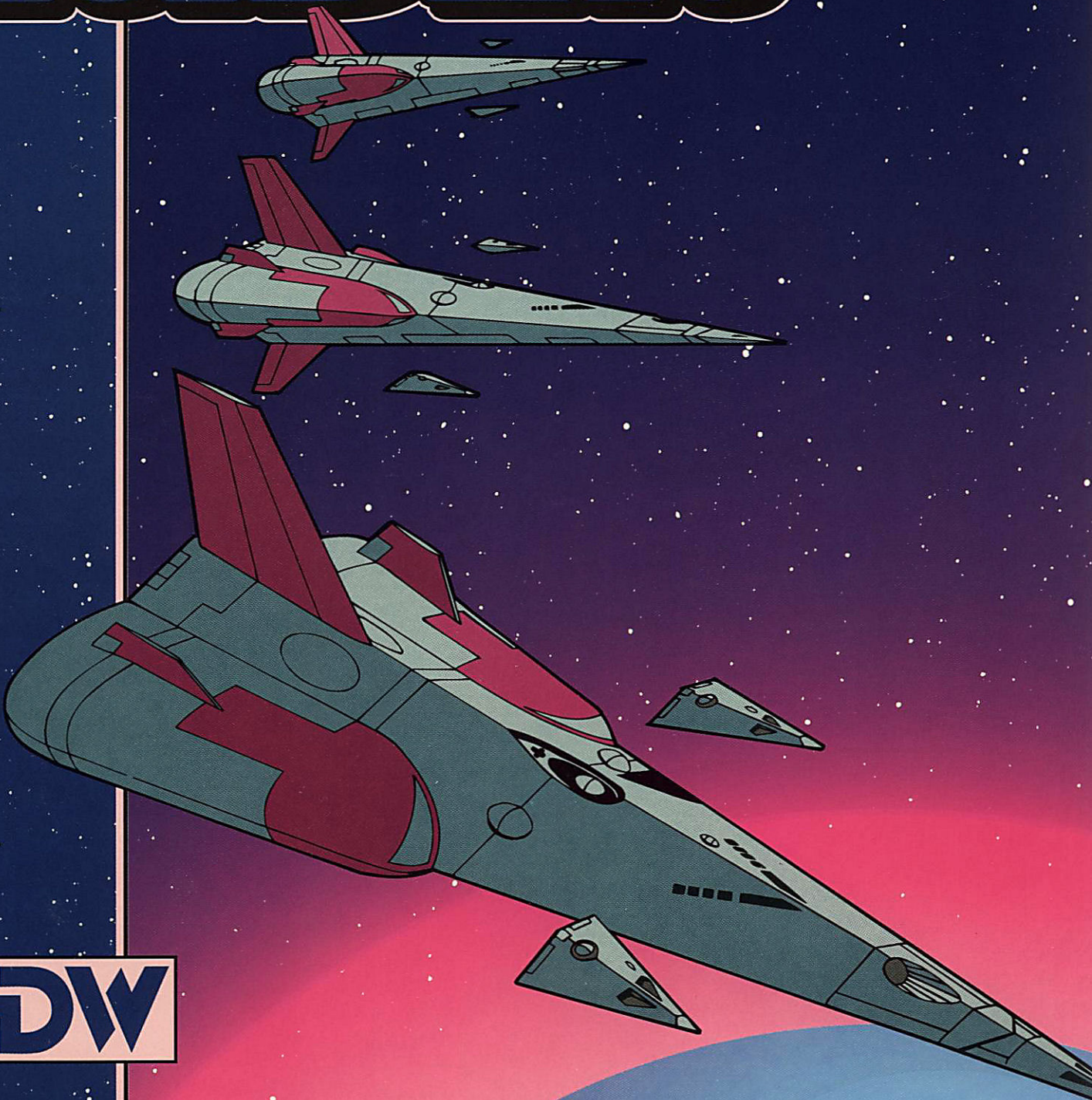


TRAVELLER[®]
The New Era

BATTLE RIDER[™]



GDW

BATTLE RIDER™

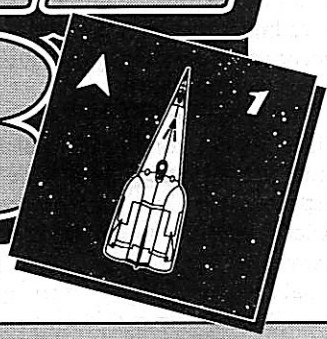


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INTRODUCTION

In the 57th century, travel between the stars has long been an accepted fact of life. Starships with powerful jump drives form the basis of interstellar commerce, and the warships that protect that commerce.

But jump drives are bulky and take up volume that could be filled with defensive systems or offensive weaponry. A specialized vessel, optimized for large fleet actions, gained popularity during the Second Imperium and came to completely dominate the fleets of the Third Imperium. These vessels had no jump drives, had nothing in fact not directly related to producing the most effective line-of-battle combatant possible.

They were carried from star to star by huge jump tenders, vessels with little or no combat ability of their own which would release their deadly cargo before the battle started and withdraw to a safe distance. These warships became the very symbol of large fleet actions. Because the warships were carried from star to star, they were called battle riders.

Battle Rider™ is the game of squadron and fleet combat in GDW's **Traveller®** universe. GDW's other space combat boardgame, **Brilliant Lances**, is a detailed and faithful reproduction of individual starship combat, and is very useful for resolving actions between smaller vessels. Because of its level of detail, however, it is unsuited to actions between large groups of vessels. **Battle Rider** undertakes that mission.

COMPONENTS

Battle Rider contains this rules booklet, three 22"x31" maps, three sheets of die-cut cardboard game counters and markers, two reference charts, and several sheets of die-cut game cards. Not included in **Battle Rider**, but necessary for play, are pencils and paper (one each per player).

Battle Rider is one of many games and supplementary products intended for use with the **Traveller: The New Era** science-fiction roleplaying game. However, it is also intended as a stand-alone space combat game, and can be played and enjoyed on its own by players

who never intend to play any other **Traveller** products. At many points in the rules below, references are made to concepts detailed elsewhere in the **Traveller** line of materials. While familiarity with these other products may enhance the players' enjoyment of **Battle Rider**, none of these are necessary to understand or play this game. When referring to the **Traveller: The New Era** roleplaying game rulebook, the rules below will sometimes use the abbreviation "TNE."

Rules Booklet: This booklet presents the rules necessary to play **Battle Rider**, as well as the scenarios with which the game is played.

Maps: The three maps are all identical, and portray the vastness of open space within a hexagonal grid which is used to measure distance. Each hexagon measures 30,000 kilometers, or 1/10 of a light-second (the distance that light travels in 1/10 of a second). Note the way that the hexagonal pattern runs off of the map edges.

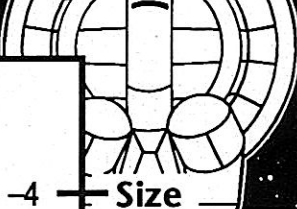
Unfold the maps and back-fold them against the creases so that they will lie flat. Place the three maps on a table butted up to each other along their short or long edges to form a continuous hexagonal grid.

These maps are duplicates of the maps in the GDW game **Brilliant Lances** and are interchangeable with them. Players who already own **Brilliant Lances** now have a total of six maps to use with either game. Players may also order additional maps from GDW to create as large a playing area as desired.

Counters: The three die-cut counter sheets provide a total of 366 cardboard pieces. Sixty of these are large, measuring 1 1/3 inches square; 42 measure 1 inch square; and the remaining 264 pieces measure 1/2 inch square. These pieces are used in two ways, as "counters" and "markers." A piece which represents a spacecraft, task force, sensor drone, missile, planet, or other object in the game is called a "counter." A marker is a piece which is used to represent the status of certain systems (such as damage or evasion) or conditions on the map (such as Area Jamming and White Out markers).

The ship counters are back-printed with the performance characteristics of the ship. These characteristics are read according to the following diagram:

BB Voroshilef-1 Counter Diagram

Identity				
BB Voroshilef-1				
Spinal Mount Beam Weapons	M(-2)6:12-10-6-4	-4		Size
Secondary Beam Weapons	M(x2-2)4:10-6-4-2	TL-13		Tech Level
Secondary Beam Weapons	P(x2-2)10:10-10-10-6	FC:-6		Fire Control
Turret Beam Weapons	L(x20-2)10:1-1-0-0	M:40(200)		Missiles
Sensors & EMM	A:16 P:8 J:16 Msk	(SP) J3 G2		Maneuver
Structural Defense	AV:12 AuxB	—		Battle Riders
Screens	MS:11 SC:30 D:5	182	Point Value	

Identity: Type, class, number.

Beam Weapons: Type (number and/or Diff Mod), close range: damage. Types are lasers (L), particle accelerators (P), and meson guns (M). Numbers of weapons are preceded by an "x" while Diff Mods ignored are preceded by a "-."

Spinal mount beam weapons are long meson guns and particle accelerators mounted along the centerline, or spine, of the ship. If a vessel has two different parallel spinal mount weapons, they are listed in the spinal mount and top secondary beam weapon fields and enclosed in a box. (The *Admiral*-class battle riders, which have both a meson gun and a particle accelerator in the spinal mount position, are examples of this.)

Secondary beam weapons include bay weapons, barbette weapons, and occasionally smaller accelerators mounted radially in a spherical hull ship. (The *Voroshilov*-class battleship is an example of this.)

Turret-mounted beam weapons are lasers usually used as anti-missile weapons.

Sensors: These are listed in the order active sensor (A) and short range, passive sensor (P) and short range, jammer (J) and short range, and electromagnetic masking (Msk). If the passive sensor value is in brackets, the passive sensor array is extendable and retractable.

Structure: The main entry here is the ship's armor value (AV). If the ship has an auxiliary bridge, that is noted here as well.

Screens: These are active defensive systems and are listed in the order meson screen (MS) and value, sandcasters (SC) and number mounted, and nuclear dampers (D) and number mounted.

Size: The number is the size modifier of the vessel. The notation "E" appears on some vessels, but this is used only in the advanced game. (See the Socket Extenders rule, page 19).

Tech Level: The tech level of manufacture.

Fire Control: The number of Diff Mods ignored when firing at a target.

Missiles: If the ship has missiles, the notation "Msl:" will appear here, followed first by the number of missile directors on the ship and then (in parentheses) by the number of ready missiles carried.

Maneuver: This data field covers both interplanetary and interstellar travel capabilities. The first entry (in parentheses) indicates whether the ship can skim (S) and/or process (P) fuel from a gas giant. Next comes the interstellar jump drive (J) capability, if any, and finally the maneuver drive ratings in Gs of acceleration per turn (G). If the G-rating is followed by an asterisk, the vessel has limited maneuver fuel. This has no effect on the basic game, but see the Limited Fuel advanced rule (page 19). The *Gazelle*-class close escort has two jump values separated by a slash, but this has no effect on play of the game.

Battle Riders: This lists the number of battle riders (BR) or light battle riders (BRL) carried by the ship.

Point Value: This is the point value of the ship used for victory determination and scenario generation. Ships without jump drives have two values separated by a slash. These values differ based on the conditions under which the ship is purchased. See the advanced scenario generation rule (page 19) for a discussion.

Ship Types

BB	Battleship	DD	Destroyer
BR	Battle Rider	DE	Destroyer Escort
BRL	Battle Rider, Light	EC	Escort, Close
BT	Battle Tender	ED	Escort Destroyer
CA	Cruiser, Heavy	LC	Clipper, Combatant
CC	Cruiser, Colonial	LM	Clipper, Multimission
CL	Cruiser, Light	LT	Clipper, Tender
CP	Cruiser, Patrol	MA	Merchant, Armed
CR	Cruiser, Raider	SDB	System Defense Boat
CVM	Corvette, Missile	SM	Sloop, Multimission

Charts: Two identical cardstock charts are included. These are player aids cards printed with frequently used charts for quick reference. Some of these charts appear in the rules booklet, but keep these charts handy as you read the rules.

Cards: The cards included in the game are used to resolve the success of various sensor and combat tasks in the game. Punch out the cards, shuffle them thoroughly, and place the deck face-down by the map.

There are a total of 96 cards in the game. Ninety-five of these have values printed on them and are uniquely numbered from 1 through 95. The remaining card is blank and may be used to create a replacement for a card lost or damaged. A summary of the values printed on all 95 cards is included on page 29 of this book.

BASIC RULES

GENERAL COURSE OF PLAY

Battle Rider is played in scenarios, each of which represents a hostile encounter between two or more spacecraft. A hostile encounter involves detecting the hostile vessel and maneuvering to intercept or avoid it. Combat involves pinpointing targets with fire control sensors, and performing successive attacks (such as missile fire, laser shots, or spinal meson fire) on the located targets.

Task attempts are made at each point in order to obtain sensor locks and hits; the likelihood of success is established and modified by such considerations as range between the attacker and the target, the type of weapon used, the defensive abilities of the target spacecraft, and other factors. If a hit is obtained, the weapon must penetrate the target's screens and active defenses (such as laser fire destroying incoming missiles). Actual success is determined by turning a card and reading its results. The damage inflicted depends on the type of weapon.

The game continues until one side is vanquished, flees, surrenders, or is destroyed.

Definitions

The following terms are used repeatedly in the rules:

Game Turn: The game is played in turns. Each turn represents 30 minutes of elapsed time. Thus, two game turns equal one hour.

Within a single turn, each individual spacecraft is allowed opportunities to maneuver, detect, and attack. Each spacecraft may likewise be detected and attacked by one or more enemy spacecraft as they conduct their turns.

Hex: A hexagonal grid is superimposed over the map to regularize movement and placement of spacecraft. Distance between vessels (used to calculate sensor and weapon range) is measured in hexes, each of which represents an area of space 30,000 kilometers ($1/10$ of a light-second) from hexside to hexside.

Velocity: The speed of a vessel or missile expressed in hexes per game turn. For reference purposes, a velocity of 1 hex per turn is equal to a speed of 60,000 kilometers per hour.

G: An acceleration of 1G for one game turn (30 minutes). Gs are cumulative; for example, 6 Gs of thrust yields the same final velocity regardless of whether it was generated by accelerating at 1G for six turns, or 6Gs for one turn.

