The ESM Value indicates how well the unit can pinpoint the location of enemy units. A high ESM Value is better than a low ESM Value.

Unit Type

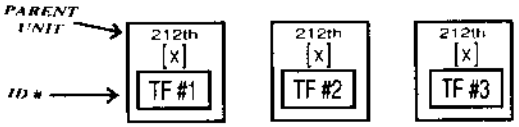
Symbol	Unit Type	Symbol	Unit Type
	Medium Grav Armor		Engineers
	Heavy Grav Armor	HQ	Headquarters
	Light Grav Armor		Signal
	Armor Grav Artillery		Space & Air Defense
	Infantry		Marine Infantry
	Armored Grav Infantry		Grav Armor Engineer

Planetary Task Force Counters

Confusion, ignorance, and fog-of-war during battle are real and influential aspects of combat. Grav legions operate in a dispersed deployment, and so efficient detection of enemy forces can enable a smaller force to defeat a much larger force. An entire science within warfare theory, intelligence and counter-intelligence, has been devoted to effective detection.

In the planetary game, combat and support units are not placed on the planetary map. Instead, they are placed on the Task Force Record Sheet of their parent organization, and the appropriate counters are placed on the map. At the start of the game, any number of combat and support units can be placed in a Task Force, but each Task Force placed on the map must contain at least one combat or support unit. The maximum number of Task Forces that a parent organization may have is determined by the size of that parent organization. A Legion-sized organization can have up to twenty Task Forces. A Regiment- or Auxilia-sized unit may have up to six task forces.

At the start of the game, both players may place all of their Task Force counters on the map as part of the set-up procedure. During the course of the game, Task Forces may be activated and units shuffled between them, according to the rules.

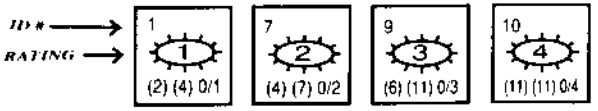


Legion Base Counters

Legion bases are permanent sites used as bases of operation for ground forces, and provide local-area defense against orbital bombardment. Bases vary in size and capability. Four types of Legion bases exist, each with a different rating:

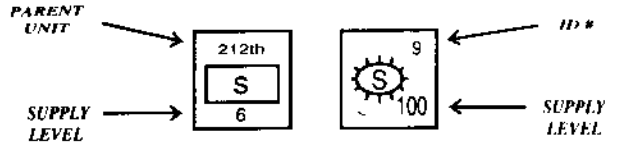
Type	Rating
Cohort support base (G1)	1
Manus support base (G2)	2
Legion support base (G3)	3
Planetary support base (G4)	4

The numbers below the symbol for the base type on the Base counter are its Attack, Defense, and ESM Values, but these values are only used in the space game.



Supply

These counters are used on the Legion and base supply tracks. An ID Number on each counter identifies the counter with its base.



Status Counters

Status counters represent various tasks or conditions assigned to units.

Fatigue

FATIGUE 3

This counter is used to indicate that a unit is suffering fatigue.

LAF

LAF

This counter is used to indicate that a unit is operating in Low-Altitude Flight mode.

Turn

TURN

This counter is used to keep track of the current game turn.

Movement

MOVEMENT

A Movement counter is supplied for each side. These counters are placed on the Planetary Map Movement Track, and record the number of Task Forces both sides moved during the turn.

Moved

MOVED

The Moved counter is placed under Defending Task Forces that engaged in a Defender counteraction.

Breakthrough/Counterattack

BREAK-THROUGH

This counter is used on the Breakthrough/Counterattack track to record the number of breakthroughs and counterattacks made during a turn.

TOG/CW

TOG

These counters are used to show control of urban areas.

Disrupted

DIS

These counters are used to indicate disrupted units.

DIE

This game uses one ten-sided die (1D10). The sides of the die are numbered from 0 to 9, with the 0 representing 10. In **Prefect**, as in all **Renegade Legion** games, a roll of 1 is an automatic success and a roll of 10 is an automatic failure.

GAME SET-UP

Prefect is designed for two players. Each player chooses which side he or she will play, TOG or Commonwealth/Renegade, then they choose which scenario they will play from the **Scenario** book. New players may find it helpful to begin with the Liberation scenario before attempting more advanced scenarios. More advanced players can design their own scenarios using the Scenario Design rules, p. 47.

Each player first allocates all his ground forces to his Legion/Auxilia Task Force Record Sheets. Each unit must be assigned to a specific Task Force. Both players then roll a die, and the player with the highest result places a Task Force counter on the ground map, anywhere within his operational area as defined by the scenario. The second player places one Task Force counter within *his* operational area, and the players alternate until all the Task Force counters are placed. Only one Task Force may be placed in a hex.

PLAYING THE GAME

The planetary game of **Prefect** is played in a number of turns determined by the scenario. Each time the sequence of play is completed, the Turn counter on the Turn Record Track should be advanced one space.

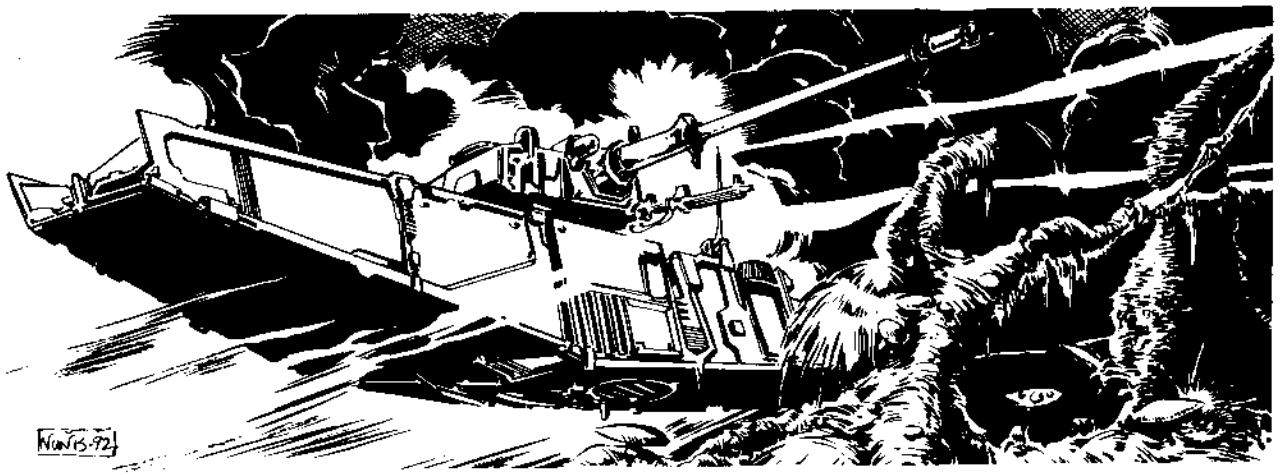
SEQUENCE OF PLAY

The Attacker for the first turn is usually specified by the scenario. If not, the player who placed the first Task Force is the first Attacker. Play continues until one player's victory conditions are met or until the number of turns specified in the scenario has been reached.

The Attacker for each successive turn is determined during the Tempo Phase at the end of the previous turn. Each turn is divided into the following phases.

Movement Phase

The Attacker moves as many Task Forces as he wishes, following the **Movement** rules, p. 9. For each Task Force moved by the player whose turn it is, that player should adjust the Task Force Movement Track per the **Movement** rules. Defender Movement and Combat also takes place during the Movement Phase. After the Attacker moves his first Task Force, the Defender may move one Task Force, and so on, following the **Defender Counteractions** rules, p. 10.



Combat Phase

The Attacker declares and resolves his attacks. He declares all the attacks he will make, then attempts to d Defender units. The Defender, in return, attempts to detec Attacker units engaging in combat this turn. Finally, all at are resolved, in any order chosen by the Attacker.

Only Task Forces in hexes adjacent to an enemy Task may make an attack. Each Defender Task Force may on attacked once, but may be attacked by a combination of se Attacker Task Forces in adjacent hexes. Units of a Task involved in an attack become fatigued. The Defender ma initiate attacks during this phase; he may do so only durin Movement Phase.

Supply Phase

Each player may remove Fatigue counters from fri Task Forces and rebuild units during the Supply Phase by exp ing supply points. Supply points are first expended to re Fatigue counters from Task Forces and to rebuild destroyed Then new supply points may be delivered to each pla Legions.

Withdrawal Phase

Disrupted units are moved during this phase. Units disr in this turn are eligible to move.

Task Force Adjustment Phase

Units on both sides may be moved to join adjacent Forces in this phase, and new Task Forces may be activated reinforcements due to arrive this turn are placed on the map appropriate spot, and can be incorporated into a new Task F

Tempo Phase

If the current Attacker has achieved more breakthr than he has suffered counterattacks in this turn, he will b Attacker again during the next turn. If the current Attacke suffered more counterattacks than he has achieved b throughs, the Defender will become the Attacker during the turn. The Turn counter is advanced and the next turn starts a new Movement Phase.

Note that at the end of the Tempo Phase, the counters Task Force Movement Track and Breakthrough/Counter Track should be reset to zero.

MOVEMENT PHASE

Movement on the planetary map is regulated by a hex grid. Each hex represents an area of approximately 300 kilometers. Grav-equipped units can achieve speeds up to 900 kph, and so in twelve hours, a single grav tank can travel 10,800 kilometers, or about 36 hexes. Coordinating the movement of a large number of combat vehicles is difficult and time consuming, however, and so the distance that a Task Force can cover in twelve hours is more closely related to its command and control capabilities than the maximum speed of the individual vehicles. A Task Force consisting of a single combat unit or under the direct guidance of a headquarters unit can move faster than a Task Force in which multiple combat units are attempting to coordinate their movements without a headquarters unit.

A Task Force moves from hex to adjacent hex as far as the moving player wishes, up to its maximum movement allowance. An Attacking Task Force's movement allowance is determined by its size, composition, and the movement mode selected for it by the player. Task forces may not move into enemy-occupied hexes. (See **Destroying Disrupted Units** for an exception to this rule.) An Attacking Task Force may move adjacent to a Defending Task Force, but it is subject to detection and attack by that Task Force (see **Defender Counteractions**).

Two different Attacker movement modes can apply, depending on whether the Attacker wishes the units to move cautiously and slowly or quickly and recklessly. Both modes have advantages and disadvantages.

Before moving each Task Force, the Attacker must declare if the Task Force is moving in Combat mode or in Low-Altitude Flight (LAF) mode. The Task Force continues to move in the declared mode until it is moved in a subsequent turn. If LAF mode is chosen, the Attacker should place a LAF status marker under that Task Force's counter. Task Forces without an LAF counter are considered to be moving in Combat mode.

These movement rules assume that all units in the Task Force are grav units. See **Non-Grav Forces**, p. 18, for movement of Task Forces that contain ground units.

COMBAT MODE

In Combat movement mode, the Task Force's vehicles fly at a distance of up to twenty meters above the planet's surface, carefully changing speeds and flight altitudes as appropriate while searching for the enemy, stopping, changing formation, and so on. This is the usual mode in which combat units travel.

A Task Force in Combat mode may move up to ten hexes per turn, less one hex for each combat unit in the Task Force. There is no movement penalty for support units in a Task Force.

A Task Force containing one or more headquarters units adds one to its rate of movement. A Task Force cannot exceed a speed of ten hexes per turn when in Combat mode.

Regardless of the number of combat units assigned to a Task Force, Task Forces can always move at least one hex.

> For example, a Task Force consists of two Medium Grav Cohorts and a Signal Century. Therefore, it may move up to eight hexes in Combat mode (10 – 2 combat units). If a headquarters unit was added to the Task Force, it would have a Combat movement rate of nine hexes per turn. Adding a second headquarters unit would not further improve this speed.

LOW-ALTITUDE FLIGHT MODE

A Task Force moving at LAF mode is flying at a distance of up to 15,000 meters (15 kilometers) above the planet's surface, at speeds approaching 900 kph. A Task Force flying in LAF mode is at increased risk when entering a combat zone, because it is more easily detected, it is more easily engaged by fighters, and its tanks' relatively weak bottom armor is exposed to ground fire.

A Task Force in LAF mode may move up to twenty hexes per turn, less one for each combat unit in the Task Force. A Task Force with one or more headquarters units adds one to its rate of movement. A Task Force cannot exceed a speed of 20 hexes per turn when in LAF mode.

> For example, a Task Force of four Light Grav Cohorts may move up to sixteen hexes in LAF mode (20 – 4 combat units). If the Task Force included one or more headquarters units, the Task Force could move up to seventeen hexes in LAF mode.

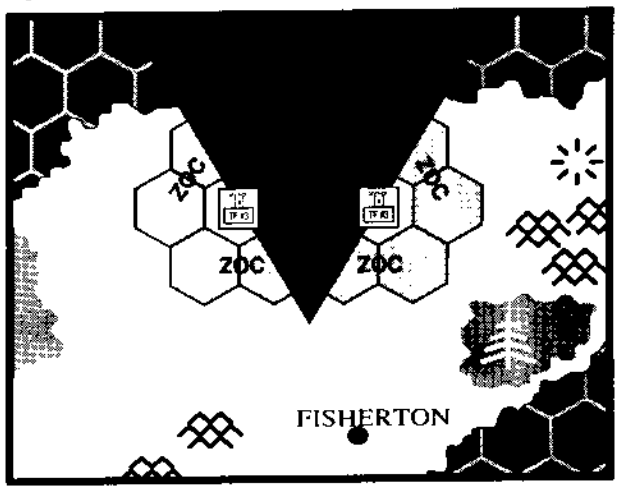
TERRAIN EFFECTS ON MOVEMENT

Because most vehicles in **Prefect** are grav-equipped, terrain has no direct effect on movement rates. Grav vehicles can fly over the densest jungles or the most rugged mountains as easily as they travel over a flat plain. However, rougher terrain affects combat, because it reduces the effectiveness of detection sensors.

Terrain does affect the movement of non-grav-equipped units. See **Non-Grav Forces**, p. 18.

CURVATURE EFFECTS ON MOVEMENT

The planetary game of **Prefect** is played out across the curved surface of a planet, therefore, a Task Force circumnavigating the world along its equator will travel a greater distance than one circumnavigating the world within two hundred kilometers of either pole. To reproduce this effect, the planetary map shows some hexes split into two or more parts. Task Forces, cities, and installations occupying a "half hex" actually occupy all parts of that hex, no matter where these parts lie on the map. Hexes adjacent to a partial hex are adjacent to all parts of that hex.



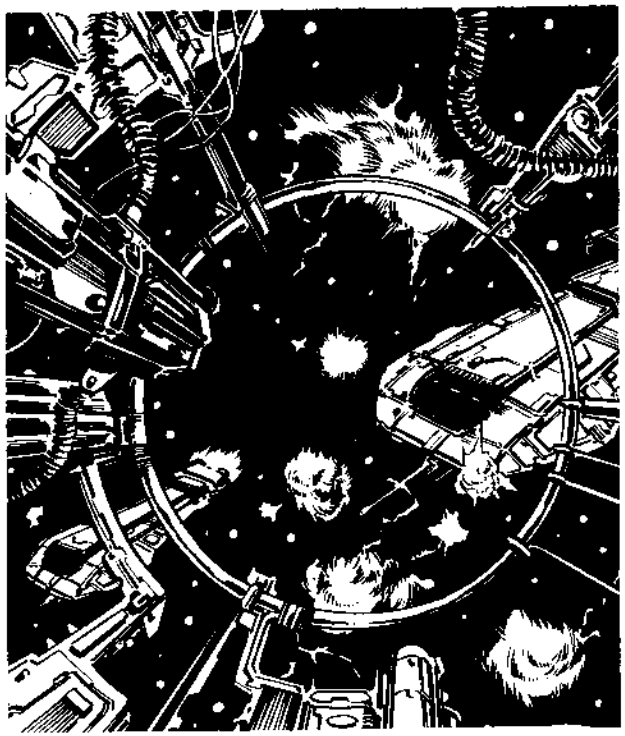
Note that it is possible to exit off the east or west edge of the map and reappear on the other side. Of course, it is not possible to exit off the north or south edge of the map (at the North or South Pole) and reappear at the other pole.

STACKING

No more than one Task Force may end the Movement Phase in any one hex, though Task Forces may pass freely through hexes occupied by friendly Task Forces during movement. Task Forces may not enter hexes containing enemy Task Forces, but may enter hexes containing disrupted enemy units. Disrupted units may not enter hexes occupied by enemy units.

If a combat result forces a Task Force into a hex occupied by another friendly Task Force, then all units in those two Task Forces are consolidated into one Task Force, and the empty Task Force counter is removed. Note that the remaining Task Force immediately assumes the highest fatigue level of the two Task Forces.

Friendly Cohorts and Centuries may be transferred between adjacent Task Forces during the Task Force Adjustment Phase. A Task Force may contain any number of friendly units.



ZONES OF CONTROL

The six hexes immediately around a Defending Task Force constitute its zone of control. Attacking or disrupted units do not have zones of control. Zones of control do not extend into rough, craters, mountain, forest, urban areas, or bases if the Attacking Task Force is moving in Combat mode (see p. 12). In determining zones of control, it is especially important to keep track of whether each Attacking Task Force is moving in Combat or LAF mode.

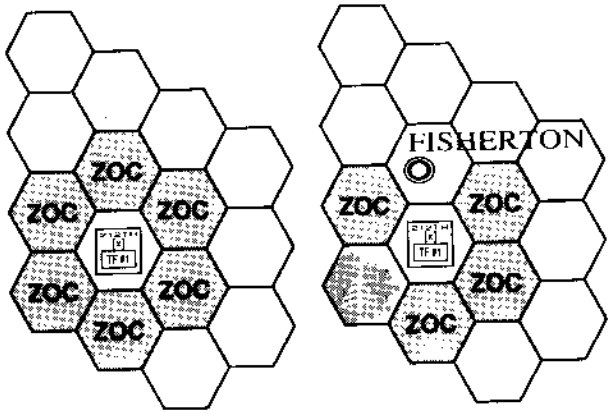


ILLUSTRATION 1 *ILLUSTRATION 2*

For example, Defending Task Force 1 has a zone of control into the six adjacent clear hexes in Illustration 1. Its zone of control would not extend into the forest or urban areas in Illustration 2, however, if Task Force 1 were trying to detect and attack a Task Force moving in Combat mode.

If a Task Force enters the zone of control of an enemy Task Force, the Defending player may ask the Attacker to interrupt the movement of his Task Force and allow the Defending player to make a detection attempt against the unit. (The Defending Task Force does not have to make a detection attempt.) If the moving (Attacking) Task Force then moves into another hex in the enemy Task Force's zone of control, another detection attempt may be made.

If the Defending Task Force decides to attack, the mo Task Force may attempt to detect the Defending Task For more than one Defending unit attacks simultaneously, the ing player receives only one detection attempt, against the Force of his choice. The combat is then resolved.

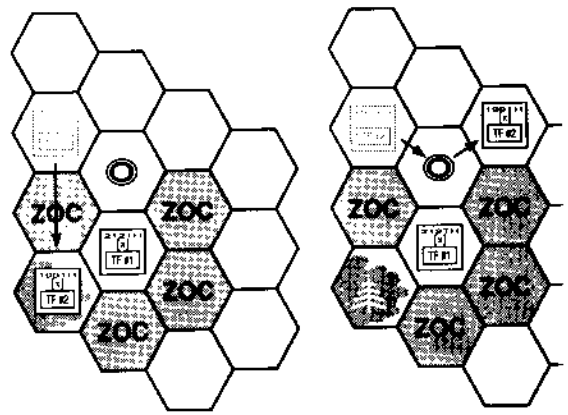


ILLUSTRATION 1 *ILLUSTRATION*

For example, if the player controlling Task Force 1 requested, Task Force 2 would have to interrupt its movement and allow Task Force 1 to attempt detection, and possibly attack, when Task Force 2 enters Task Force 1's zone of control (Illustration 1). If Task Force 2 follows the path in Illustration 2, through the urban area, Task Force 1 would not be able to attempt to detect Task Force 2 or attack it.

DEFENDER COUNTERACTIONS

Nothing in combat is as regulated as it appears i textbooks. While troops are advancing, enemy commande receiving word of the attack from forward units. Units in communication with their headquarters can often move qu to reinforce or retreat, as required. In addition, local comma are able to intuit possible and probable enemy movements a accordingly. An ebb and flow results, with move and co move. In **Prefect**, this fluidity is represented by allowin Defender limited movement and combat during the Attac movement in the Movement Phase.

During the Movement Phase, the Defender may move or attack with a number of Task Forces equal to the number of Task Forces the Attacker has moved. A Defending Task Force that attacks may not move, and a Defending Task Force that moves may not attack.

For each Task Force that the Attacker moves, the Defender can move or initiate combat with one Task Force. Record how many Task Forces the Attacker has moved on the Task Force Movement Track. Keep track of how many Defending Task Forces have counteracted on the same track. The number of the Defender's Task Forces on the Task Force Movement Track may never exceed the number of the Attacker's Task Forces. A Defending Task Force may not counteract twice in one turn, even if more Attacking Task Forces move than there are Defending Task Forces. If necessary, place a Moved counter under the Task Force counter to indicate that it moved or engaged in combat that turn.

The Defender may "save" actions until later in the Movement Phase. He may, for example, wait until the Attacker has moved four Task Forces, then move four of his own Task Forces. The Defender may not split a Task Force's movement. That is, he may not move a Task Force just one hex, then move it another hex or two later in the Movement Phase.

Defender Movement

All Defender movement during the Movement Phase is made in Combat mode. A Defending Task Force with one or two combat units may move three hexes. A Defending Task Force with three or more combat units may move two hexes. The Commonwealth/Renegade player may move the Task Force containing the Manus Primus headquarters unit (1D#2) up to three hexes, as long as that Task Force contains no more than four combat units. This movement reflects the additional command and control elements assigned to that headquarters. TOG Legions use the extra equipment to form a fifth Manus headquarters unit.

No terrain restrictions apply to this movement as long as all units in the moving Task Forces are grav-equipped. Defending Task Forces moving in LAF mode automatically change to Combat mode if they move as part of a Defender counteraction. Once the Task Force is in Combat mode, it has an active zone of control and may make detection attempts as normal.

The Defender may not move his Task Force into any enemy Task Force's active zone of control. Defender Task Forces may move into hexes adjacent to enemy Task Forces without active zones of control, but this unit cannot make detection attempts.

Defender Combat

A Defender's Task Force may initiate combat during the Movement Phase against any Task Force in its active zone of control. However, if a Defender's Task Force has moved during the Movement Phase, it may not also initiate combat. When conducting a Defender counteraction, use all rules from **Detection** and **Combat**, p. 12 and 13.

A Defender's Task Force may only attack a Task Force that it has detected in the current Movement Phase. A Defender's Task Force may make a detection attempt any time an enemy Task Force is in a hex of the Task Force's zone of control. Only one detection attempt may be made per hex, but if the Attacking unit moves from one hex of the Defending Task Force's zone of control to another, a second detection attempt may be made.

Defender counteraction attacks might occur in the middle of an Attacking Task Force's movement. If such a counteraction does take place, note the moving unit's remaining movement allowance. If the moving unit does not suffer a Defender Retreat (DR) or Breakthrough (BT) result, it may then continue its movement (see **Combat**, p. 14). If the Attacking Task Force suffers a DR or BT result, it may not move after it has retreated.

If the Attacking Task Force is in the zone of control of more than one Defending unit, all Defending units that successfully detect the Attacking unit may combine for the Defender's attack (subject to the limit on the number of Defending units allowed to act at this point).

If a Task Force fails to detect an enemy Task Force during the Movement Phase, it may attempt detection again during the Combat Phase.

If a Task Force from either side detects an enemy Task Force during the Movement Phase, and neither the detected or detecting Task Force moves before the Combat Phase, that detection is still in effect during the Combat Phase. A second detection attempt is not necessary.

As long as a detected and moving Attacking Task Force remains in the zone of control of a Defending Task Force, it can be attacked at any time by the Defending Task Force, subject to the usual restrictions. Detections do not count as Defender counteractions. The Attacking Task Force may make a detection attempt against any counterattacking Defending Task Force before engaging in combat.

OVERRUNNING DISRUPTED UNITS

Friendly Task Forces may destroy disrupted enemy units during the Movement Phase. If a Task Force enters a hex containing disrupted enemy units, it may expend one Movement Point to destroy one disrupted unit. Choose the destroyed unit randomly if there is more than one disrupted unit in the hex. The Task Force may wish to expend more Movement Points and destroy more disrupted units. The friendly Task Force may not remain in the hex if it does not have sufficient Movement Points to destroy all the disrupted units occupying the hex.

If a Task Force destroys any disrupted units during the Movement Phase, the Attacking Task Force's combat unit with the lowest Defense Value must make a saving roll. If it fails this roll, the Task Force is assigned one level of fatigue.

In order to attack a disrupted unit, a Task Force must contain at least one combat unit. Otherwise, a Task Force cannot make this attack.

A Task Force may not end its movement in a hex occupied by an enemy unit, even if the enemy unit is disrupted.

The Defender may destroy disrupted units as part of a counteraction. It may do so as a part of its movement, in the same way an Attacking Task Force destroys disrupted units.

DETECTION

The high mobility of modern combat and the large areas over which grav units operate make finding the exact location of enemy units difficult. Electronic countermeasures and other sensor-jamming equipment only add to the confusion. If one side knows the other's exact location, the first side can concentrate its forces against its enemy's dispersed forces and destroy those forces piecemeal. Thus, it is important to know where the enemy is, and to conceal the location of friendly units.

Prior to any combat, players may make detection attempts against any enemy Task Forces that are adjacent to their own Task Forces. The players state which enemy Task Force each of their Task Forces will attempt to detect, with the Attacker declaring first. Task Forces that traveled in LAF mode may not detect during this phase (see **Movement**, p. 9). Only one detection attempt per Task Force may be made during this phase of the turn. A Task Force may have one detection attempt made against it by each enemy Task Force in adjacent hexes. Defending Task Forces that made detection attempts as part of the Defender counteraction may not attempt detection in this phase. Task Forces may not combine detection attempts against a single enemy Task Force; all detection attempts must be made as individual Task Forces.

The player attempting detection totals the ESM values of all the units in a Task Force. That number is the Task Force's maximum ESM value. The player announces the ESM value for this sensor attempt. This value can be any number up to the maximum ESM value for the Task Force. The player controlling the opposing Task Force adds up the Sig value of the units in that Task Force, which becomes the Sig value. The ESM and Sig values are added together to determine the base target number. Terrain values and other factors are then added, if applicable, to the base target number to determine the modified target number. The detecting player then rolls 1D10. If the result is equal to or less than the target number, the Task Force has been detected, and the unit counter is flipped over to indicate this result. Remember that a result of 1 is always a successful roll and a result of 10 is always a failure, regardless of the actual modified target number.

In Task Force 1, the TOG player has a Light Cohort with an ESM Value of 3 and a Medium Cohort with an ESM Value of 2. That Task Force would have a total ESM Value of 5. The Commonwealth player has a Task Force adjacent containing a Heavy Cohort with a Sig Value of 3 and a Light Cohort with a Sig Value of 1, for a total Sig Value of 4. The TOG player may announce any ESM Value between 1 and 5. (He might use a lower value than 5 in an attempt to make his opponent believe there are fewer or weaker units in his Task Force.) If the TOG player does not announce a value lower than the actual ESM value, the Base Target Number for the detection attempt would be 9 (5 + 4). Unless this target number is further modified for terrain, the TOG Task Force would detect the Commonwealth Task Force on a roll of 9 or less.

Note that a successful detection roll does not require the player to give his opponent the actual composition of the detected Task Force.

Terrain Effects

Terrain can drastically affect the operation of sensors. The more built-up an area is, the more difficult it is to detect a hidden unit. After the base target number is determined by adding together the ESM and Sig values, the detecting player applies modifiers to this value according to the terrain in which the unit to be detected is located. Only one terrain modifier may be used. If the hex has multiple terrain types, the player being detected chooses the terrain modifier.

The rating of any Legion or naval bases located in the hex are also used to modify the detection attempt. The base ratings are cumulative and can be added to the terrain modifier.

The defense factor listed with the terrain detection modifier is added to the defense value of the occupying unit (See **Attack Procedure**).

Movement Effects

The movement mode of a Task Force affects the chances of its detection. When in Low-Altitude Flight mode, a Task Force is flying well above the sensor shadow of any underlying terrain features, making the Task Force more vulnerable to detection. All detection attempts against Task Forces at LAF are modified by +6, and all underlying terrain is disregarded.

TERRAIN AND MOVEMENT EFFECTS ON DETECTION AND COMBAT

Terrain Type	Detection Modifier	Defense Factor	ZOC Blocked?
Clear	0	0	No
Forest	–4	2	Yes
Urban	–6	3	Yes
Rough	–3	1	Yes
Sink Holes*	–3	1	Yes
Water	+2	0	No
Craters	–2	1	Yes
Desert/Lava Flow*	0	0	No
Jungle*	–4	2	Yes
Mountains/Volcano*	–5	3	Yes
Swamp *	–3	1	Yes
Legion Base	–2 x Rating	Rating	Yes
Naval Base	–2 x Rating	Rating	Yes
Task Force at LAF	+6	0	No

* For use with **Conversion** system, page 43.

SIGNAL UNITS

Signal Centuries in Task Forces can be used to enhance or degrade detection attempts. Signal Centuries have an ESM Value of 3 and a Sig Value of –3. The ESM and Sig values of signal units are not cumulative, regardless of the number of Signal Centuries in a Task Force.