Tasks: All combat activities are resolved as tasks. Each task involves turning a card and comparing the result to a target number. If the card value is equal to or greater than the target number, the task succeeds; if it is less than the target number, the task fails. See the Task Resolution section (page 4) for more details.

Task Force: A group of spacecraft operating together.

Spacecraft: Spacecraft refers to all of the various vehicles that move and fight in *Battle Rider*, and includes starships, small craft, missiles, and sensor drones.

Starships: Starships are the most commonly used type of spacecraft. These are space vessels with interstellar jump drives that allow

them to travel from star system to star system, much faster than light can travel the same distance.

Battle Riders: Large, heavily armed and protected fleet combatants which do not have jump drives fitted.

Manned Craft: This term means a spacecraft that has a living crew (as opposed to missiles and unmanned drones) and refers to both starships and small craft.

Missiles: These are weapons fired from spacecraft that maneuver on the map like other spacecraft, but destroy themselves when attacking their targets.

Drones: These are vehicles that are controlled by an operator from another point, usually a starship. Unlike missiles, drones are not built to be used up with each mission, but are intended to be reused. However, since they have no crew, they can be abandoned or placed at great risk if necessary.

TASK FORCES AND FLEET TACTICS

Combat ships in the game are combined into task forces, and all of the ships in a task force maneuver, evade, and attack together. They are represented on the map by a single Task Force counter until detected. Players may change the composition of task forces during play by detaching or adding ships.

In each scenario, both players will have a specified Fleet Tactics skill level. This skill level is the maximum number of craft which may be placed together in a task force. Players may have fewer craft than this in a task force, but may never have more. There is no limit on the number of task forces in play by either player, except as imposed by the number of ships in play and the level of Fleet Tactics skill.

Dummy Task Forces: Not all task forces need contain ships or sensor drones. Task forces without ships or sensor drones are called "dummy" task forces, and are used to confuse the opposing player. Each side may have dummy task forces in play equal to the Fleet Tactics level of its commander. Note that dummy task forces, once detected and removed from play, can be recreated by splitting them off from another undetected task force. If all task forces are detected, detected dummy task forces cannot be recreated.

TASK RESOLUTION

Every action attempted in *Battle Rider*, whether an evasive maneuver, attempting a sensor lock, or firing a weapon, is a *task*. A task is an attempt by the crewmember operating a particular piece of equipment (maneuver controls, sensors, weapons, etc.) to use his or her skills and training to successfully accomplish the action. The success of these tasks is based upon the difficulty of the task being attempted and the random turn of a card. Success and failure of the task is determined by turning a card and reading the result.

Types of Tasks: Tasks include attempts to detect enemy vessels, obtain sensor locks, jam enemy sensors, fire beam weapons, and defend against enemy fire with defensive screens. Detection, sensor locks, jamming, and fire are range-based tasks, while other tasks are absolute difficulty tasks.

Base Difficulty: The rules below give specific details on the calculations of difficulty in each specific area, but all tasks begin with a base difficulty to which additional difficulty modifiers (often shortened to Diff Mods) are applied, based on specific circumstances. If the task is an absolute difficulty task, its base difficulty is specified in the rules (and repeated on the reference chart). If it is a ranged task, the range at which the task is attempted determines the base difficulty level. Each sensor, jammer, and weapon in the game has a listed range, which is its short range. Medium range is twice short, long is twice medium (i.e., four times short), and extreme is twice long (i.e., eight times short). Base difficulties at these ranges are given in the accompanying table.

Difficulty Level by Range

Range	Difficulty
Short	1
Medium (2×Short)	2
Long (4×Short)	3
Extreme (8×Short)	4

Difficulty Modifiers: After the base difficulty level has been determined, difficulty modifiers (Diff Mods) increase or decrease the difficulty of the task. These Diff Mods are explained in the rules covering individual tasks and are summarized on the play aid card. Plus Diff Mods add to the difficulty level, making the task more difficult, while minus Diff Mods subtract from the difficulty level.

Reading the Card: Once the difficulty level of the task has been determined, turn a card and read the result. If the difficulty level is greater than 5, the tasks may not be attempted. Even if the difficulty level of the task is less than 1, a card is still turned. The central field of the card gives the card's success number. If the success number shown is equal to or greater than the task difficulty level, the task succeeds. If it is less than the difficulty level, the task fails.

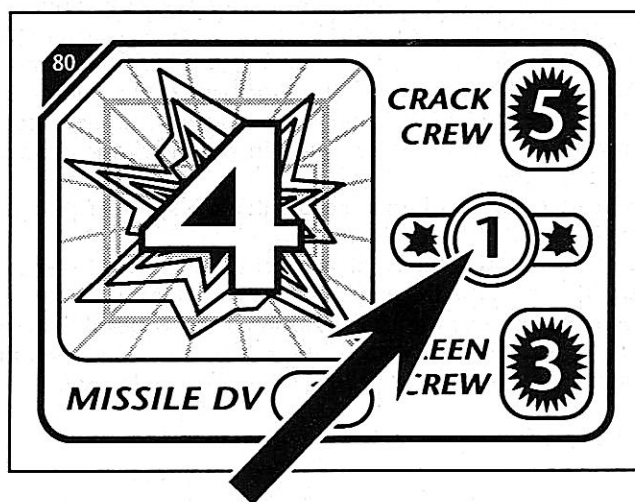
For example, a medium range task with no Diff Mods has a difficulty level of 2. If a 1 is turned the task attempt fails, while if a 2 or higher is turned it succeeds.

Miss: If a "Miss" card is turned, the task attempt fails, even if the difficulty level was less than 1.

Bull's-eye: If a "Bull's-eye" card is turned, the task attempt succeeds.

Outstanding Success: Many tasks have additional beneficial effects from an Outstanding Success result. An Outstanding Success in fire combat, for example, causes double damage.

Two types of cards result in Outstanding Success. First, any "Bull's-eye" card is an Outstanding Success. Second, high-value cards can generate Outstanding Success. Cards with a value of 5 result in an Outstanding Success on tasks with a difficulty level of 2 or less, and cards with a value of 4 result in an Outstanding Success on tasks with a difficulty level of 1. This is noted in the Outstanding Success field of the card (see example below).



Crew Quality: Part of the card deals with success levels when different quality crews man the firing or sensing vessel. These values are used only when playing with the Crew Quality advanced rules (page 18).

Missile Damage: The missile damage field of the card is used to determine the damage levels of missiles. See the Missiles rule (page 12).

SEQUENCE OF PLAY

Each turn of play in *Battle Rider* is broken down into several sub-turns, called phases, to organize the number of activities that must be conducted each turn. Phases are always conducted in the same order. If, in a later phase, a player remembers something that he meant to do in an earlier phase, it is too late, as the decisions made in each phase affect the decisions in the phases that come later.

Initiative Phase

Operations Phase

Missile Movement Phase

Missile Attack Phase

Turn Record Phase

Initiative Phase

Players turn cards to determine initiative. Each player turns a card and the player whose card has the highest card ID number has the initiative. The player without the initiative launches and/or recovers ordnance, drones, and battle riders (see the Launching rule, below) and reconfigures task forces. After this is done, the player with the initiative does the same.

Reconfiguring task forces means that vessels in a task force may be divided into two or more smaller task forces, and vessels in several different task forces in the same hex may be switched between task forces or combined into fewer larger task forces. However, vessels may only switch from one task force to another, and task forces may only be combined, if both task forces have exactly the same vector (see Movement, below). Also, no task force at the end of the Initiative Phase may have more vessels in it that are allowed by the owning player's Fleet Tactics rating.

Operations Phase

In the Operations Phase, players take turns conducting operation rounds until one player has conducted operations with all of his task forces. The opposing player then conducts operations with all of her remaining task forces.

In each operation round, a player conducts all operations with any one of his task forces. Any task force desired may be used, but each task force may conduct operations only once per game turn.

All ships in the task force conduct all activities, and do so in any order desired. However, all must conduct each activity simultaneously. That is, the task force may fire and then detect, then move, or move and then fire and then detect, but all ships must make the same choice, conducting all fires at the same time, all detection attempts at the same time, and all movement at the same time. The following activities may be conducted in each operation round by each task force, in any order desired:

Move: First, determine whether the ships of the task force will expend Gs on maneuver and/or evasion. If so, place a Thrust marker in the hex with the task force. If the task force is maneuvering, the Projected Endpoint marker of the task force is moved (see the Movement rule, below). If the task force successfully evades, place an Evade marker in the hex.

All ships in a task force must spend the same number of Gs on maneuver and evasion, even if they have different G capabilities.

Detect: First, adjust status of sensors, if desired. (Place or remove Active Sensor marker, place or remove Passive Array marker.) Next, make any detection attempts desired against enemy task forces. See the Detection rule (page 6).

Fire: Ships may only fire at enemy vessels which have been detected (are on the map). First, turn a card to determine if the firing ship has a fire control lock. If so, then turn one card for each firing weapon to see if the weapon hit.

Missile Movement Phase

All missiles move according to the rules of missile movement. Players take turns moving missile spreads, with the player without the initiative moving the first missile spread, until all Missile Spread markers have moved. See the Missiles rule (page 12) for an explanation of the particulars of missile movement.

Missile Attack Phase

All defensive fire against missiles is resolved, and then all surviving missiles attack targets in their hex. All of the defensive fire by one target task force is resolved, and then all of the missile fire at that task force is resolved, before any fire by or at another task force is resolved. Although fire by and at task forces is conducted in order for ease of play, all fire in the Missile Attack Phase is considered to be simultaneous. In other words, ships destroyed or disabled by missile fire early in the phase may still control missile spreads attacking enemy targets later in the phase.

Turn Record Phase

This marks the end of a complete game turn and is a time to take care of certain administrative tasks. All White Out-1, Circuitry Overload-1, and Temporary Damage-1 markers are removed. All White Out-2, Circuitry Overload-2, and Temporary Damage-2 markers flip to the 1 side. All task forces reposition their Projected Endpoint and Previous Position markers as detailed in the Movement rule.

LAUNCHING

Ships can launch and recover battle riders that they are carrying as well as missiles and sensor drones. This takes place during the Initiative Phase of the turn. Battle riders when launched may either become part of the launching ship's task force or form one or more additional task force in the same hex. Missiles are always represented by a Missile Spread marker, placed "undetected" side up. All newly launched battle riders and missiles have the same vector (see Movement rule, below) as the vessel they were launched from.

A ship may (but need not) launch all of its battle riders and/or missiles and/or drones in a single turn.

To recover battle riders, both the tender and the rider must be in the same task force.

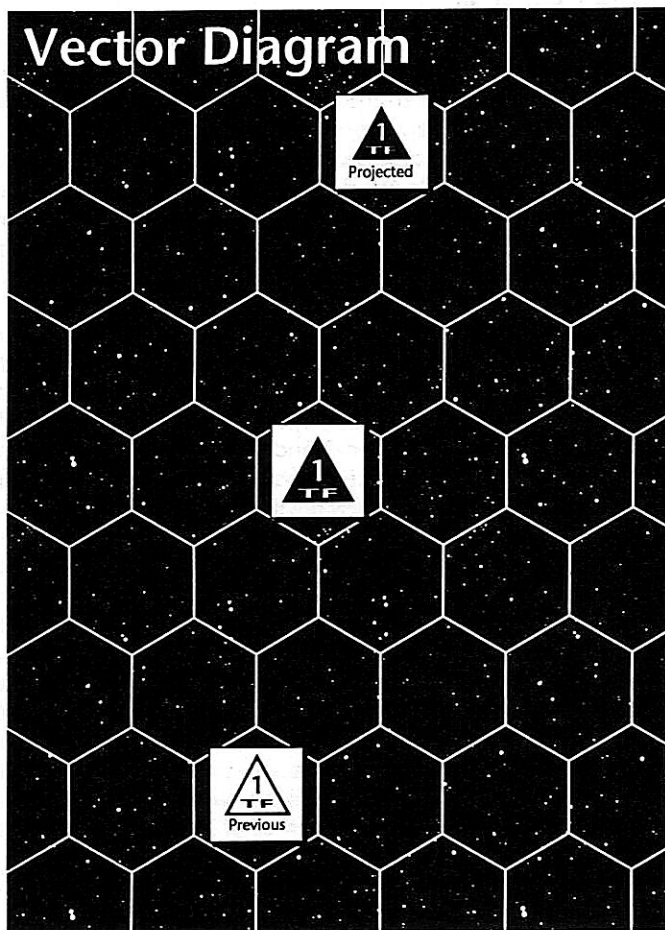
Each tender may only carry the battle riders designed for it. In this game, the following tenders carry the following battle riders:

Tender	Rider
Triumph	Gallant
Cleon	Admiral
Maggart	Manticore

MOVEMENT

Battle Rider uses a realistic system of vector movement. Spacecraft move through space due to thrust and inertia. Once a spacecraft has expended thrust to move it in a certain direction, it will continue to coast in that direction forever, unless another force acts upon it, usually meaning until it expends thrust to change its course or speed. A spacecraft's course and speed are called its vector. On Earth, we rarely see pure examples of vectors, because moving objects are acted on by so many other forces such as friction with the ground or air, aerodynamic lift, and gravity. Our intuitive experience tells us that moving objects tend to slow down and stop, and that it's difficult to keep things moving. However, that is only true in the limited area of our planetary frame of reference. In fact, all objects are in motion and remain that way, coasting along at quite high speeds through empty space. Although it might initially seem strange to players who have not played vector games before, it is that reality which *Battle Rider* portrays.

Vectors: A vector is a representation of directional movement. In the game, each ship's vector is represented by its current position and either its former position or Projected Endpoint marker. At the beginning of each turn, a task force's vector is represented by the position of the task force itself and by a task force Projected Endpoint marker. At the end of each turn, a task force's vector is represented by the position of the task force itself and by a task force Previous Position marker.



In the Turn Record Phase of the game turn, the player places the task force's new Projected Endpoint marker on the map and then removes the Previous Position marker. The Projected Endpoint marker will have the same relationship to the Task Force counter as the Task Force counter does to the Previous Position marker. (See illustration above.)

Movement: Each task force begins each game turn (including the first) with a vector as described above. During the Operations Phase, the player will move the task force by replacing the Task Force counter with a Previous Position marker, moving the Task Force counter to the hex containing the Projected Endpoint marker, and then removing the Projected Endpoint marker from the map. Prior to movement, however, the player may alter the position of the projected endpoint by means of maneuver.