In the previous example, the TOG Task Force had a total ESM Value of 5 and the Commonwealth Task Force had a total Sig Value of 4. If the TOG Task Force contained one or more Signal Centuries, the Task Force's ESM Value would be 8. If the Commonwealth Task Force contained one or more Signal Centuries, it would have a total Sig Value of 1 (4 – 3). The Base Target Number for detection would still be 9. If only the TOG Task Force had a Signal Century, the Base Target Number for detection would be 12 (8 + 4). If only the Commonwealth Task Force had a Signal Century, the Base Target Number for detection would be 6 (5 + 1).

COMBAT PHASE

The basic objective in **Prefect** is to take or hold a star system. This is done by capturing the primary world of the system, which is accomplished by eliminating its defenders. This boils down to destroying enemy units. Players maneuver Combat Cohorts and other assets against enemy forces to destroy them with little or no loss to themselves. Important strategies include focusing strength against weak points, the economic use of available resources, a certain amount of trickery, and knowing when to cut and run.

Combat is normally initiated by the Attacker (but see **Defender Counteractions**, p. 10). Attacking units may only attack adjacent enemy hexes. Each Defending Task Force may only be attacked once in a Combat Phase, but several Task Forces adjacent to an enemy Task Force may combine their attacks. No Task Force may attack more than once per turn.

The Attacking player first declares which hexes are being attacked, and which Task Force will be used in each attack. Each attack is made separately, with any retreats being resolved before the next attack is made. The order in which the Task Forces attack is determined by the Attacker. All units in an Attacking Task Force must be involved in the battle.

If the Defending Task Force contains only support units, the support units are automatically destroyed (not disrupted), their Task Force counter is removed, and the Attacking Task Force may advance into the hex previously occupied by the Defending Task Force. This does not count as a Breakthrough (see **Resolving the Combat** below).

ATTACK PROCEDURE

The attack procedure is fairly straightforward. Players first determine the combat ratio, taking into account the terrain the Defending unit is occupying. Then column shifts are applied for the detection results. Finally, the players roll the die and consult the Combat Results Table to determine the results of the attack.

Determining the Combat Ratio

To determine the combat ratio, the attack values of the combat units in the Attacking Task Force(s) are totaled and compared to the sum of the defense value of the combat units in the Defending Task Force plus the terrain defense value of the terrain the Defender is occupying. The defense values of support units are not added to the total. Note that for each level of fatigue recorded in the Task Force Holding Box, the attack or defense value of each unit is reduced by 1 (see **Fatigue**, p. 15).

This comparison (total attack value to total defense value) produces a ratio. Round it down in the Defender's favor until it matches one of the ratios listed in the Combat Results Table.

> For example, a TOG Task Force consisting of two Medium Cohorts with a combined Attack Value of 6 is attacking a Commonwealth Task Force consisting of one Light Cohort with a Defense Value of 4 in an Urban hex with Defense Factor 3. The Combat Ratio for this attack would be 6 to 7 or 2 to 3.

Detection Shifts

If *any* of the Attacking Task Forces have been detected, the Attacker has been detected. If only one side's force has been detected, a different column may be used to resolve the battle. The player whose forces have *not* been detected may choose to use the column one column to the left or right of the determined combat ratio column. This choice must be made before the combat die is rolled.

If both sides have been detected, or if neither side has been detected, no column shifts are made.

> If only the TOG Task Force from the previous example is detected and the Commonwealth Task Force is not, then the Commonwealth player can choose the combat ratio column to the left (1 to 2) or right (1 to 1) of the actual combat ratio column (2 to 3), shifting the odds. If only the Commonwealth Task Force has been detected, the TOG player has the same set of choices.

COMBAT RESULTS

	1 to 2 (or less)	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1 (or more)
1	–3CA/+3	–2CA/+3	–2CA/+2	–1CA/+2	–1CA/+1	0/0
2	–2CA/+4	–2AR/+2	–1AR/+2	–1AR/+1	–1AR/0	0AR/0
3	–2AR/+4	–1AR/+2	–1AR/+1	0/+1	0/0	+1/0
4	–1AR/+3	0/+1	–1/+1	0/0	+1/0	+1/–1
5	–1/+3	0/0	0/0	+1/0	+1/–1	+2/–1DR
6	0/+2	+1/0	0/0	+1/–1	+2/–1DR	+2/–2DR
7	+1/+2	+1/–1	+1/–1	+2/–1DR	+2/–2DR	+3/–2DR
8	+1/+1	+1/–1	+1/–1DR	+2/–2DR	+3/–2DR	+3/–3DR
9	+1/+1	+2/–1DR	+2/–1DR	+3/–2DR	+3/–3DR	+3/–3BT
10	+2/0DR	+2/–2DR	+2/–2BT	+3/–3BT	+3/–3BT	+3/–3BT

Resolving the Combat

Once the combat ratio column has been determined (or chosen), the Attacker rolls 1D10 and cross-references the result with the appropriate column of the Combat Results Table.

The Combat Results Table may look formidable, but it is simple to use. Numbers and abbreviations to the left of the slash (/) apply to the Attacking forces. Numbers and abbreviations to the right of the slash apply to the Defending forces. The numbers modify the defense value of any unit making a saving roll (see **Saving Rolls**, below). The following abbreviations represent results in addition to the saving roll modifiers.

AR/DR. These are attacker retreats and defender retreats, respectively. After all saving rolls have been made by both sides, the player with the retreat result must now retreat from the battle. A retreating Task Force must move to an adjacent hex that does not contain an enemy Task Force. If there is no such hex, then the Task Force is destroyed. Disrupted units are moved with the retreating Task Force.

The non-retreating player may, if he wishes, move one of his Task Forces involved in the combat into the newly vacated hex. No Defender counteractions may take place in response to this move. (See **Capturing a Base**.)

BT. This result is a breakthrough. Record it on the Breakthrough/Counterattack Track. It indicates that the Defending frontline units are penetrated at a weak point. The Attacker's units rush into the gap, hitting rear-area support units. The Defending formations break up, to better protect themselves, and retreat in disarray. The Defending Task Force's combat and support units must make saving rolls to avoid being destroyed. Those combat and support units making a successful saving roll are disrupted. The Task Force is removed from the board and any disrupted units retreat. An Attacking Task Force may move into the abandoned hex, as in a DR result.

CA. This result is a counterattack. Record it on the Breakthrough/Counterattack Track. The Defender broke the oncoming attack, wreaking havoc in rear areas and on unprepared advancing units. The result is the same as for a breakthrough, but applies to the Attacking Task Force. No retreating units may move into a hex previously occupied by another Attacking Task Force involved in this combat.

Example of Combat

The Attacker is using three Task Forces (Attack Values 5, 4, and 3) to attack a Defending Task Force (Defense Value 9) in a forest (Defense Value 2).

Combat Ratio. The basic combat ratio is 12 to 9. However, the Defender is in a forest, so his defense value is increased by 2. The combat ratio modified by terrain is 12 to 11. This rounds down to 1 to 1.

Detection Modifiers. One of the Attacking Task Forces ha been detected. Therefore, the Attacker has been detected, whil the Defender is undetected. The Defender may choose to shift th combat ratio column one column to the left or right. The Defende shifts the Combat Ratio column one to the left, choosing 2 to 3

Resolving the Combat. The Attacker now rolls 1D10 wit a result of 3. Consulting the Combat Results Table, and readin across Row 3, Column 2 to 3 shows a "–2AR" result for th Attacker and a "+2" result for the Defender. All the Defender' combat units must make saving rolls using a +2 modifier. All th Attacker's combat units must make saving rolls at a target numbe modified by –2, a much more difficult roll. All three Attackin Task Forces must also retreat from their hexes, keeping in min that they cannot retreat into hexes previously occupied by on another. The Defending Task Force may advance into one of th three hexes which are now vacant.

SAVING ROLLS

After the combat results are determined, the combat units o all attacking and defending Task Forces must make saving rolls Support units only make saving rolls if their side suffered Breakthrough or Counterattack result. The target number for each unit's saving roll is equal to its defense value plus or minus any modifiers from the Combat Results Table. A +2 modifier is also applied to the saving rolls of Attacking units that moved in LAI mode this turn.

Roll a die for each unit that is making a saving roll. If th result is less than or equal to the modified defense value of th unit, the unit is unharmed. If the result is more than the modifie defense value, the unit is disrupted.

Units that are making saving rolls as a result of a BT or CA result are attempting to avoid being destroyed, and are considered to be disrupted if they make their saving roll. Destroyed units are removed from the map, but can be rebuilt (see **Rebuilding Destroyed Units**, p. 17).

Units that fail their saving roll and are disrupted are removed from their Task Force's Holding Box and placed on the planetary map in the Task Force's hex. Disrupted units move in the Withdrawal Phase. Disrupted units can be reorganized and brought back into action by reaching a Task Force with a friendly headquarters unit attached to it, or by reaching a friendly Legion base and expending supply points. (See **Reorganizing Disrupted Units**, p. 17.)

For example, an undetected TOG Task Force consisting of two Medium Cohorts with a combined Attack Value of 6 and a signal unit is attacking a detected Commonwealth Task Force consisting of one Light Cohort with a Defense Value of 4 and a Manus headquarters, located in an Urban hex. The TOG force is attacking at 1 to 2 odds, which are shifted to 1 to 1 because of the Defending Task Force's detected status.

The combat result rolled is an 8, a +1/–1DR result. The two medium combat units of the TOG Task Force save on a roll of 7 or less (Defense Value of 6 each with a combat result modifier of +1). The Light Cohort of the Commonwealth Task Force saves on a roll of 3 (4 – 1), and the Commonwealth Task Force itself must retreat to an adjacent hex that is not occupied by any TOG Task Forces.

ARTILLERY

Artillery Cohorts provide important support for attacking or defending forces. These units can fire shells at distances of hundreds of kilometers with surprising precision. If used to support an attack, artillery missions can be called in by frontline Cohorts and strike with pinpoint accuracy. Even without exact firing coordinates, modern artillery vehicles can lay down impressive long-range strikes.

An Artillery Cohort adds its attack or defense value to the combat value of any Task Force to which it is assigned as normal, but does not have to make a saving roll unless its Task Force suffers a breakthrough or counterattack result. If the Artillery Cohort is the only combat unit in the Task Force, the Artillery Cohort makes a saving roll as a normal combat unit.

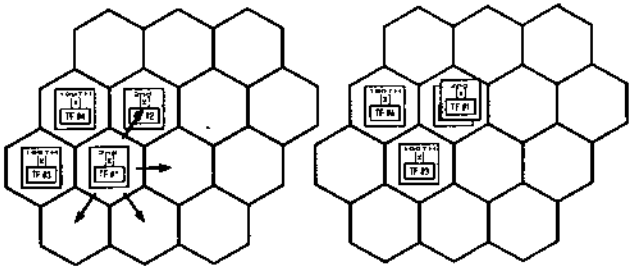
RETREATS

A Task Force that suffers a retreat result must be moved by the owning player from its current hex to an adjacent hex. That hex cannot contain an enemy Task Force but may contain a friendly Task Force.

If a Task Force retreats into a hex occupied by a friendly Task Force, the units of the two Task Forces are combined into one Task Force. However, if the occupying Task Force is being attacked, the newly retreated force may not contribute to the defense of that Task Force. The newly retreated Task Force also suffers any effects of the second combat, and must make another saving roll if required.

Task Forces that retreat are not subject to further attack unless they join a friendly Task Force against which an unresolved attack has been declared. Units that fail their saving roll retreat with their Task Force.

Any of the Attacking Task Forces may enter the hex that the Defending Task Force retreated from even if the hex is in another Defending Task Force's active zone of control. That Defending Task Force may not attack the moving Task Force.



For example, Commonwealth Task Forces 1 and 2 are under attack by TOG Task Forces 3 and 4, respectively. The TOG player decides to resolve the Task Force 3 attack first. If Task Force 1 must retreat, it can retreat to any of the indicated hexes. If it elects to retreat to the hex occupied by Commonwealth Task Force 2, its units are immediately transferred to Task Force 2.

When Task Force 2 is attacked, only the combat units it contained at the start of the Combat Phase can be used for defense. However, all combat units from Task Force 1 must also make a saving roll against the attack.

FATIGUE

Units involved in combat become fatigued. Men are tired, stores have been used, rounds expended. The vehicles have taken minor damage and need to be repaired. Crews need sleep.

To represent these factors, a Fatigue counter is placed in the status box of any Task Force that has engaged in combat during the turn. Note that a Task Force can receive a Fatigue counter during the Movement Phase as a result of a defensive counteraction. The effects of fatigue suffered during a defensive counteraction are applied immediately.

For each subsequent combat the Task Force engages in, its fatigue level increases by one, to a maximum of three.

Each level of fatigue a Task Force suffers reduces the attack and defense values of all units in the Task Force by one. Note that the lower defense value also reduces a unit's target number for saving rolls. If a Task Force has a Fatigue Level of 3, it cannot attack, either in the Combat Phase or as a defensive counteraction in the Movement Phase. A Task Force with a Fatigue Level of 3 cannot destroy disrupted units.

Fatigue counters may be removed by expending supplies (see **Supplies**, below).

If a unit from a fatigued Task Force joins another Task Force, the highest fatigue level applies. If a Task Force splits its units, both new Task Forces retain the fatigue level of the original Task Force. If two Task Forces join, the highest fatigue level of the two forces applies to the combined force.

Fatigue is never applied to a disrupted unit. A disrupted unit has a Fatigue Level of 0.

For example, a Light Cohort from a Task Force with a Fatigue Level of 2 joins a Task Force with a Fatigue Level of 0. The combined Task Force now has a Fatigue Level of 2.

DESTROYING DISRUPTED UNITS

A disrupted unit may be destroyed by an Attacker moving into the disrupted unit's hex during the Movement Phase. Disrupted units may also be attacked normally during the Combat Phase of the turn. Any attack against a disrupted unit or units is automatically successful. Any disrupted units in the attacked hex are destroyed and removed from the map. The Attacking combat unit with the lowest defense value must make a saving roll. If it fails this roll, the Task Force suffers one level of fatigue.

If one or more disrupted units occupy the same hex as a Task Force that is involved in combat, the disrupted units are safe unless the support units in that Task Force must make saving rolls. If the support units must make saving rolls, all disrupted units in the hex are destroyed and removed from the map. These forces may be rebuilt (see **Rebuilding Destroyed Units**, p. 17). If the Task Force retreats, the disrupted unit retreats with it, and may move as normal in the Withdrawal Phase.

SUPPLY PHASE

An army fails or succeeds in its mission according to its supplies. Munitions, fuel, food, spare and replacement parts, even mail are vital to keeping units in fighting trim, or, in some cases, to allow them to fight at all. Being low on supplies can be bad, but being out of supplies is often fatal.

Headquarters units serve as storehouses and distribution points for supplies and reinforcements for the forces serving under them. These headquarters units represent the command and control centers of their forces, and serve as the transportation, maintenance, and repair facilities of the Task Force.

Legion bases can repair or replace damaged vehicles and men, and also serve as depots to receive supplies from off-planet, or as a collection point for supplies.

Naval bases cannot supply ground troops, and Legion bases cannot supply naval units.

During the Supply Phase, each player can perform the following actions in the order they appear.

1. Transfer supply points between friendly headquarters and bases;
2. Expend supply points from any base or headquarters to remove fatigue from their units;
3. Expend supply points to reorganize any disrupted unit that is currently with a friendly base or a Task Force containing a headquarters unit; and
4. Expend supply points from a Legion base to rebuild destroyed units.

SUPPLY POINTS

At the start of the Supply Phase, both players may transfer supply points from their Legion bases to any friendly Legion or Auxilia headquarters unit or other friendly facilities as long as a valid line of communications exists between the sending base/unit and the receiving base/unit. A line of communications is considered valid if a continuous line of hexes can be traced from the sending base/unit to the receiving base/unit that does not cross a hex occupied by an enemy Task Force, enemy disrupted unit, enemy base, or enemy active zone of control. This line of communications is not limited by distance or terrain as long as the Legion/Auxilia headquarters receiving the supplies is a grav unit.

Following the transfer of supplies, each player allocates supplies to his Legion bases, or as determined by the scenario. This allocation should be recorded on the appropriate Supply Record Track for that base. These supply points may not be transferred during the current turn.

In the planetary game, each friendly Legion base receives a certain number of supply points each turn as dictated by the scenario. Sometimes this flow of supplies is based on the number of friendly cities under the side's control. The supplies might also represent a one-time shipment from off-planet. Each Legion base and headquarters can store a maximum number of supply points. If the incoming level of supplies is greater than the storage capacity of the unit, the excess supply points are lost.

MAXIMUM SUPPLY-POINT STORAGE

Base Rating	Total supply points that can be stored
Cohort Support Base (G1)	25
Manus Support Base (G2)	50
Legion Support Base (G3)	100
Planetary Support Base (G4)	100
Legion Headquarters	15
Auxilia Headquarters	6

Note that supplies carried by a Legion or Auxilia are considered to be stored with the headquarters unit.

REARMING FATIGUED TASK FORCES

Any friendly base or headquarters unit may remove fatigue levels from any Task Force. The Task Force being supplied must be able to trace a valid line of communications to a Legion headquarters or Legion base. The player must expend 1 supply point per combat or support unit contained in the Task Force to remove one level of fatigue. Multiple levels of fatigue may be removed in one turn as long as sufficient supply points have been expended. A player may remove part of a Task Force's fatigue in one turn, rather than fully restoring the Task Force. The supplies used to restore any Task Force can come from multiple sources, if necessary.

Players are not required to restore fatigued Task Forces.

> For example, a Task Force with a signal unit, a Light Cohort, and a Heavy Cohort has a Fatigue Level of 2. The player must expend 6 supply points to fully restore the Task Force, and 3 supply points to restore it to a Fatigue Level of 1. The player may not, however, expend 4 supply points to fully restore only the Heavy Cohort and not restore the signal unit or Light Cohort at the same time.

Regardless of unit type, a single supply point will remove one level of fatigue from a unit, because supplies are not meant to replace destroyed equipment, but rather to replace consumable munitions, supplies, and incapacitated soldiers. Because all units have about the same number of personnel and vehicles, a single unit of supply will have the same effect on every type of unit.

REORGANIZING DISRUPTED UNITS

After the players have restored fatigued Task Forces, they may reorganize disrupted units that are in the same hex as a Task Force with a friendly Legion, Auxilia, or Manus Headquarters unit, or at a Legion base.

The base or headquarters may reorganize as many units as it has supply points to do so. The cost for reorganizing various types of units is listed in the Reorganizing Cost Table below.

Disrupted headquarters may not reorganize disrupted units, but may be reorganized by a functioning Legion Headquarters or Legion base. A disrupted Manus Headquarters may be reorganized by its parent Legion Headquarters or a Legion base of Rating 2 or larger. A disrupted Legion Headquarters may be reorganized by a friendly Legion base of Rating 3 or larger.

Headquarters units occupying a full Water hex cannot reorganize disrupted units.

REORGANIZING COST

Unit Type	Supply Points
Combat Units	
Light Grav Cohort	3
Medium Grav Cohort	5
Heavy Grav Cohort	8
Infantry Grav Cohort	2
Artillery Grav Cohort	5
Marine Cohort	2
Militia Regiment	—
Garrison Legion	—
Support Units	
Air Defense	2
Combat Engineer	2
Construction Engineer	2
Signal Century	1
Manus/Auxilia Headquarters	2
Legion Headquarters	5

REBUILDING DESTROYED UNITS

Units destroyed during the course of the game can be rebuilt at any friendly Legion base at double the reorganization cost. The rating of the base is equal to the number of units that base can rebuild in one turn. A player must expend 1 supply point to rebuild a Militia Regiment, and 4 supply points to rebuild a Garrison Legion.

Once the unit is rebuilt, a new Task Force counter is placed on the map in the hex with the Legion base, unless the rebuilt unit is assigned to a friendly Task Force already in that hex. (However, the player's Task Force limit may not be exceeded.) If the player does not have a Task Force available in which to place the unit, the unit may not be rebuilt that turn, and the supply is not spent.

Players cannot rebuild units that have not been destroyed. In other words, they cannot create new units by rebuilding. Players cannot voluntarily destroy a unit in order to rebuild it elsewhere.

The supply points used to rebuild a destroyed unit must be available at the Legion base where the rebuild is occurring. Players may not use multiple sources to rebuild a destroyed unit.

WITHDRAWAL PHASE

After the Supply Phase, the players should check every disrupted unit on the map. If any disrupted unit cannot trace a valid line of communication to a friendly headquarters or base, that unit is automatically destroyed and is removed from the map. All disrupted units that can trace a valid line of communication to a friendly headquarters or base can now move up to nine hexes in Combat mode, rather than LAF. The units are not subject to detection or attack during the Withdrawal Phase, but they may not move through active enemy zones of control or hexes occupied by enemy Task Forces or bases. Any number of disrupted units may stack together, even on a hex occupied by a friendly Task Force. If a disrupted unit can make it back to a Legion base or a Task Force containing a headquarters unit before being destroyed, the Unit counter is placed under the Base or Headquarters counter to indicate that the unit is still disrupted.

Disrupted units cannot aid in any attacks or be added to the defense value of a Task Force or base. Disrupted units make saving rolls as support units. If a disrupted unit at a base fails a saving roll, the unit is destroyed.

TASK FORCE ADJUSTMENT PHASE

Following the Withdrawal Phase, the players may change the composition of friendly Task Forces.

A new Task Force may now be created adjacent to any Task Force containing a headquarters, or at a friendly base. Task Forces adjacent to one another may freely exchange units. Remember, though, that a unit's fatigue level applies to its new Task Force (see **Fatigue**, p. 15). If, after exchanging units, a Task Force no longer has any units assigned to it, that Task Force is removed from the map.

Units from a Task Force operating in LAF mode apply their movement status to any Task Force they join.

TEMPO PHASE

Tempo refers to the speed or pace of combat. If the tempo is slow, units are conducting small operations, mixed with an occasional large operation, as both sides probe for weak points in their opponent's lines. If the tempo is swift, however, things are happening fast. Troops are advancing quickly, and battles are rapid, bloody affairs. A fast-tempo combat often focuses on one or several areas in the line, such as potential breakthroughs or successful advances. A fast-tempo attack can be bad news for the commander on the receiving end.

In the Tempo Phase, the players determine which player will be the Attacker for the next turn. If the Attacker achieved more breakthroughs than the Defender had counterattacks, the current turn's Attacker will continue as the Attacker next turn. The Defender will again be the Defender. If the Defender achieved as many as or more counterattacks than the Attacker had breakthroughs, the current Defender becomes the next turn's Attacker.

CAPTURING A BASE

During the course of the planetary game, enemy Legion or naval ground bases, as well as urban areas, may be captured. If a unit enters a hex containing an enemy base or urban area, replace the current enemy counter with the appropriate TOG or Commonwealth base counter, or mark captured urban areas with the appropriate TOG or CW counter. Any supplies present may be captured.

If the friendly Task Force was able to enter the base without attacking an enemy Task Force, or by attacking a enemy Task Force and achieving a BT result, any supplies in the base are captured and can be used by the friendly player. If the base contained only disrupted units, or a Task Force consisting solely of support units, the supplies are considered captured. If the friendly Task Force entered the base by attacking an enemy Task Force which received a DR result, the supplies are destroyed.

Once captured, bases can be used without restrictions by the new controlling player.

NON-GRAV FORCES

Militia Regiments, Garrison Legions, and Marine Cohorts have no grav capability. Therefore, these units have limited combat abilities. Non-grav units can be attached to a Task Force, or they can operate independently. If the unit is operating independently, use the unit counter itself, not a Task Force counter, to mark their location on the map. A non-grav unit that is operating apart from any grav units has no zone of control.

Non-grav forces can move no more than one hex per turn, whether attacking, defending, or disrupted. They cannot move across Water hexes. If a non-grav unit is attached to a Task Force, these movement restrictions apply to the entire Task Force.

Valid lines of communication to independently operating non-grav units cannot be traced over Water hexes.

Non-grav forces are affected by fatigue as normal, but non-grav forces that fail a saving roll are destroyed.

Non-grav units forced to retreat into full water hexes are destroyed.

ENGINEER CENTURIES

Legions are equipped with two types of Engineer Centuries. Combat Engineer Centuries have grav engineering vehicles, able to engage in combat. For each Combat Engineer Century present in a Task Force, the player can apply a modifier of –1 to the saving roll of one of the Task Force's combat units. This modifier cannot be applied to a support unit. No combat unit's saving roll target number can be reduced by more than one.

The second type of Engineer Century is the Construction Engineer Century. These units construct bases using supplies and prefabricated building modules (see the **Campaign Game**). During the course of the scenario, additional bases will be made available to each player. The players must assign the new base to a Task Force able to trace a valid line of communication to a friendly base or headquarters.

During the next turn's Supply Phase, the base can be constructed in the hex by its assigned Task Force. One Construction Engineer Century is required to build a GL1 base, two to build a GL2 base, and three to build a GL3 base. Supply must also be expended in order to construct a base. A GL1 base requires 5 supply points for construction, a GL2 base requires 15 supply points, and a GL3 base requires 50 supply points. These supplies do not have to come from any one source, but can be drawn from any friendly base or headquarters unit that can trace a valid line of communication to the constructing Task Force.

CONSTRUCTION COST TABLE

Base Type	Number of Construction Centuries	Supply Cost
GL1	1	5
GL2	2	15
GL3	3	50
GL4	4	100

SPACE GAME

In the space game, **Prefect** players vie for control of a planetary system, conduct raids against orbital bases, and land troops on enemy-controlled planets. Control of local space is necessary for a successful planetary invasion.

COMPONENTS

The space game is played on a map representing the Africannus star system and its major habitable planet, Ku Crassus. Counters represent Task Forces, starships, Fighter Flights, planetary bodies, and are used on various record sheets and charts.

SYSTEM MAP

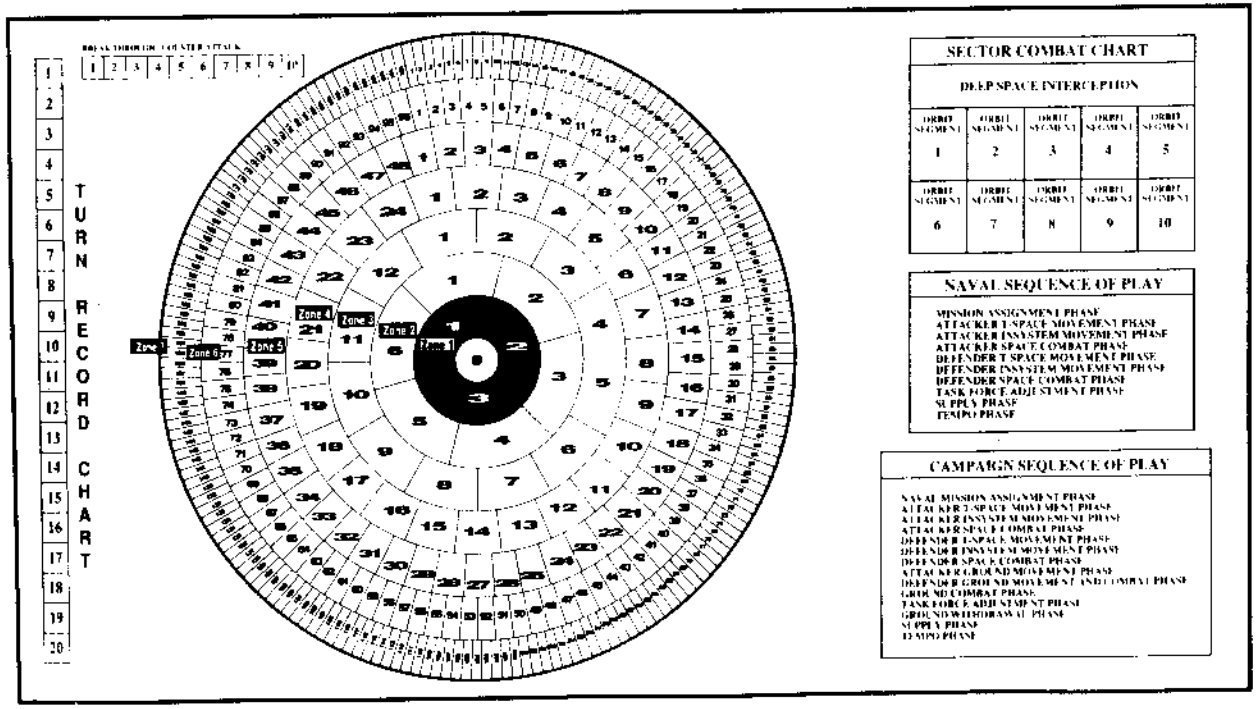
The system map represents the world's solar system and is used to regulate the movement of starships within the system. This map is divided into eleven orbital zones. The sun occupies Zone 0. Zones 1–7 are divided into numbered sectors. This breakdown allows each of the sectors to be located quickly if the orbital zone and sector number is known. For example, if an orbital base is located in the tenth sector of the second orbital zone, its location would be written as (2,10).

The size of the zones and sectors is abstracted, because their actual size in normal space has little tactical impact on military operations. Each zone is twice the width of the previous zone, with Zone 1 being about .25 AUs wide. It would take time beyond the scope of this game just to travel from one sector to another in normal space, and so starships make small T-space "mini-hops" to travel between sectors.

Most of the sectors are empty, but some contain planets, asteroids, or space installations that give the sector economic or military significance. These natural bodies and man-made installations are targets for the opposing players to capture or destroy. Counters representing these bodies are placed on the map at the start of the game.

The Turn Record Track is also located on the system map. This record track shows time passing and when reinforcements will arrive. Each box represents twelve hours.

The system map also contains the Breakthrough/Counterattack Track, which is used to keep track of the number of breakthroughs and counterattacks the player achieved during the turn.