Maneuver: During the Operations Phase of each game turn, all players make decisions concerning the movement of their vessels. Each vessel maneuvers by firing its maneuver drive thrusters to change its vector. The power of a craft's thrusters is expressed in Gs of thrust (each of which represents the force of 1 G acting for a period of 30 minutes, or one game turn). Each vessel may spend Gs up to its G-rating on maneuver (to change its vector), evasion (to thwart potential incoming fire), or a combination of the two. Each craft's G-rating is listed on the back of the counter.

Each G of thrust spent on maneuver allows the player to move the projected endpoint of the task force one hex in any direction.

Any ship that does not use its maneuver drive to change its vector during the Operations Phase simply continues to execute the same already existing vector each and every Operations Phase until it is acted on by an outside force (such as the gravity of a large body), or until it exits the map.

Whenever a task force expends 1 or more Gs to maneuver (change its projected endpoint), place a Thrust marker in the map hex with

the task force. This Thrust marker is placed on the one hexside which is closest to being in exactly the opposite direction from which the Projected Endpoint marker was moved. If two hexsides are equally close, the opposing player decides which hexside the marker is placed on.

Evasion: Vessels may also expend Gs on erratic, evasive maneuvers in an attempt to throw off enemy sensor and fire tasks, but the total number of Gs spent on maneuver and evasion combined may not exceed the vessel's G-rating. All ships in the task force must spend the same number of Gs on evasion, and one card is turned to determine the success of the entire task force. An evasion attempt has a base difficulty level of 5, but the task is reduced one level of difficulty (-1 Diff Mod) for each G-turn that is spent for evasion. For example, a ship with a G-rating of 5 that spent 3Gs on maneuver and 2 on evasion would have an evasion difficulty level of 3.

One card is turned for evasion during the operation round of the task force. If successful, an Evade +1 marker is placed on the task force. If the card turned indicates an Outstanding Success, the Evade +2 side of the marker is placed on the task force. If the attempt fails, there are no adverse affects (except for the waste of maneuver Gs).

Evasion results apply to all sensor and hit tasks directed against the task force for the rest of that turn and all of the next turn until its next operations round.

Because of the fragility of the structure, no vessel with a folding passive sensor array extended may burn Gs in a turn for evasion. (See Detection, below, for an explanation of folding passive sensor arrays.)

Movement of Dummy Task Forces: Each dummy task force can spend an unlimited number of Gs on maneuver and evasion each turn. (Of course, very large G expenditures will give away the fact that it is a dummy task force and defeat its purpose.)

DETECTION

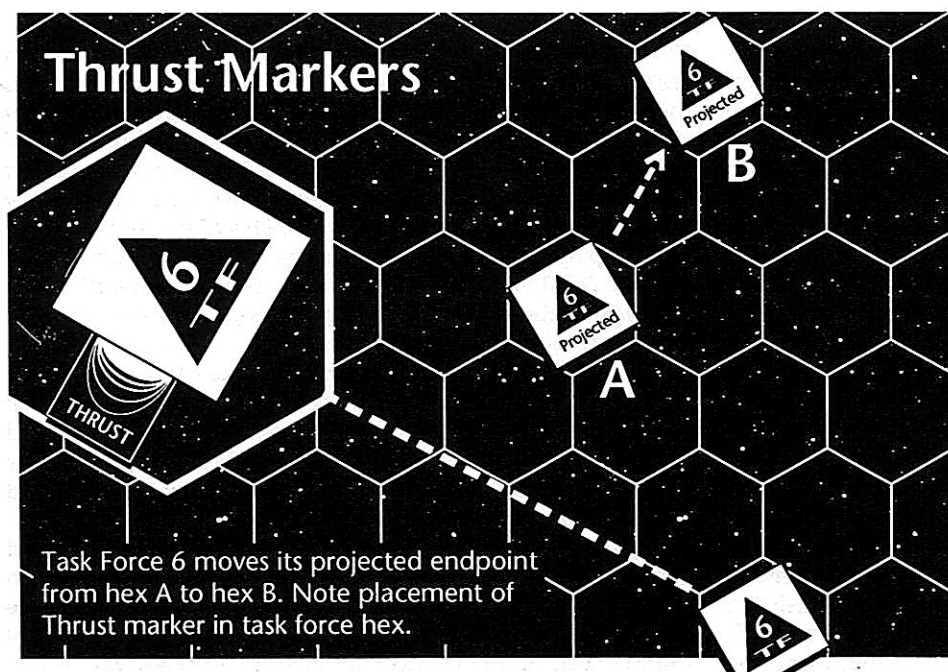
Detecting an unidentified or known enemy target is the single most crucial step in space combat. Until detected, the exact nature of the target is not known. The crew of a starship may be well aware that "something is out there" based on ghost images, thermal hot spots, or flashes of returns on active sensors, but detection is required to identify the target, and more importantly, to do something about it.

At the start of play, all spacecraft are unknowns, whether they are large starships or sensor drones. For this reason, only the Task Force counter is placed on the map until an opponent detects them. The Task Force counter is moved normally using the movement and maneuver rules. This represents the tell-tale indications of something out there that can invite a detection attempt.

Detection attempts are made by spacecraft during the craft's operation round. Once a successful detection attempt is made, the detected spacecraft are placed on the map along with the Task Force counter (which is still required for movement purposes). Once detected, the spacecraft remain on the map for the rest of the scenario.

Types of Sensors: There are two broad types of sensors in the game—active and passive. Active sensors detect targets by sending out pulses of energy, such as radio waves or lasers, which then bounce off their targets and back to the sensor. The time that it takes the pulse to return, the shift in frequency of the pulse, etc., can be used to determine the distance and direction of the target, its motion relative to the sensor, etc. The two major drawbacks of the active sensor are that it broadcasts its own presence by filling space with pulses of energy, and that it requires a lot of power to generate pulses powerful enough to bounce back from very distant targets.

Passive sensors do not betray themselves by emitting energy; rather, they detect targets by sensing the energy given off by those targets. Passive sensors are typically less effective than active sensors in terms of absolute range, but are more tactically useful for ships that wish to remain unnoticed.



Detection Procedure

Most ships have both an active and a passive sensor, each with different ranges of effectiveness. Once the scenario begins, players may begin to make detection attempts using any of the sensors available to them. Detecting a target is a task with the basic difficulty determined by the range of the target from the sensor, using the sensor range printed on the back of the ship counter. For example, a sensor with listed ranges of 5 would have a basic difficulty of 1 at 0-5 hexes, 2 at 6-10 hexes, 3 at 11-20 hexes, and 4 at 21-40 hexes. Detection could not be attempted beyond 40 hexes. This basic difficulty level can then be modified up or down by other factors as explained below.

All detection attempts are made during the task force's operation round. Each ship may use any or all of its sensors, and may make as many detection attempts as desired, with the limitation that no sensor may attempt to detect the same target (task force) more than once in the same operation round.

Each detection attempt is made against the craft in a task force which is easiest to detect. If successful, the detecting player may attempt to detect the next easiest craft, and so forth, until the player either fails in a detection attempt or determines that there are no additional undetected ships in the task force. This is done by detecting the "sensor shadow" of the task force.

Sensor Shadows: All task forces have a sensor shadow; task forces with no ships in them consist solely of a sensor shadow. The sensor shadow of a task force is treated as a size 0 spacecraft. If a detection attempt against the sensor shadow is successful, the detecting player is told that there are no further ships in the task force; if it is unsuccessful the detecting player is told only that.

A task force with no ships in it (usually a dummy task force, although it could be a task force in which the ships have all been detected and destroyed) is removed from play after its sensor shadow is detected.

Example: The Blue player attempts to detect the ships in Red Task Force 1 (RTF-1). Unknown to the Blue player, RTF-1 consists of only one ship. Blue's first detection attempt is against the easiest target in the TF, which is the ship. It is successful, and so Blue is allowed another detection attempt at the next easiest target. Since the only remaining undetected target is the sensor shadow, the Red player gives the Blue player the Diff Mods for this. The attempt is unsuccessful, and so the Blue player does not know whether there are additional Red ships in the task force. (Had the attempt been successful, the Red player would announce that there are no other ships present.)

In combat, the Red ship is destroyed, but the task force remains in play until the Blue player detects its sensor shadow.

Sensor Status: Before any detection attempts are made, the player decides which sensors each vessel in the task force will use.

Active/Passive: Players decide for each ship whether it will use active or passive sensors, or both. Vessels which have gone active are easier to detect by vessels equipped with direction finders or passive EMS sensors, and so the owning player places an Active marker on each vessel that uses its active sensor. This marker remains in place until the next operation round for that task force.

Folding Sensors: Some vessels are equipped with passive sensors that are noted on the counter back as being folding arrays. Passive sensor ratings printed in brackets are folding arrays. These sensors have large, synthetic aperture collection areas that must be extended on the ends of pylons and struts in order to be used. The passive sensor must be

extended if it is to attempt a lock, as it cannot function when retracted. However, the greater target area presented by a vessel with an extended passive array makes it a better target for enemy active sensors. Each ship with a folding array must also make an extend/retract decision at the start of each Operations Phase. A marker is also provided for this purpose. On the Extended side, the marker shows a front view schematic of a ship with its array deployed, and the notation "-1 vs. Active." On the Retracted side is the notation that no locks are possible with the passive sensor.

Because of the fragility of the folding struts, no vessel with its folding array extended may burn any Gs in a turn for evasion.

Additional Difficulty Modifiers

The following conditions and circumstances modify the basic difficulty level based on range:

Going Active: A ship which has gone "active" becomes easier to detect for ships equipped with passive sensors. Any ship using passive sensors applies a -1 Diff Mod to detection attempts against an active target.

Target Size: The size of the target is a universally applicable modifier which applies in all sensor and fire tasks. The size modifier for each vessel is printed on the counter back.

Target Maneuver: The basic passive detection difficulty levels assume that the target is expending some energy (and hot reaction mass) to maneuver. Thus, a target which has spent any Gs at all in the turn adds no Diff Mod to the passive detection task attempt (except in the case of stern on—see next paragraph). If the target has expended no Gs for any purpose in the current turn, passive detection is one difficulty level harder (+1 Diff Mod). If the target is in "powered down" mode with its systems off-line and its power plant reduced to only a trickle of power, the passive detection is raised by two difficulty levels (+2 Diff Mod).

On the other hand, if the target is expending Gs of thrust and is presenting its stern (and therefore its hot exhaust) toward the sensor, the passive detection is reduced by three difficulty levels (-3 Diff Mod). Trace a line from the detecting ship to the target task force (traced from center of hex to center of hex). If that line crosses the hexside of the target task force which has the Thrust marker on it, the target task force is "presenting its stern."

Target Evasion: If the target task force has an Evasion marker on it, the appropriate addition is made to the difficulty level (+1 or +2, depending on the marker).

Electromagnetic Masking (EMM): Ships which are equipped with electromagnetic masking (EMM) packages reduce the effectiveness of active and passive sensors which are used against them. EMM not only disguises a vessel's passive (heat) signature, it also includes the use of stealthy materials to reduce the echo of active sensor energy, and so EMM on the target provides a +1 Diff Mod for both active and passive detection attempts.

Ships with EMM have the notation "Msk" in the sensor field of the counter back.

Jamming: Vessels may be equipped with jammers which allow them to attempt to jam enemy *active* sensors. These jammers are deceptive jammers, and are different from the area jammers discussed immediately below. Deceptive jammers do not attempt to blot out enemy sensor energy, but deceive enemy sensors by sending back false echoes that fool the enemy sensor about its target's true location/heading, etc.

Jamming tasks, like other ranged tasks, are based on the range in hexes from the jammer to the target of the jamming attempt, as indicated on the ship counter. Additional modifiers to this basic difficulty level are based on tech level (TL) differences between the sensor and the jammer. For each TL that the sensor exceeds the jammer, the jamming task is increased one level in difficulty (+1 Diff Mod). For each TL by which the jammer exceeds the sensor, the jamming task is decreased one level in difficulty (-1 Diff Mod).

A separate task card is turned for each enemy active sensor that the player attempts to jam. The decision to jam is made separately each time an active sensor detection attempt is made, and the jamming card is turned immediately before the detection task card is turned. Success in the jamming task indicates that the opposing sensor is jammed, and attempts its sensor task at one difficulty level higher (+1 Diff Mod). Outstanding Success means that it must attempt at two difficulty levels higher (+2 Diff Mod).

A jammer-equipped ship may use deceptive jamming to raise the difficulty level of any detection attempt directed at the task force to which it belongs, including attempts to detect the task force's sensor shadow. If several ships in a task force are equipped with jammers, only one may be used per detection attempt. Ships from one task force may not use their jammers to aid ships from another task force, even if they are both in the same hex.

Area Jamming: Some ships may be equipped with jamming drones. These drones are fitted with energy-intensive broad-band noise jammers. Area jammers are not finesse devices like the above deceptive jammers. Area jammers attempt to defeat enemy sensors merely by drowning out their signals with more powerful electronic noise. The area of effect of an area jammer is the hex it is in plus the six hexes surrounding it. Any sensor "line of sight" (i.e., the straight line traced from the center of the sensor's hex to the center of the target hex) that passes through this area of effect has its difficulty increased by one level (+1 Diff Mod). In the example at right, a sensor in hex A is attempting to detect targets in hexes B, C, and D. Because the lines of sight A-B and A-C pass through the area jammer's area of effect, those sensor tasks are increased by one difficulty level. The sensor task A-D is unaffected by the area jammer.

If the line of sight passes through the overlapping areas of effect of more than one area jammer, the difficulty is increased by one level per area jammer.

Because area jammers are typically mounted on drones, the areas of effect will move from turn to turn. Area jammers may be turned on and off by the owning player at will. The decision is made during the operation round of the task force containing the jammer, and remains in effect until the next operation round of that task force.

Any craft that is carrying an operating area jammer makes itself an easy target for passive detection. Use the rule above for going active, except that the Diff Mod is -2.