SECTOR COMBAT CHART

DEEP SPACE INTERCEPTION

ORBIT SEGMENT 1	ORBIT SEGMENT 2	ORBIT SEGMENT 3	ORBIT SEGMENT 4	ORBIT SEGMENT 5
ORBIT SEGMENT 6	ORBIT SEGMENT 7	ORBIT SEGMENT 8	ORBIT SEGMENT 9	ORBIT SEGMENT 10

Sector Combat Chart

A Sector Combat Chart appears on the system map. During the combat portion of the space game, the players allocate forces on this chart to defend and attack specific bases in a contested sector.

RECORD SHEETS

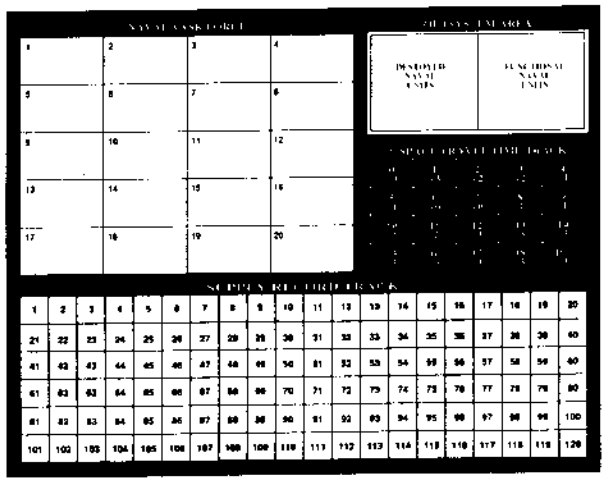
Each player will use record sheets to track the location and status of his individual naval forces and the current level of supply at each of his bases or on board his transports. These record sheets should be kept hidden from the opposing player.

Naval Task Force Record Sheet

Each player has one Task Force Record Sheet. The Task Force Record Sheet is used in much the same way as the Legion/Auxilia Record Sheet. The naval forces assigned to the Task Force are placed in the Task Force's holding box, rather than on the system map. Mission chits are also placed in a Task Force's holding box to show that a combat mission was assigned to the Task Force for the turn.

If a Task Force is assigned a sector defense mission for the turn, the naval forces are placed on the Orbital Force Allocation Sheet, for the appropriate planet or planetoid, rather than being placed in the Task Force Holding Box.

The Naval Task Force Record Sheet has three other record tracks: the Outsystem Area Chart, the T-space Travel Time Track, and the Supply Record Track.



Outsystem Area

The outsystem area represents secure friendly bases, located in nearby friendly systems. It is used to keep track of naval forces currently operating from bases in nearby interstellar space. One holding box is for destroyed forces, and the other holding box is for functional naval forces not currently assigned to an outsystem Task Force. No combat may take place in the outsystem areas.

T-space Travel Time Track

This track is used to indicate how long a Task Force has been traveling in T-space before it arrives on the system map. The more time a Task Force spends in T-space while traveling to a system, the less chance there is that it will be detected before it arrives.

Each box contains two numbers. The larger number indicates the number of turns the Task Force has spent in T-space. The second number is the modifier to be used when the defending player makes a T-space detection roll for that Task Force.

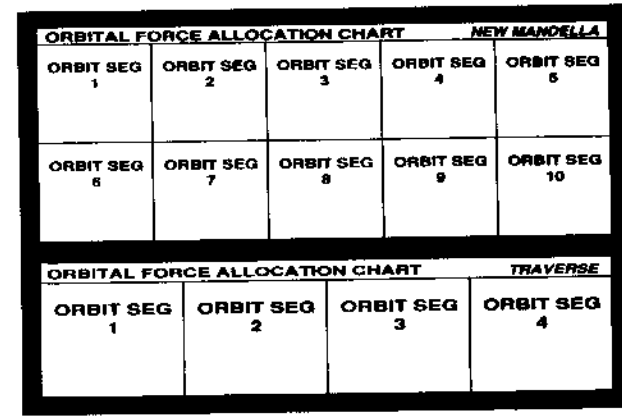
Supply Record Track

This track provides a current count of the level of supply each base and transport ship possesses. Each base or transport's supply counter is placed on this track to indicate the current amount of supply. The counter is moved up or down the track as the supply is increased or consumed.

Orbital Force Allocation Chart

The Orbital Force Allocation Chart is used to indicate the exact location of orbital installations, and the forces allocated to defend those installations and the planet below. Each planet or planetoid in the system has its own Orbital Force Allocation Chart, which is divided into a number of orbital segments depending on the size of the planet below. The Orbital Force Allocation Chart for a planet-sized body has ten orbital segments. The Orbital Force Allocation Chart for a planetoid has four orbital segments.

Installations orbiting the planetary body are placed in an orbital segment for the duration of the game. All orbital segments must contain one installation before a segment can have two installations; all orbital segments must contain two installations before any one segment can have three installations, and so on.



Individual starships and Fighter Flights of any Task Force assigned to a sector and given a sector defense mission are allocated to the individual orbital segments at the owning player's discretion, rather than being placed in their Task Force Holding Box on the Task Force Record Sheet.

Some installations are located in system sectors that do not contain a planetary body. These installations do not require a separate Orbital Force Allocation Chart because they are considered to occupy a single orbital segment.

If an orbital zone is designated as an asteroid belt, each orbital sector in that zone has four orbital segments. Several blank Orbital Force Allocation Charts are provided for these areas. The sector number corresponding to each chart needs to be carefully noted.

COUNTERS

The space game includes 540 counters, divided into three categories: counters representing naval units and space bases; planetary counters, representing the planetary bodies in orbit around Africannus; and information counters, used to denote the status of units, levels of supply, and so on. Separate the counters and sort them according to category and color.

Red counters are units or bases controlled by the TOG player. Blue counters represent a unit or base controlled by the Renegade/Commonwealth player.

Task Forces

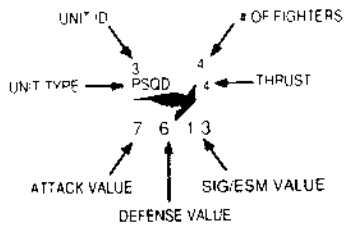
Each military is given twenty numbered Task Force counters. These counters are used to indicate the general location on the system map of the forces assigned to the Task Force. Only active Task Forces (Task Forces including at least one naval unit) may be placed on the system map.

Starships

Starships are the massive, spacefaring vessels that vie for control of space and transport ground troops to a planet's surface. Carrier, Cruiser, and Battleship counters represent a single ship of that class. Patrol and Defense Squadron counters represent a force of six to seven frigates, destroyers, and patrol ships.

Each counter provides a silhouette of the ship type, a letter code distinguishing the vessel or Squadron type, and an identification number. All starships have an attack, defense and Sig/ESM value that is analogous to the same values used by the planetary combat units. All ship counters include a fighter transport rating representing the number of Fighter Flights that may be carried by that unit, and a thrust rating for the ship.

Transports carry cargo instead of fighters, and so the Fighter Transport rating represents the number of supply points the vessel can carry.

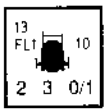


The class of ship that the counter represents is defined by the following letter codes: **BB**—Battleship, **CA**—Cruiser, **FG**—Frigate, **P Sqd**—Pursuit Squadron, **D Sqd**—Defense Squadron, **FGV**—Carrier Frigate Class, **DDV**—Carrier Destroyer Class, **TRL**—Light Transport Squadron, **TRM**—Medium Transport Squadron.

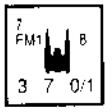
Fighters

Fighter counters represent a Flight of interceptors, twenty-four fighter spacecraft with no interstellar capabilities. Each Fighter Flight has an attack, defense, Sig/ESM, and thrust rating.

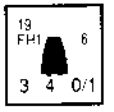
The class of fighter that the counter represents is defined by the following letter codes: **FL1**—Light Fighters Type 1, **FL2**—Light Fighters Type 2, **FM1**—Medium Fighters Type 1, **FM2**—Medium Fighters Type 2, **FH1**—Heavy Fighters Type 1, **FH2**—Heavy Fighters Type 2.



Light

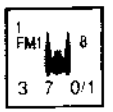


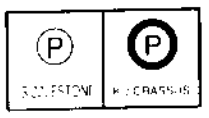
Medium



Heavy

Flight counters showing a colored bar are part of an Independent Fighter Wing and have organic carriers. These Flights are capable of interstellar movement and do not need to be assigned to a starship in order to move from sector to sector.





Planets and Planetoids

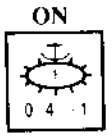
These counters are placed on the system map to represent the current location of planetary bodies orbiting Africannus.

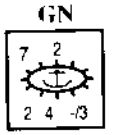
Asteroid Belt

Asteroid Belt counters are placed on the system map to indicate that an entire orbital zone is an asteroid belt. The Africannus system has two asteroid belts, one in Zone 1 and one in Zone 7.

Fatigue

The Fatigue counter is placed on the Task Force Holding Box to indicate that a unit is fatigued. There are three fatigue levels.



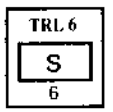


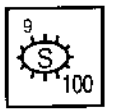
Naval Base

Naval bases are permanent sites that provide support to naval operations. Most of these bases are located in near-orbit around a planet, but smaller bases may rest on the surface of the planet. Bases are categorized into six classes: O/GN1, O/GN2, O/GN3, O/GN4, O/GN5, and O/GN6. An "O" designation indicates that the base is in orbit, and "G" indicates that the base is located on a major planetary body in the system.

Type	Name	Rating
O/GN1	Oasis Class Post	1
O/GN2	Small Ship Post	2
O/GN3	Medium Fighter Base	3
O/GN4	Medium Ship Base	4
O/GN5*	Fighter Wing Command	5
O/GN6*	Large Ship Base	6

*For use with **Conversion** rules, p. 41.





Supply

Each base and Transport Squadron uses a Supply counter to keep track of its current level of supply on the Supply Record Track.

Mission

The mission counters define the following types of mission that a Task Force may be assigned. See **Mission Assignments**, p. 23, for mission descriptions.

Attack

HS Attack

Recon

Ground Suppo

Supply

Orbital Drop

Sector Defense

Withdrawa

GAME SET-UP

In **Prefect**'s space game, one player controls the TOG naval forces, and the other controls the Renegade/Commonwealth naval forces. New players may find it helpful to begin by selecting the Holding the Line scenario, p. 2 in the scenarios book. Experienced players may design their own scenario. (See **Scenario Design**, p. 47.) To begin, the players set up the planets and planetoids on the Ku Crassus system map according to the zone/sector coordinates provided.

Each scenario lists the forces available to each player, and indicates the forces' location in the system by zone/sector coordinates. The scenario may indicate that the forces are currently out-of-system.

The players next place their naval bases in orbital segments on their Sector Combat Chart for the appropriate planet. The players may place an orbital base in any of the orbital segments, but all segments must have one base before any orbital segment can receive a second orbital base. The initial orbital segment location for the ground bases is defined by the scenario.

Bases may also be placed in sectors without planets. In this case, the bases are placed directly on the map.

Bases placed in sectors within asteroid belt orbital zones are placed on the players' Asteroid Force Allocation Sheets, and the number of their sector indicated.

Finally, each player allocates all his naval forces to his Naval Task Force Record Sheet. Each unit must be assigned to a Task Force. Each Task Force is then placed in a system sector and assigned a mission, by placing a mission chit in the Task Force Holding Box. The scenario normally dictates which player places his Task Forces on the map first.

The naval units of Task Forces assigned a sector defense mission in a sector with a planet or planetoid may be placed in one, some, or all of the orbital segments for the planet, planetoid, or asteroid belt.

More than one friendly Task Force can be in the same system sector, but only one Task Force per system sector can be assigned a sector defense mission.

The Task Force Record Sheets and the Orbital Force Allocation Charts should be kept hidden from the opposing player.

PLAYING THE GAME

The space game of **Prefect** is played in a number of tu determined by the scenario. During the course of a single turn t players will move their Task Forces, attack enemy forces, a attempt to decisively defeat the enemy.

When one sequence of play has been completed, the Tu counter on the Turn Record Track should be advanced one spa The players then repeat the sequence of play.

SEQUENCE OF PLAY

The space game follows a sequence of play similar to t sequence of play of the planetary game. The Attacker for the fi turn is usually specified by the scenario. If not, each player ro a die. The player with the highest result attacks first. Pl continues until one player's victory conditions are met or until t number of turns specified in the scenario has been reached.

Each turn is divided into the following phases. The Attack for each successive turn is determined during the Tempo Phase the end of the previous turn.

Mission Assignment Phase

At the beginning of each turn, both the Attacking a Defending player assigns new missions to all Task Forces in t outsystem area or on the system map. Task Forces on the T-spa Travel Time Track may not be assigned new missions.

Attacker T-space Movement Phase

The Attacker first advances all Task Forces on the T-spa Travel Time Track one box. Then any Task Force in t outsystem area may be placed on the track's zero box.

The Attacker next announces which of his Task Forces the T-space Travel Time Track are going to move onto the syste map this turn. The Defending player makes a T-space detecti attempt for each incoming Task Force. The Attacker must pla all detected Task Forces on a sector of the system map.

The Defending player may now reassign any starships, a their attendant Fighter Flights, to any of his Task Forces with sector defense mission.

Finally, all the Attacking player's incoming Task Forc that were not detected are placed on any sector on the system ma

Attacker Insystem Movement Phase

The Attacker moves any Task Force that began the turn insystem to any sector on the system map.

Attacker Space Combat Phase

Task Forces in the same sector may now conduct combat. The Attacking player determines the order in which the attacks are resolved. Each Attacking Task Force must allocate the forces it will use to accomplish the mission. The Defending player then attempts to detect the incoming force and may intercept it, and resolves any combat.

Task Forces involved in combat are assigned one fatigue level.

Defender T-space Movement Phase

The Defender advances all Task Forces on the T-space Travel Time Track one box. Then any Task Force in the outsystem area may be placed on the track's zero box.

The Defender then announces which of his Task Forces on the T-space Travel Time Track will move onto the system map this turn. The Attacker makes a T-space detection attempt for each incoming Task Force. The Defender must place all detected Task Forces on a sector of the system map.

The Attacking player may now reassign any starships, and their attendant Fighter Flights, to any Task Forces with a sector defense mission.

Finally, the incoming Defender Task Forces that were not detected are placed in any sector on the system map.

Defender Insystem Movement Phase

The Defender may move any insystem Task Force that does not have a defense mission to any sector on the system map.

Defender Space Combat Phase

Task Forces in the same sector may now conduct combat. The Defending player determines the order in which the attacks are resolved.

The Attacking player then attempts to detect the incoming force and may intercept it, and resolves any combat.

Task Forces involved in combat are assigned one fatigue level.

Task Force Adjustment Phase

Both players may reassign naval units on the system map to any friendly Task Force, and form new Task Forces.

Players must form all friendly disrupted units in a sector into one new Task Force. This Task Force must be given a withdrawal mission at the start of the next turn.

Supply Phase

Task Forces in a sector with a friendly base may remove Fatigue counters or reorganize disrupted units by expending supply points during the Supply Phase.

Task Forces with supply missions can load or unload supply, and destroyed units in the outsystem area may be rebuilt.

Tempo Phase

If the current Attacker has destroyed more enemy units than he has lost in this turn, he will be the Attacker again next turn. If the Attacker has lost more units than he destroyed, the current Defender will be the Attacker next turn. The sequence of play ends when the players advance the turn counter one box and move their Breakthrough/Counterattack counters to zero on the Breakthrough/Counterattack Track. The next turn begins with a new Mission Assignment Phase.

MISSION ASSIGNMENTS

At the start of the sequence of play, players should assign each Task Force a mission for that turn by placing a Mission counter in the Task Force Holding Box for each active Task Force. During the course of the turn, a Task Force may only perform its assigned mission. Mission assignments are designed to give a Task Force various advantages and disadvantages in combat.

Only one mission may be assigned to a Task Force per turn. A Task Force may receive a new mission only at the start of the sequence of play.

Task Forces currently on the T-space Travel Time Track may not be assigned new missions. A Task Force in transit may only be given a new mission assignment after it has accomplished or failed at its current mission.

ATTACK

Task Forces assigned an attack mission make low-speed attacks against orbital bases or enemy naval forces, making multiple firing runs.

Task Forces with this mission make normal combat attacks against any enemy forces or bases in their system sector.

HS ATTACK

High speed (HS) attacks have the same goal as standard attack missions, but are made at such high relative speeds that opposing forces can make only one firing pass before they fly out of range of one another.

Task Forces with this mission may make attacks against any enemy forces or bases in their system sector. However, both Attacker and Defender must add a +2 modifier to the target number of any saving rolls. An additional –3 modifier is applied to the target number for N-space detection rolls.

RECON

Task Forces assigned a recon mission attempt to determine the location and composition of enemy forces in a system sector. A –3 modifier is applied to the target number of N-space detection rolls made against a Task Force on a recon mission.

SECTOR DEFENSE

Task Forces with this mission must defend an orbital segment against enemy intrusion into their sector, or make an attack against withdrawing enemy Task Forces in the sector. Only Task Forces insystem can be assigned this mission, and only one friendly Task Force in a system sector can have a sector defense mission.

Forces given a sector defense mission are allocated to the orbital segments of the Orbital Force Allocation Chart, rather than the Task Force Holding Box on the Task Force Record Sheet, for the planet or planetoid in the sector. These forces are used to defend the various orbital segments against any enemy forces in the sector.

These forces may also be used to intercept incoming enemy Task Forces before the attacking forces are allocated to an orbital segment, and may attack withdrawing Task Forces.

Task Forces that include Transport Squadrons may not be assigned sector defense missions.

SUPPLY

Supply missions are attempts to transfer supplies and/or troops to a friendly base. If the Task Force is intercepted on a supply mission, the forces of the Task Force are moved to any orbital segment in the sector.

Any units in a Task Force with a supply mission not disrupted or destroyed by attacks from enemy forces with a sector defense mission may transfer the remaining supply points or transported ground forces to any friendly base in the orbital segment. Attacking enemy forces add a +2 modifier to their saving roll target numbers when making attacks against a Task Force with a supply mission.

WITHDRAWAL

Task Forces with a withdrawal mission are scheduled to be moved outsystem or to an insystem sector containing a friendly base.

Attacking enemy forces add a +2 modifier to their saving roll target number when making attacks against a Task Force on a withdrawal mission.

GROUND SUPPORT

Forces with a ground support mission must attack enemy ground forces or ground bases. If the forces of the attacking Task Force are intercepted, they are moved to any orbital segment in the sector.

If the Task Force survives attacks from enemy forces assigned a sector defense mission, they may be used to support ground forces in the orbital segment. Any attacking enemy forces add a +2 modifier to the saving roll target number when making attacks against a Task Force on a ground support mission.

ORBITAL DROP

An orbital drop mission requires Task Forces to attempt to land troops on an enemy base or planet. If the landing forces are intercepted, the Task Force's remaining forces are moved to any orbital segment in the sector.

Any units in this Task Force that are not disrupted or destroyed by attacks from enemy forces assigned a sector defense mission may transfer ground forces to any hex in the appropriate orbital segment. Supply points may also be transferred directly to any Legion or Auxilia headquarters. Any attacking enemy forces add a +2 modifier to the saving roll target number when making attacks against a Task Force assigned an orbital drop mission.

MOVEMENT PHASE

In the space game, naval forces accomplish inter- and intrastellar movement using T-space jumps, rather than traveling those distances in normal (rational) space. Players move their Task Forces during the appropriate T-space and Insystem Movement Phases. During the T-space Movement Phase, all incoming Task Forces are moved, one at a time, to a sector of the system map. The opposing player has an opportunity to detect the incoming forces and transfer ships between friendly Task Forces assigned a sector defense mission.

The Insystem Movement Phase takes place after the T-space Movement Phase is finished. The player whose Movement Phase it is (the phasing player) moves any Task Forces that began the turn insystem to any other system sector, or to the outsystem area if the Task Force is assigned a withdrawal mission.

A Task Force's movement is never hampered by the presence of disrupted units or existing fatigue levels.

FIGHTER FLIGHT TRANSPORTATION

All starships are capable of using T-space movement, and so can move freely between system sectors and between the system map and the outsystem area. Fighters that belong to an Independent Fighter Wing have organic *Patrol* Class carriers, which allows them to move freely between system sectors and between the system map and the outsystem area.

Non-independent Fighter Flights are not capable of operating in T-space. They must be carried on a starship in order to move out of their current system sector or beyond the outsystem area.

Each type of starship is capable of transporting a certain number of Fighter Flights. A Task Force can only move with a number of Fighter Flights equal to the total transport rating of the starships assigned to it.

> For example, a TOG Task Force consisting of a Defense Squadron with a Fighter Transport Rating of 4, and a Pursuit Squadron with a Fighter Transport Rating of 5 may transport 9 Flights of fighters. If a TOG *Frigate* Class carrier was added to the Task Force, the Task Force could transport an additional 15 Flights, for a total of 24 Fighter Flights.

A Task Force may not move if the number of Fighter Flights assigned to it exceeds its total Fighter Transport capability. Players may voluntarily destroy excess Flights in order to move the Task Force. These destroyed Flights are available for rebuilding (see **Supply**, p. 32).

Note that players may reassign Fighter Flights during the Task Force Adjustment Phase to any friendly Task Force on the system map without reassigning sufficient starships to move them. It is assumed that the starships are shuttling the fighters to their new operating sector and then returning to their parent Task Force. Any Fighter Flights assigned to Task Forces in the outsystem area also may be freely exchanged. Flights may not be exchanged between friendly Task Forces on the T-space Travel Time Track.

When reacting to enemy T-space movement (see **T-space Detection**), any reassigned fighters must be accompanied by a number of starships whose total Fighter Transport capacity equals or exceeds the number of fighters to be transferred.

> For example, a TOG Task Force has a battleship, a Pursuit Squadron, two Independent Fighter Flights and eleven normal Fighter Flights. The battleship and Pursuit Squadron are capable of lifting 6 and 4 Flights, respectively. If the player wishes to move this Task Force this turn to another system sector or to the outsystem area, one Fighter Flight must be destroyed. Note that the two Independent Fighter Flights did not require space on the starships to move with the force.

T-SPACE MOVEMENT

T-space movement causes a light year's-sized wave-front distortion in T-space which can be detected by special T-Doppler sensors. The size of this wave front bears a direct relationship to the speed of travel. Slow speed creates a small wave, while high speed creates a very large wave front. Most vessels travel slowly toward their destination until their wave front falls just short of the system. Then they enter the system in a high-speed T-space jump, giving T-Doppler stations in the arrival system only seconds of warning. Incoming enemy Task Forces are most often detected by picket ships stationed numerous light years distant from the target system, which may detect the incoming fleet as it makes its slower approach to the edge of the system. The more slowly a fleet

approaches a system, the less likely it is that it will be detected. These "picket" detection stations are controlled by the theater commander rather than the system commander, and so T-space detection of an incoming Task Force is handled abstractly.

At the start of the player's T-space Movement Phase, all Task Forces on the T-space Travel Time Track are advanced one box. The player may then move Task Forces that ended their last turn in the outsystem area to the zero box of the time track.

Next, the player designates which Task Forces on the T-space Travel Time Track will exit T-space and appear on the system map.

T-space Detection

Before an incoming Task Force is placed on the system map, the opposing player may attempt to detect the incoming Task Force. To determine the total Sig rating for each incoming Task Force, the owning player totals the Sig ratings of the Task Force's starships and Independent Fighter Flights and adds the T-space Time modifier (found on the T-space Travel Time Detection Table, below) for the current Task Force. Then the owning player announces the total Sig value for the Task Force, and the T-space Time modifier. The Sig values of transported Fighter Flights are not added to the total Sig value, but the Sig values of Independent Fighter Flights are added to the total value.

When the opposing player knows the incoming Task Force's total Sig rating, he can attempt to detect that Task Force. If the opposing player rolls a number equal to or less than the incoming force's Sig rating, then that Task Force has been detected. Detected Task Forces are placed immediately on the system map in the sector of the owning player's choice. If the die roll result is greater than the total Sig rating, then the Task Force remains undetected. The opposing player may attempt to detect the next incoming Task Force.

If the player attempting to detect the incoming Task Force has a die roll result of 1, the Task Force was detected, regardless of the total Sig value. A die roll result of 10 means that the Task Force was not detected.

For example, a Task Force consisting of an Independent Fighter Flight with a Sig of 0, a Pursuit Squadron with a Sig of 1, and transporting four additional Fighter Flights and a Defense Squadron with a Sig of 2 has spent five turns in T-space, giving the Task Force a +1 T-space travel time modifier. If the player decides to exit T-space this turn and enter the system map, the opposing player must roll a 4 or less to detect the incoming Task Force (0 + 1 + 2 + 1 = 4). Note that the Sig of the Fighter Flights was not added to the total value for the T-space Detection attempt.

Players may not use a Sig value higher than the Task Force's actual total Sig value.

T-SPACE TRAVEL TIME DETECTION

Turns in T-space	Modifier
0–1	+3
2–3	+2
4–5	+1
6–7	0
8–9	–1
10–11	–2
12+	–3

Detection Reaction

After all the detected Task Forces have been placed on the system map, the opposing player may reassign naval units between insystem Task Forces which have a sector defense mission for that turn. Non-independent Fighter Flights may be transferred to other sector defense Task Forces, but sufficient starships must also be transferred to provide transport for the fighters.

After the opposing player completes all insystem transfers, the owning player places the undetected incoming Task Forces on any sector of the system map.

The TOG Task Force in the above example has entered the New Mandella sector, which contains a Renegade Task Force with a sector defense mission. The Renegade player decides that the Sig of the TOG Task Force indicated a large force, one that might be too big for the current forces stationed in that sector to handle. He elects to transfer a cruiser, a Defense Squadron and five Flights of fighters from a Task Force with a defense mission in orbit over Ku Crassus to the threatened sector. Those forces are moved from their current orbital force allocation segments over Ku Crassus to any of the segments for New Mandella.

INSYSTEM MOVEMENT

After the phasing player has moved all his incoming Task Forces into the system, friendly Task Forces already insystem may move. The player may move any Task Force to any sector of the system map, except those Task Forces with a sector defense mission.

The opposing player does not have an opportunity to detect or react to insystem movements.

After the Renegade player reacts to the TOG Task Force that appeared in the New Mandella sector, the TOG player moves three Task Forces in the Traverse sector to the Ku Crassus sector. The Renegade player cannot react to this move.

Withdrawal

Withdrawal is a special type of insystem movement. A Task Force with a withdrawal mission must move to a friendly insystem base or to the outsystem area.

If the player decides to move the Task Force to the outsystem area, the units of the Task Force are simply removed from the Task Force Holding Box and placed in the Outsystem Area Functional Naval Unit Box.

If the Task Force is withdrawn to a friendly insystem base, and no enemy Task Forces with a sector defense mission are stationed in that sector, the Task Force has accomplished its mission.

If the sector contains an enemy Task Force with a sector defense mission, the withdrawing Task Force is subject to detection and interception while moving toward the base. See **Combat**, this page.

STACKING

An unlimited number of friendly and enemy Task Forces may occupy a single system sector.

Orbital segments may only contain friendly units at the end of the turn. See **Opposing Sector Defenses**, p. 32.

Orbital bases must be allocated to a single orbital segment, and may not be moved for the duration of the game. Each segment can contain an unlimited number of bases. However, all segments must contain one base before any segment can have two bases assigned to it, and so on. If a base is destroyed in the course of the game, the owning player does not have to reassign his bases to new orbital segments, but new orbital bases must be located according to the above rules.

An unlimited number of ground bases can be located in an orbital segment. See **Ground Bases**, p. 34.

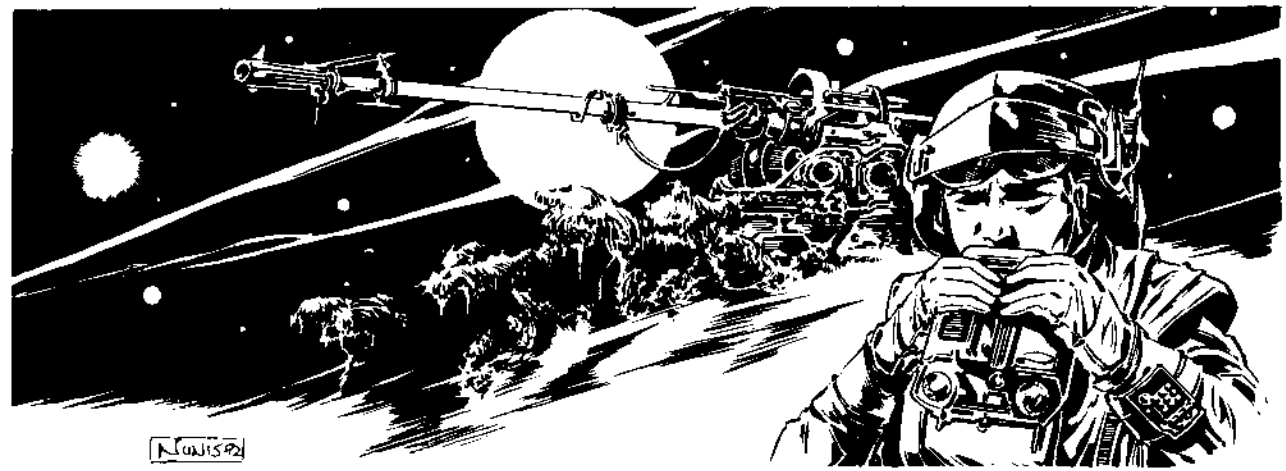
For example, the Orbital Force Allocation Chart for the planetoid Sizzle Stone shows four orbital segments. If five orbital and two ground bases were available to be placed on Sizzle Stone, one of its orbital segments would have two orbital bases, and the remaining three would have a single orbital base each. The ground base location is usually defined by the scenario, and both ground bases may be in the same orbital segment.

SPACE COMBAT PHASE

Though space is vast enough that two starships need never meet, combat does occur. Locations with strategic importance within a star system draw both attackers and defenders. Ships engage in maneuvers, attempting to get the best shot at optimum range without being destroyed in the process. Fighters swarm around the giant capital ships as broadsides, missiles, and hyper velocity slugs from spinal-mount mass drivers tear through space.

Two Space Combat Phases occur in each turn, one immediately following the Attacker's Insystem Movement Phase and one immediately following the Defender's Insystem Movement Phase. The basic combat procedures are the same for both sides. The player whose phase it is must resolve the missions of all of his Task Forces in that phase, except for Task Forces assigned to sector defense or withdrawal.

The Attacker during the Attacker Space Combat Phase, and the Defender during the Defender Space Combat Phase, gets to choose the sector and the order in which the missions of his Task Forces in that sector are resolved. The phasing player selects a sector, then selects one of his Task Forces in that sector and resolves its mission. He then selects the next Task Force in that sector, resolves its mission, and so on, until the missions of all his Task Forces, except for those with a sector defense or withdrawal mission, have been resolved.



In general, mission resolution in a sector takes place in three steps: the opposing player's detection attempt, deep-space interception combat, and mission resolution, which may involve combat between opposing forces in an orbital segment. Resolving the mission of Task Forces with specialized missions, such as recon, ground support, supply, orbital drop, or withdrawal, may include additional events which occur after these three steps.

Even if two opposing Task Forces are in the same system sector, combat will usually occur only if one of the forces is assigned a sector defense mission. Otherwise, the forces generally keep out of each other's way and concentrate on accomplishing their assigned objectives.

N-SPACE DETECTION

Any Task Force resolving its mission in a sector occupied by an enemy Task Force with a system defense mission may be detected in normal space (N-space). If the Task Force is detected in normal space, the opposing player may attempt to intercept the Task Force before it reaches its target. If the phasing force remains undetected, it can make a Combat Results Table column shift when attacking enemy forces in its destination orbital segment.

If the phasing player's Task Force is executing a recon, attack or HS attack, the player must decide what portion of the unit will attempt the mission before an N-space detection attempt is made. The phasing player can assign none, part, or all of the Task Force's starships and or fighters to the mission. Any ships or fighters that are not to be used in the combat remain on the Task Force Record Sheet, and cannot be attacked or used for combat in the current turn. The ships and fighters to be used are placed on the Deep Space Interception Box of the Sector Combat Chart. If the Task Force is executing any mission other than a recon, attack or HS attack, the entire Task Force must be deployed on the Deep Space Interception Box.

The opposing player adds the total of the ESM values of all the units in a Task Force with a sector defense mission to the ESM value of any friendly orbital bases in the sector and announces the total ESM value for the detection attempt. The phasing player, controlling the attacking Task Force, adds together the Sig value of the attacking units in that Task Force and announces the total Sig value. The total of the ESM and Sig values determines the base target number for detection.

Subtract –3 from the base target number if the attacking force is making a high speed attack or performing a recon mission.

The opposing player then rolls the dice. If the die roll result is equal to or less than the base target number for detection, the attacking force has been detected. Remember that a roll of 1 is always a success, and a roll of 10 is always a failure.

A TOG Task Force is making a high speed attack in the New Mandella sector. The Task Force consists of a Pursuit Squadron (Sig 1), Defense Squadron (Sig 2), two Medium Fighter Flights (Sig 0), three Heavy Fighter Flights (Sig 0), and two Independent Fighter Flights (Sig 0). A Renegade Force consisting of a cruiser (ESM 5), three Light Fighter Flights (ESM 1), two Medium Fighter Flights (ESM 1) and an ON1 orbital station (ESM 2) also occupy the sector.

The TOG player decides to commit only the fighters to the attack. The TOG Sig value is 0 (all fighters have a Sig of 0). The Renegade player has an ESM factor of 12 (5 + 1 + 1 + 1 + 1 + 1 + 2 = 12). The Base Target Number for N-space detection is 12. However, because the TOG force is making a high speed attack, a modifier of –3 is applied to the Base Target Number, making it 9. The Renegade player needs to roll a 9 or less to detect the attacking force in N-space.

DEEP SPACE INTERCEPTION

If the phasing player's forces are detected in N-space, the opposing player can send forces with a sector defense mission from the Task Force in the sector to engage the oncoming (phasing player's) force before it reaches its target. The incoming force must be detected in N-space in order for the opposing forces to make a deep space interception.

Only naval units with a thrust equal to or greater than the lowest thrust of the incoming unit may be sent to intercept incoming forces. Forces sent to intercept an incoming force may not make N-space detection attempts or engage in any other combat for the rest of the turn. Once the deep space interception has been resolved, the intercepting player's forces should be moved back to the appropriate Task Force Holding Box of the player's Task Force Record Sheet.

The Medium and Heavy TOG Fighter Flights in the above example have Thrusts of 7 and 6, respectively. The Renegade player can commit any part of his Sector Defense Task Force with a Thrust of 6 or more to the intercept attempt. Because the Renegade force's light fighters have a Thrust of 10, and its medium fighters have a Thrust of 6, all the Renegade fighters may be committed to the battle. The cruiser, with a Thrust of 3, cannot be used. The Renegade player elects to use all of his fighters against the incoming TOG force, leaving the cruiser in the segment with the orbital base.

Before the forces can engage in combat, the phasing player must determine if his forces detect the incoming intercepting forces. The phasing player adds the total ESM value of his incoming forces to the Sig value of the intercepting forces for the base target number for the detection attempt. The Sig values of the opposing player's forces not actually being used for the interception are not added to determine the base target number, even if those forces were used to make the N-space detection of the phasing player's forces.

The TOG force of two Medium Fighter Flights (ESM 1) and two Heavy Fighter Flights (ESM 1) have a total ESM factor of 4. The intercepting Renegade fighters all have Sig values of 0. The TOG force must roll a 4 or less to detect the intercepting fighters.

Once all forces have been committed and all detection attempts made, combat is resolved. Phasing player forces that survive deep space interception are then moved to their target orbital segment. Surviving opposing forces are moved to their appropriate Task Force Holding Box on the player's Task Force Record Sheet.

COMBAT RESOLUTION

Space combat is resolved in much the same way as ground combat. Players first determine the combat ratio. Then any column shifts available as a result of the Attacking force remaining undetected are applied. Finally, the Attacking player rolls the die and consults the Combat Results Table below to determine the results of the attack.

Determining the Combat Ratio

For each attack, the total attack value of any ships, bases, and fighters in the attacking force are compared to the total defense value of any ships, fighters, and bases in the defending force. Note that bases can only be used in combats that take place in a single orbital segment.

If the attack is a deep space interception, the phasing player is the defending force and the opposing player is the attacking force. If the attack occurs in an orbital segment against a Task Force with an attack or HS attack mission, the phasing player is considered the Attacking force and the opposing player the Defending force. If the attack occurs in an orbital segment, and the phasing player's Task Force has a supply, ground support, or orbital drop mission, the phasing player is considered the Defending force and the opposing player is considered the Attacking force.

Note that for each fatigue level assigned to the participating Task Force, the attack or defense value of each unit is reduced by 1 (see **Fatigue**, p. 32).

Comparing the total attack value to the total defense value creates a ratio. Round the ratio down in the Defender's favor until it matches one of the ratios listed in the Combat Results Table. The number to the right of the rounded-down ratio is the combat ratio modifier for the combat die roll.

The TOG fighter force consists of two Medium Fighter Flights (Defense Value 6) and three Heavy Fighter Flights (Defense Value 7) for a total Defense Value of 33. It is being intercepted by three Renegade Light Fighter Flights (Attack Value 2) and two Medium Fighter Flights (Attack Value 3) for a total Attack Value of 12. This creates a ratio of 12:33, or 1 to 2 odds. This attack will be resolved on the 1 to 2 (or less) column of the Combat Results Table.

Detection Shifts

If the Attacking force has not been detected, the Attacking player may choose to use the combat results column to the right of the actual combat ratio column determined by comparing the total defense and attack values. The player must announce this shift before making the combat die roll.

If the Attacking force has been detected, no column shifts are allowed.

COMBAT RESULTS

	1 to 2 (or less)	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1 (or more)
1	–3CA/+3	–2CA/+3	–2CA/+2	–1CA/+2	–1CA/+1	0/0
2	–2CA/+4	–2AR/+2	–1AR/+2	–1AR/+1	–1AR/0	0AR/0
3	–2AR/+4	–1AR/+2	–1AR/+1	0/+1	0/0	+1/0
4	–1AR/+3	0/+1	–1/+1	0/0	+1/0	+1/–1
5	–1/+3	0/0	0/0	+1/0	+1/–1	+2/–1DR
6	0/+2	+1/0	0/0	+1/–1	+2/–1DR	+2/–2DR
7	+1/+2	+1/–1	+1/–1	+2/–1DR	+2/–2DR	+3/–2DR
8	+1/+1	+1/–1	+1/–1DR	+2/–2DR	+3/–2DR	+3/–3DR
9	+1/+1	+2/–1DR	+2/–1DR	+3/–2DR	+3/–3DR	+3/–3BT
10	+2/0DR	+2/–2DR	+2/–2BT	+3/–3BT	+3/–3BT	+3/–3BT

The Renegade fighter force's interception combat from the previous example is resolved on the 1 to 2 (or less) column. If the TOG fighters do not detect the Renegade force, the Renegade player may use the 2 to 3 column instead.

Resolving the Combat

When the combat ratio column to be used has been determined, the Attacker rolls a die and cross-references the result against the appropriate column on the Combat Results Table.

This Combat Results Table is similar to the planetary Combat Results Table, but the results are interpreted slightly differently. Numbers and abbreviations to the left of the slash apply to the Attacking forces. Numbers and abbreviations to the right of the slash apply to the Defending forces. All numbers modify the Defense value of the unit making the saving roll (see **Saving Rolls**, below). The abbreviations represent results in addition to the saving roll modifiers.

AR/DR. These are attacker retreats and defender retreats, respectively. After both sides have made their saving rolls, the defeated player retreats from the battle. Retreating naval forces are removed from the Sector Combat Chart and returned to their Task Force Holding Box. These forces are no longer available to help accomplish the Task Force's mission for the rest of this turn. Transports with supplies or other cargo cannot off-load their cargo this turn. Bases cannot retreat.

BT. This result is a breakthrough. Record it on the Breakthrough/Counterattack Track. A breakthrough means that the defending naval unit's screen was penetrated, and the attacking force is now able to engage enemy orbital bases in that segment. The defending formations break up to better protect themselves, and retreat in disarray. All defending naval forces must make a saving roll to avoid being destroyed, and defending forces that are not destroyed are disrupted. Defending orbital facilities must make a saving roll to avoid being disrupted. The defending forces in the orbital segment must retreat. The attacking player adds +1 to his current score on the Breakthrough/Counterattack Track.

CA. This result is a counterattack. Record it on the Breakthrough/Counterattack Track. A counterattack result means that the defending force broke the oncoming attack and was able to engage any of the attacker's orbital facilities in that segment. The result is the same as for a breakthrough, but applies to the attacking naval force and any attacking facilities in the orbital segment, rather than the defending forces. The attacking naval force must retreat, is automatically disrupted, and must make saving rolls to avoid being destroyed. Any attacking facilities in the orbital segment do not retreat, but must make saving rolls to avoid being disrupted. The Defending player adds +1 to his current score on the Breakthrough/Counterattack Track.

The TOG fighter group from the above example is intercepted by a undetected group of Renegade fighters. The Renegade player makes an attack using the 2 to 3 column and rolls a 6, receiving a +1/0 result. The five Renegade Fighter Flights modify their base saving roll target number by +1. The five TOG Fighter Flights receive no modifier to their saving roll.

Saving Rolls

After the combat results are determined, the ships and fighters of all attacking and defending forces make saving rolls. The base target number for each unit's saving roll is equal to its defense value plus or minus any modifiers from the Combat Results Table. Any forces with a high speed attack mission also add +2 to their saving roll target number. If the phasing player's force has a ground support, supply, or orbital drop mission, the opposing player adds a +2 modifier to all of his saving roll target numbers.

Roll a die for each unit that is making a saving roll. If the result is less than or equal to the modified defense value of the unit, the unit is unharmed. If the result is more than the modified defense value, the unit is disrupted.

If the combat ended with a BT or CA result, and the unit failed its saving roll, the unit is destroyed. If the unit makes its saving roll, it is disrupted.

Orbital bases have to make saving rolls to avoid disruption if no friendly naval ships or fighters in the orbital segment took part in the combat. If friendly naval forces were involved in the combat, then the orbital base does not have to make a saving roll. If no friendly naval forces were involved, the base makes normal saving rolls after any combat and is automatically disrupted on a BT or CA result. A disrupted base must make a saving roll to avoid destruction.

The counters of disrupted naval forces are inverted and returned to their Task Force. Disrupted units may not be used to help accomplish any missions assigned to the Task Force. During the Task Force Adjustment Phase, all disrupted units in a sector must be formed into a single Task Force. Players may at that time voluntarily disrupt additional units in the sector to provide transport for stranded Fighter Flights.

Disrupted bases are inverted and remain in their orbital segment. Their Attack Value is reduced to 0 until they are reorganized. Their defense value does not change.

Disrupted units can be reorganized and returned to action after they reach a friendly base.

In the example above, the TOG force had to made a saving roll for each of its five Fighter Flights. Because the fighters were on a high speed attack mission, they receive a +2 modifier to their saving roll target numbers. The Medium Fighter Flights save on a roll of 8 or less (Defense Value of 6 + 2). The Heavy Fighter Flights save on a roll of 9 or less (Defense Value of 7 + 2). The TOG player rolls the die for each Flight. He rolls a 7 and a 9 for the two Medium Flights and a 3, 4, and 10 for the three Heavy Flights. One Medium Flight and one Heavy Flight are disrupted. The counters are flipped over and moved to the Task Force Holding Box.

The Renegade player now makes saving rolls for his five Flights. The three Light Flights have a Defense Value of 3, and the two Medium Flights have a Defense Value of 7. A +3 modifier (+1 for the combat result and +2 for attacking a force with a high speed attack mission) is added to these target numbers, and so the Light Fighter Flights save on a roll of 6 or less, and the Medium Fighter Flights save on a roll of 10 or less. Because a roll of 10 always fails, the actual target number is 9 or less. The Renegade player rolls a 5, 2, and 8 for the Light Fighter Flights and a 10 and 7 for the Medium Fighter Flights. One Light and one Medium Flight are disrupted and move to the Task Force Holding Box. The other three Flights are also moved to the Task Force Holding Box, and their interception combat has been resolved. The remaining three Flights are not disrupted. The disrupted TOG and Renegade Fighter Flights must form separate Task Forces in that sector during the Task Force Adjustment Phase of the turn, then will be given a withdrawal mission during the Mission Assignment Phase of the next turn.

If the players are making a saving roll against a BT or CA result, all naval forces involved in the combat are automatically disrupted. The saving roll is made to determine if an individual unit is destroyed. If a unit fails its saving roll, it is destroyed and placed in the Destroyed Unit Box on the player's Outsystem Area Chart. This unit can be rebuilt by the player. (See **Rebuilding Destroyed Units**, p. 33). Note that bases in a segment that does not contain friendly naval forces that suffer a BT or CA result must make a saving roll to avoid being destroyed. A base with friendly naval forces must make a saving roll to avoid being disrupted.

Attacking Disrupted Units

Disrupted units might be attacked in the course of the game before they have a chance to be rebuilt. A withdrawing Task Force of disrupted units may be intercepted, and a disrupted base may be attacked.

A player attacking a disrupted unit or base adds a +2 modifier to all his saving roll target numbers, in addition to any other modifiers allowed by mission type or combat results.

Disrupted units are destroyed if they fail any saving roll. When a transport or base is destroyed, any supply or other cargo (Marine Cohorts or disassembled bases) it is carrying is also destroyed. Destroyed cargo is placed in the Destroyed Naval Unit Box. Destroyed supply points are simply lost.

MISSION RESOLUTION

After deep-space-interception combat is resolved, the phasing player should take any surviving forces and attempt to fulfill the Task Force's assigned mission. Generally, the phasing player moves his surviving fighters and ships to one of the orbital segments on the system map's Sector Combat Chart. The opposing player then places any friendly units or bases assigned to that segment on the Sector Combat Chart (except see **Recon** below). Note that while the Sector Combat Chart shows ten segments, planetoids have only Segments 1 through 4 active, and only Segment 1 is active if the sector contains no planetary body.

Once the units have been moved to the appropriate segment, the phasing player attempts to accomplish his mission in that segment. In some cases, the player's forces must simply survive an attack from any opposing player forces in the segment. If the phasing player's forces have an attack or high speed attack mission, the phasing player attacks any enemy forces in the segment.

Unlike with deep space interceptions, the opposing player does not move undisrupted forces to the Task Force Record Sheet after they have engaged in combat. These forces stay on the Sector Combat Chart in their orbital segments, and can be used more than once. Disrupted opposing forces are moved to their Task Force Record Sheet.

Once an orbital segment's forces have been deployed on the system map's Sector Combat Chart, those forces may *not* be used for deep space interception attacks. Thus, successful recon attempts will "freeze" forces in their orbital segments and make them unavailable for deep space interception. This freeze reflects the recon unit's ability to closely track the detected units and vector friendly attacking forces away from enemy interception attempts.

Players may abort any Task Force mission, except withdrawal or sector defense, prior to placing forces on the Deep Space Interception Box. The player simply declares that the Task Force is aborting its mission, and no further action is required. However, the force still receives a level of fatigue. Once the Task Force's units are placed on the Deep Space Interception Box, the forces must attempt to fulfill their mission.

Attack

Task Forces assigned this mission are making low-speed attacks against any orbital bases or enemy naval forces operating in a single orbital segment. The force enters the segment at a relatively low velocity, which allows it to make multiple passes at its target.

Once the phasing player has assigned his forces to the orbital segment, the opposing player places any orbital bases, and those bases' assigned sector defense forces, in the segment. Then the attacking force must make an attack as described in **Combat Resolution**, p. 27. If the phasing player's forces were not detected while in normal space, he may apply a column shift to his attack. Otherwise, the attack is resolved as above.

Following the attack, the opposing player's forces remain on the system map's Sector Combat Chart, and do not return to the Orbital Force Allocation Chart, until all combat in the sector is resolved.

The phasing player may allocate his forces to an orbital segment that does not contain any opposing forces, thus avoiding combat. If the phasing player uses this strategy, those forces return to their Task Force Holding Box. The Task Force will still suffer a level of fatigue, though the opposing Task Forces with a sector defense mission will not be fatigued.

HS Attack

A high speed (HS) attack is made at such high relative velocity that forces can make only one firing pass before flying out of range of one another.

Task Forces assigned a HS attack mission attack all enemy forces or orbital bases in their segment. Combat proceeds as described above, but both sides add a +2 modifier to any saving roll target numbers. An additional –3 modifier is applied to the N-space detection target number.

The phasing player may allocate his forces to an orbital segment that contains no opposing forces, thus avoiding combat. If the phasing player uses this strategy, those forces return to their Task Force Holding Box. The Task Force will still suffer a level of fatigue, though the opposing Task Forces with a sector defense mission will not be fatigued.

In the example above, the TOG Force has only one Medium Fighter Flight (Attack Value of 3) and two Heavy Fighter Flights (Attack Value of 4 each) remaining. The TOG player announces that his force will be assigned to Orbital Segment 3. In that segment, the Renegade player has the remaining cruiser (Defense Value of 8), and the ON1-class naval base (Defense Value of 3). The Renegade player places those forces on the Sector Combat Chart in Segment 3.

The TOG forces have a total Attack Value of 11, and the Renegade forces have a total Defense Value of 11, for a 1 to 1 combat ratio. If the TOG force had not been detected in N-space, the TOG player could have chosen to resolve the attack on the 3 to 2 column. The TOG player rolls a 4, resulting in a –1/+1 result.

Because the attack is a high speed attack, the TOG player will add a +1 (+2, –1) to his saving roll target number, and the Renegade player will add a +3 to all saving roll target numbers (+2, +1). All the TOG forces make successful saving rolls, as does the Renegade cruiser. The Renegade orbital station does not have to make a roll due to the presence of the cruiser.

The TOG fighters move back to their Task Force Holding Box to rejoin the Pursuit and Defense Squadron and the two disrupted Fighter Flights. The Renegade forces remain in Orbital Segment 3, until all TOG Task Forces have completed their missions for that sector.

Recon

Task Forces with a recon mission attempt to determine tl location and composition of enemy forces in a system sector.

If the recon Task Force is not intercepted (see **Combat**), an all units disrupted or destroyed, the Defending player must tell tl Attacking player the total Sig factor in each of the sector's orbit segments, and allow the Attacking player to make one detectio attempt in an orbital segment of the Attacker's choice. If th attempt is successful, the Defending player must place all his base and forces in that segment on the system's Sector Combat Char

A –3 modifier is applied to the N-space detection saving ro target number against a Task Force with a recon mission.

Forces used in the recon attempt do not have to be placed i any orbital segment of the Sector Combat Chart. Those forces ar placed on the Deep Space Interception Box.

Supply

Task Forces assigned a supply mission attempt to transfe supplies and or troops to a friendly base. The units of this defendin Task Force are moved to any orbital segment in the sector.

The opposing player then places all of his forces, includin bases in the segment, on the Sector Combat Chart, if he has no already done so. The opposing player then may attack the phasin player's forces with any, some, or none of the forces in th segment per **Combat**, p. 26. Bases do not have to participate in the attack, but their weapon systems possess sufficient range t engage targets in their orbital segment. Orbital and ground base do not have to make saving rolls.

Any units in the Task Force with the supply mission whicl are not disrupted or destroyed by attacks from enemy forces witl a sector defense mission may transfer their supply points or transported ground forces to any friendly base in the orbita segment. Attacking enemy forces add an additional +2 modifier to their saving roll target numbers when making attacks against a Task Force with a supply mission.

The supply mission can also be used to transfer starships and fighters to a sector, or to bring a Task Force into the system without performing some other mission.

Sector Defense

Task Forces with sector defense missions are assigned t various orbital segments in a sector to defend the sector agains enemy intrusion. Only insystem Task Forces can be assigned thi mission, and only one friendly Task Force in a system sector may

be assigned a sector defense mission.

Instead of placing the forces in the Task Force Holding Box, the forces are allocated to the orbital segments of the Orbital Force Allocation Chart for the planet or planetoid in the sector. These forces defend the various orbital segments against enemy forces in the sector.

These forces may also be used to make interceptions against incoming enemy Task Forces, before the attacking forces are allocated to an orbital segment.

Bases located in the orbital segment are automatically considered part of the sector defense. The player may choose to incorporate ground or orbital bases into attacks against enemy forces assigned supply, ground support, or orbital drop missions. Orbital bases *must* be included in the defense value total when attacked by enemy forces with an attack or HS attack mission, but ground bases in that sector are not added to the defense value total.

Withdrawal

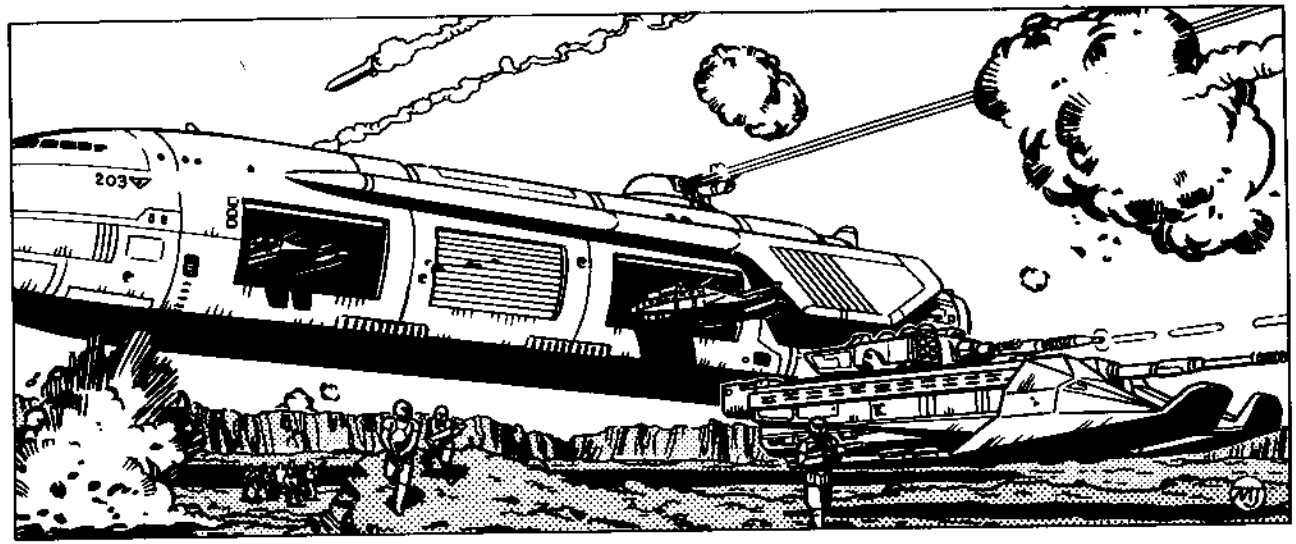
Task Forces with a withdrawal mission are scheduled to be moved out-of-system or to an insystem sector containing a friendly base. Withdrawing Task Forces are not available to conduct combat missions, but they may be intercepted and attacked before they execute their withdrawal.

After all phasing player missions in the sector have been resolved, the opposing player may attempt to intercept any withdrawing enemy Task Force in the sector. The opposing player makes a normal N-space detection attempt by adding all the non-disrupted Sector Defense Task Force ship and base ESM ratings to the Sig rating of the withdrawing Task Force. The Sig rating of forces that made deep space interceptions this turn may not be added to the total target number for this detection attempt.

If the detection attempt is successful, then any units of the opposing player's Sector Defense Task Force that have *not* been placed on the Sector Combat Chart may be used to attack the withdrawing Task Force (as long as its thrust equals or exceeds the thrust of the lowest thrust unit of the withdrawing Task Force).

Enemy forces add a +2 modifier to their saving roll target numbers when attacking a Task Force with a withdrawal mission, in addition to any modifiers from the Combat Results Table and modifiers given for attacking disrupted units, if applicable.

A Task Force from out-of-system may not attempt to move to a insystem sector containing a friendly base by executing a withdrawal mission.



Ground Support

Forces engaging in a ground support mission attempt to attack enemy ground forces or ground bases. Intercepted Task Force units are moved to any orbital segment in the sector.

The opposing player then places all his forces, including bases in the segment, on the Sector Combat Chart, if he has not already done so. The opposing player may attack the phasing player's forces with any, some, or none of the forces in the segment per **Combat**, p. 26. Bases do not have to participate in the attack, but their weapon systems possess sufficient range to engage targets in their orbital segment. Orbital and ground bases do not have to make saving rolls.

Attacking enemy forces add a +2 modifier to their saving roll target numbers when making attacks against a Task Force with a ground support mission.

Forces that survive attacks from enemy forces assigned a sector defense mission may be used to support the ground forces in the orbital segment (see **Campaign Rules**, p. 36) or to make attacks against any ground bases in the orbital segment. Attacks on ground bases are made as normal, but the total attack value of the ground support forces is compared only to the defense value of the ground base.

In the space game, the ground support mission is used only to fulfill victory conditions or to make attacks against a ground base. See **Ground Bases** and **Campaign Rules** for more detailed rules.

Orbital Drop

Task Forces assigned an orbital drop mission attempt to land troops on an enemy base or planet from transports. Intercepted units of the Task Force move to any orbital segment in the sector.

The opposing player then places all his forces, including bases in the segment, on the Sector Combat Chart, if he has not already done so. The opposing player then may attack the phasing player's forces with any, some, or none of the forces in the segment per **Combat**, p. 26. Bases do not have to participate in the attack, but their weapon systems possess sufficient range to engage targets in their orbital segment. Orbital and ground bases do not have to make saving rolls.

Any units in the Task Force with an orbital drop mission that are not disrupted or destroyed by attacks from enemy forces with a sector defense mission may transfer ground forces to any hex in the appropriate orbital segment. Supply points may be transferred directly to any Legion or Auxilia headquarters (see **Campaign Rules**, p. 36). Attacking enemy forces add a +2 modifier to their saving roll target numbers when making attacks against a Task Force with an orbital drop mission.

In the space game, the orbital drop mission is used only to fulfill victory conditions. See **Campaign Rules** for more detailed rules.

FATIGUE

When all missions have been resolved, all forces that engaged in combat or performed any mission other than supply, withdrawal, or sector defense receive one additional level of fatigue. Regardless of the mission, if the Task Force or any portion of it engaged in combat, the Task Force receives one additional level of fatigue per turn. Task Forces can receive up to three levels of fatigue. Each level of fatigue reduces a Task Force's attack and defense values by 1, whenever the Task Force engages in combat.

Units that have three levels of fatigue and suffer an additional fatigue result are disrupted, and also retain the three levels of fatigue. Disrupted units with three levels of fatigue suffer no further penalties from additional fatigue results.

Bases cannot suffer fatigue.

OPPOSING SECTOR DEFENSES

Opposing Task Forces in the same sector may each have a sector defense mission without interfering with or attacking one another. During the Attacker Combat Phase, the Attacking player must declare which, if any, Task Forces in a jointly held (disputed) sector have been assigned a sector defense mission. If the Defending player has a Task Force with a sector defense mission in the same sector, both players immediately place their forces on the Sector Combat Chart in the appropriate orbital segments.