Missile Detonation White Out: When a missile detonates (see the Fire and Combat rules below for a fuller description) in a hex, its nuclear explosion creates a temporary white out effect that makes the use of passive sensors more difficult. Any passive sensor detection attempt into that hex (this does not include attempts whose "line of sight" merely pass through the hex) is one difficulty level higher (+1 Diff Mod) for each missile detonation in the hex. This is easily represented by replacing each detonated missile counter with a White Out marker, and adding up the Diff Mods of the White Out markers in the hex.

White Out-1 and White Out-2 markers have the same effect; the different numbers are merely means of keeping track of when the marker was placed and when to remove it.

"Terrain" Effects: Certain objects in space can also affect the difficulty of a detection attempt. There are two types of interstellar terrain in *Battle Rider*: planets and asteroids, which are represented by counters placed on the map. For a complete discussion of the use of planets and asteroids in *Battle Rider*, see the Advanced Astrographics rule (page 17).

Any craft that is in the same hex as a Planet counter or an Asteroid counter is given the benefit of the doubt that it is maneuvering to take advantage of the object's bulk and passive signature to obscure its own. All sensor tasks attempted against the target are one level more difficult vs. passive and active sensors (+1 Diff Mod).

Black Globes: Black globes are very sophisticated, very rare, and very expensive defensive devices that create a sphere around the defended vessel. Because these screens are so rare, they are not discussed here, but are dealt with in the advanced rules (page 17).

Multiple Effects: The effects described above are all cumulative.

Procedure for Resolving Detection Attempts

The procedure for resolving sensor lock attempts divides the task between the sensing player and the target player, where each is responsible for calculating certain Diff Mods. This not only eases the workload and keeps both players interacting, but also is intended to ensure that information about targets is not revealed to an opponent during the course of resolving an unsuccessful sensor task.

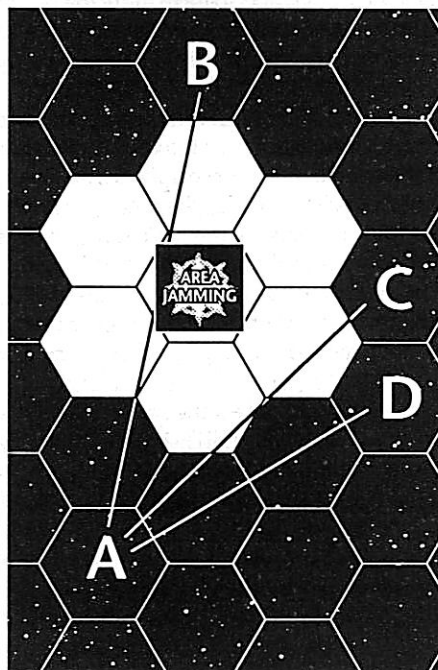
Always start with easiest target in the task force to detect. Then go to harder and harder targets, until a task fails or all targets are detected.

Detecting Player: The player making the detection attempt indicates the target of the attempt and announces to the target

player the type of sensor being used: active or passive. If using an active sensor, the detecting player must indicate where the scan is coming from.

When announcing these scans, the detecting player is responsible for calculating the following items which need not be told to the target player.

- Basic difficulty level of the sensor lock attempt based on range (the sensing player must also be careful to not use folding arrays which are in retracted status).



- Diff Mods based on sensor line of sight passing through an area jamming area of effect (+1 Diff Mod per area).

- Diff Mods based on Planet or Asteroid counter in the target hex (+1 Diff Mod).

- Diff Mods based on White Out markers in the target hex (+1 Diff Mod per marker).

- Diff Mods based on target having gone active (-1 Diff Mod for passive detection).

- Diff Mods based on target being a source of area jamming (-2 Diff Mod for passive detection).

- Diff Mods based on the target's maneuver that turn (0, +1, +2, or -3 Diff Mods).

- Diff Mods based on the target's successful evasion attempt that turn (+1 or +2 Diff Mods).

The player aids card recapitulates these items to assist the player in keeping track of them. These items yield one cumulative, net Diff Mod.

Target Player: Once told that his or her ship is the target of a sensor lock attempt, the target player is responsible for reporting to the sensing player the net Diff Mod based on the following criteria.

First, if the sensor attempt is using an active sensor, the target player must decide whether to try to jam the sensor. If so, the target player must announce to the sensing player that the target is jamming and announce the difficulty level of the attempt. The jamming task determination is made by turning a card. The target player then includes the correct jamming Diff Mod in the net Diff Mod reported to the detecting player.

The target player is responsible for the following items:

- Diff Mods based on a successful jamming attempt vs. the sensor (+1 or +2 Diff Mods).

- Diff Mods for spacecraft target size and EM masking packages (printed on the spacecraft counter back) (+1 or +2 Diff Mods for masking).

- Diff Mods for difference in tech levels of the detecting sensor and the target craft. Add the difference in tech levels if the target craft's tech level is higher; subtract the difference if it is lower.

- Diff Mods based on passive array extended (-1 Diff Mod for active detection).

- Diff Mods based on black globe generators (Diff Mod varies with use).

The player aids card presents these items to assist the player in keeping track of them.

Resolution: The target player announces the target net Diff Mod to the detecting player, who then combines it with the sensing net Diff Mod to get the final net Diff Mod. The sensing player then applies this modifier to the basic difficulty level based on range. A card is turned and the success level compared to the difficulty level.

If the attempt is a success, the target ship is placed on the map in the same hex as the Task Force counter.

Outstanding Success has no additional effect when part of a sensor task.

FIRE AND COMBAT

Fire of virtually all weapons on a vessel takes place during that vessel's operation round. Ships may fire before or after movement, and ships in a task force may split their fire, so that some fire before movement and some after. A ship may itself split its fire, firing some weapons before and some after movement.

Larger ships (those with a size code of -2, -3, -4, or -5) may fire all of their beam weapons in the Operations Phase and then fire all of them again (except for the spinal mount) in the Missile Attack Phase. Smaller ships (those with a code of -1 or more) may fire their weapons in either one phase or the other, but not both. A small vessel may choose to hold fire with its anti-missile lasers to fire later

in the Missile Attack Phase. If so, place a Lasers Hold Fire marker on the vessel. If virtually all small vessels of a side are holding fire with their lasers, it may be easier to simply mark those which fired. In this case, use the reverse side of the marker, which is labeled Lasers Fired.

Hits may be negated or reduced in effect by shipboard defenses which include active defenses like sandcasters, and relatively passive defensive screens and armor.

Weapons Types

There are three main types of weapons used in space combat: lasers, particle accelerators, and meson guns. Each of these has differing characteristics.

Lasers use focused beams of coherent light to impart energy to enemy targets over a very small area. Relative to other long-range beam weapons, lasers have good penetration performance, but generate less explosive force and damage. The missiles used in *Battle Rider* are specialized high-performance laser carriers, which power these lasers by detonating a nuclear explosion, thereby destroying itself. All weapons designated L are lasers.

Lasers are little affected by ship armor, but can be blocked by sandcasters and black globes.

Particle accelerators accelerate subatomic particles—almost exclusively neutral atoms such as hydrogen—to very high speeds at enemy targets. These have less penetrative ability than do lasers, but generate a much greater explosive force. Unlike lasers, particle accelerators require long accelerator tunnels, and so most are built as spinal mount weapons, running the entire length of the ship. All weapons designated P are particle accelerators.

Particle accelerators can be blocked by ship armor, sandcasters, and black globes.

Meson guns also accelerate subatomic particles at enemy targets. But in this case the particle is a meson, which does not interact with matter, and therefore passes through all objects without resistance. However, the meson has only a short life, after which it decays into other more destructive particles. By accelerating the meson to relativistic speeds, its subjective passage of time slows, and its decay is delayed. By timing the decay to occur as a group of mesons pass through an enemy ship, powerful explosions can be created within enemy targets without having to penetrate the armor.

Meson guns may only be blocked by meson screens and black globes.

Fire Eligibility

In order to be eligible to fire its weapons at a target, a ship must have a fire control lock on that target. A fire control lock is obtained immediately before firing the ship's first weapon. It is a task performed exactly like detection, using all of the same Diff Mods as detection, but with two additional conditions:

- 1) Fire control locks may only be attempted against targets which have already been detected (i.e., are physically placed on the map).

- 2) Fire control locks are conducted with an additional -1 Diff Mod.

If the task is successful, the ship may fire any or all of its weapons at the target. If it fails, no fire at that target is allowed. There is no additional effect from Outstanding Success.

No single weapon may fire more than once in a phase. No weapon rendered inoperative by damage may fire.

Hit Procedure

As with sensor lock and communications tasks, obtaining a hit on a target is a task whose basic difficulty level is based on the range to the target. Basic difficulty levels by range are given on the table at the top of page 10 and are summarized on the reference card.

Difficulty Level by Range

Range		Difficulty
Short		1
Medium	(2xShort)	2
Long	(4xShort)	3
Extreme	(8xShort)	4

Additional Diff Mods are applied to this basic level. These are based on target size, target evasion, absolute range, overpowering the weapon, and the use of advanced fire control systems.

Target Size: The target's size provides a Diff Mod that is used when resolving all fire tasks. This Diff Mod is printed on the counter backs.

Target Evasion: Target evasion works in the hit procedure exactly as it does in the sensor lock procedure, detailed above. Remember that the evasion attempt is made in the operation round once for the entire turn, with that result applying to all sensor and hit tasks in the turn.

Absolute Range: The basic difficulty level listed with each weapon is based on that weapon's own fire control system. This difficulty reflects the weapon's ability to accurately direct the weapon's fire at a given point in space over a certain range. However, the range to the target has another affect on hit probability.

When a weapon fires at a target at range R, it is using tracking data that has come from the target (infrared radiation, reflected radar or ladar beams, etc.) over that range R at the speed of light. Assuming the weapon is a laser, it arrives at the target at the speed of light, again passing over the distance R. The time elapsed from when the tracking information left the target and the arrival of the laser fire back at that target is the amount of time that it takes light to travel the distance 2R. If R is a large number, say 300,000 kilometers or one light-second (10 hexes in *Battle Rider* scale), the elapsed time would be two seconds. The target can have moved a long way in two seconds, and a tiny degree of error magnified over 300,000 kilometers makes it very easy to miss that target.

To account for this additional difficulty, take the range to the target in hexes, divide by three, and drop fractions (or see the accompanying table). The result is the number of difficulty level increases (+ Diff Mods) applied to the hit task.

Diff Mods from Absolute Range

Range in hexes	Diff Mod
0-2	—
3-5	+1
6-8	+2
9-11	+3
12-14	+4
15-17	+5
18-20	+6
21-23	+7
24-26	+8
27-29	+9
30-32	+10
33-35	+11
36-38	+12
39-41	+13
42-44	+14

Overpowered Weapons: All weapons can draw more than their normal rated power. Although this does not increase the energy in each shot, it enables the weapon to fire a broader pattern of shots, thus increasing the hit probability.

All weapons can be fired at -1 or -2 Diff Mods by overpowering. Those weapons with overpowering capability designed in, and with sufficient excess power-generating capability, have their overpowering Diff Mods appended in parentheses after the weapon type designator.

For example, a typical meson gun spinal mount might be described as:

M10:6-4-3-2

If designed for routine overpowering to the -2 Diff Mod level, it would be described as:

M(-2)10:6-4-3-2

Weapons designed to be overpowered to the -1 or -2 level may always fire with those Diff Mods without penalty. Weapons not designed with this capability suffer two limitations: power and circuitry.

Power: In order for the ship to fire any weapons at -1 Diff Mod, the ship must forego use of 1 G of acceleration that turn. In other words, its total of maneuver and evasion Gs used must be one less than its total G-rating. This allows the ship to fire any and/or all of its weapons at -1 Diff Mod. In order for a ship to fire any weapon at a -2 Diff Mod, the ship must forego use of 2Gs of acceleration that turn, which allows the ship to fire any and/or all of its weapons at a -2 Diff Mod.

Circuitry: Ships not designed to fire at higher power levels may experience firing circuitry overload. A player announces the intention to overpower one or more weapon on a ship before any fire is resolved from that ship and then makes the task attempt to avoid a circuit overload. Avoiding circuitry overload is a task with a fixed difficulty level of 2, and with a +1 Diff Mod applied for every weapon overpowered that turn in excess of the first one. Note that this attempt is made once for the ship, not separately for all weapons on the ship.

If the ship fired at a -1 Diff Mod above its normal capacity, the player turns one card. (This is the case if it fired at a -1 Diff Mod and was not designed for any overpowered fire, or if it fired at a -2 Diff Mod but was designed only for -1 overpowered fire.) If the ship fired at a -2 Diff Mod above its normal capacity, the player turns two cards and must succeed on both attempts for the overall task to succeed. If the task succeeds, the ship fires normally; if it fails, the ship suffers a circuitry overload result. Place a Circuitry Overload-2 marker on the ship.

Ships that suffer a circuitry overload result may not fire any beam weapon for the remainder of that turn and all of the next turn. A ship with overloaded circuits may still launch missiles and use screens.

Fire Control: Most warships are equipped with fire directors. A fire director allows the gunners to fire weapons with an improved chance to hit.

The difficulty level of a fire director-directed fire task is calculated the same as it would be for weapons without fire control. However, when calculating increased difficulty levels due to absolute target range and evasion, the fire director allows the gunner to ignore a certain number of + Diff Mods. The fire control rating of the ship is the number of + Diff Mods it may ignore *on every weapon fired in a turn*. In other words, a ship with a fire control rating of 6 could ignore 6 +Diff Mods on each shot it takes; it does not have to divide the 6 between separate shots.

Fire control may only *counteract* +Diff Mods that apply; it may not *reduce* a base difficulty level.

Resolution: Once the final difficulty level is derived, turn a card and resolve the task. Success indicates that the weapon hit. Outstanding Success indicates that the weapon hit and did double damage. (See Damage, page 11.)

SCREENS

Screens on the target vessel may be used to attack specific "hits" which have been scored. A hit, for purposes of this rule, is the damage caused by one weapon, even if that weapon causes more than one Damage marker to be drawn and placed on the target ship.

Each screen must be directed against a specific "hit," and all weapons firing against a specific hit must be allocated before any are resolved. Although more than one weapon may be directed against a specific hit, if one defensive weapon stops the hit, the others may not then be re-targeted against a different one, nor may additional defenses be allocated against a hit if previous defenses failed.

For each screen directed against a hit, turn a card to make a "screen save." All screen saves have a base difficulty level of 2. Diff Mods for different types of screens are detailed below and summarized on the game reference chart.

Sandcasters: Sandcasters fire cannisters of ablative crystals, commonly known as "sand." Each sandcaster contains a generator which creates a field which manipulates the location and shape of the cloud of crystals. At early tech levels, these fields are electromagnetic in nature, and require the use of magnetic sand. More advanced systems are able to supplement and then supplant the magnetic manipulation with gravitic manipulation, which allows the use of more effective non-magnetic crystals.

These clouds are placed in the path of incoming beam weapons, and cause the beam weapon to expend its energy burning through the cloud. The sandcaster operator uses laser warning sensors installed in the sandcaster to detect fire control locks and anticipate incoming beam fire.

Sandcasters may only be used against laser and particle accelerator hits.

Screen save tasks with sandcasters are modified one level up (+1 Diff Mod) for each two tech levels by which the firing beam weapon exceeds the sandcaster, or downward one (-1 Diff Mod) for each two tech levels by which the sandcaster exceeds the beam weapon's tech level.

A successful sandcaster "hit" on a laser or particle accelerator hit reduces its damage value by 1. On an Outstanding Success, its damage value is reduced by 2.

Each sandcaster can only be used against one hit per enemy operation round, but is available to fire again in later operation rounds and in the Missile Attack Phase. Thus it is possible for the coordinated fire of a large enemy task force to overwhelm the defenses of a ship, although several task forces firing at different times have less ability to do so.

Meson Screens: Meson screens project an energy field which interacts with incoming mesons, causing them to decay harmlessly outside of the vessel's hull. Meson screens may only be used against meson gun hits. A meson screen is not directed at a specific meson gun hit; instead, the ship's meson screen automatically protects it against all incoming meson gun hits that turn. As a result, there is no limit to the number of meson gun hits a single screen may protect against.

Screen save tasks with meson screens are modified with +Diff Mods equal to the firing meson gun's damage value (or twice its damage value if it scored an Outstanding Success on its hit task), and with -Diff Mods equal to the meson screens' screen value.

Success indicates that the meson gun "hit" does no damage to the vessel.

Dampers: Nuclear dampers are another form of screen, but are useful solely against missiles, and so are covered in the Missiles rule (see page 12).

Black Globes: These rare defensive screens are not normally encountered, so are discussed in the advanced rules, page 17.

DAMAGE

Once hits are obtained, and they have successfully made it through the target's defenses, determine what systems were damaged and how much actual damage was sustained.

Weapon Damage Performance

Weapons are listed with damage values that are used to calculate the amount of damage they do when they hit a target. These figures vary with range; make sure to use the correct numbers for the range at which the hit was scored.

Calculating Damage Value: The method used to calculate damage inflicted on a target differs depending on the type of weapon being fired. In all cases, if the weapon did double damage (due either to a Bull's-eye card or a Double Damage card), double the damage value before making any of the following calculations.

Lasers: When calculating the damage of a laser (including a missile), subtract the value of any sandcaster hits, subtract the target's armor value divided by 10 (dropping fractions), and add the target's size modifier to the weapon's damage value. (Since most ships have a negative value for a size modifier, adding this will have the effect of reducing the damage value of the weapon.)

Note that lasers have a very high ability to penetrate armor, and this is reflected in the game by dividing armor by 10 and dropping fractions. As no ships in this game have an armor value of 20 or more, as a practical matter it means that ships with an armor value of 10 or more subtract 1 from laser damage while ships with an armor value of 9 or less subtract nothing.

Particle Accelerators: When calculating the damage of a particle accelerator, subtract the value of any sandcaster hits and the target vessel's armor value (AV), and add the target's size modifier to the weapon's damage value.

Meson Guns: When calculating the damage of a meson gun, add the target's size modifier to the weapon's damage value and subtract the value of the defending meson screen.

Note that the meson screen value is only subtracted from the weapon damage value on a failed meson screen task attempt. On a successful task, the meson gun shot misses and causes no damage at all.

The meson screen value, when subtracted from the firing weapon's damage value, may never reduce the damage value to less than 0, provided it was greater than 0 after addition/subtraction of target size.

Determining Damage: If the weapon's final damage value is less than 0, it has no effect. If its damage value is exactly 0, draw one Damage marker and treat it as temporary damage (see below). If the damage value is 1 or more, this is the number of permanent damage results the ship suffers.

Temporary Damage: Draw one Damage marker and place it, along with a Temporary Damage-2 marker, on the ship counter. The effects of the damage last for the rest of the turn in which the damage was suffered and throughout the next turn. This represents a less severe version of the damage result in all cases except Ship Explodes results. If a Ship Explodes result is drawn, the target ship is still destroyed and permanently removed from play; replace it with a White Out-2 marker.

Permanent Damage: The weapon's final damage value is the number of permanent damage results the target vessel suffers. Draw this number of Damage markers from the cup and place them on the target vessel. Examine them and return any duplicates to the cup. If a Ship Explodes result is drawn, return all of the markers to the cup, remove the vessel from the map, and replace it with a White Out-2 marker.

In all cases, the Damage markers may be examined by the opposing player.

Damage Results: There are 12 distinct damage results possible.

Bridge Destroyed: The ship's bridge explodes, destroying all controls located there (including maneuvering, astrogation, sensors,

and fire directors) and killing or incapacitating the entire bridge crew. The ship is no longer capable of maneuvering, entering jump, jamming enemy sensors, detecting new targets, or operating screens (meson, damper, or black globe). Weapons may continue to engage targets, but attempt a sensor lock-on at one difficulty level higher (+1 Diff Mod). Ships equipped with an auxiliary bridge may shift control functions there beginning the following turn and so treat the first bridge destroyed result as temporary damage. (The second hit of this type suffered, however, will be permanent.)

Fire Control: Destroyed circuitry and power spikes disable the ship's fire control interface between weapons, sensors, and targeting processors. The ship may not fire any energy weapons, nor may it operate missiles. Ship's screens (sandcasters, nuclear dampers, meson screens) continue to operate.

Power Plant: The power plant is disabled and goes off-line. It may not be repaired or restarted for the duration of the scenario. The ship goes on auxiliary power/batteries. The ship may not maneuver, evade, jam hostile sensors, fire energy weapons, or operate any active sensors or screens (meson, damper, or black globe). The ship may fire missiles and sandcasters and operate passive sensors at +1 Diff Mod.

Sensors: Destroyed circuitry and power spikes disable all sensors. The ship may no longer jam hostile sensors nor make active or passive detection attempts. The ship may still attempt target fire control locks, but does so at +2 Diff Mod.

Life Support: The ship's life support has failed and the hull's integrity has been breached, and the crew must rely on their vacuum suits for survival. All tasks are conducted at +1 Diff Mod.

Ship Explodes: Liquid hydrogen and oxygen escape from shattered storage tanks, combine in the internal spaces of the ship, and explode, setting off a chain reaction with the ship's ordnance and power plant. The vessel is completely destroyed. Replace the ship counter with a White Out-2 marker.

Artificial Gravity: The ship's artificial gravity and G compensators fail. The ship may not spend more than 2Gs to maneuver in the same operation round, and may not evade at all.

Jump Drive: The ship's jump drive is disabled and the ship may not enter jump space.

Maneuver Drive: The ship's maneuver drive is disabled and it may not maneuver or evade.

Spine: The ship suffers serious structural damage that throws the vessel out of alignment. Any spinal mount weapons are rendered inoperative. In addition, the maneuver drive thrust line is no longer centered on the ship's axis of mass, and so any acceleration must be accompanied by constant attitude correction. For each G of maneuver or evasion thrust used, turn a card to test for tumble. Avoiding tumble is a task with a base difficulty of 2, with no Diff Mods. If the task attempt fails, place a Tumble marker on the ship. If 2 or more cards are turned which fail the attempt, place a Severe Tumble marker on the ship.

A ship tumbling (or tumbling severely) immediately becomes a separate task force and continues to tumble until the end of movement in its next operation round. The tumbling ship automatically corrects its tumble at the end of that movement, but may not maneuver or evade in the operation round in which it corrects its tumble.

So long as a ship has a Tumble marker on it, all tasks are performed with a +1 Diff Mod. So long as a ship has a Severe Tumble marker on it, all tasks are performed with a +2 Diff Mod.

Computer: Destroyed circuitry and power spikes disable the ship's data bus and information processing systems. The ship may not launch small craft or enter jump. All other tasks are conducted at one higher difficulty level (+1 Diff Mod).

No Effect: Damage control parties respond rapidly and bring all damaged systems back on line.

MISSILES

All missiles in **Battle Rider** are armed with nuclear-pumped X-ray laser warheads. Missiles maneuver to arrive in or near the hex occupied by the target. Once it is close enough to the enemy, the missile makes final targeting adjustments, then deploys a number of laser-generating rods, and detonates its nuclear warhead. The energy of the nuclear explosion creates high-energy (X-ray) photons within the rods, which are focused along the rods' lengths into X-ray beams which travel to the target, and do damage as normal lasers. Mere milliseconds after firing, the rods are themselves consumed by the nuclear explosion.

Ships which can launch missiles have the necessary game information recorded in the missile field of the counter back. This information always consists of the notation "Msl:" (indicating that the information refers to missiles) followed by two numbers, the second of which is in parentheses. The first number is the number of missile directors the ship has and the second number is the total number of ready missiles carried. The *Voroshilef*, for example, has 40 missile directors

and 200 ready missiles.

The missile director value is the number of missiles which may be controlled in a turn. The ready missiles carried is the total number of missiles that the ship may fire throughout a scenario. A ship may launch as many missiles in a turn as the owning player desires (up to the total of ready missiles remaining).

Missiles moving on the map after launch are represented by Missile Spread counters. Each such counter represents all of the missiles fired by a ship in a single turn and with the same vector. If some of the missiles later change vector, a new Missile Spread marker will be placed on the map to represent them.

Missile Spread counters have a detected and an undetected, "Bogey," side. When launched, the undetected side is placed up. Missile spreads are detected as a whole, and have the detection characteristics of a single missile in the spread (target size code of +2). Once a spread is detected, the detected side is turned face up and all missiles in the spread are detected.

Types of Missiles

In the basic game only controlled missiles are used. These are missiles remotely piloted to their target from the launching ship. Semi-independent missiles are covered in the advanced rules (page 18). All controlled missiles have 12Gs of acceleration to expend in movement and have a target size code of +2.

Missile Roster

A missile roster is required to keep track of missile ammunition and the composition of missile spreads on the map. Either photocopy the sheet provided on page 30 of this booklet or use a blank sheet of ruled paper. Record missile spread information on the ruled side of the paper, and on the reverse record missile ammunition information. (This way you only have to deal with one sheet of paper.)

The missile ammunition side of the sheet should have the identity of each ship in play under your command which is equipped with missiles. Write the number of ready missiles after the ship identity (taken from the missile field on the counter or the scenario information, if different from normal availability). Leave room to make hash marks after the ship name to mark of missiles as they are fired.

The missile spread information side should be divided into four columns, labeled "spread," "composition," "G," and "ship."

BB Voroshilef-1			
M(-2)6:12-10-6-4			-4
M(x2-2)4:10-6-4-2		TL-13	
P(x2-2)10:10-10-10-6		FC:-6	
L(x20-2)10:1-1-0-0		M:40(200)	
A:16 P:8 J:16 Msk	(SP)	J3 G2	
AV:12 AuxB			
MS:11 SC:30 D:5			182



Launching Missiles

Missiles are launched in the Initiative Phase of the turn. First the player without the initiative launches missiles, then the player with the initiative launches. Launching missiles is done in three steps.

1. Record Missile Spread: On the Missile Spread Sheet, write down the letter code of the Missile Spread counter used (in the "spread" column), the number and type of missiles in the spread (in the "composition" column), and the identity of the ship which fired the spread (in the "ship" column).

Write the number of Gs available to the missiles in the spread in the "G" column. This is the G-rating of a single missile. If missiles of different types are included in a single spread, the lowest G-rating is recorded in the "G" column.

2. Update Missile Ammunition: Mark off the appropriate number of missiles from the firing ship's supply on the missile ammunition side of the Missile Spread Sheet.

3. Place Spread Marker: Place the correct spread marker in the same hex as the task force which contains the firing ship. Place the missile spread's Projected Endpoint marker in the hex containing the task force's Projected Endpoint marker.

Detecting Missiles

Missile Spread counters have a detected and an undetected, "Bogey," side. When initially launched, they are placed with their undetected side up, even if launched from a ship which has already been detected.

The opposing player may use sensors to detect missile spreads the same way that they are used to detect task forces. Missile spreads are detected as a whole, and have the detection characteristics of a single missile in the spread. Once a spread is detected, the Missile Spread counter is flipped to its detected side and the owning player must tell the detecting player how many missiles are in the spread (but need not tell what type).

Controlling Missiles

All missile control decisions are made during the Missile Movement Phase. Each player indicates, in turn, which missiles are being controlled and then moves those missiles. A ship controls its own missiles and may not control those launched by a different ship. If a firing ship is destroyed or suffers a fire control hit, remove all of the ship's missile spreads from play. The missile director value of the ship is the number of missiles which it may control in a turn.

Note that a ship can have more missiles in flight at one time than it can control. For example, a ship could launch a large number of missiles a few at a time, and maneuver them to form a picket line in front of the ship. As it launched more missiles, the missiles that were already in position in the picket line would be allowed to go uncontrolled, and would coast along ahead of the ship, forming a screen until they were needed.

Moving Missiles

Players take turns moving controlled missile spreads in the Missile Movement Phase. All missiles in a spread execute the same move. If a player wishes some missiles in a spread to move differently than others, then a new Missile Spread marker is placed in the hex (and a new Missile Endpoint marker) and the missiles of the original spread are divided between the two spreads.