If both players have forces, including bases, in the same segment, those forces immediately engage in combat. The player whose forces have the highest total attack value is the Attacker. A standard round of combat is resolved, and destroyed or disrupted units are removed in the standard fashion.

If, at the end of one round of combat, the players still have opposing forces left in the orbital segment, each player may move forces out of the orbital segment to the appropriate Task Force Holding Box. Note that orbital bases cannot be moved, and so must be either disrupted or destroyed. If a base is disrupted, the enemy forces currently in that segment cannot make additional attacks against it, though Task Forces with attack or HS attack missions may attack the base.

Ground naval bases cannot be affected by enemy units with a sector defense mission, and so may attack unopposed, until the enemy forces are disrupted or withdrawn.

TASK FORCE ADJUSTMENT PHASE

Following the Defender Space Combat Phase, the players may adjust the forces in their current Task Forces. Players may activate new Task Forces at any friendly naval base, or from the forces in the Functional Naval Unit Box in the Outsystem Area Chart. All disrupted units in a sector must be formed into a single Task Force at this time, and must be given a withdrawal mission in the next turn's Mission Assignment Phase.

The Task Force Adjustment Phase allows players to exchange forces between Task Forces in the same sector or in the outsystem area. If a unit from a fatigued Task Force joins another Task Force, the highest fatigue level applies to the entire Task Force. If disrupted units force a Task Force to split apart, the new Task Forces retain the fatigue level of the original Task Force. If two Task Forces combine into one, the highest fatigue level of the two Task Forces applies to the new Task Force.

Task Forces formed in the outsystem area may use only the available forces in the Functional Naval Unit Box. Task Forces formed in the outsystem area may not be formed using forces in the Destroyed Naval Unit Box. Any Task Force formed in the outsystem area must be assigned a mission during the Mission Assignment Phase of the next turn and placed on the zero box of the T-space Travel Time Track.

Task Forces currently on the T-space Travel Time Track may not be adjusted in any manner.

SUPPLY PHASE

Supplies are just as important to the navy as they are to the army. Starships need reaction mass for their drives, resupply of missiles and other expendables, food, oxygen, fighter maintenance and so forth, even if the vessel never fires a shot. After battle, damage needs to be repaired, and replacement fighters and crewmen need to be assembled and prepared for the next mission. Naval operations require massive and continuous efforts to rearm and reorganize fatigued and disrupted Task Forces.

SUPPLY POINTS

Naval supplies are tracked much as ground supplies. Each base or Transport Squadron has a Supply counter, which is used to keep track of its level of supply on the player's Supply Record Track. As supplies are consumed or lost, the appropriate counters are moved to reflect the change. A number representing the maximum level of supply that a base or transport can hold appears on each Supply counter.

The outsystem areas for both the Renegade and TOG sides are considered to provide an unlimited amount of supply. Thus, fatigued and disrupted Task Forces that withdraw to the outsystem area are simply placed in the Functional Naval Unit Box. These forces can be used in the next turn's Task Force Adjustment Phase to form new Task Forces.

At the beginning of the Supply Phase, both players may expend supply to restore any fatigued Task Force in a sector with a friendly naval base or transport. Disrupted units may also be reorganized.

After spending supply to rearm or reorganize units, players can transfer supply between friendly bases and Transport Squadrons in the same orbital segment. A transport must have a supply mission and have entered, in the current turn, the orbital segment in which the base is located, in order to transfer supply.

Friendly bases in the same sector and orbital segment may transfer supply back and forth freely, but bases in different orbital segments must use a Task Force with a supply mission in the standard manner to transfer supply.

Transports that have been disrupted may not transfer supply until they have been reorganized.

Disrupted bases may receive supply points from a transport or other friendly base in their orbital segment, but may not transfer or expend those supply points.

Transport Squadrons may not use onboard supply to restore or reorganize their Task Force.

In the final part of the Task Force Adjustment Phase, the players may rebuild destroyed units from the Destroyed Naval Unit Box of their Outsystem Area Chart.

Disrupted bases may not expend supplies to rearm or reorganize Task Forces. Legion bases of class GL1, GL2, GL3, or GL4 may not be used for naval supply purposes.

REARMING FATIGUED TASK FORCES

Fatigued Task Forces rearm in the space game in the same manner as in the ground game. Any Task Force in a sector containing a friendly undisrupted naval base may eliminate or reduce its fatigue level by –1 at a cost of one supply point per unit, starship or Fighter Flight. For example, a Task Force with one battleship, one destroyer, two Defense Squadrons, and seven Flights of fighters will need to expend eleven supply points to remove one level of fatigue from each unit. Multiple levels of fatigue may be removed in one turn as long as sufficient supply points are expended. Supply can come from multiple sources, if necessary, as long as those bases are contained in the same sector.

Task Forces that have moved to the Outsystem Area Chart are disbanded, and their units placed in the Functional Naval Unit Box. The high level of supply available at these secure bases removes all fatigue from these units.

REORGANIZING DISRUPTED UNITS

After the players have rearmed fatigued Task Forces, they may reorganize any disrupted units contained in the same sector as a friendly undisrupted naval base.

The base may reorganize any number of units, providing it has sufficient supply points. All the units in a Task Force must be reorganized at the same time; a Task Force may not be partially reorganized. Naval units cannot be reorganized over the course of multiple turns. However, a player may, during the Task Force Adjustment Phase, split up a Task Force containing disrupted units in order to reorganize a portion of the disrupted units in a sector.

A disrupted base may only expend supply points to reorganize itself.

The cost to reorganize a disrupted unit is based on its type.

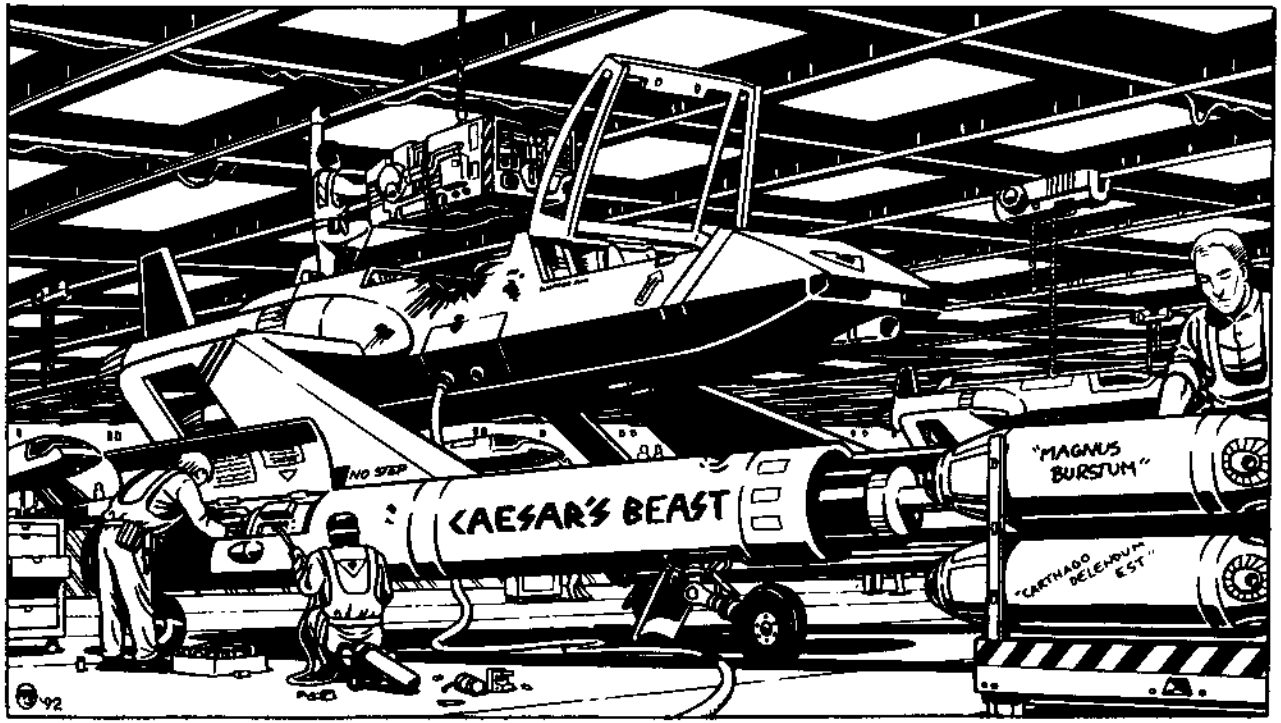
REORGANIZATION COST TABLE

Unit	Cost
BB	8
CA	6
FGV	15
DDV	6
D Sqd	5
P Sqd	4
TRL	4
TRM	8
Lg. Ft. Flight	1
Md. Ft. Flight	2
Hvy. Ft. Flight	3
Marine Cohort	1
O/GN1	5
O/GN2	15
O/GN3	25
O/GN4	50
O/GN5	100
O/GN6	100
GL1	5
GL2	15
GL3	25
GL4	50

REBUILDING DESTROYED UNITS

A system battle is simply one part of a larger-scale conflict taking place in the theater of operations. The theater commander has limited resources, and will usually replace destroyed units only as required. Destroyed naval units and bases can be rebuilt in the outsystem area, but a limited number of units can be rebuilt per turn, usually defined by the scenario. As a general rule, no more than three units can be rebuilt in a turn.

To rebuild any naval unit, starship, Fighter Flight, or base, simply move the unit's counter from the Destroyed Naval Unit Box of the Outsystem Area Chart to the Functional Naval Unit Box. A player who does not or cannot rebuild the maximum number of units in a turn may not carry unexpended rebuild opportunities forward to another turn.



TEMPO PHASE

In the Tempo Phase, the players determine which player will be the Attacker for the next turn. If the current Attacker achieved more breakthroughs and counterattacks than the current Defender, the current Attacker will be the Attacker again next turn. The current Defender will remain the Defender. If the current Defender had as many counterattacks and breakthroughs as the current Attacker, or more, the players switch roles. The current Defender becomes the Attacker next turn.

ORBITAL AND GROUND BASES

The space game uses both orbital and ground bases. As the name implies, orbital bases orbit around a planet or float free in the system. Ground bases are dug deep into the bedrock of a planet, moon, or asteroid, with the weapon systems hidden in the canyons and crevasses of the terrain. Ground bases are much more difficult and dangerous to destroy than orbital bases, but also much more difficult to construct. In general, ground bases have higher defense values and larger supply limits, but lower attack and ESM values than their orbital counterparts.

Both orbital and ground bases are placed in an orbital segment of a planet, and are supplied per the standard supply, rearming, and reorganizing rules.

Both base types can be used for sector defense in the orbital segment to which they are assigned. This allows the player to use the bases as part of the attacking force when engaging enemy Task Forces assigned ground support, supply, or orbital drop missions. The player does not have to use a base when engaging enemy Task Forces with such missions. The player may decide not to risk disrupting his base.

Disrupted bases have an Attack Value of 0, and so are useless until reorganized.

Saving rolls are made for orbital bases only when the segment containing the base is attacked by enemy forces with attack or HS attack missions, or when the opposing side has allocated sector defense forces to the base's orbital segment (see **Opposing Sector Defenses**, p. 32). If the base's segment contains friendly naval forces with a sector defense mission, saving rolls are made only to avoid disruption on a BT or CA result. If a base was not defended by friendly naval forces, the saving roll is made to avoid disruption, or destruction if the result is a BT, as normal.

Saving rolls are made for ground bases only when enemy units enter a base's orbital segment and attack with a ground support mission. As part of the sector defense force, the ground installation may make a "free" attack (no saving roll required) against the force with the ground support mission, adding its attack value to the attack value of any other sector defense forces in the segment. When the surviving enemy force fulfills its ground support mission, the ground installation must make a saving roll.

> For example, a Renegade GN2 base and a Flight of Renegade heavy fighters occupies Orbital Segment 4 of Ku Crassus. A TOG Defense Squadron and one Flight of heavy fighters attack in a ground support mission. The Renegade force detected the TOG force in N-space, but decided not to intercept them in deep space. When the TOG force enters Orbital Segment 4, the Renegade fighters (Attack Value of 4) and the ground installation (Attack Value of 1) combine their attacks for a total Attack Value of 5. The TOG total Defense Value is 12, giving the attack 1 to 3 odds, rounded up to 1 to 2, with a 0/+2 result. Because the TOG force is attempting a ground support mission, the Renegade player adds an additional +2 modifier to his saving roll target number. All the forces involved in the combat make successful saving rolls. The GN2 base did not have to make a saving roll.
>
> Now, the TOG force (total Attack Value of 7) makes its ground support attack against the Renegade GN2 base (Defense Value of 6), at 1 to 1 odds. The Renegade player rolls a 5, for a 0/0 result. The Renegade base and the TOG force make saving rolls against unmodified target numbers. The TOG Defense Squadron fails its saving roll, as does the Renegade base. Both units are disrupted.

Because ground bases only make saving rolls in special situations, stationing a ground base in an orbital segment discourages the opposing player from placing sector defense forces in that segment. A ground base can fire on the enemy forces without making saving rolls until the enemy has been destroyed, disrupted, or withdrawn. Orbital bases, on the other hand, must make saving rolls whenever they engage in combat without support, and so do not have the staying power of their ground counterparts.

Orbital bases can be placed anywhere on the system map, and are not restricted to planetary bodies. Ground bases can only be placed in sectors containing planets, planetoids, or asteroids.

CAPTURING BASES

Disrupted enemy orbital bases can be captured by Marine Cohorts in a manner similar to ground forces capturing a planetary base. In order to be available for capture, a base must be currently disrupted, and there can be no other opposing naval forces or bases of any type in the orbital segment it occupies.

Marine Cohorts are specially trained to attack and defend orbital facilities, as well as ground bases located on low-gravity planetary bodies. Most bases have a small detachment of Marines assigned to them against such attacks, but in times of major emergency, a Cohort might be deployed to a small base without the facilities to house it. In this case, the Marines make use of modular barracks, which provide both living facilities and defensive positions. Modular barracks can be dug in around a ground base or placed around a free-floating naval base. In hotly contested sectors, a small fighter squadron base of twenty naval ratings and officers may be surrounded by more than six hundred Marines in floating armored capsules.

TRANSPORTING MARINE COHORTS

Marine Cohorts must be transported in a Transport Squadron. Each Marine Cohort displaces 10 points of supply. A Light Transport Squadron can carry one Marine Cohort, and a Medium Transport Squadron can carry up to ten Marine Cohorts. Marine Cohorts do not displace supply points when stationed on a base, and can be loaded and transferred to a base or Transport Squadron as if they were supply points during the Supply Phase of the turn.

To indicate that a Marine unit is being transported, simply place the Marine Cohort counter under the Transport Squadron counter. To indicate that a Marine unit is defending a base, place it under the Base counter.

ATTACKING A BASE

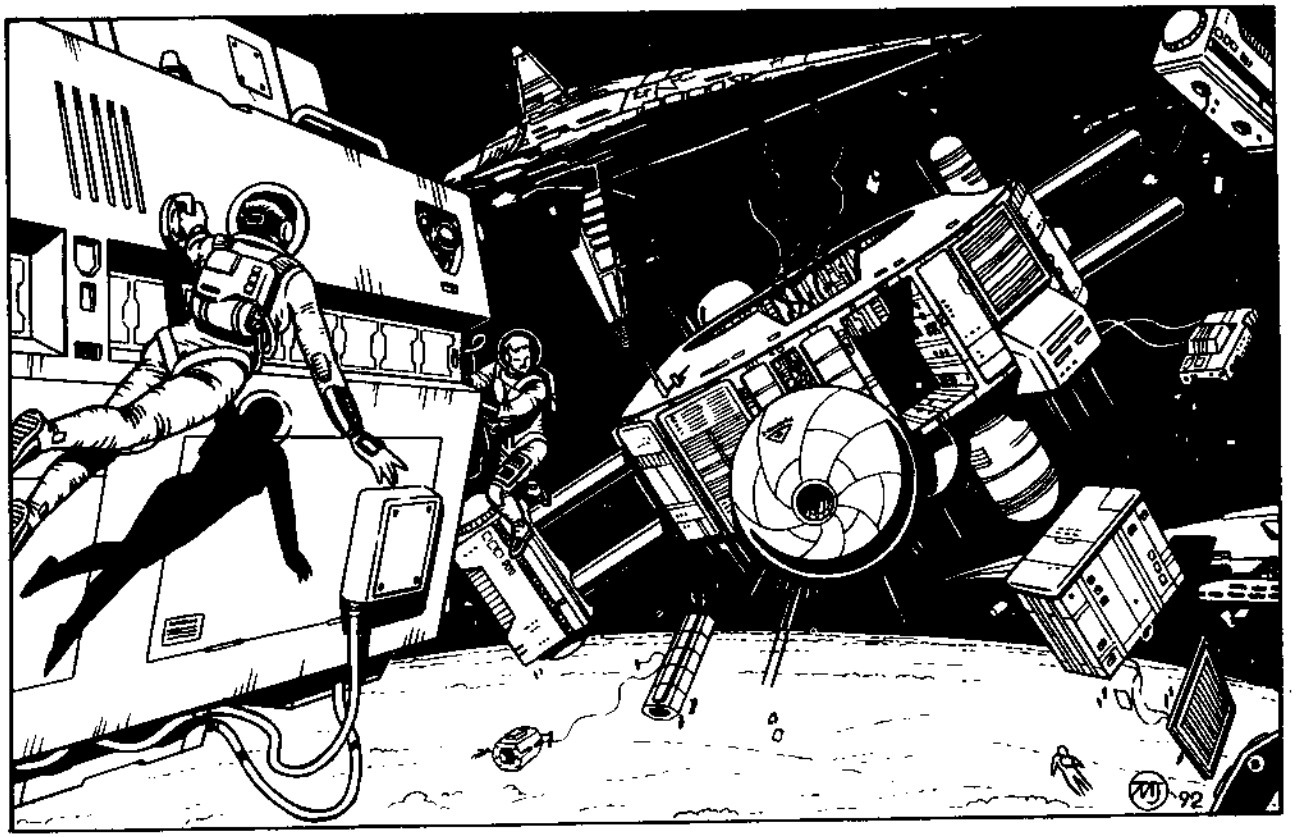
To use a Marine Cohort in an attack, the transport carrying the Marines must be assigned to a Task Force with an attack mission (not HS attack), and be deployed in the actual attack. If

the transport survives deep space interception, it can land its Marine Cohort on the orbital base. The base must be disrupted at the time of the attack, however, or the attack cannot be carried out. An earlier attack that turn may hit a segment and disrupt all the sector defense forces and the base, and then the Marine Cohort may land in a follow-on attack, all in the same Combat Phase.

The defense value for a base protected by Marine Cohorts is the class of the base, with an additional point added to the total defense value for each friendly Marine Cohort stationed on the base. Thus, an ON2 base assigned a Marine Cohort would have a Defense Value of 3. Note that the total defense value is based on the base's class, not its defense value.

To resolve an attack on a base, the Attacking player makes a normal combat roll, comparing the total attack value of the Marines to the total defense value of the base and its defending Marine forces. If the base fails its saving roll, the base and all its supply is captured, and the Marines defending it are destroyed. If the base is captured, the Attacking player replaces the Base counter with a Base counter of the same class from his own counter mix. The base is still considered disrupted.

If the Defending player makes a successful saving roll, the base remains in the possession of its current owner, the attacking Marines are destroyed, and their Transport Squadron is disrupted.



ESTABLISHING NEW ORBITAL BASES

The players may not build ground bases in the space game. However, they can load the component parts of orbital bases into transports in the outsystem area, transport them to the system map, and assemble the base in the sector and orbital segment of their choice, excluding any orbital segment containing an enemy base.

TRANSPORTING BASES

A player can transport insystem any orbital base that is in the Functional Naval Unit Box of his Outsystem Area Chart. To indicate that the base is being transported, simply place the Base counter under the Task Force counter.

Bases displace 20 Supply Points per class level. Thus, an ON3 base displaces 60 points of supply, while an ON4 base displaces 80 Supply Points. A single Transport Squadron cannot carry all the components needed to assemble a base, but the load can be split up among the transports in a Task Force. If any single Transport Squadron is disrupted while carrying the orbital base, all the Transport Squadrons carrying the components of the orbital base are disrupted. If one of the Transporting Squadrons is destroyed, then the entire base is destroyed.

A base can only be moved by a Task Force with a supply mission. Once the Task Force arrives safely at the sector and orbital segment in which the player wishes to establish the base, the base may be offloaded in the Supply Phase of the turn.

The base is then placed in the appropriate orbital segment, or on the sector map if not in orbit around a planetary body. The base is considered to be disrupted, and may be reorganized in the normal manner during the next Supply Phase. The opposing player should be informed of the base's location upon deployment.

TRANSPORT SQUADRONS AS BASES

A player may choose to have a Transport Squadron serve as a base. The player moves the transport to the sector and orbital segment from which he wishes to operate. During the Task Force Adjustment Phase, the player removes the Transport Squadron counter from the Task Force Holding Box and places it in the Orbital Force Allocation Chart for the sector, if orbiting around a planetary body. Otherwise, the counter should be placed on the system map. The opposing player should be informed of the location of the new transport/base.

Until the transport counter is returned to a Task Force, the unit will function as a naval base.

During any subsequent Task Force Allocation Phase, the player can place the transport in a Task Force and move as normal.

CAMPAIGN GAME

The campaign game of **Prefect** combines the planetary and space games into an integrated whole. In the campaign game, players control all aspects of invading and defending a planet. Unless otherwise specified, players should use the rules from the planetary and space games to play the campaign game.

COMPONENTS

The campaign game uses all the components from the planetary and space games, plus several new counters.

PLANETARY MAP

The planetary map for the campaign game is used as described in the planetary game except that the orbital segments for the Ku Crassus Force Allocation Chart correspond directly to the areas on the planetary map as shown in the illustration below. Any ground base in an area is considered to be in the corresponding orbital segment, as described in **Orbital and Ground Bases**, p. 34, in the space game rules. Other ground units in an area can be attacked by enemy forces with a ground support mission in the corresponding segment. Naval forces performing an orbital drop mission in that segment can only land their troops in hexes in the corresponding planetary area.

Ground Support and Orbital Drop Holding Boxes appear for each planetary area to hold forces which are being dropped or committed to ground support somewhere in that planetary area.

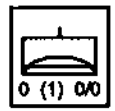
NEW UNITS AND CAPABILITIES

A new combat support unit, the Air/Space Defense Century, is added to the campaign game. Ground bases receive additional capabilities.

Air/Space Defense Century

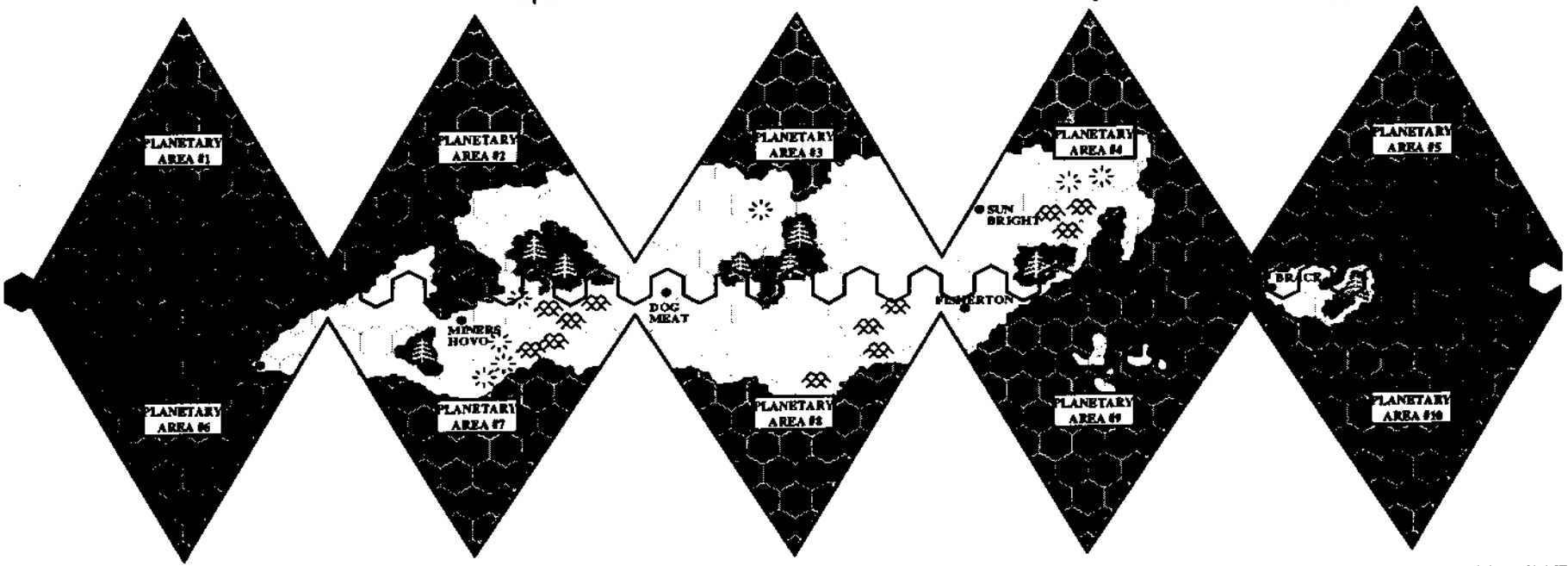
The Air/Space Defense Century is a combat support unit assigned to protect a Task Force from attack by Fighter Flights assigned ground support missions.

For each Air/Space Defense Century in a Task Force, the saving roll target number of any attacking Flight is reduced by –1.



GROUND BASES

The planetary game did not use the attack, defense, and ESM values of Legion and Naval ground bases. Those values are used in the campaign game when a base is in combat against enemy space forces. See **Ground Support Missions**, p. 38.



GAME SET-UP

The **Prefect** campaign game is designed for two players. One player controls the TOG naval and ground forces, and one player controls the Renegade/Commonwealth naval and ground forces. The players may find it helpful to begin by selecting the Invasion scenario, p. 6 in the scenarios book, setting up the planets and planetoids on the Ku Crassus system map according to the zone/sector coordinates provided.

Task Force Record Sheets, Force Allocation Charts, and so on are set up according to the **Game Set-up** rules in the planetary and space games.

CAMPAIGN SEQUENCE OF PLAY

The sequence of play in the campaign game combines the sequences of play of the planetary and space games. Actions occurring in space are generally resolved first, followed by movement and combat of planetary forces. Finally, the separate Supply, Task Force Adjustment, and Tempo phases from each game are combined into the Campaign Supply Phase, Campaign Task Force Adjustment Phase, and Campaign Tempo Phase.

The Attacker for the first turn is usually specified by the scenario. If not, each player rolls one die. The player with the highest die roll is the Attacker for the first turn. Play continues until one player's victory conditions are met or until the number of turns specified in the scenario is reached. The Attacker for each successive turn is determined during the Tempo Phase at the end of the previous turn.

The campaign sequence of play appears below. Unless otherwise noted, the rules of the planetary and space game phases do not change.

SEQUENCE OF PLAY

Naval Mission Assignment Phase

Use the space game Mission Assignment Phase rules.

Attacker T-space Movement Phase

Use the space game Attacker T-space Movement Phase rules.

Attacker Insystem Movement Phase

Use the space game Attacker Insystem Movement Phase rules.

Attacker Space Combat Phase

Use the space game Attacker Space Combat Phase rules, except that Task Forces with ground support missions do not resolve their missions until friendly ground forces are in combat. Orbital drop missions are resolved in the Supply Phase.

Defender T-space Movement Phase

Use the space game Defender T-space Movement Phase rules.

Defender Insystem Movement Phase

Use the space game Defender Insystem Movement Phase rules.

Defender Space Combat Phase

Use the space game Defender Space Combat Phase rules, except that Task Forces with ground support missions do not resolve their mission until friendly ground forces are in combat. Orbital drop missions are resolved in the Supply Phase.

Attacker Ground Movement Phase

Use the planetary game Attacker Ground Movement Phase rules.

Defender Ground Movement and Combat Phase

Use the Defender Ground Movement and Combat Phase rules from the planetary game. In addition, Task Forces with ground support missions may be used to support ground Task Forces involved in combat.

Ground Combat Phase

Use the Combat Phase rules from the planetary game. In addition, Attacking Task Forces with ground support missions may be used to support Attacker planet-based Task Forces. At the end of this phase, players can use uncommitted Ground Support Task Forces to make independent attacks against enemy Task Forces or bases.

Task Force Adjustment Phase

To begin, all ground-based Task Forces are adjusted using the planetary game Task Force Adjustment rules. Next, all naval Task Forces are adjusted using the space game Task Force Adjustment rules.

Ground Withdrawal Phase

Use the planetary game Withdrawal Phase rules.

Supply Phase

Supply points are expended to rearm and reorganize fatigued and disrupted units. Then destroyed ground and naval forces can be rebuilt according to the appropriate rebuild rules. Next, supply points can be transferred between bases, headquarters, and transports.

Supplies and troops dropped by naval forces with an orbital drop mission land in this phase.

Tempo Phase

Use the planetary and space game Tempo Phase rules, except that players keep track of all breakthroughs and counterattacks occurring both in space and on the ground. The total number of BT and CA results will determine who will be the Attacker or Defender for the next turn. At the end of this phase, players should advance the turn marker one space and reset the Breakthrough/Counterattack Track to zero.

GROUND SUPPORT MISSIONS

Ground support missions are handled differently in the campaign game than they are in the space game. A Naval Task Force with a ground support mission moves to the orbital segment it has been assigned to attack, and may be intercepted by any enemy forces with a sector defense mission, as described in the space game rules. The owning player may use the surviving forces to attack enemy ground Task Forces or bases in the corresponding area of the planetary map, or to support an attack by friendly ground forces. The Task Force should be placed in the Ground Support Holding Box for the planetary area.