Missiles maneuver by burning Gs of acceleration, just as do ships. The Missile Characteristic chart (on page 18 and on the Player Aid Card) lists the total number of acceleration Gs available to each type of missile, and this should be recorded on the Missile Spread Sheet. As many of these Gs may be expended in a single turn as desired. The number of Gs expended is the number of hexes the controlling player can displace the Projected Endpoint marker of the missile. After the Projected Endpoint marker is displaced, mark the number of Gs expended on the Missile Spread Sheet, then move the missile

spread to its projected endpoint, and then move its Projected Endpoint marker an identical number of hexes to show the new projected endpoint for the next turn. Flip the Projected Endpoint marker over to show that this missile spread has finished its movement for the turn.

If the straight line path of the Missile Spread marker from its starting position to its endpoint ends in or passes through a hex containing a target, the controlling player may declare that the missile spread is attacking that target. Only detected targets may be attacked; undetected missiles and task forces may not. Before moving the missiles, the declaring player must make a fire control lock task attempt from the controlling ship to the target. If this succeeds, the missile spread may attack; if it fails, the spread finishes its projected move without attacking.

If the missile spread will attack the target, place the missile in the hex with the target and then place the missile Projected Endpoint marker as if the target hex were the true final hex of movement. For example, if a missile had a straight-line vector of four hexes but stopped to attack a detected ship after three hexes of movement, the Projected Endpoint marker for the missile would be placed four hexes past the target hex. (This is important for calculating closing velocities, as explained below.)

Once all controlled missile spreads have moved, move all uncontrolled missile spreads. These move exactly like controlled missile spreads, except that they may not burn Gs and may not attack targets they pass or end the move with.

Defensive Fire at Missiles

Detected missiles may be fired at the same as any other detected target in the Operations Phase of the game. However, a special round of last-ditch defensive fire at attacking missiles takes place during the Missile Attack Phase.

All of the defensive fire by one target task force is resolved, and then all of the missile fire at that task force is resolved, before any fire by or at another task force is resolved. Although fire by and at task forces is conducted in order for ease of play, all fire in the Missile Attack Phase is considered to be simultaneous. In other words, ships destroyed or disabled by missile fire early in the phase may still control missile spreads attacking enemy targets later in the phase.

Note that during the Missile Attack Phase ships in a task force may only fire at missiles targeted against it; they may not fire at missiles attacking another task force, even if that task force is in the same hex.

Defensive fire by a task force is resolved in five steps:

1. Target Declaration: The missile-firing player declares the targets of the missiles in each missile spread. The missiles in each spread may be divided among the ships of a task force, but all of the missiles in the spread must attack a single task force. If a large number of missiles are involved, players will find it convenient to make a side note on scratch paper of how many missiles are attacking each ship from each spread.

2. Fire Control Lock: Each ship of the task force must obtain a fire control lock on any missile spread before it can fire at it. If the missile spread has already been detected, this is done normally (and receives the -1 Diff Mod for attempting a fire control lock). If the missiles are undetected, a fire control lock is normally not possible. In this case, however, the ship is allowed a normal detection attempt (without the -1 Diff Mod for the fire control lock attempt) and, if successful, has a fire control lock on the missile spread.

3. Beam Weapon Fire: Beam weapons can be used in a *de facto* defensive role to destroy missiles before they get close enough to fire, and takes place in the short period of time that the missile is deploying its laser rods and making adjustments for its final fire control solution.

Each beam weapon may fire at a single missile (not spread). If more than one beam weapon fires at a single missile, only one firing card is turned. The beam weapon with the best chance of hitting is used, and

each additional beam weapon firing provides a -1 Diff Mod (in addition to any other Diff Mods) to the fire. Any hit on a missile destroys it, and it is removed from play. A missile destroyed by hostile beam fire does not detonate, and so no White Out marker is placed in the hex.

4. Nuclear Damper Fire: Nuclear dampers are based on the manipulation of the so-called strong nuclear force which holds atomic nuclei together. By properly projecting this force onto incoming nuclear warheads, the damper can prevent the warhead from undergoing nuclear or thermonuclear reactions. Nuclear dampers have only enough range to be used within the same hex, and are used against missiles which were not destroyed by beam fire.

It is crucial that the damper remain focused on the warhead long enough to disable it. The base difficulty of the nuclear damper attempt is 2. Diff Mods are based on the closing velocity of the missile. The closing velocity of the missile is the number of hexes from the missile's projected endpoint to the target task force's projected endpoint, including either one (but not both) of the endpoint hexes and using the shortest path between the two markers.

The actual Diff Mods applied vary with the tech level of the damper, and are listed below, and repeated on the game reference chart, as "CV" followed by a number. This means that the missile's closing velocity is divided by that number and the result (dropping fractions) is the number of + Diff Mods applied to the task.

Success indicates that the missile's warhead becomes inert, cannot detonate and fire, and is removed from play. Failure means that the missile is still operational and fires.

Nuclear Damper Diff Mods

Damper TL	+Diff Mod
12	CV/2
13	CV/3
14	CV/4
15	CV/5

5. Sandcaster Fire: The ships of the task force allocate their sandcasters against surviving missiles. Because the target ships can project the incoming path of the missiles with some assurance, no task card is turned; all sandcasters directed against missiles automatically hit and subtract 1 point of damage. Sandcasters may only be used for self-defense by a ship, however; a ship may only direct its sandcasters against missiles targeted against itself, not against other ships in the task force.

Firing Missiles

Once all defensive fire by a task force is completed, surviving missiles fire. Missiles resolve their laser fire using a modified version of the normal fire procedures. Missile lasers do not have short,

medium, long, and extreme ranges, but rather have an *absolute range* of 0, meaning that they may only fire at targets in the same hex. This is also considered to be the missile's short range, and so the base difficulty level of missile fire is always 1.

Difficulty is modified by target size and target evasion as normal. However, missiles carry no sensors of their own, and rely on sensor updates from the controlling ship. (For an exception to this, see the advanced rules on semi-independent missiles, page 18). For this reason, the absolute range Diff Mods are calculated based on the range from the controlling ship to the missile's target. As is the case with beam weapon fire, the controlling ship's fire control rating may allow some of these Diff Mods to be ignored.

If a hit is scored, turn another card and read the missile damage value to determine the damage level of the hit. Any damage reduction by sandcasters earlier is now subtracted from the damage value. Whether any missiles hit or not, remove the Missile Spread marker from the map at the end of the phase and replace it with a White Out-2 marker.

SENSOR DRONES

Drones are basically larger missiles which carry sensors and do not blow up, but return to their owning ship to be used again.

Two varieties of drones are covered in this game: tech level 12 dual-mode drones and tech level 14 passive mode drones. Their characteristics are listed below.

Drone Characteristics

TL	Size	G	Sensors	Points
12	+1	1	A:4, [P:5]	2
14	+1	1(4)	[P:5]	1

TL: Tech level of availability.

Size: The size Diff Mod and damage modifier for the drone.

G: The allowed Gs of acceleration the drone may expend per turn. The parenthetical notation 4 for the TL-14 drone is the total amount of fuel the drone can expend throughout the scenario. (The TL-12 drone has unlimited fuel.)

Points: These are used for victory determination and scenario generation.

Drones are available in scenarios just as are ships. Each drone is controlled by a single ship of equal or higher tech level, which must be recorded before the start of the scenario. If the controlling ship is destroyed or suffers a bridge hit, the sensor drone is removed from play and lost.

This concludes the basic rules. You are now ready to play **Battle Rider**.

SCENARIOS

Battle Rider is played in scenarios, each of which represents an encounter between two hostile groups of vessels. The scenarios presented in the game are described using the following format:

Name: The scenario number and name.

Description: A short paragraph describing the battle recreated by the game scenario.

Red Fleet: This section lists the ships available to the Red player, gives the Fleet Tactics level of the Red commander, and gives the force's general objective.

Blue Fleet: This gives the same information as above, but for the blue fleet.

Advanced Rules: If any advanced rules are required to play the scenario, they are listed here.

Victory: The specific victory conditions to win the scenarios are given. Victory is often based on points worth of ships destroyed. Note

that when calculating victory, a ship is always worth its printed point total. If a ship has two different point totals, it is always worth the lower of the two for victory (even if the scenario required purchase using the higher point total).

Variants: Variants to the scenario usually change the mix of ships available or suggest advanced rules to use. If different ships are available, they are usually purchased with points. When variants (or, in the case of the fourth scenario, the basic scenario itself) rely on points to purchase ships, points will usually be used to purchase Fleet Tactics skill as well. The scenario will assume a Fleet Tactics level of 1 and then will list an additional point cost which must be spent to purchase each additional level of Fleet Tactics (up to a maximum level of 7).

Ships themselves and sensor drones are purchased with the remaining points. Drones are color-coded by side and may be used as any type of drone (provided the correct number of points are paid). Ships must be purchased from the pool of available ships.

Pool of Available Ships: The variant notes may specify the pool of ships available to purchase. If not, all ships are divided into two pools as evenly as possible. First, divide every multi-ship class of vessels in two, dividing them between the two pools. Set aside any single-ship classes and the third ships of any three-ship classes.

Next, divide the remaining ships up. Take the extra *Manticore* and place it with the *Maggart*-class LT and treat them as a single ship. Arrange all remaining ships in descending order of points (counting the *Maggart*-class LT as worth simply its own points). Each player now turns a card and the player who turns the card with the highest card ID number takes the highest point ship (*Sylea*). The opponent takes the next highest ship (*Voroshilef*), and so on until all the ships are in one of the two pools. The two *Maggarts* should be placed together in this sequence so that they end up in different pools.

Other Considerations

A number of general considerations affect all scenarios:

Maps: The three maps will always be placed side by side. Unless otherwise specified, both players will begin the scenario by entering the far opposing map edges.

Task Force Entry: Task forces containing ships and drones enter the map on the first turn and do so with a straight-ahead vector of any value desired by the owning player, so long as it is at least a velocity of 1 and no more than the lowest G-rating in the task force. For example, a task force with a ship with a rating of 3G and another with a rating of 6G could have an initial velocity of 1, 2, or 3. The initial vector must be a straight-ahead course pointed down the grain of the hex grid toward the opposing map edge.

Ships may be divided into task forces in any manner desired, so long as the restrictions of the player's Fleet Tactics skill level are observed. At least one task force must, and all task forces may, enter the map on the first turn of the game. Some task forces may delay their entry, but the owning player must record the turn of entry of each delayed task force, along with its initial velocity, which is subject to the same limitation discussed above.

Exiting the Map: Ships which exit the map are permanently removed from play. If they are capable of entering jump space and if they exit along the map edge that their opponents entered along, they may enter jump space and escape. Ships which exit the sides of the map or which are not capable of entering jump space may not escape and are likely to count toward victory by their opponents (but see the individual scenario victory conditions).

A ship is capable of entering jump space if it has a jump drive, has not suffered a permanent computer, bridge, life support, or jump drive damage result, and has not used any of its jump fuel for maneuver (see the Limited Fuel advanced rule, page 19).

The requirement that escape to jump space must be by means of the opponent's map edge is an abstraction and a necessary artifact of a limited playing area. Players with very large playing areas can instead define a "jump line" beyond which any vessel may enter jump space. Using the Advanced Astrographics rule (page 17), select a planet and then define the 100-diameter distance on the playing surface.

Scenario 1: Skirmish

Light fleet elements often precede the "heavies" into an unknown area to trigger enemy ambushes and secure the area for refueling operations. In the many confused frontier actions toward the end of the Final War, light squadrons of the opposing factions often found themselves thrust into sudden and violent contact.

This scenario is a good one to learn with since both sides are evenly matched and have a wide variety of capabilities.

Red Fleet: Scouting elements, Lucan's 7th Vengeance Fleet

Fleet Tactics: 4

Ships: 1 each of the following classes

CL <i>Starburst</i>	DE <i>Chrysanthemum</i>
ED <i>Rapier</i>	CVM <i>Valor</i>
DD <i>Midu Agashaam</i>	EC <i>Fiery</i>

Objective: Secure the star system by eliminating any enemy resistance encountered.

Blue Fleet: Advanced escort elements, Convoy GX-27 (Margaret's Faction)

Fleet Tactics: 4

Ships: 1 each of the following classes

CL <i>Starburst</i>	DE <i>Chrysanthemum</i>
ED <i>Rapier</i>	CVM <i>Valor</i>
DD <i>Midu Agashaam</i>	EC <i>Fiery</i>

Objective: Secure the star system by eliminating any enemy resistance encountered.

General Information:

Advanced Rules Needed: None

Victory: The last player to have an operational ship on the map is the winner. If both players lose their last operational ship in the same turn, the game is a draw.

Variant: Players secretly purchase their vessels from the available pool of ships. No non-jump-capable ships may be purchased. Both sides have 208 points to spend on vessels and Fleet Tactics. Fleet Tactics level is 1 unless a higher skill is purchased; each increase of 1 (to a maximum of 7) costs 10 points.

Scenario 2: Task Force Dagger

The Reformation Coalition undertook to subdue an extraordinarily large volume of space with very slim resources. Their only hope for success was to use their resources sparingly and always to good effect.

The warlords of the planet Montezuma had been carefully assembling a small fleet of interplanetary combatants designed to protect their world from Star Viking (Reformation Coalition) operations. When word was received on Aubaine that a derelict warship had been recovered from the asteroid belts of Montezuma's star and added to its small fleet, the Assembly decided that it was time to act. A small task force was assembled from whatever vessels could be spared from other duties and sent to Montezuma.

Red Fleet: Task Force Dagger, Reformation Coalition Navy (RCN)

Fleet Tactics: 4

Ships: 1 each of the following classes

LM <i>Aurora</i>	SM <i>Victrix</i>
LC <i>Aurora</i>	2 TL-12 Drones
CR <i>Ashtabula</i>	

Objective: Cripple the Montezuman Navy at a minimum cost in friendly vessels.

Blue Fleet: Montezuman High Guard

Fleet Tactics: 1

Ships: 1 each of the following classes

DE <i>Chrysanthemum</i>	CP <i>Patrol Cruiser</i>
SDB <i>Shukugan</i>	EC <i>Gazelle</i>
MA <i>Mary Ellen Carter</i>	

Objective: Defend the home system and punish any attempt at invasion.

Special Rules: The Montezuman *Chrysanthemum*-class destroyer escort has no missiles loaded and only one of its two spinal mount particle accelerators is operational. Ignore the jump ratings for all Montezuman ships (none are jump-capable) and treat them as having no fire control equipment. In addition, whenever a Montezuman ship suffers a Life Support hit, it may conduct no actions in its next operation round (may not fire, maneuver, or detect) and may not control any missiles in the next Missile Movement and Missile Attack Phases. (The crew is completely occupied trying to find and put on vacuum suits.) Finally, as Montezuman

damage control parties are poorly trained and equipped, return any No Effect damage tokens and keep drawing replacements until a token other than No Effect is drawn.

General Information:

Advanced/Optional Rules Needed: Boarding Actions.

Victory: The scenario ends when one side or the other has no ships remaining on the map capable of attacking with either beam weapons or missiles. To win, the Coalition player must destroy Montezuman ships whose point total is at least 15 and is at least twice the point total of Coalition ships lost. A Montezuman ship is destroyed if it suffers a Ship Destroyed result in combat, exits the map, or is successfully boarded and captured by a Coalition ship (see optional Boarding Actions rule, page 25). A Coalition ship is lost if it suffers a Ship Destroyed result or exits the map unable to enter jump space. In addition, any Coalition ship left on the map at the end of the scenario is considered lost unless either it is capable of entering jump space or there are no Montezuman ships left capable of attacking.

Variant 1: The Coalition player places the four ships in a cup, draws one at random, and sets it aside. This ship does not participate in the action. (This variant tips balance toward the Montezuman player.)

Variant 2: Use the advanced rule for Crew Quality (page 18). All Coalition crews are crack and all Montezuman crews are green. (This variant tips balance toward the Coalition player.) Note that variant 1 and 2 can be used together.

Variant 3: Players secretly purchase their vessels from the available pool of ships. The Reformation Coalition pool of available ships includes all those part of Task Force Dagger in the original scenario as well as both *Maggart*-class ships, all three *Manticores*, the *Lancer*, and the *Fusilier*. All other ships worth less than 15 points are in the Montezuman pool.

The Coalition player has 63 points to spend on ships and Fleet Tactics. Fleet Tactics level is 1 unless a higher skill is purchased; each increase of 1 (to a maximum of 7) costs 3 points. If *Manticores* are purchased by the Coalition player, sufficient *Maggarts* must be purchased to transport them.

The Montezuman player automatically has the *Chrysanthemum*-class destroyer escort in the condition described in the basic scenario and has 35 additional points to spend on ships and Fleet Tactics. Fleet Tactics level is 1 unless a higher skill is purchased; each increase of 1 (to a maximum of 7) costs 3 points.

Scenario 3: First Clash

The Reformation Coalition was not alone in its efforts to recover and expand in the vacuum left by the collapse of the Third Imperium. Immediately coreward, no more than a dozen or so parsecs from the Coalition frontier, lay the fledgling Empire of Solee. Although much smaller than the Coalition in population and worlds controlled, it had the advantage of a large cache of relatively intact Imperial Navy vessels waiting to be repaired and recreated. Lacking Hiver technical assistance, the process was painstaking and the crews learned by trial and error. But eventually Solee would be able to assemble a nearly irresistible naval presence if left to grow undisturbed. Frontier friction quickly turned to open warfare, and the Coalition's first generation of purpose-built warships received their baptism of fire.

Red Fleet: Task Group 17, Reformation Coalition Navy (RCN)

Fleet Tactics: 4

Ships: 1 each of the following classes

LT <i>Maggart</i>	DD <i>Lancer</i>
LC <i>Maggart</i>	DD <i>Fusilier</i>

Plus a total of 3 BRL *Manticores* carried on the *Maggarts* and 2 TL-12 Drones

Objective: Seek out and engage the Soleean Empire's advanced elements and inflict serious damage on them.

Blue Fleet: Cruiser Scouting Detachment 1, Soleean Grand Imperial Fleet

Fleet Tactics: 3

Ships: 1 each of the following classes

CL <i>Starburst</i>	DE <i>Chrysanthemum</i>
ED <i>Rapier</i>	CP Patrol Cruiser
DD <i>Midu Agashaam</i>	Plus 2 CVM <i>Valors</i>

Objective: Avoid decisive losses from enemy craft while gaining combat experience for the crews.

General Information:

Advanced Rules Needed: Crew Quality. All Coalition crews are crack; all Soleean crews are green.

Victory: The scenario ends when one side or the other has no ships remaining on the map capable of attacking with either beam weapons or missiles.

The Coalition player must destroy Soleean ships whose point total is at least 50 and is at least 10 points greater than the point total of all Coalition ships destroyed. A ship is destroyed if it suffers a Ship Destroyed result or exits the map unable to enter jump space. In addition, any ship left on the map at the end of the scenario is considered lost unless either it is capable of entering jump space or there are no enemy ships left capable of attacking.

The Soleean player must avoid the Coalition victory conditions and escape with ships whose combined point value is equal to or greater than 25.

Failing a win by either side, the scenario is a draw.

Variant: Players secretly purchase their vessels from the available pool of ships. The Soleean Empire pool of available ships includes all tech level 15 ships except for the CR *Ashtabula*. All remaining ships form the Coalition pool of available ships. Both sides have a total of 167 points to spend on ships and Fleet Tactics. Fleet Tactics level is 1 unless a higher skill is purchased; each increase of 1 (to a maximum of 7) costs 8 points.

If this variant is used, the advanced game scenario purchasing system (including Crew Quality) should be used as well. The Soleean player may only purchase ships with green crews. The Coalition player may purchase ships with crews of any desired quality level.

If *Manticores* are purchased by the Coalition player, sufficient *Maggarts* must be purchased to transport them.

Scenario 4: Battle Royal

When major fleet elements encountered each other with blood on their minds, the resulting battle was usually quick and extraordinarily violent. The following scenario is typical of a smaller action fought between battle fleets in the closing months of the Final War.

Red and Blue Fleets:

Ships: Both sides purchase their fleets using the point system. Available ships are divided into two pools as described in the scenario main rules above. Both sides have 1200 points with which to purchase ships and Fleet Tactics. Neither side may purchase non-jump-capable ships unless tenders capable of carrying them are also purchased.

Fleet Tactics: Fleet Tactics level is 1 unless a higher skill is purchased; each increase of 1 (to a maximum of 7) costs 60 points.

Objective: Total annihilation of the enemy.

General Information:

Advanced Rules Needed: None, but Crew Quality is recommended. If this advanced rule is used, the advanced rules for fleet purchase should also be used, including costs for crack and green crews.

Victory: The last player to have an operational ship on the map is the winner. If both players lose their last operational ship in the same turn, the game is a draw.

ADVANCED RULES

ADVANCED ASTROGRAPHICS

Gravity

Gravity has very little effect in *Battle Rider*. This is because Gs are measured in whole numbers, and no worlds which fit onto *Battle Rider* counters extend their 1G field out of their own hex. Larger bodies such as stars and large gas giants would certainly do so, and sample figures are given below. *Battle Rider* does not contain templates for such large bodies, but players should feel free to make their own.

Effects: Any craft that is within the 1G threshold of an astronomical body has 1 G-turn added to its vector each turn in a direction directly at the center of the body. A craft within the 2G threshold has 2 G-turns added to its vector each turn, and so on. These G-turns must be counteracted by the craft's own drives, or else its vector will be bent toward the gravity source.

G thresholds are calculated by using the formula

$$\frac{\sqrt{GM+g}}{3 \times 10^7} = \text{range in hexes}$$

$$G = 6.67 \times 10^{-11}$$

M = body's mass in kg

g = 9.8 × G threshold desired

Remember to subtract the body's radius to get the range above its surface to the threshold.

Stars

Stars are far too large to be portrayed in *Battle Rider*. In the *Battle Rider* scale, our sun would have a diameter of 46.5 hexes. Its 1G threshold would extend out another 99.5 hexes from its surface (2G threshold at 63.5 hexes, 3Gs at 47.6, 4Gs at 38 hexes, etc.), and there would be tremendous + Diff Mods against sensor tasks within this area and beyond.

Planets

At the scale and distances from the system's primary star represented in *Battle Rider*, the orbital paths of planets show no curvature and are treated as perfectly straight lines. Planets may be given a heading and velocity in the scenario instructions, and these will not change during play for any reason.

The planets represented by counters in *Battle Rider* are Terra-size worlds, as even small gas giants take up multiple hexes.

Take-Off and Landing: Any ship that wishes to land on a planet must first match vectors with it in the same hex. This means that craft must spend one game turn in which their movement from hex to hex is identical to that of the planet. On the first game turn following, the craft can announce that it is landing, which takes the entire turn. Craft which are landed on a world have a +2 Diff Mod applied to sensor tasks against them if the world has an atmosphere of Very Thin or less, +3 if the atmosphere is Thin or greater, and +4 if the atmosphere is Exotic, Corrosive, or Insidious. In addition, any craft landed on a planet with a Hydrographic rating of 1 or more may declare that it is underwater, in which case an additional +1 Diff Mod is applied.

Taking off from a Terra-sized planet also takes a full turn. At the end of this turn, the craft has a vector identical to that of the planet.

Sample Planets: To assist players in designing their own scenarios, the following planetary statistics from our own Solar System are presented in *Battle Rider* terms as examples. 1G threshold is given in hexes beyond the planet's surface. Velocity is orbital velocity, and has nothing to do with the rate that our entire Solar System is

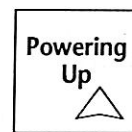
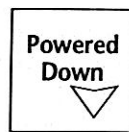
scorching around the core of the Milky Way (12 hexes per turn, in BR scale, is our "local standard of rest").

Planet	Diameter in hexes	1G Threshold	Velocity in hexes per turn
Mercury	0.16	Below surface	2.87
Venus	0.40	Below surface	2.1
Earth	0.43	Surface	1.787
Mars	0.23	Below surface	1.45
Jupiter	4.76	1.4 hexes	0.78
Saturn	4.00	0.07 hexes	0.58
Uranus	1.86	Below surface	0.41
Neptune	1.62	0.07 hexes	0.33

There are two equally valid ways to handle planetary (and asteroid belt) motion in *Battle Rider*. One is to have the maps represent a motionless chunk of space and have the astronomical bodies move across them at their appointed rates. Another is to pick the planet or asteroid belt as the frame of reference so that they remain motionless and drag the visual window represented by the map along with them. Both are perfectly correct, but the latter is usually much easier.

POWERED DOWN

A ship which is in cold mode, with its power plant powered down to minimal levels (assume 1% of maximum power plant output), presents a very difficult target to passive sensors. Ships which are powered down have a +2 Diff Mod applied against attempts to detect them using passive sensors.



Ships which are powered down may not maneuver, jam hostile sensors, fire energy weapons, nor operate any active sensors or screens (meson, damper, or black globe). The ship may fire missiles and sandcasters and operate passive sensors at +1 Diff Mod.

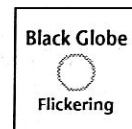
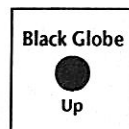
However, this tactic can backfire if the ship has to start up quickly. To bring the power plant up to full power normally requires a full 30 minutes, leaving the vessel vulnerable for an entire turn. To show this, a Powering Up marker is placed on the ship at the start of its operation round, and the marker is removed at the start of its next operation round. While powering up, the ship suffers all of the limitations of being powered down, but does not enjoy the +1 Diff Mod against passive detection attempts.

Rather than waiting, the player may attempt a crash start-up. A crash start-up is a task with a difficulty level of 4. Success indicates that the power plant is immediately on-line, while failure indicates that the ship will have to wait the full turn to power up.

BLACK GLOBES

Black globes are highly sophisticated and exotic defensive screens. Even at the height of the Third Imperium's technology, only the most basic black globe screens could be reproduced. The best black globes in use were recovered relics from an ancient civilization that pre-dated humanity's starfaring days. Thus black globes are only rarely encountered.

Although these weapons are very advanced from an engineering and scientific standpoint, their use is very simple. Black globe generators create a spherical field around themselves which absorbs all energy that crosses it. This energy is shunted into capacitors within the hull of the protected vessel where it is stored. This screen can be also set to flicker at a set percentage rate in multiples of 10%. (The



single ship with a black globe in *Battle Rider*, *Kinunir*, has only one flicker rate for its black globe: 10%.)

The decision to turn the black globe off, turn it on to full, or set it to flicker is made at the start of the vessel's operation round, and is marked with one of the counters provided.

Combat: When set all the way up, the black globe absorbs the energy of all weapons which successfully rolled to hit the target. For example, each hit from a 7 damage value meson gun would place 7 DP into the capacitors of the protected ship.

When the weapon is set to flicker, all weapons which successfully made "hits" then determine if they were absorbed by the globe or passed through to hit the target normally. For each hit, turn a card. If the last digit of the card's identity number is higher than the flicker rate divided by 10 (i.e., turn a 2+ to get through 10% flicker), the hit penetrates the black globe and does full damage. Hits which do not penetrate are completely absorbed.

Outgoing fire is not affected, as it is synchronized to match the flicker.

Capacitors installed aboard the ship will have a listed capacity in damage points. If this limit is ever exceeded, the capacitors spontaneously discharge. Turn two Missile Damage cards, add the results, and inflict that number of damage results on the vessel, plus the vessel automatically suffers both a power plant and jump drive critical hit.

When set to flicker, the only fire which can overpower the capacitors is fire whose damage value exceeds the capacitor's storage level. That is, a ship with a flickering black globe and a size-9 capacitor can take an unlimited number of hits with a damage value of 9 or less during a turn, but a single hit with a damage value of 10 or more will overload the capacitors.

While the screen is completely up, the capacitors can be overloaded in the way described above, or they can be overloaded by cumulative energy. In each operation round in which the globe is completely up and in which the ship is hit by at least one weapon with a damage value of 2 or more, the capacitor value of the shield is reduced by 1. Note that this reduction makes it easier for weapons to overpower the screen in later operation rounds. This reduction is made regardless of how many or how few weapons hit. The reduction is in effect until the vessel turns off its black globe completely. Incoming sensor and communicator energy absorbed by the black globe is considered to be negligible.

Kinunir's capacity is 10 damage points.

Maneuver: When its globe is all the way up, a vessel cannot maneuver to change its vector or attempt to evade. When the black globes available in this game are set to flicker, they allow normal maneuver.

Sensors: A vessel with its black globe fully up may not detect targets or make fire control lock attempts.