During the ground combat phases of the turn, players may allocate the space forces in the area to assist their ground forces in combat in any manner and at any time they choose. At the end of the Combat Phase, both players may use any remaining space forces with ground support missions to make independent attacks against ground Task Forces. Once the combat is resolved, the space unit returns to the Task Force Holding Box.

For example, the Renegade player is the Defender for this turn. He has two Light Fighter Flights and a Patrol Squadron in Area 1 with a ground support mission. He elects to have one Fighter Flight support an attack against a TOG Task Force that is moving through one of his Task Force's zones of control. The second Fighter Flight is used to supplement the defense of a Task Force under attack. The Patrol Squadron is used at the end of the Combat Phase to make an attack against a TOG GL2 base.

SUPPORTING TASK FORCE COMBAT

After all combat is declared, both players may assign all, some, or none of the ground support naval forces in the map area in which the combat is taking place to supplement the attack or defense value totals of one or more of their Task Forces. The players then can add the *attack* value of the supporting naval units to the Task Force's total attack or defense value, as appropriate.

Even if naval support is assisting a defending Task Force, only the *attack* value of the ground support naval forces is added, not the naval unit's defense value. Detection attempts made by Task Forces against other Task Forces are not modified by the presence or lack of ground support naval forces.

For example, TOG Task Force #1, consisting of two Medium Armor Cohorts (Attack Value of 3 each) is attacking Renegade Task Force #2, consisting of a single Medium Armor Cohort (total Defense Value of 6). In the same area, TOG Task Force #3, with one Heavy Cohort, is attacking Renegade Task Force #4, with two Infantry Cohorts. The TOG player has two Light Fighter Flights (Attack Value of 2 each) available in the area. The Renegade player has one Pursuit Squadron (Attack Value of 7) in the area. The TOG player elects to commit both his Flights to support the attack on Renegade Task Force #2. The Renegade player commits the Pursuit Squadron in its Task Force's defense. The other attack is made without support.

A detection attempt is made, both sides are detected, and the combat between Task Forces #1 and #2 is resolved. The TOG total Attack Value for the attack is 10 (3 + 3 + 2 + 2). The Renegade total Defense Value is 13 (6 + 7). The combat is resolved on the 2 to 3 column of the Combat Results Table. The Attacker rolls an 8, receiving a +1/−1 result.

Fighter Flights assigned to support Task Force combat must make saving rolls, applying any modifiers to the target number allowed by the Combat Results Table. If the enemy Task Force includes Air/Space Defense Centuries, friendly Task Force saving roll target numbers are reduced by −1 for each Century present in the enemy Task Force.

Undisrupted bases are considered to have a number of Air/Space Defense Centuries equal to their rating (**Planetary Game** rules, p. 7).

Starships do not have to make saving rolls unless an air defense unit is present. Regardless of the number of air defense units present, or the combat results, starships will only fail a saving roll against air defense on a result of 10. All other results are considered a successful saving roll.

In the above example, the TOG fighters add a +1 modifier to their saving roll. If the Renegade Task Force contained one Air/Space Defense Century, the player would announce that configuration, giving the TOG fighters a 0 modifier (+1−1) to their saving roll target number. A second Renegade Air Defense Century would give the TOG fighters a total modifier of −1 (+1−1−1). The Renegade player used a starship in the attack, but it will not make a saving roll unless the TOG Task Force also contains an air defense unit.

Any naval forces used to support a ground attack are immediately removed from the planetary map and placed with their Task Force after the combat has been resolved.

Supported Attacks Against Bases

When facing an attack launched only from space, bases can easily give as good as they get. But if a space or air attack is combined with a ground attack, the effectiveness of a base's space-directed weaponry is severely hampered. The base must keep its missile silos and laser bays closed to prevent enemy artillery from slipping in a well-placed HELL round. Ground bases' sensor and targeting arrays can also be blinded by a ground battle swirling around them. The end result is that a base under combined attack shuts down all but its smaller point-defense systems.

A ground attack supported by friendly air forces launched against an enemy ground base is handled in exactly the same manner as described above. If the base under attack is undisrupted, starships supporting the attack must make saving rolls against unmodified target numbers. Supporting Fighter Flights must add an additional modifier, equal to their defense value, to their saving roll target numbers.

A base under attack must make a saving roll, with the target number modified by the combat results. If the base is already disrupted, failing the saving roll means that the base and all the supplies it contains are destroyed.

INDEPENDENT ATTACKS

At the end of the Combat Phase, after all ground combat has been resolved, any unused ground support naval forces may make independent attacks on any enemy Task Force or base.

The Attacking player resolves his independent attacks first, allocating forces against any enemy Task Forces or bases of his choice.

If the defending Task Force has been detected this turn, the attack is carried out as described in **Supported Attacks Against Bases**, above. The attack value of the naval units making the attack is compared to the defense value of the Task Force (after all normal ground combat modifiers for terrain have been added). Saving rolls for the attacking force are handled as described above.

If the defending Task Force is undetected, the attacking force must make a detection attempt as described in the planetary game's **Detection** section, p. 12, using the ESM value of the naval units. When determining the total ESM value for the detection attempt, subtract 2 from the ESM values of all starships. Fighter Flight ESM values are not modified.

If the attacking force fails to detect the defending Task Force, no attack may be made, and the allocated naval forces are returned to their Task Force Holding Box. If the enemy Task Force is detected, a normal attack is carried out. Note that the defending Task Force does not have to make a detection attempt for the attacking naval forces; those forces are considered detected for this combat.

An independent naval force attack against a ground base uses the space game combat rules. The ground base is always considered to be detected. If the attacking naval Task Force was not detected in N-space, the attacking force may make a column shift. Fighters do not add the base's rating as a modifier to their saving roll target numbers. However, if Air/Space Defense Centuries are stationed at the base, *all fighters* apply a –1 modifier to their saving roll target numbers for each Century present.

Bases are not affected by AR, DR, CA, and BT results, but must make saving rolls using the appropriate modifiers.

If a base contains an enemy Task Force, only the base is considered under attack in an independent attack. The defense values of the Task Force combat units are not added to the defense value of the base, in this case. Task Forces on the base are not affected by base disruption. If the ground base is destroyed, all units in the Task Force are immediately disrupted.

SUPPLY

The campaign game supply procedure is the same as the supply procedure in the planetary and space games, except that supply points do not "magically" appear at a Legion ground base. The majority of supply must be transported to the planet and other bases from the outsystem areas. Urban areas also generate a limited amount of supply each turn, as defined by the scenario.

During the Supply Phase, the players should perform the following operations in this order:

1. Rearm and reorganize fatigued and disrupted units.
2. Rebuild destroyed ground and naval forces.
3. Transfer supply points and/or combat units between bases, headquarters, and transports.
4. Carry out orbital drop missions of supplies and troops.

DISRUPTED BASES

Disrupted ground and naval bases have an Attack Value of 0, but retain their full defense value. Disrupted bases may not transfer supply, rearm, reorganize, or rebuild units, but they may receive supply. Disrupted bases may only expend supply points to reorganize themselves.

TRANSPORTING TROOPS

Combat and support units can be carried on naval transports in place of supply points. Because the physical space occupied is about the same for every type of unit, most ground units displace 10 points of supply. However, certain ground units use such massive equipment, or are so much larger than standard, that they will displace more supply points. Use the following table to determine how many supply points a ground unit will displace.

Ground Unit Type	Supply Points Displaced
Legion Headquarters	15
Heavy Armor Cohort	30
Militia Regiment	20
Garrison Legion	40
All Other Units	10

To indicate that a combat unit is being transported, place the unit counter under the Transport Squadron counter. If the transport is destroyed while carrying the unit, the unit is also destroyed. A disrupted transport will not disrupt the transported unit, but it cannot off-load the unit until it has been reorganized.

Players may combine transports to carry units too large to be carried by a single transport, just as several transports can move one base. All the transports moving a unit must remain in the same Task Force until the unit is off-loaded.

Transports with a supply mission can only off-load ground units in planetary areas containing friendly bases. Ground troops may be transferred to orbital bases, but they will displace the bases' supply as normal. Ships and bases may destroy supply in order to make room for ground troops, but may not destroy ground troops to make room for supply. Marine Cohorts do not displace supply at orbital bases. Marines and ground forces do not displace supply at ground bases.

To off-load at a ground or orbital base, the transport must enter an orbital segment containing an undisrupted base. If the transport fulfills these conditions, the forces may be transferred to the base's location.

When transferred to a ground base, all forces must immediately either be placed in a Task Force already present at the base, or have a Task Force formed around them. Non-grav forces do not have to be part of a Task Force.

BASE LIMITATIONS

These rules consider naval and Legion bases to be virtually identical, however, the two facilities require different repair and maintenance equipment.

Legion bases are primarily organized to maintain ground forces, and have limited ability to support fighters. Class GL1 bases can only expend supply to rearm, reorganize, and rebuild fatigued, disrupted, or destroyed ground units. Class GL2 bases can expend supply to remove fatigue from fighters in its sector. Class GL3 and GL4 bases can expend supply to reorganize disrupted Fighter Flights in its sector. Ground Legion bases cannot remove fatigue from starships.

Naval bases, or transports functioning as orbital bases, may only expend supply to rearm and reorganize naval units.

Any class or type of base may rearm, reorganize, or rebuild fatigued, disrupted, or destroyed Marine Cohorts.

Planetary Support Base Manufacturing

Prefect's campaign game allows players to increase the standard supply normally available from a planetary base through manufacturing. Planetary support bases (GL4) may have the industrial capability to receive replacement vehicles and equipment as component parts and assemble the parts into finished goods. On-site assembly allows larger quantities of useful material to be shipped per ton of transported mass.

Players choosing to use this option will increase the number of supply points delivered by a transport traveling directly from the outsystem area by 25 percent, rounding fractions down. This supply advantage is restricted to transports moving directly from the outsystem area to discourage players from transferring the same supply points back and forth and increasing the number of available points with each transfer.

ORBITAL DROPS

In every type of military campaign, troops land under hostile fire. Especially the initial invasion troops, and often reinforcements, are not simply transferred to a friendly planetside base. All landings are dangerous. Troop and equipment losses are expected, but losses can be kept to a minimum.

DROPPING TROOPS

During the Defender or Attacker Space Combat Phase, transports with an orbital drop mission must enter the orbital segment corresponding to the planetary area in which they wish to land the troops. Only grav or Marine units may be landed by orbital drops. Garrison Legions and Militia Regiments can only be landed on friendly bases, using a supply mission.

Transports attempting to land troops must survive attacks by opposing forces assigned sector defense missions. Disrupted transports return immediately to their Task Force Holding Box and may not land troops. The troops are removed from the Task Force Holding Box and placed in the Orbital Drop Holding Box of the appropriate planetary area.

At the end of the Ground Combat Phase, any unused enemy Fighter Flights assigned a ground support mission in the same planetary area as the transport attempting the drop may make an attack against the dropping forces. Use the combat resolution system, comparing the total attack value of the fighters to the defense value of the dropping Cohorts. Neither player may make a column shift. The fighters do not make a saving roll, regardless of the combat result. The dropping forces must make normal saving rolls against a target number modified by the combat result. Note that all AR, DR, CA, and BT retreat results are ignored, but saving rolls are made against target numbers using those modifiers. Disrupted units continue the drop. Destroyed units are removed.

During the Task Force Adjustment Phase, the owning player must form all dropping units into Task Forces. The player does not need a headquarters unit to do this.

At the end of the Supply Phase, the player should place his Task Forces in any hex in the planetary area. A Task Force cannot be landed in a hex with an active enemy base, Task Force, or in an enemy unit's active ZOC. It may land in the same hex as a friendly Task Force, but the two forces must immediately combine into one.

Legion and Auxilia Headquarters always land with full supply, which is not considered a part of the supply carried by the transport. The supply carried by the Legion or Auxilia Headquarters cannot be used until the headquarters has disembarked and is no longer on a transport or orbital base.

Once landed, the Task Force functions as a normal unit. Units disrupted during the drop should be placed in a Task Force with a headquarters unit, or landed in a hex containing a Task Force with a headquarters unit. Otherwise, the disrupted unit will be unable to defend itself until it receives orders to withdraw.

DROPPING SUPPLIES

Supplies can be dropped directly to Legion or Auxilia Headquarters in the same manner as to ground units, as long as the transports with the supply are in the appropriate planetary area. The player should place the Transport Squadron in the Orbital Drop Holding Box. The Transport Squadron is subject to the same attacks by fighters as is a dropping ground unit. If the Transport Squadron is disrupted, it returns to its Task Force Holding Box and the supplies are not dropped.

At the end of the Supply Phase, any undisrupted transports in the planetary area's Orbital Drop Holding Box can transfer supplies to the Legion Headquarters.

Dismantled bases can be transferred in the same manner to any friendly Task Force containing Construction Engineer Centuries.

BUILDING GROUND BASES

Legion and naval ground bases with ratings 1, 2, or 3 can be constructed on the planetary map by Construction Engineer Centuries. Only one base may be constructed in a hex.

Any Rating 1, 2, or 3 base can be transported according to the **Transporting Bases** rules, p. 35, in the space game. Ground bases can be off-loaded at a friendly ground base, then transferred to a friendly Task Force according to the **Engineer Centuries** rules, p. 18, in the planetary game.

Bases may also be transferred, using an orbital drop, to any Task Force containing Construction Engineer Centuries, as described above.

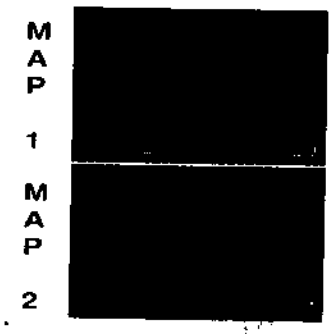
Once transferred, a base is placed in the hex in which the Task Force is located. The base is considered to be disrupted until reorganized in the normal manner during the next Supply Phase. The opposing player should be informed of the base's location upon deployment.

MAP SET-UP

After both players have chosen their forces, set up the map on which the combat will take place. The configuration of the map is determined by whether or not the forces involved in the combat are detected, and if the battle is taking place in an orbital segment or in deep space.

Deep Space Interception

If the combat is a deep space interception, both map sheets are laid out as shown.



The phasing player's forces set up first anywhere on Hex Row xx01 of the map with any heading. All fighters begin the game launched. If the phasing player's forces are assigned a high speed attack mission, those forces may begin the game with a starting velocity of up to two times the thrust rating of their lowest thrusting unit. If any other mission is assigned, the force may begin the game with a starting velocity of up to the thrust rating of their lowest thrusting unit. All the phasing player's units must have the same starting velocity.

The opposing player sets up second. If the opposing player's forces have been detected by the phasing player's forces, then the opposing player's forces must set up on Hex Row xx14 of Map 2, with any heading. These forces may have a starting velocity of up to the maximum thrust of their lowest thrusting unit.

If the opposing player's forces have not been detected, then those forces may be deployed anywhere on Column 01xx, Column 26xx, or Row xx14 of Map 1, with any heading. These forces may have a starting velocity of up to the maximum thrust of their lowest thrusting unit.

After all forces are deployed, **Leviathan** combat begins. The **Leviathan** game ends when all the phasing player's forces have either exited the map off one of the edges, jumped into T-space, or have been destroyed.

The phasing player must exit his forces off Row xx14 of Map 2 in order to perform attack, HS attack, recon, ground support, supply, or orbital drop missions. Units exited off any other side of the map have broken off and cannot be used to accomplish these missions. Units with spine cracks, structural collapse, SLD destroyed, plant destroyed, or ship destroyed results also cannot be used to accomplish these missions.

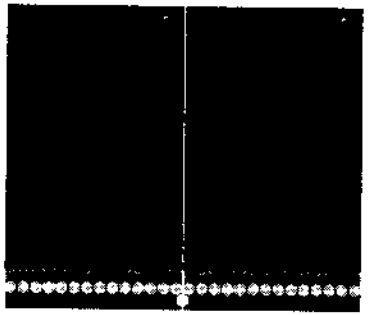
Properly exited forces with attack, HS attack, ground support, supply, or orbital drop missions can then be placed in the orbital segment of the player's choice. Note that those forces may have to fight an additional battle in the orbital segment before accomplishing their mission. This battle can be resolved using either **Prefect** (see **Leviathan to Prefect Conversion**) or **Leviathan**. Players using **Leviathan** rules for the battle use the current record sheets of the surviving force. Missile reloads and other repairs are not allowed until the units have returned to a friendly base, and that base expends sufficient supply points to rearm, reorganize, or rebuild the units of the Task Force.

Surviving forces assigned a recon mission that survived a deep space interception and properly exited the board may perform the recon mission as normal. (See **Leviathan to Prefect Conversion**.)

Intercepted forces executing a withdrawal must enter T-space to complete their withdrawal. If forces exit off a map edge without jumping into T-space, another map should be placed against that edge, and the combat continues until all of the withdrawing forces are either destroyed or have jumped into T-space. (See **Leviathan to Prefect Conversion**.)

Orbital Segment Combat

If the combat is taking place in an orbital segment, the map sheets are laid out as shown.



Hex Row 01xx is the ground, 02xx is the atmosphere, and 03xx represents the interface. Ground bases must be placed in the center of the map at Hex 0114. Orbital bases are placed anywhere in Hex Row 07xx. If the orbital segment contains more than one base, all bases are placed on the same number hex, but divided evenly between the two map sheets. For example, if two bases are present, the player may place one on Map 1, Hex 0711, and one on Map 2, Hex 0711.

The opposing player places his ships and fighters anywhere on or below Hex Row 13xx at any heading and a starting velocity up to their maximum thrust. All fighters begin the game launched.

The phasing player then deploys his forces. Undetected forces may be placed on or above Hex Row 20xx. If the force is detected it must be placed on Hex Row 26xx. The phasing player's force may have any heading and a starting velocity up to its maximum thrust. Forces assigned a high speed attack mission may have a starting velocity of at least their thrust rating, but no more than twice their thrust rating. All fighters begin the game launched.

After all forces are deployed, **Leviathan** combat begins. The **Leviathan** game ends when all the phasing player's forces have either exited the map off one of the edges, jumped into T-space, or been destroyed. Forces exited off any side have broken off and cannot be used to fulfill orbital drop, ground support, or supply missions. Ships that have spine cracks, structural collapse, SLD destroyed, plant destroyed, or ship destroyed results also cannot be used to accomplish the mission.

When the **Leviathan** combat has been resolved, the phasing player's remaining forces may attempt to accomplish their assigned mission. Forces with an orbital drop, ground support, or supply mission that did not break off from combat can be used per the **Prefect** rules for these missions. Forces that broke off the engagement cannot be used to accomplish the assigned missions. (See **Leviathan to Prefect Conversion.**)

LEVIATHAN TO PREFECT CONVERSION

When **Leviathan** combat ends, the players must translate the results back into **Prefect** units. This is not a straight reversal of the **Prefect** to **Leviathan** conversion. The players must determine if their ships are considered to be destroyed, disrupted, or simply fatigued by the **Leviathan** action, according to the following rules.

The fatigue level of the Task Force increases per the **Prefect** rules. Fatigue level does not, however, depend on the level of damage the ships took during the course of the **Leviathan** game. The Task Force returns to **Prefect** with all the ships with which it began the combat, including those that broke off. Destroyed ships and fighter elements are removed from the Task Force Holding Box and placed in the Destroyed Naval Unit Box of the Outsystem Area Chart. Ships and fighters that are considered disrupted as defined below are formed into a new Task Force in the segment as normal.

Ships of class BB, CA, FGV, and DDV, as well as all bases that have a ship destroyed, spine cracks, or structural collapse result, are considered destroyed. If the ship or base suffered internal damage, it is considered disrupted.

Pursuit, Defense, and Transport Squadrons are considered disrupted if less than half their ships are destroyed as defined above, or have taken internal damage. If more than half their ships are destroyed or have taken internal damage, the Squadron is considered destroyed.

Supply points are lost whenever a transport is destroyed, as defined above. Supply points are considered to be evenly divided between the ships in the Squadron, and so the loss of a single transport will result in a proportional loss of supply. Each transport loss must result in the loss of at least one supply point.

Cohorts and Centuries carried by transports are considered destroyed if the Transport Squadron is destroyed. The Cohort or Century is only disrupted if the Transport Squadron is disrupted by one or more of its ships being destroyed.

Bases carried by transports are considered destroyed if the Transport Squadron is destroyed or disrupted.

PLANETARY COMBAT USING CENTURION

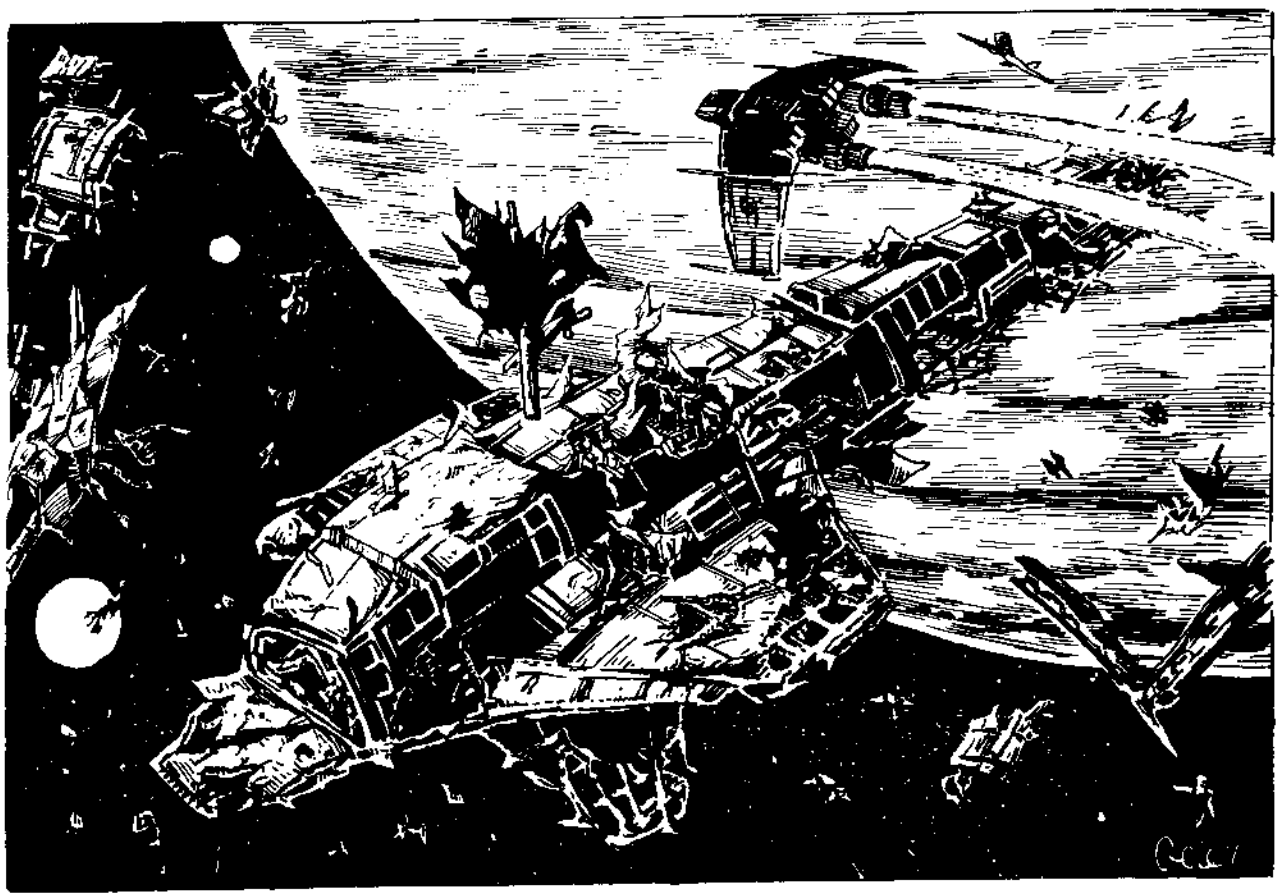
Any individual combat in **Prefect** between opposing planet-based Task Forces can be resolved using the **Centurion** rules. **Prefect** players may take a representative force of ground and grav vehicles and play out the battle on two standard **Centurion** maps. Because these battles may deploy large numbers of forces, it is recommended that only very important battles be played out using this system.

Unless otherwise noted, use all applicable **Centurion** rules, including all optional rules.

PREFECT TO CENTURION UNIT CONVERSION

The first step in resolving planetary battles using **Centurion** is to convert the **Prefect** forces into a representative mix of **Centurion** units. Each player should look at the combat and support forces assigned to the Task Forces involved in the combat and select a number of **Centurion** units based on the chart below. The conversion ratio is approximately 9 to 1, where each **Centurion** unit represents a Century of a similar type of vehicle.

Divide the Defender's number of **Centurion** units in half (rounding up) if the defending Task Force is detected and the attacking force is not. Divide the Attacker's number of **Centurion** units in half (rounding up) if the Attacker's Task Force is detected



PREFECT/CENTURION UNIT CONVERSION

CW/RL	Lt. Grav Armor	Med. Grav Armor	Hy. Grav Armor	Armored Grav Inf	Armored Grav Art	Marine	Combat Eng	Air/Space Defense	Militia Regiment
Viper	2	1	1	2	–	–	–	–	–
Wolverine	4	2	2	2	–	–	–	–	–
Liberator	–	2	2	–	–	–	–	–	–
Spartius	–	1	2	2	–	–	–	–	–
Deliverer	–	–	3	–	–	–	–	–	–
B. Inf	2	2	3	4	–	6	–	–	–
Pedden	–	–	–	–	6	–	–	–	–
Eradicator	–	–	–	–	–	–	–	6	–
Constructor	–	–	–	–	–	–	3	–	–
Cyclone	–	–	–	–	–	–	–	–	–
Agitator	–	–	–	–	–	–	–	–	6
Harasser	–	–	–	–	–	–	–	–	6
Jaguar	–	–	–	–	–	–	–	–	6
Sterling	–	–	–	–	–	–	–	–	12
Halberd	–	–	–	–	–	–	–	–	6
G. Inf	–	–	–	–	–	–	–	–	6

TOG	Lt. Grav Armor	Med. Grav Armor	Hy. Grav Armor	Armored Grav Inf	Armored Grav Art	Marine	Combat Eng	Air/Space Defense	Garrison Legion
Lupis	2	1	1	2	–	–	–	–	–
Aeneas	4	2	2	2	–	–	–	–	–
Horatius	–	2	2	–	–	–	–	–	–
Romulus	–	1	2	2	–	–	–	–	–
Trajan	–	–	3	–	–	–	–	–	–
B. Inf	2	2	3	4	–	6	–	–	–
Pompey	–	–	–	–	6	–	–	–	–
Scipio	–	–	–	–	–	–	–	6	–
Remus	–	–	–	–	–	–	3	–	–
Hasta	–	–	–	–	–	–	–	–	28
Clodius	–	–	–	–	–	–	–	–	26
Kershaw	–	–	–	–	–	–	–	–	4
Vindicta	–	–	–	–	–	–	–	–	2
Reginus	–	–	–	–	–	–	–	–	3
G. Inf	–	–	–	–	–	–	–	–	28

and the defending force is not. If both Attacker and Defender are either detected or not detected, make no change in the unit mix.

Players should take care to mark on the **Centurion** record sheet which units represent the combat Cohorts or Centuries engaged in the battle. The status of those units at the end of the **Centurion** game will determine the status of the **Prefect** Cohorts or Centuries they represent.

If a base is present in the defending Task Force's hex, a number of Defence Installations (**Centurion**, p. 39) are added to the mix. Consult the table below to determine the number of installations available, based on the type of ground facility in the hex.

Ground Facility Type	Number of Defence Installations
GL1	2
GL2	3
GL3	5
GN1	1
GN2/3	2
GN4	4
GN5	3
GN6	5

The defending player may select any of the four types of defence installations listed on page 39 of **Centurion**. Each defense installation is assigned three squads of ground infantry.

Units suffering one level of fatigue have no missiles available. Units at two levels of fatigue have no missiles and have only 75 percent (rounded up) of their rated armor on all sides. Units suffering three levels of fatigue have no missiles and have only 50 percent of their rated armor.

Headquarters and Support Centuries

Headquarters, Construction Engineer, and Signal Centuries are not listed in the above conversion charts and should not be a part of the force mix selected. These units have no tactical significance in the **Centurion** game, though their presence at the operational level can significantly affect the **Centurion** game set-up.

Combat Engineer Centuries are represented by one engineer vehicle, while Air/Space Defense Centuries are represented by two air-defense-equipped units.

Artillery Cohorts

Artillery Cohorts in a Task Force with other combat units do not use the vehicles available in the **Centurion** game. Instead, each assigned Artillery Cohort provides three fire missions per turn to its friendly units. If a player's force is operating at half strength, (see above) then only one mission is allowed per turn.

Ground Support

In the campaign game, naval forces with ground support missions may support a friendly ground Task Force. For each Fighter Flight present, the player receives two fighters of the appropriate type; one if his forces were detected and are operating at half strength. For each BB or CA present, the player receives two laser fire support missions for the game, per the rules on page 43–44 of the **Centurion** rule book. Only one laser fire support mission is available if forces are operating at half strength. Missile barrages are not available.

Defense and Pursuit Squadrons provide one laser fire support mission for the game from each DD or FG type ship present (see **Prefect to Leviathan Conversion**). The TOG player receives support from one *Cingulum*. If the player forces were detected and are operating at half strength, divide the number of ships in half as well as removing the TOG player's *Cingulum* support, if applicable.

If starships are present, add an additional Spartius (CW/RL) or Romulus (TOG). This vehicle represents the naval fire control officer assigned to the unit, as described on page 43 of the **Centurion** rule book.

Centurion Assignment and Troop Quality

A Centurion must be assigned to have overall command of the player's forces, per **Centurion**, p. 33. If the player's force has grav tanks, APCs, or artillery vehicles, the Centurion in command has a Leadership Rating of 2. Otherwise, the Centurion has a Leadership Rating of 1.

Troop Quality is assigned to each Century/Cohort/Regiment/Legion represented in the battle. The vehicles and infantry representing those units have the same level quality. All Militia Regiments, Garrison Legions, and defense installation infantry squads are considered Green. All other units, including supporting fighters and defence installation crews, are considered Regulars.

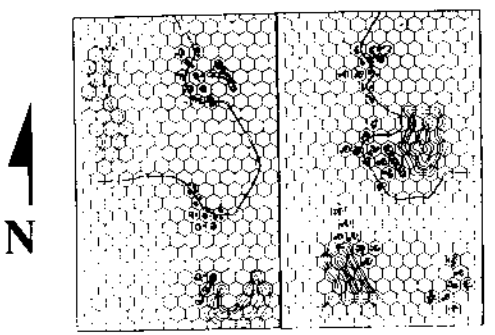
Note that players should use the morale check and withdrawal rules on page 42 of the **Centurion** rule book.

MAP SET-UP

Just as the forces involved in the game are represented by **Centurion** units, the maps used in **Centurion** represent the terrain on which the battle will be fought, and are based on the type of terrain present in the Defender's hex. In order to provide sufficient variation in terrain, the printed terrain features on the **Centurion** maps will represent the following terrain features.

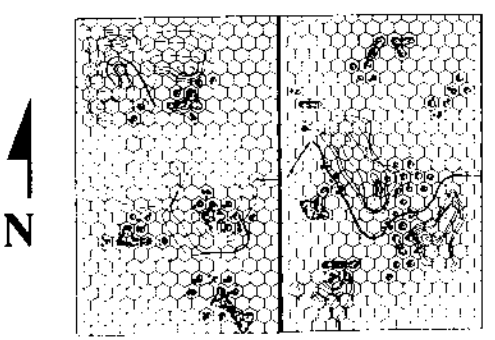
Clear

Terrain Modification: Ignore all contour lines.



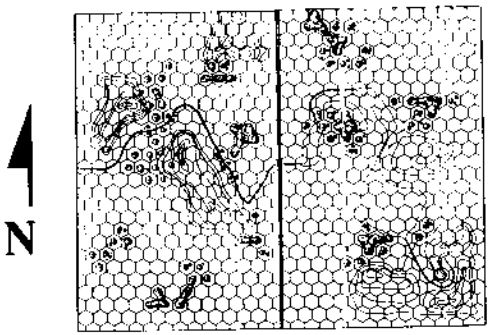
Rough/Broken/Crater

Terrain Modification: All Heavy Woods hexes are rubble, all River hexes are rubble at Elevation Level –1, and all Lake hexes are rubble at Elevation Level –2.



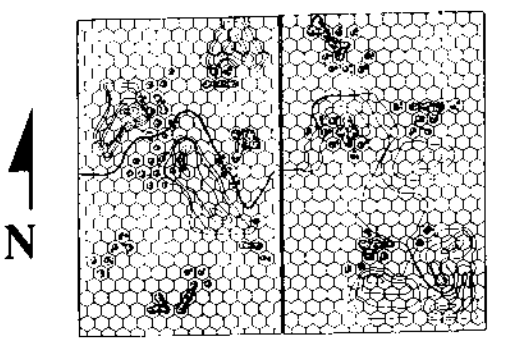
Forest

Terrain Modification: All Lake hexes are heavy woods, all Stream hexes are light woods. All Elevation Level 1 and 2 hexes are light woods, and all Elevation Level 3+ hexes are heavy woods.



Water

Terrain Modification: Ignore all terrain features. Vehicles grounding in these hexes are considered to have grounded in water (see **Centurion**, p. 15).



If combat is taking place in an urban center, the Defending player should place twenty Building counters on the map. Five of the buildings are Elevation Level 1, AP 10, five are Level 2, AP 20, five are Level 3, AP 20, three are Level 4, AP 30, one is Level 4, AP 30, and one is Level 6, AP 30. The player should set up the buildings on the south map in the manner of his choice, but each counter must be adjacent to at least two other Building counters.

Next, if the defending player has a friendly base located in his Task Force's hex, defence installations may be placed anywhere on the south map if the player is the Defender for the turn, or the north map if the player is the Attacker for the turn. Players may only place one defense installation per hex.

FORCE SET-UP

After all forces have been selected and the maps laid out, both players place their forces on the maps. The areas where each player sets up are determined by the type of combat being represented, either a Defender counteraction or a normal attack.

If the **Centurion** game represents a Defender counteraction, the Attacking player's forces set up first, anywhere along Hex Row xx01 of the north map. The Defender's forces set up next, anywhere along Hex Row xx14 of the south map. All vehicles may have any heading, and a starting velocity up to maximum thrust. Players may choose to begin with their infantry squads dismounted or mounted.

If the **Centurion** game represents a normal attack, the Defender's forces set up first, anywhere along Hex Row xx14 of the south map. The player may expend digging charges prior to the beginning of the game and begin with his units dug in. The Attacking player's forces set up second, anywhere along Hex Row xx01 of the north map. All vehicles may have any heading, and a starting velocity up to maximum thrust. The players may choose to begin with their infantry squads dismounted or mounted.

If the players have friendly defense installations present on the map sheet, and the battle does not represent a Defender counteraction, all forces may be set up as hidden units, per the **Hidden Units** rule on page 41 of **Centurion**.

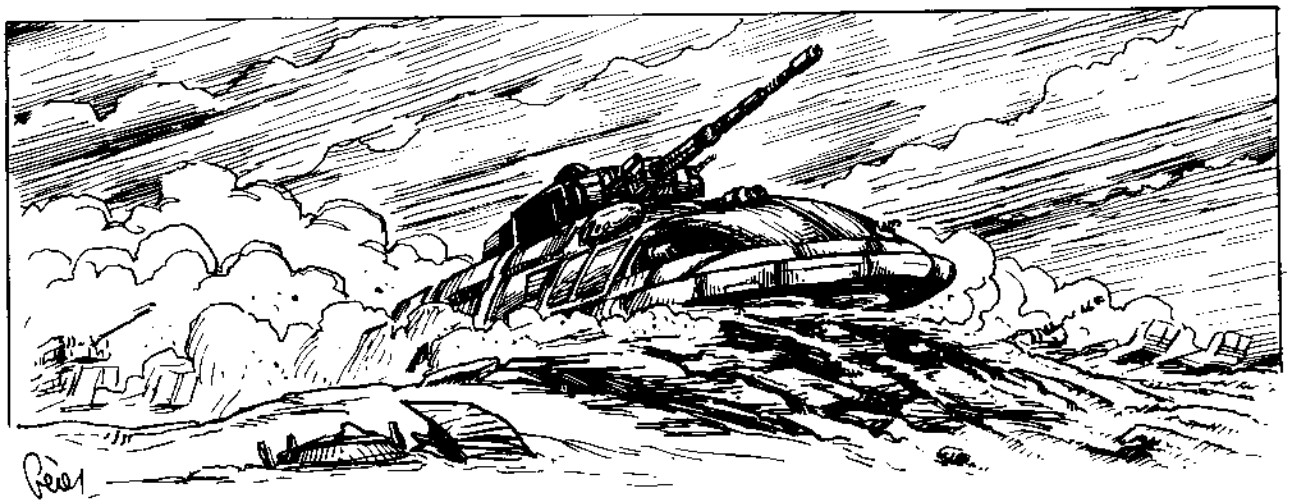
Orbital starships involved in the action are handled abstractly, but fighters with ground support missions involved in the battle should also be set up. The **Interceptor** map is laid out as shown on page 49 of **Centurion**. The Defending player sets his forces up on Hex Column xx01 of the left map, with any heading and a starting velocity of up to the ship's SOT. The Attacking player then sets up his ships anywhere on Hex Column xx14, with any heading and a starting velocity of up to the ship's SOT.

If fighters are present, use the **Interceptor Integration** rules, pages 45–49, **Centurion**.

After both sides set up, play proceeds as normal until one side has withdrawn all his forces off the map, or until all forces from one side have been destroyed. Units may only exit the board by failing a morale check. Units that exit without failing a morale check are considered destroyed.

CENTURION TO PREFECT CONVERSION

To convert **Centurion** results back to **Prefect**, immediately increase the fatigue level of all Task Forces involved in the combat by one, then determine if there was a retreat, breakthrough or counterattack result, and if individual units were disrupted.



Retreat, Breakthrough, and Counterattack Results

Both players now add up the total Scenario Point values of all their destroyed vehicles and infantry units, including units that exited the map without failing a morale check, but not including destroyed bases or destroyed naval ground support. Divide the Attacker's total by the Defender's total. Compare the resulting ratio to the table below to determine the combat results.

RETREAT/BREAKTHROUGH CONVERSION

Ratio	Effect
1 to 3	CA
1 to 2	AR
1 to 1	No effect
2 to 1	DR
3 to 1	BT

These results are applied to the **Prefect** Task Forces and bases per the **Prefect** rules.

Note that **Prefect** combat support units that were not represented by units in the **Centurion** game (Headquarters, Signal, Construction Engineers, and Artillery) must make normal saving rolls to avoid disruption. Units that were present on the **Centurion** map do not have to make this saving roll.

Saving Roll Conversion

Both players now review the status of each of the vehicles and squads representing the various units involved in the combat. Determine whether each unit made a successful or failed **Prefect** saving roll, indicating a BT, CA, disrupted or destroyed result. If 50 percent or more of the vehicles and infantry squads that make up the unit are destroyed (**Centurion**, p. 26) or have taken internal damage, other than to ballistic protection, the unit is disrupted. Note that even if all of the representative units are destroyed, the **Prefect** unit they represent is only disrupted.

Bases are considered to be disrupted if 50 percent or more of the defense installations are destroyed or have taken internal damage to the turret.

It is possible to disrupt an Air/Space Defense or Combat Engineer Century using this method, even though, using the **Prefect** resolution system, these units could only be disrupted by a BT or CA result.

SCENARIO DESIGN

Prefect focuses on the battles fought in the Africannus system, primarily on the planet of Ku Crassus. However, using FASA's **Shannedam County** sourcebook, players can set up numerous battles and scenarios in other systems and on other planets.

Players simply select a system, then follow the rules below to set up the system map, planetary map, and allocate the forces available to each side.

SYSTEM MAP SET-UP

Each habited system presented in the **Shannedam County** sourcebook has a system data block which details where the planets, major planetoids, and asteroid belts are located. Note that anything in Zone 7 or greater is normally so far away from the planet that it can be considered in the outsystem area.

All minor and medium planetoids are ignored, though asteroid belts are not. Ignore any major moon in orbit around a planet.

PLANET MAP SET-UP

The major habitable planet in the system can simply be transferred from the map in the **Shannedam County** sourcebook to the reverse side of the Ku Crassus map provided in **Prefect**. Each square on the planet map corresponds to 9 hexes, and is simply superimposed on the blank planetary map.

As usual, the right-most square along the equator on the Shannedam County planet map is actually co-located with the left-most square.

MILITARY FORCES AND BASES

Military forces currently in any planetary system are listed in the Military Assets section of the system data block in the **Shannedam County** sourcebook. The type and location of all bases is listed. Bases begin the game with full supply.

Naval Squadrons provide the following **Prefect** forces.

Pursuit Squadron	Pursuit Squadron
Patrol/Defense Squadron	Defense Squadron
Long Range Patrol/Harasser Squadron	CA + Defense Squadron
Aggressor/Battleship Squadron	BB + 2 CA + 2 Defense Squadrons
Light Carrier Squadron	DDV + 2 Pursuit Squadrons
Carrier Patrol Squadron	FGV + 2 Defense Squadrons
Carrier Strike/Raiding Squadron	2 FGV + 1 CA + 2 Defense Squadrons
Heavy Carrier Strike Squadron	2 FGV + BB + 2 CA + 2 Defense Squadrons
Fighter Wing	15 Independent Fighter Flights

All starting forces should carry a full complement of fighters, evenly divided between all six available types.

Ground force Legion types are listed below. These forces can easily be converted to **Prefect**, as can Militia Regiments and Garrison Legions. Auxilia and Independent Regiments are more difficult to quantify, because **Shannedam County** does not list the exact type. The players should simply decide on a reasonable mix of Auxilias and Independent Regiments.

The chart below is not an exhaustive listing. For other unit types, players should study the appropriate TO&E chart in **Ground Organization** and apply the following guidelines. For every Combat Cohort assigned to the unit, the player's unit receives one **Prefect** Cohort of the appropriate type. Each Manus or Legion Headquarters on the TO&E chart gives the player's unit one equivalent **Prefect** headquarters unit. Renegade Legions with a reinforced Manus Headquarters receive a Manus-plus counter.

COMMONWEALTH/RENEGADE LEGION FORCES

	Lt.	Med.	Hy.	Inf	Art	HQ M +	HQ M	HQ L	Sup	Sig	AD	C Eng	Eng	TF
Legions														
Strike Legion	0	9	1	0	3	1	3	1	1	6	6	3	3	18
Inf Legion	0	2	1	7	3	1	3	1	1	6	6	3	3	18
KessRith Legion	0	4	4	4	2	0	4	1	1	6	6	2	2	18
B'ekkal Legion	12	0	0	0	3	0	3	1	1	6	6	3	3	18
Auxilia/Regiments														
ACR/Baufin Reg	0	4	0	0	0	1	0	1	1	1	0	0	0	6
B'ekkal Arm Reg	4	0	0	0	1	0	0	1	1	1	0	0	0	6

TERRAN OVERLORD GOVERNMENT FORCES

	Lt.	Med.	Hy.	Inf	Art	HQ M +	HQ M	HQ L	Sup	Sig	AD	C Eng	Eng	TF
Legions														
Strike Legion	0	9	1	0	3	0	4	1	1	6	6	3	3	18
Inf Legion	0	2	1	7	3	0	4	1	1	6	6	3	3	18
Auxilia														
Heavy Assault	0	3	1	1	1	1	0	1	1	1	0	0	0	6
Recon	6	0	0	0	1	0	0	1	1	1	0	0	0	6

LEVIATHAN STATS FOR OTHER PREFECT FORCES

GL1: Cohort Support Base

Shields: 3
Armor: 50
Weapons:

Type	Range					
	1	**2–3**	**4–6**	**7–10**	**11–15**	**16–20**
50 37.5/10	9	8	6	5	4	3
50 37.5/5	8	6	5	4	3	1

Turrets:	**0**	**1**	**2**	**3**
	6	6	4	2

Type G Missile System: 3 shots at 50 Points

GL2: Manus Support Base

Shields: 4
Armor: 100
Weapons:

Type	Range					
	1	**2–3**	**4–6**	**7–10**	**11–15**	**16–20**
100 37.5/10	18	15	13	10	8	5
100 37.5/5	15	13	10	8	5	4

Turrets:	**0**	**1**	**2**	**3**
	8	8	6	4

Type D Missile System: 3 shots at 100 Points

GL3: Legion Support Base

Shields: 5
Armor: 200
Weapons:

Type	Range					
	1	**2–3**	**4–6**	**7–10**	**11–15**	**16–20**
100 37.5/25	25	23	20	18	15	13
100 37.5/10	18	15	13	10	8	5

Turrets:	**0**	**1**	**2**	**3**
	12	12	5	4

Type E Missile System: 3 shots at 150 Points

GL4: Planetary Support Base

Shields: 5
Armor: 200
Weapons:

Type	Range					
	1	**2–3**	**4–6**	**7–10**	**11–15**	**16–20**
100 37.5/30	28	25	23	20	18	15
100 37.5/30	28	25	23	20	18	15
100 37.5/30	28	25	23	20	18	15
100 37.5/30	28	25	23	20	18	15

Turrets:	**0**	**1**	**2**	**3**
	12	12	5	4

Type E Missile System: 3 shots at 150 Points

ON1/GN1: Fort Oasis Class Post

Size: 1 hex (treat as a Fighter Squadron)
Thrust: 0
Armor: 10
CRA: 3
LRA: 2
Missile Attack Value: 0
Fighters: 6 at 300 tons

ON2/GN2: Small Ship Post

Size: 1 hex (treat as Fighter Flight)
Thrust: 0
Armor: 10
CRA: 20
LRA: 15
Missile Attack Value: 0
Fighters: 6 at 300 tons

ON3/GN3: Medium Fighter Base

Class: Destroyer
Thrust: 0
Shields: 2 (all sides)
Armor: 50 (all sides)
Weapons:

Type	Location	Range					
		1	**2–3**	**4–6**	**7–10**	**11–15**	**16–20**
25 22.5/5	F	3	3	2	1	1	0
25 22.5/5	A	3	3	2	1	1	0
25 22.5/5	A	3	3	2	1	1	0

Turrets:	**0**	**1**	**2**	**3**
L	3	3	2	1
R	3	3	2	1

Type C Missile System: 1 shot at 100 Points
Fighters: 72 at 300 tons
Crew: 717
Passengers: 30
Marines: 1 Century

LEVIATHAN STATS FOR OTHER PREFECT FORCES (Continued)

ON4/GN4: Medium Ship Base

Class: Cruiser
Thrust: 0
Shields: 3 (all sides)
Armor: 100 (all sides)
Weapons:

Type	Location	Range					
		1	2–3	4–6	7–10	11–15	16–20
50 37.5/5	F	8	6	5	4	3	1
50 37.5/5	L	8	6	5	4	3	1
50 37.5/5	R	8	6	5	4	3	1
50 37.5/5	A	8	6	5	4	3	1

Turrets:	0	1	2	3
L	5	5	4	3
R	5	5	4	3

Fighters: 24 at 300 tons
Crew: 2,500
Marines: 1 Century

ON5/GN5: Fighter Wing Command

Class: Frigate
Thrust: 0
Shields: 2 (all sides)
Armor: 80 (all sides)
Weapons:

Type	Location	Range					
		1	2–3	4–6	7–10	11–15	16–20
50 37.5/5	F	8	6	5	4	3	1
50 37.5/5	R	8	6	5	4	3	1
50 37.5/5	L	8	6	5	4	3	1
50 37.5/5	A	8	6	5	4	3	1

Turrets:	0	1	2	3
L	4	4	3	2
R	4	4	3	2

Fighters: 360 at 300 tons
Crew: 2,500
Marines: 1 Cohort

ON6: Large Ship Base

Class: Battleship
Thrust: 0
Shields: 4 (all sides)
Armor: 200 (all sides)
Weapons:

Type	Location	Range					
		1	2–3	4–6	7–10	11–15	16–20
100 37.5/30	F	28	25	23	20	18	15
100 37.5/30	F	28	25	23	20	18	15
100 37.5/30	L	28	25	23	20	18	15
100 37.5/30	L	28	25	23	20	18	15
100 37.5/30	R	28	25	23	20	18	15
100 37.5/30	R	28	25	23	20	18	15
100 37.5/30	A	28	25	23	20	18	15
100 37.5/30	A	28	25	23	20	18	15

Turrets:	0	1	2	3
L	6	6	5	4
R	6	6	5	4

Type D Missile System: 3 shots at 100 Points
Fighters: Up to 72 at 300 tons
Crew: 2,717
Marines: 1 Cohort

Light Transport Squadron (consists of 10 ships with the following stats)

Class: Corvette
Thrust: 3
Shields: 1 (all sides)
Armor: 10 (all sides)
Weapons: None

Turrets:	0	1	2	3
L	1			
R	1			

Extras: Antigrav

Medium Transport Squadron (consists of 5 ships with the following stats)

Class: Destroyer
Thrust: 2
Shields: 1 (all sides)
Armor: 50 (all sides)
Weapons: None

Turrets:	0	1	2	3
L	3	3	2	1
R	3	3	2	1

Small Craft: 1 up to 1,000 tons
Extras: Antigrav

Index

TERRAIN AND MOVEMENT EFFECTS ON DETECTION AND COMBAT

Terrain Type	Detection Modifier	Defense Factor	ZOC Blocked?
Clear	0	0	No
Forest	–4	2	Yes
Urban	–6	3	Yes
Rough	–3	1	Yes
Sink Holes*	–3	1	Yes
Water	+2	0	No
Craters	–2	1	Yes
Desert/Lava Flow*	0	0	No
Jungle*	–4	2	Yes
Mountains/Volcano*	–5	3	Yes
Swamp *	–3	1	Yes
Legion Base	–2 x Rating	Rating	Yes
Naval Base	–2 x Rating	Rating	Yes
Task Force at LAF	+6	0	No

* For use with **Conversion** system, page 43.

MAXIMUM SUPPLY-POINT STORAGE

Base Rating	Total supply points that can be stored
Cohort Support Base (G1)	25
Manus Support Base (G2)	50
Legion Support Base (G3)	100
Planetary Support Base (G4)	100
Legion Headquarters	15
Auxilia Headquarters	6

CONSTRUCTION COST TABLE

Base Type	Number of Construction Centuries	Supply Cost
GL1	1	5
GL2	2	15
GL3	3	50
GL4	4	100

REORGANIZING COST

Unit Type	Supply Points
Combat Units	
Light Grav Cohort	3
Medium Grav Cohort	5
Heavy Grav Cohort	8
Infantry Grav Cohort	2
Artillery Grav Cohort	5
Marine Cohort	2
Militia Regiment	—
Garrison Legion	—
Support Units	
Air Defense	2
Combat Engineer	2
Construction Engineer	2
Signal Century	1
Manus/Auxilia Headquarters	2
Legion Headquarters	5

COMBAT RESULTS

	1 to 2 (or less)	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1 (or more)
1	–3CA/+3	–2CA/+3	–2CA/+2	1CA/+2	1CA/+1	0/0
2	–2CA/+4	2AR/+2	–1AR/+2	1AR/+1	1AR/0	0AR/0
3	–2AR/+4	–1AR/+2	1AR/+1	0/+1	0/0	+1/0
4	1AR/+3	0/+1	–1/+1	0/0	+1/0	+1/–1
5	–1/+3	0/0	0/0	+1/0	+1/–1	+2/–1DR
6	0/+2	+1/0	0/0	+1/–1	+2/–1DR	+2/–2DR
7	+1/+2	+1/–1	+1/–1	+2/–1DR	+2/–2DR	+3/–2DR
8	+1/+1	+1/–1	+1/–1DR	+2/–2DR	+3/–2DR	+3/–3DR
9	+1/+1	+2/–1DR	+2/–1DR	+3/–2DR	+3/–3DR	+3/–3BT
10	+2/0DR	+2/–2DR	+2/–2BT	+3/–3BT	+3/–3BT	+3/–3BT

T-SPACE TRAVEL TIME DETECTION

Turns in T-space	Modifier
0–1	+3
2–3	+2
4–5	+1
6–7	0
8–9	–1
10–11	–2
12+	–3

REORGANIZATION COST TABLE

Unit	Cost
BB	8
CA	6
FGV	15
DDV	6
D Sqd	5
P Sqd	4
TRL	4
TRM	8
Lg. Ft. Flight	1
Md. Ft. Flight	2
Hvy. Ft. Flight	3
Marine Cohort	1
O/GN1	5
O/GN2	15
O/GN3	25
O/GN4	50
O/GN5	100
O/GN6	100
GL1	5
GL2	15
GL3	25
GL4	50

SEQUENCE OF PLAY

MOVEMENT
COMBAT
SUPPLY
WITHDRAWAL
TASK FORCE ADJUSTMENT
TEMPO

NAVAL SEQUENCE OF PLAY

MISSION ASSIGNMENT PHASE
ATTACKER T-SPACE MOVEMENT PHASE
ATTACKER INSYSTEM MOVEMENT PHASE
ATTACKER SPACE COMBAT PHASE
DEFENDER T-SPACE MOVEMENT PHASE
DEFENDER INSYSTEM MOVEMENT PHASE
DEFENDER SPACE COMBAT PHASE
TASK FORCE ADJUSTMENT PHASE
SUPPLY PHASE
TEMPO PHASE

CAMPAIGN SEQUENCE OF PLAY

NAVAL MISSION ASSIGNMENT PHASE
ATTACKER T-SPACE MOVEMENT PHASE
ATTACKER INSYSTEM MOVEMENT PHASE
ATTACKER SPACE COMBAT PHASE
DEFENDER T-SPACE MOVEMENT PHASE
DEFENDER INSYSTEM MOVEMENT PHASE
DEFENDER SPACE COMBAT PHASE
ATTACKER GROUND MOVEMENT PHASE
DEFENDER GROUND MOVEMENT PHASE AND COMBAT PHASE
GROUND COMBAT PHASE
TASK FORCE ADJUSTMENT PHASE
GROUND WITHDRAWAL PHASE
SUPPLY PHASE
TEMPO PHASE

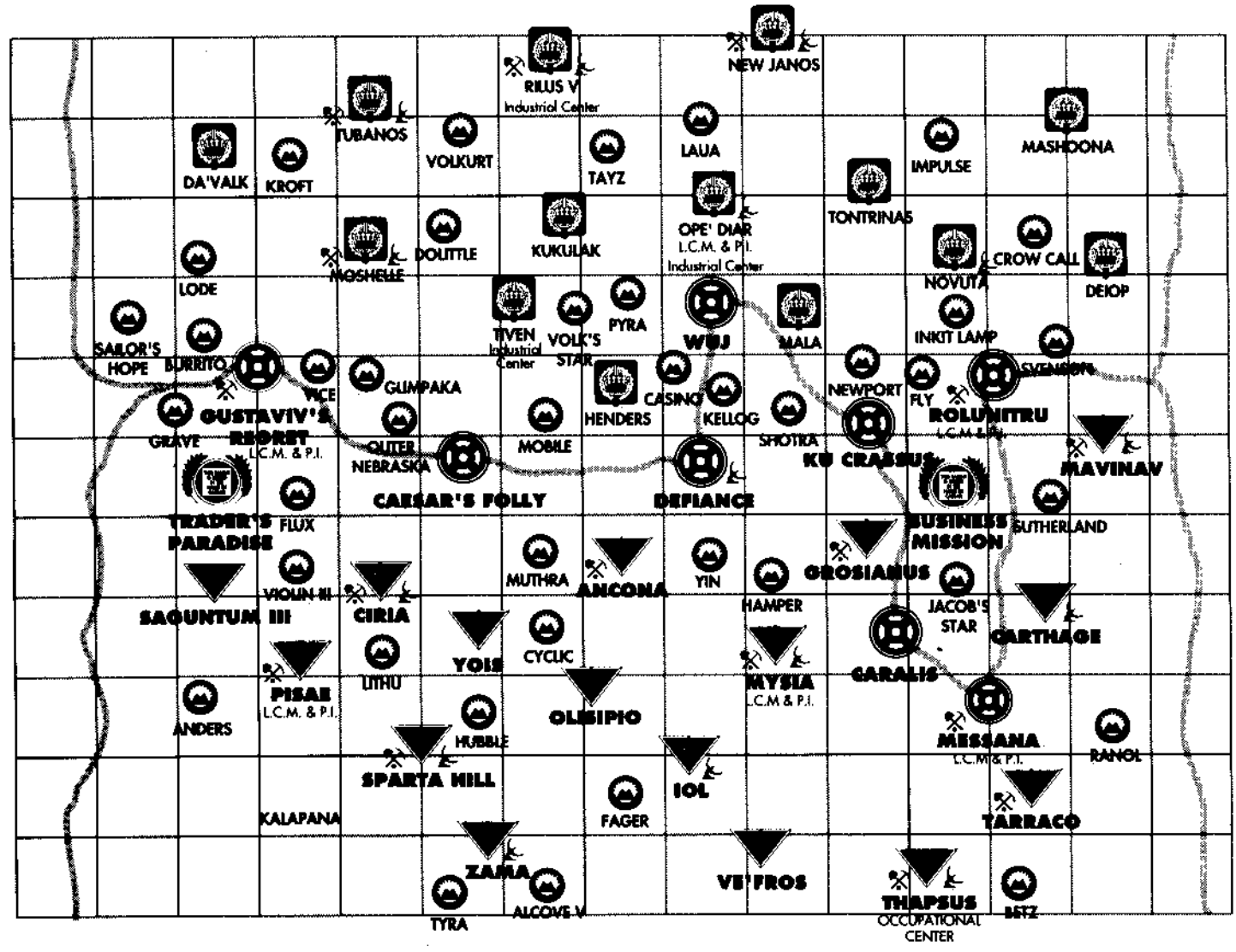
Ground Unit Type	Supply Points Displaced
Legion Headquarters	15
Heavy Armor Cohort	30
Militia Regiment	20
Garrison Legion	40
All Other Units	10

PREFECT

SCENARIOS

The planet Ku Crassus is located at the "shoulder" of what is known as the Caralis–Messana pocket in Shannedam County. Its strategic position provides Renegade naval units with a safe staging area enroute to the besieged garrisons on Caralis and Messana. The Terran Overlord Government wants control of the Ku Crassus system to shut the gates against future Renegade reinforcement of those two tenuously-held garrisons.

On 10 June 6830, TOG acted. TOG Strike and Infantry Legions, supported by Battleship, Carrier, and Raiding Squadrons, landed on Ku Crassus. Initially, TOG forces pushed back the Renegade and Commonwealth defenders, but a suicidal counteroffensive by the Renegade 3099th Infantry Legion bogged down the TOG ground forces. The Commonwealth Navy cut the TOG ground forces' supply flow to a trickle. Because the TOG forces have failed to develop an extensive enough system of ground logistical bases, its ability to launch and sustain a long, drawn-out offensive is minimal. The TOG Legions on Ku Crassus are a formidable foe, and now, eighteen months later, both sides have reinforced their ground troops and are ready to launch a new offensive.



HOLDING THE LINE

Amateur military strategists talk of tactics; professionals talk of logistics.

This axiom is as valid in the 69th century as it was in the 20th, illustrated by the current situation on Ku Crassus. At six months into the invasion of Shannedam County, the TOG commander has yet to develop a stable logistical base for his forces on Ku Crassus. The limited storage facilities of the main TOG staging base outside Fisherton holds only thirty thousand tons of supply. In heavy combat, the two TOG Legions and their support troops currently on Ku Crassus could easily consume three times that amount in a single day. Supplies must come through uninterrupted, or the TOG forces will be crushed. But the TOG supply transports must run the gauntlet of the Commonwealth Navy.

BOARD SET-UP

This scenario uses only the **Prefect** space game. The current locations of the main bases, planets, and planetoids are given below.

Planet Name	Zone	Sector
Ku Crassus	3	2
New Mandella	5	12
Sizzlestone	1	2
Traverse	7	12
Maskin Asteroid Belt	1	—
Spider's Web Asteroid Belt	7	—

Commonwealth Forces

49989th Long Range Patrol Squadron
- 1 Cruiser (CA)
- 1 Defense Squadron (D Sqd)
- 3 Light Fighter Flights Type 1 (FL1)
- 2 Medium Fighter Flights Type 1 (FM1)
- 3 Heavy Fighter Flights Type 2 (FH2)

44454th Pursuit Squadron
- 1 Pursuit Squadron (P Sqd)
- 1 Medium Fighter Flights Type 1 (FM1)
- 2 Heavy Fighter Flights Type 2 (FH2)

3009th Royal Commonwealth Attack Wing
- 3 Independent Light Fighter Flights Type 1
- 2 Independent Light Fighter Flights Type 2
- 3 Independent Medium Fighter Flights Type 1
- 2 Independent Medium Fighter Flights Type 2
- 2 Independent Heavy Fighter Flights Type 1
- 3 Independent Heavy Fighter Flights Type 2

Ku Crassus Merchant Marine Supply Group
- 4 Light Transport Squadrons (TRL)
- 2 Medium Transport Squadrons (TRM)
- 2 Pursuit Squadrons (P Sqd)
- 2Medium Fighter Flights Type 1 (FM1)
- 2 Heavy Fighter Flights Type 1 (FH1)
- 2 Heavy Fighter Flights Type 2 (FH2)

Bases
- ON4 (Zone 3, 11)
- GN3 (Ku Crassus, Orbital Segment/Planetary Area 7)

Outsystem Replacement Rate: 4 units per turn

Commonwealth Set-Up

The Commonwealth player is the Defender for the first turn. All naval forces, except for the Supply Group, must be formed into Task Forces and deployed anywhere on the system map. Only elements of the 44454th Pursuit Squadron may deploy in the Ku Crassus sector. All other forces may deploy anywhere on the system map, in any sector not containing a TOG base. The forces may also be deployed in the Functional Naval Unit Box of the Commonwealth Outsystem Area Chart. The Ku Crassus Merchant Marine Supply Group is currently in the Commonwealth outsystem area.

All bases and transports begin the scenario with their maximum carrying capacity of supply.

TOG Forces

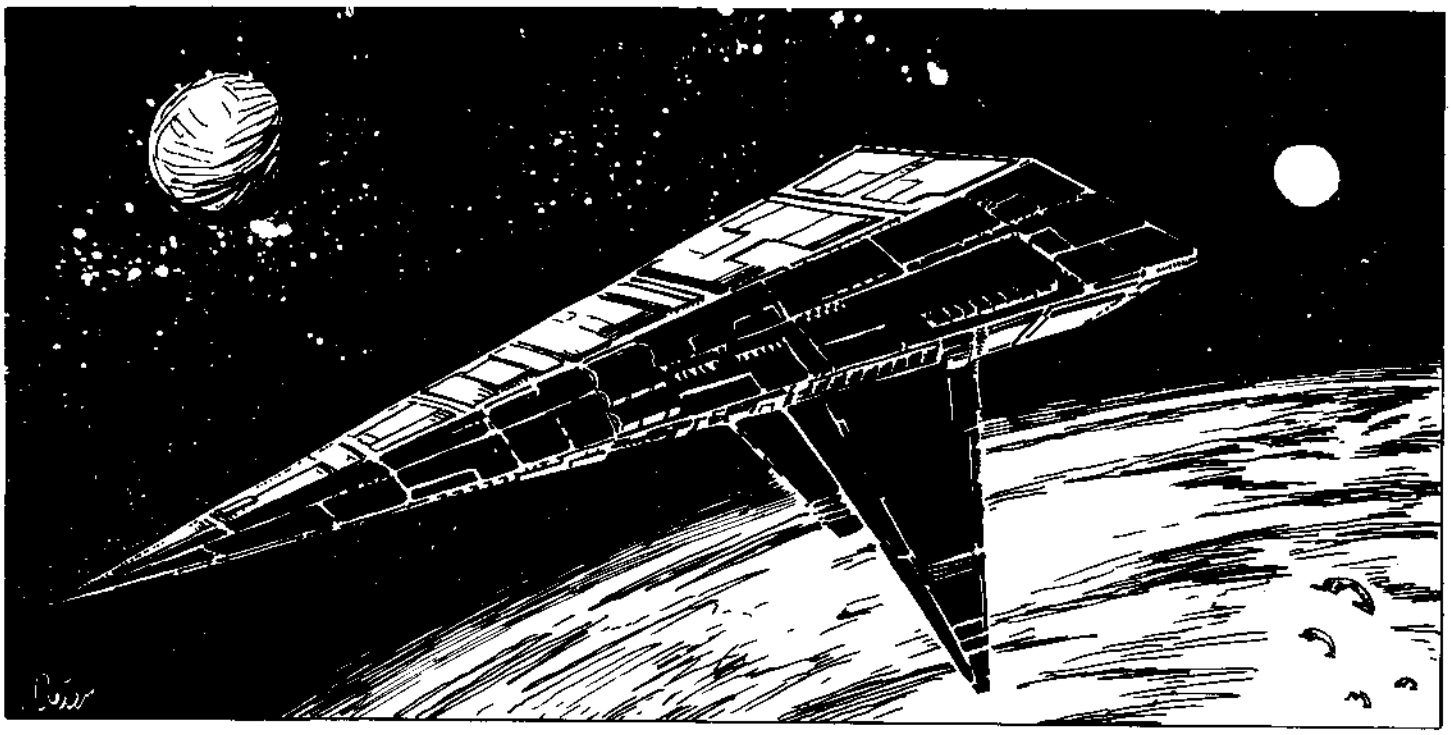
68011th Raiding Squadron
- 1 Frigate Class Carrier (FGV)
- 1 Cruiser (CA)
- 2 Defense Squadrons (D Sqd)
- 4 Light Fighter Flights Type 1 (FL1)
- 6 Light Fighter Flights Type 2 (FL2)
- 5 Medium Fighter Flights Type 1(FM1)
- 5 Medium Fighter Flights Type 2 (FM2)
- 4 Heavy Fighter Flights Type 1 (FH1)
- 4 Heavy Fighter Flights Type 2 (FH2)

45309th Carrier Squadron
- 1 Destroyer Class Carrier (DDV)
- 1 Pursuit Squadron (P Sqd)
- 5 Light Fighter Flights Type 1 (FL1)
- 5 Medium Fighter Flights Type 2 (FM2)

991st Combat Wing
- 3 Independent Light Fighter Flights Type 1
- 2 Independent Light Fighter Flights Type 2
- 3 Independent Medium Fighter Flights Type 1
- 2 Independent Medium Fighter Flights Type 2
- 3 Independent Heavy Fighter Flights Type 1
- 2 Independent Heavy Fighter Flights Type 2

TOG Merchant Marine Supply Group
- 6 Light Transport Squadrons (TRL)
- 3 Medium Transport Squadrons (TRM)

SCENARIOS



Bases

GL2 (Ku Crassus, Orbital Segment/Planetary Area 9)
GN2 (Traverse, Orbital Segment/Planetary Area 2)
GN2 (7, 44)
GN2 (7, 67)

Outsystem Replacement Rate: 5 units per turn

TOG Set-Up

The TOG player is the Attacker for the first turn, and sets up after the Renegade player has deployed his Task Forces. All naval forces, except for the Supply Group and the 991st Combat Wing, must be formed into Task Forces and deployed in any sector on the system map not containing enemy naval bases. Only elements of the 45309th Carrier Squadron may begin the scenario deployed in the Ku Crassus sector.

Elements of the 45309th may also be deployed in the Functional Naval Unit Box of the TOG Outsystem Area Chart.

The Supply Group and the 991st must be broken down into nine Task Forces, each containing one Transport Squadron. Two of the Task Forces are deployed on the system map according to the above rules. Six of the Task Forces are currently in T-space. Place those Task Forces on the T-space Travel Time Track, with one in Box 1, one in Box 2, and so on to Box 6. Each Task Force on the T-space Travel Time Track must be assigned either an orbital drop or supply mission, at the player's discretion. The remaining Task Force is currently in the TOG outsystem area.

GAME LENGTH

This scenario lasts for twelve turns.

SPECIAL RULES

The TOG player is attempting to run supplies to his ground forces on Ku Crassus. Normal supply transfer rules apply to the GL2 base in Orbital Sector 9, which can accept 30 Supply Points per turn. The TOG player may also transfer supply directly to the Legions in the field using an orbital drop mission. The Legion can accept up to 30 points of supply per turn. Transport-to-field supply transfers can be made in Orbital Sectors 3, 4, 8, or 9. If a transport reaches any one of those four orbital segments and is not disrupted, it can off-load up to 30 Supply Points.

VICTORY CONDITIONS

Players are awarded victory points for destroying enemy units and bases, and for delivering certain levels of supply to the TOG garrison.

Players receive the rebuild cost of any unit their forces destroy as victory points. At the end of each turn, the players should receive victory points for the delivery of supply according to the following table.

At the end of twelve turns, the players sum up their victory points and compare the totals. To determine the Victory Level, divide the highest score by the lowest, and consult the Outcome Table below.

VICTORY POINTS

Supply Points Delivered	VP Awarded
0–14	5 VP to Commonwealth
15–29	0 VP
30–44	5 VP to TOG
45+	10 VP to TOG

OUTCOME TABLE

Ratio	High-Scoring Player	Low-Scoring Player
3+	Decisive Victory	Decisive Defeat
2–2.99	Substantial Victory	Substantial Defeat
1.5–1.99	Marginal Victory	Marginal Defeat
1.49 or less	Draw	Draw

LIBERATION

The Renegades have built up a vast quantity of men and materiel to liberate Ku Crassus. Two full Legions, four crack Auxilia, and twenty-four Militia Regiments are in position to drive the TOG forces off the planet. The only consideration holding back the Renegades from launching an immediate assault is that the victory must be quick. The Commonwealth navy will only be able to hold off the expected TOG relief force for a short time, and when the Commonwealth navy is occupied with fighting off the TOG navy, the Renegades will be cut off from off-planet supply.

BOARD SET-UP

This scenario uses only **Prefect**'s planetary game. The current locations of the ground bases are given on the scenario map on page 8. Note that Air/Space Defense Centuries are not used in this scenario.

Renegade Forces

Grav Forces	Set-up Area
199th Renegade Strike Legion	Area 7 or 3, west of line
3099th Renegade Infantry Legion	Area 4, north of line
2nd Armored Cavalry Regiment	Area 2
212th Baufrin Regiment	Area 10
543th B'ekkal Regiment	Area 4, north of line

Militia Regiments: 24 — Areas 1, 2, 5, 6, 7, 10

Bases	
GL2	Planetary Area 7, see map
GL2	Planetary Area 4, see map
GL3	Planetary Area 7, see map
GL4	Planetary Area 10, see map
GL 4	Planetary Area 7, see map

Supply Points Per Turn: 2 per city controlled

Renegade Set-Up

The Renegade player is the Attacker for the first turn and sets up first. The player may set up the Task Forces of his major grav units in the planetary area noted. Militia Regiments may not set up on Water hexes.

All bases and headquarters begin the scenario with their maximum carrying capacity of supply.

TOG Forces

Grav Forces	Set-up Area
786th Strike Legion*	Area 3, 8, 9 or 4, south of line
4245th Infantry Legion*	Area 3, 8, 9 or 4, south of line
609443 Assault Auxilia*	Area 3, 8, 9 or 4, south of line
3914th Recon Auxilia8	Area 3, 8, 9 or 4, south of line

Garrison Legions: 4

* All TOG forces must set up within their start line boundaries

Bases

GL2 — Ku Crassus, Orbital Segment/Planetary Area 9

Supply Points Per Turn: See special rules

TOG Set-Up

The TOG player is the Defender for the first turn. The player may set up the Task Forces of his major grav units in the planetary areas noted. Legions may not set up on Water hexes.

All bases and headquarters begin the scenario with their maximum carrying capacity of supply.

SPECIAL RULES

When the Commonwealth ground offensive begins, both the TOG and Commonwealth navies attempt to intervene in the battle. Because it is smaller, the Commonwealth navy must devote all its resources to stopping the TOG navy from resupplying the TOG Legions on the ground, using the ships normally reserved for escorting supply convoys. The TOG navy is able to only sporadically deliver supply to the ground troops, and infrequently provide naval ground fire. The Commonwealth navy is also unable to deliver supplies. The following special rules reflect this situation.

Orbital Bombardment

When the Renegade offensive begins, the TOG Imperial Navy will attempt to send forces to bombard the Renegade ground bases. The TOG force is unlikely to get through, but their intervention might be the only way to keep the TOG force alive. At the end of each Combat Phase following Turn 1, the TOG player should roll the die. On a result of 1, a TOG Task Force has broken through and temporarily knocked out a Renegade base of the TOG player's choice. The Renegade player cannot use that base for supply purposes during the following Supply Phase. The base will be fully functional again the following turn.

Supply

At the end of each Supply Phase, the Renegade player receives two supply points for each city that he controls. These points are immediately transferred to any friendly base with a valid grav line of communications with the city. Supply in excess of the base's storage capacity is lost.

The TOG's supply situation is more erratic. Fifteen points of supply will be delivered to the TOG GL2 base, or any other base that the TOG player controls, at the end of each Supply Phase. Delivered supply in excess of the base's storage capacity is lost. If the TOG force no longer controls a base, the supply points at that base are lost.

The TOG player should roll on the following table to determine how much, if any, additional supply is delivered by orbital drop to any of the headquarters in the field.

ORBITAL DROP SUPPLY

Die Roll	Result
1	Each headquarters receives supply to its maximum level
2	10 points of supply is transferred to each headquarters
3	5 points of supply is transferred to each headquarters
4–6	10 points of supply is transferred to one headquarters
7–10	No supply is transferred

GAME LENGTH

This scenario lasts for ten turns.

VICTORY CONDITIONS

Players are awarded victory points for destroying enemy units and bases, and for capturing enemy bases and urban centers.

Players receive the rebuild cost of any unit their forces destroy as victory points. The players also receive the rebuild cost of any enemy base their forces capture as victory points.

Players receive 10 VP for each urban center captured and held at the end of the game.

At the end of ten turns, the players add up their victory points and compare the totals. To determine the Victory Level, divide the highest total by the lowest total, and consult the Outcome Table below.

OUTCOME TABLE

Ratio	High-Scoring Player	Low-Scoring Player
3+	Decisive Victory	Decisive Defeat
2–2.99	Substantial Victory	Substantial Defeat
1.5–1.99	Marginal Victory	Marginal Defeat
1.49 or less	Draw	Draw

INVASION

In 6830, TOG launched what it hoped would be a blitz of the Africannus system. An armada of more than fifty warships, carrying two Grav Legions and thousands of fighters, left orbit around Grosianus and made the jump into T-space. After two weeks of slow, careful T-space movement, the TOG invasion fleet built up speed for their final dash into Ku Crassus. Three seconds later they materialized around the startled Commonwealth defenders. TOG fighters deployed immediately, opening safe corridors for the lumbering transports to disgorge thousands of tanks and combat vehicles. Battleships and cruisers opened fire and disrupted the mobilizing Renegade forces. The battle for Ku Crassus had begun.

BOARD SET-UP

This scenario uses all the rules for **Prefect**, including those given in the campaign game section. The current locations of the main bases, planets, and planetoids are given below.

Planet Name	Zone	Sector
Ku Crassus	3	2
New Mandella	5	12
Sizzlestone	1	2
Traverse	7	12
Maskin Asteroid Belt	1	—
Spider's Web Asteroid Belt	7	—

Commonwealth Forces

49989th Long Range Patrol Squadron
- 1 Cruiser (CA)
- 1 Defense Squadron (D Sqd)
- 3 Light Fighter Flights Type 1 (FL1)
- 2 Medium Fighter Flights Type 1 (FM1)
- 3 Heavy Fighter Flights Type 2 (FH2)

44454th Pursuit Squadron
- 1 Pursuit Squadron (P Sqd)
- 1 Medium Fighter Flights Type 1 (FM1)
- 2 Heavy Fighter Flights Type 2 (FH2)

3009th Royal Commonwealth Attack Wing
- 3 Independent Light Fighter Flights Type 1
- 2 Independent Light Fighter Flights Type 2
- 3 Independent Medium Fighter Flights Type 1
- 2 Independent Medium Fighter Flights Type 2
- 2 Independent Heavy Fighter Flights Type 1
- 3 Independent Heavy Fighter Flights Type 2

49007th Battleship Squadron (see special rules)
- 1 Battleship (BA)
- 1 Cruiser (CA)
- 2 Defense Squadrons
- 1 Pursuit Squadron (Pur. Sqd)
  - 3 Light Fighter Flights Type 1 (FL1)
  - 3 Light Fighter Flights Type 2 (FL2)
  - 4 Medium Fighter Flights Type (FM1)
  - 4 Medium Fighter Flights Type 2 (FM2)
  - 4 Heavy Fighter Flights Type 1 (FH1)
  - 4 Heavy Fighter Flights Type 2 (FH2)

Ku Crassus Merchant Marine Supply Group
- 4 Light Transport Squadrons (TRL)
- 2 Medium Transport Squadrons (TRM)

Grav Forces	Set-up Area
199th Renegade Strike Legion	Ku Crassus
3099th Renegade Infantry Legion	Ku Crassus
543th B'ekkal Regiment	Ku Crassus
Marines: 6 Cohorts	Any Naval Base

Bases	
GL2	Planetary Area 7, see map
GL2	Planetary Area 4, see map
GL3	Planetary Area 7, see map
GL4	Planetary Area 10, see map
GL 4	Planetary Area 7, see map
ON4	Zone 3, 11
GN3	Ku Crassus, Orbital Segment/ Planetary Area 7, see map
GN2	Traverse, Orbital Segment/ Planetary Area 2
GN2	7, 44
GN2	7, 67

Reinforcements	
49007th Battleship Squadron	See special rules
1 Militia Regiment per turn	See special rules
2 Light Transport Squadrons	Turn 20 in Outsystem Area
1 Medium Transport Squadron	Turn 20 in Outsystem Area
212th Baufrin Regiment	Turn 20 in Outsystem Area
2 GL1	Turn 25 in Outsystem Area
GL2	Turn 30 in Outsystem Area

Supply Points Per Turn: 2 per city controlled

Outsystem Replacement Rate: 3 units per turn

Commonwealth/Renegade Set-Up

The Commonwealth/Renegade player is the Defender for the first turn and sets up first. All naval forces must be formed into Task Forces and deployed at any naval base on the system map. They may also be deployed in the Functional Naval Unit Box of the Commonwealth Outsystem Area Chart.

All grav forces should be deployed in Task Forces and placed anywhere on the planetary map. The Militia Regiments may be deployed separately. They may not set up on Water hexes.

Marine Cohorts must be deployed to naval bases.

All bases, headquarters and transports begin the scenario with their maximum carrying capacity of supply.

TOG Forces

68011th Raiding Squadron
- 1 Frigate Class Carrier (FGV)
- 1 Cruiser (CA)
- 2 Defense Squadrons (D Sqd)
- 4 Light Fighter Flights Type 1 (FL1)
- 6 Light Fighter Flights Type 2 (FL2)
- 5 Medium Fighter Flights Type 1 (FM1)
- 5 Medium Fighter Flights Type 2 (FM2)
- 4 Heavy Fighter Flights Type 1 (FH1)
- 4 Heavy Fighter Flights Type 2 (FH2)

45309th Carrier Squadron
- 1 Destroyer Class Carrier (DDV)
- 1 Pursuit Squadron (P Sqd)
- 5 Light Fighter Flights Type 1 (FL1)
- 5 Medium Fighter Flights Type 2 (FM2)

991st Combat Wing
- 3 Independent Light Fighter Flights Type 1
- 2 Independent Light Fighter Flights Type 2
- 3 Independent Medium Fighter Flights Type 1
- 2 Independent Medium Fighter Flights Type 2
- 3 Independent Heavy Fighter Flights Type 1
- 2 Independent Heavy Fighter Flights Type 2

12299th Battleship Squadron (See Special Rules)
- 1 Battleship (BB)
- 2 Cruisers (CA)
- 2 Defense Squadrons
- 3 Light Fighter Flights Type 1 (FL1)
- 3 Light Fighter Flights Type 2 (FL2)
- 3 Medium Fighter Flights Type 1 (FM1)
- 3 Medium Fighter Flights Type 2 (FM2)
- 3 Heavy Fighter Flights Type 1 (FH1)
- 3 Heavy Fighter Flights Type 2 (FH2)

TOG Merchant Marine Supply Group
- 6 Light Transport Squadrons (TRL)
- 4 Medium Transport Squadrons (TRM)

Grav Forces	**Set-up Area**
786th Strike Legion	Outsystem Area
4245th Infantry Legion	Outsystem Area
3914th Recon Auxilia	Outsystem Area
Garrison Legions: 4	Outsystem Area

Bases	
2 GL1	Outsystem Area
2 GL2	Outsystem Area
2 ON 1	Outsystem Area
2 GN2	Outsystem Area

Outsystem Replacement Rate: 4 units per turn

TOG Set-Up

All TOG forces begin the scenario in the outsystem area. The TOG player is the Attacker for the first turn.

SPECIAL RULES

The 12299th Battleship Squadron is assigned to support only the initial wave of the invasion, and must be deployed in Task Forces scheduled to exit T-space at the same time. In other words, all elements of the Battleship Squadron must be placed on the system map during the same turn. The Squadron is only available to the TOG player for eight turns following its deployment on the system map. At the start of Turn 9, all elements of the Squadron must be given a withdrawal order and taken off the system map, if still deployed. Any elements of the Battleship Squadron in the outsystem area are removed from both the Destroyed and Functional Unit Boxes of the Outsystem Area Chart. Elements of the Squadron must also be removed from the T-space Travel Time Track.

Fighter Flights that cannot be withdrawn from the system for lack of transport are immediately destroyed, and the Renegade player is awarded victory points for each Flight's destruction.

The Commonwealth 49007th Battleship Squadron is the theater commander's reaction force for this sector of Shannedam County, and will be released to the Africannus system commander only if the TOG Battleship is in the system or has been detected in T-space.

If elements of the 12299th are detected as they emerge from T-space, the Renegade Commander can transfer any and all elements of the 49007th to any Renegade Task Force assigned a system defense mission as if they were an insystem force.

If no elements of the TOG 12299th Battleship Squadron are detected in T-space, then the 12299th is placed in the outsystem area and can be formed into a Task Force during the turn's Task Force Adjustment Phase. The Commonwealth 49007th must be withdrawn at the same time and in the same manner as the 12299th.

Militia Regiments

Beginning with Turn 1, the Commonwealth/Renegade player receives one Militia Regiment each turn until Turn 24. The Regiments can be placed in any city or Legion base the player controls.

GAME LENGTH

This scenario lasts fifty turns.

VICTORY CONDITIONS

Players are awarded victory points for destroying enemy units and bases, and for capturing enemy bases and urban centers.

Players receive the rebuild cost of any unit or base their forces destroy as victory points. The players also receive the rebuild cost of any enemy base their forces capture as victory points.

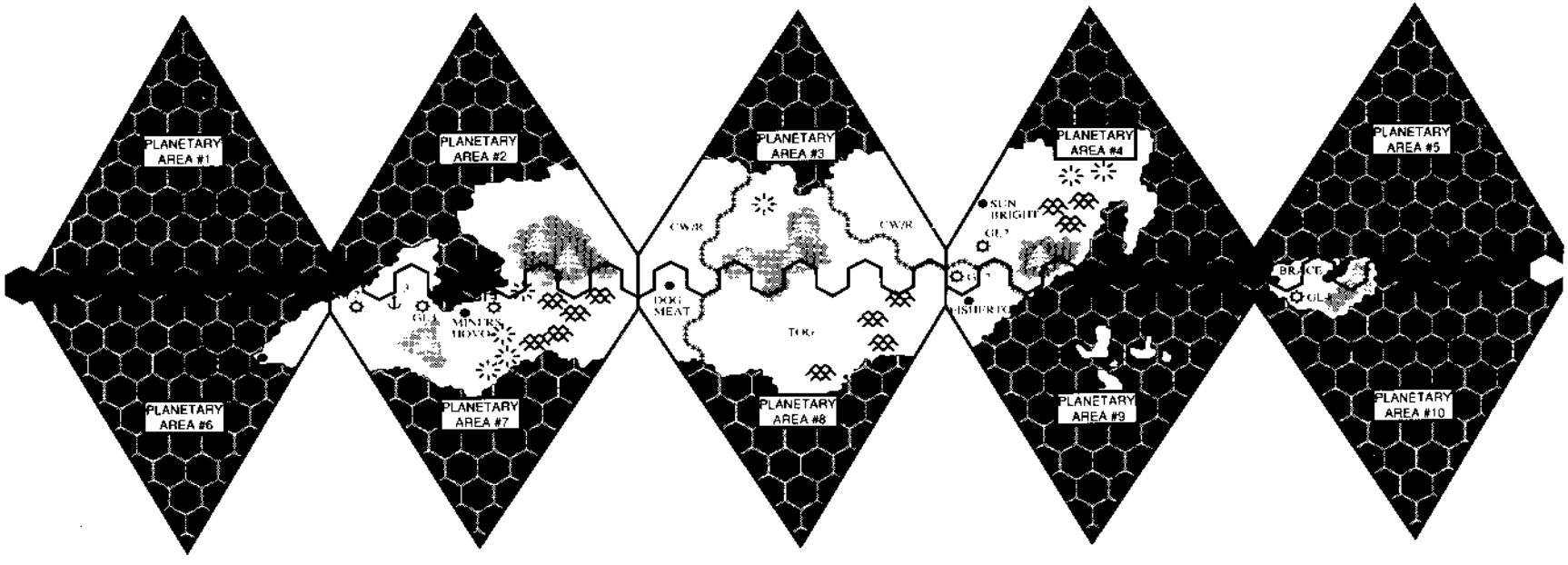
Players receive 10 VP for each urban center captured and held at the end of the game.

At the end of fifty turns, the players add up their victory points and compare the totals. To determine the Victory Level, divide the highest total by the lowest total, and consult the Outcome Table below.

OUTCOME TABLE

Ratio	**High-Scoring Player**	**Low-Scoring Player**
3+	Decisive Victory	Decisive Defeat
2–2.99	Substantial Victory	Substantial Defeat
1.5–1.99	Marginal Victory	Marginal Defeat
1.49 or less	Draw	Draw

SET UP MAP FOR *INVASION AND LIBERATION SCENARIOS*



NOTE: GN3 is only used in INVASION scenario, and TOG GL2 in area 9 is only used during the LIBERATION scenario.

PREFECT

1	2	3	4	5	6

AUXILLA TASK FORCE

1	2	3	4	5	6

AUXILLA TASK FORCE

1	2	3	4	5	6

AUXILLA TASK FORCE

1	2	3	4	5	6

SUPPLY RECORD SHEET

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

LEGION TASK FORCE

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

LEGION TASK FORCE

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

NAVAL TASK FORCE

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

OUTSYSTEM AREA

DESTOYED NAVAL UNITS	FUNCTIONAL NAVAL UNITS

T-SPACE TRAVEL TIME TRACK

0 +3	1 +3	2 +2	3 +2	4 +1
5 +1	6 +0	7 +0	8 -1	9 -1
10 -2	11 -2	12 -3	13 -3	14 -3
15 -3	16 -3	17 -3	18 -3	19+ -3

SUPPLY RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

ORBITAL FORCE ALLOCATION CHART *KU CRASSUS*

ORBIT SEG 1	ORBIT SEG 2	ORBIT SEG 3	ORBIT SEG 4	ORBIT SEG 5
ORBIT SEG 6	ORBIT SEG 7	ORBIT SEG 8	ORBIT SEG 9	ORBIT SEG 10

ORBITAL FORCE ALLOCATION CHART *SIZZLE STONE*

ORBIT SEG 1	ORBIT SEG 2	ORBIT SEG 3	ORBIT SEG 4

ORBITAL FORCE ALLOCATION CHART *NEW MANDELLA*

ORBIT SEG 1	ORBIT SEG 2	ORBIT SEG 3	ORBIT SEG 4	ORBIT SEG 5
ORBIT SEG 6	ORBIT SEG 7	ORBIT SEG 8	ORBIT SEG 9	ORBIT SEG 10

ORBITAL FORCE ALLOCATION CHART *TRAVERSE*

ORBIT SEG 1	ORBIT SEG 2	ORBIT SEG 3	ORBIT SEG 4