Detection and fire control lock attempts against a full-up black globe have a +5 Diff Mod vs. active sensors and a +3 Diff Mod vs. passive sensors for the black globe, and the only additional Diff Mods that apply are those for target size, fire control lock, terrain, area jamming, and white out.

Detection and fire control lock attempts against a flickering black globe (as well detection and fire control lock attempts by ships using flickering black globe) use all of the standard sensor lock Diff Mods, with the addition of the black globe flicker Diff Mods. For both active and passive sensors, divide the flicker rate by 30 and round to the nearest whole number to get + Diff Mods. Thus, 10% is 0 Diff Mod, 20-40% is +1 Diff Mod, 50-70% is +2 Diff Mod, and 80-90% is +3 Diff Mod.

As with normal detection tasks, the target player is responsible for calculating certain of the Diff Mods for the task, but the emissions signatures of a flickering black globe are distinctive enough that anyone who attempts to detect a flickering black globe should be given that information whether the attempt is successful or not.

SEMI-INDEPENDENT MISSILES

Missiles which carry their own sensors but which are still controlled by their firing gunner (as discussed in the basic rules above) are referred to as semi-independent missiles (SIMs). SIMs may attempt to detect targets just like spacecraft, but only controlled SIMs may do so and each SIM may only make one detection attempt per turn. This detection attempt is either before or after the missile moves, at the owning player's option.

When SIMs fire, they may attempt a fire control lock with their own sensor instead of the firing ship's. If successful, the absolute range Diff Mod is based only on the range from the SIM to the target. If unsuccessful, the missile may still fire, but a fire control lock from the controlling ship is necessary and absolute range Diff Mods are calculated from the controller to the target just like normal missiles.

There are two types of semi-independent missiles: tech level 12 and tech level 14. Characteristics of these, plus the basic controlled missiles, are listed below and on the Player Aid Card for ease of use during play. The table below lists their maneuver characteristics in total G-turns, the size modifier of the missile, and the sensor rating of the missile (if any).

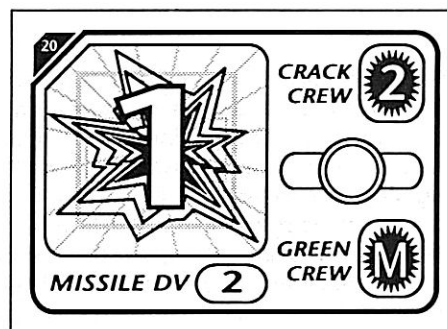
Missile Characteristics Chart

Type	Gs	Size	Sensor
Controlled Missile	G:12	+2	—
TL-12 Semi-Ind	G:9	+2	P:1
TL-14 Semi-Ind	G:7	+2	P:3

CREW QUALITY

All task attempts in the basic game assume an average crew quality. Exceptional crews are capable of much more, while untrained or inexperienced crews tend to fail more often. In the game this difference is expressed by terming a crew "crack" or "green."

Average crews (the majority) use the task cards normally. Crack and green crews do as well, except when a different value appears in the crack or green crew fields. In this case, the value shown there is used instead.



For example, if a player attempts a task with a difficulty level of 2 and draws card with a value of 1, the task fails. If, however, the ship attempting the task had a crack crew and the card drawn had a value of 2 in the crack crew data field (see example above), the task would succeed.

By the same token, a task with a difficulty of 1 would normally succeed if the illustrated card were drawn, but would fail if it were drawn by a green crew.

A card with a bull's-eye result in the crack crew data field is treated like a bull's-eye in all respects when drawn by a crack crew, including causing double damage.

MULTIPLE FIRING BATTERIES

Very large ships (those with a size value of -2, -3, -4, or -5) mount more weapons than can be brought to bear in a single direction. The ratings provided on the ship counter for all dampers, sandcasters, and beam weapons (except spinal mounts), are actually the values for a single "battery" of weapons. Each ship has batteries equal to the absolute value of its size value (except that vessels with a size code of +2 and 0 both have only a single battery.)

A battery is the maximum number of weapons which may fire through a single hexside, or fire at missiles entering the ship's hex across a single hexside. A ship may split the fire of battery between several hexsides, but may not fire more than a battery through a hexside in a phase.

Each ship may fire each battery once per game turn. Some or all batteries may fire during the Operations Phase and then the remainder may fire during the Missile Attack Phase. (This is abstracted in the basic game by allowing ships with one battery to fire in either phase and allowing ships with two or more batteries to fire once in each phase.) Players must keep track of how many batteries fired in the Operations Phase so that they know how many remain to fire in the Missile Attack Phase.

All nuclear dampers from all batteries are assumed to be available for fire in the Missile Attack Phase.

Note that spinal mounts are not part of any battery and are not affected by this rule in any way.

SOCKET EXTENDERS

Some vessels mount their weapons on socket extenders to allow more of them to bear on a target at one time. These vessels have the notation "E" following their size codes. Socket extenders have the following effects:

Batteries: Ships with socket extenders may fire two batteries through each hexside instead of only one.

Detection: Ships with socket extenders subtract 1 from their size rating (-2 becomes -3, for example) when the opposing player makes active detection attempts against them.

LIMITED FUEL

Some ships, marked with an asterisk following their G-rating, have only limited maneuver fuel. At the start of the scenario, draw three

cards and add the missile damage values from the cards together. The result is the number of G-turns of maneuver fuel carried in the ship. Repeat this for each ship with limited fuel in the scenario.

Each time that a ship expends a G for thrust or evasion, the owning player marks off a G-turn of maneuver fuel. If, for example, a ship expended 2Gs for maneuver and 3Gs for evasion in an Operations Phase, the owning player would mark off a total of 5 G-turns of maneuver fuel.

Once a ship's maneuver fuel is expended, it may not expend any more maneuver or evasion Gs without consuming the reserve of fuel necessary to make an interstellar jump. In some scenarios this will not matter, but if the ship needs the capability to jump out of system to escape this can be crucial.

CROSSING MOVEMENT

Crossing movement occurs when a task force moves between a ship and its intended target, whether the target is the object of a detection attempt or actual fire combat. A detection or fire attempt is affected by crossing movement when the line from the detecting/firing ship to the target passes through the imaginary line connecting a Task Force counter (friendly or enemy) with either its Projected Endpoint marker or its Previous Position marker, whichever is currently on the map.

Note that movement by the firing/detecting task force and the target are never considered crossing movement.

All tasks affected by crossing movement are subject to a +1 Diff Mod. Tasks which are subject to crossing movement due to more than one task force suffer a cumulative +1 Diff Mod per crossing task force.

ADVANCED TECH LEVEL EFFECTS

Here are two additional tech level effects which add color to the game but were not appropriate to the basic game rules.

Sandcasters: Tech level 15 sandcasters which hit negate 2 points of laser or particle accelerator damage instead of 1. Outstanding Success negates 4 points of damage.

Going Active: In the basic game there is a -1 Diff Mod on attempts to use passive sensors to detect ships which are using their active sensors. In the advanced game, this Diff Mod is applied only if the detecting ship is from a tech level equal to or higher than the active ship.

ADVANCED SCENARIO GENERATION

The advanced scenario generation system is designed to provide a nearly limitless selection of game situations for players, as well as inserting a strong dose of uncertainty in each scenario. The advanced scenarios assume two "pocket empires," comparatively small clusters of worlds in close proximity to each other but surrounded by the "Wilds," the vast, devastated and technologically regressed area of settled space that constitutes the bulk of the ruins of the old Third Imperium.

The two pocket empires have come into contact with each other and are engaged in low-level border fighting, struggling for naval supremacy while also engaged in diplomatic maneuvering with each other and with the few remaining interstellar mercantile interests.

The slowness of communication, the lack of reliable intelligence about the opponent, and the frequent misunderstandings as to motives of enemies and neutrals, makes the situation fraught with uncertainty, especially for the local naval commanders who have to wage an increasingly violent war almost in the dark.

Sides: The two sides, red and blue, divide the ships in the game into two pools of available ships, just as described in the basic game's scenario section, with one exception: All four extra *Gallant*-class battle riders and both *Shukugan*-class system defense boats are

automatically assigned to the Blue pool of available ships.

Although the initiative shifts between the two pocket empires, with first one and then the other engaged in offensive acts, for scenario purposes the Red side will always represent the intruder while the Blue side will always represent the native, or defending, player.

Astrographic Bodies: Place the planet and four asteroids on the map at the beginning of each scenario. Place the planet in hex 1010 of the map closest to the blue entry edge. In all scenarios, the Blue player will start with ships on or near the planet, and it will often be the focus of activity in the scenario. The Blue player then places two asteroids in any hex of the central map. Finally, the Red player places the remaining two asteroids in any two hexes of the map containing the planet, but at least four hexes away from it.

Set-Up: The Red player always enters the map with at least one task force on turn 1, and may enter all task forces on that turn or later turns. (The Red player follows the basic game's scenario instructions for entry.) The Blue player may place her task forces landed on the planet, in orbit, stationary in any asteroid hex, or anywhere within five hexes of the planet with an initial vector of one hex per turn in any direction. Some Blue forces may be held off-map for entry later if the mission instructions so specify.

Missions: Each player has 10 numbered Mission markers. To prepare for play, each player draws one Mission marker from the mix and reads the mission statement given below. For ease of scenario preparation, we encourage players to photocopy these mission descriptions so each player has a copy (and hereby give specific permission to do so for this purpose).

Each mission consists of a general description of the player's objectives, a point total to spend on ships and other assets, and a precise statement of victory conditions for the scenario.

The base point values below are for medium-sized scenarios. For larger scenarios, double the points. (For really insane scenarios, triple them.)

Spending Points: Points may be spent for ships and to purchase higher levels of Fleet Tactics skill. The assumed Fleet Tactics level of a side is 1, and each additional level of tactics costs 5% (round fractions to the nearest whole number) of the total points available, up to a maximum Fleet Tactics level of 7.

Ships may be purchased by spending the points printed on the vessel. The Red player may not purchase battle riders without also purchasing tenders sufficient to carry them. The Blue player may purchase battle riders without tenders, but if so must pay the second (higher) price for them. (If purchased with tenders the lower price is paid.)

Ships may be purchased with SIMs instead of regular missiles. A ship carrying SIMs has its price multiplied by 1.05 if half of its missiles are SIMs and by 1.1 if all of its missiles are SIMs. A ship may not carry SIMs from a higher tech level than the ship's own tech level.

Drones may also be purchased for the points listed in the basic rules. Each drone must be assigned to a specific ship, and may not be assigned to a ship of a lower tech level than the drone itself.

Crew Skill: The base purchase price of the ship assumes an average crew. Individual ships may be purchased with crack or green crews at different prices. If purchased with a crack crew, multiply the ship's point value by 1.2. If purchased with a green crew, multiply the ship's point value by 0.8.

Victory and the Turn Record: If only one side fulfills its victory conditions, that side wins and the opposing side loses. If neither side fulfills its victory conditions, both sides lose (the scenario is a draw).

Many scenario victory conditions are dependent on the point level of the opponent, which is not known until after the scenario is over. As a result, it is possible for one side to win and not know it until much later, and it is sometimes possible for both sides to win. As a result, a complete turn record should be kept. At the end of each turn make a check mark after the turn number. If any ships escaped or were destroyed during the turn, record the name and side by the turn number. Likewise, if a successful bombardment was carried out or if a covert team was recovered, record that here as well. If both sides fulfill their victory conditions, the winner is the side which did so first, which can be established by consulting the written turn record.

Intruder (Red) Missions

1. Command of the Spaceways

Mission: Your fleet is to crush all enemy naval opposition in the system as a prelude to further advances on the enemy home system. The planet itself is unimportant and can be bypassed, but all enemy ships must be destroyed. If any enemy vessels escape, you lose.

Points: 500

2. Invade and Secure

Mission: Your fleet is to bombard the planet surface and then land a substantial force of ground troops to seize the key ground installations necessary to control the planet. A total of four turns of bombardment must precede the landing of assault troops, each turn consisting of 10 missiles fired from orbit at the planet surface.

Following bombardment, ground troops may be landed. Only ships with a size code of -3 or -4 may land ground troops. Each size -3 ship in orbit lands one ground troop per turn. Each size -4 ship lands three ground troops per turn. In the Missile Attack Phase of each turn, local ground troops fight back by turning one card and subtracting the missile damage shown from the total number of ground troops landed so far. The invasion succeeds when the cumulative total of landed ground troops (minus casualties) reaches 20. Invasion success is determined during the Initiative Phase of each turn.

Points: 450

3. Probing Attack

Mission: Your fleet is to test the enemy defenses and, if a weak spot is found, press hard. If you have more points than the enemy, you win by controlling the map at the end of the scenario (all enemy ships destroyed, disabled, or escaped). If you have twice as many points as the enemy, you win only by destroying or disabling all ships (and escapes prevent you from winning). If you have three quarters or less as many points as the enemy, you win by disabling or destroying more enemy ships than you lose.

Points: 300

4. Surface Raid

Mission: Intelligence operatives have uncovered evidence of an important technological breakthrough by enemy researchers based on the target world. Your mission is to land a commando team on the world and then extract them 10 turns later (after which they will have secured and neutralized the enemy research facility and made a complete copy of all databases).

The commando force will be landed under cover of a surface bombardment. A total of two turns of bombardment, each turn consisting of 10 missiles fired from orbit at the planet surface, are necessary to cover the landing. Once the second turn of bombardment is complete, the commandos are landed and begin their mission. (You need not, and should not, tell the opposing player that the commando mission is taking place.) Starting 10 turns after the commandos land, they may be extracted. Any ship in orbit over the planet can extract them. Successful extraction is a task with a difficulty level of 1, with crew quality of the extracting ship counting toward success or failure. Each turn after the tenth turn, apply one additional +1 Diff Mod. (+1 Diff Mod on turn 11, +2 Diff Mod on turn 12, etc.) Extraction may be attempted after turn 14, but only a Bull's-eye result will result in successful extraction.

Extraction may only be attempted once. If it fails, the commando team has been captured and the mission is a failure. If it succeeds, the ship containing the commando team must escape from the map. If it is destroyed or disabled, the mission fails.

If the enemy has more points than you do, you win if you successfully complete the bombardment and land the commando team. Extraction and escape are not necessary.

Points: 300

5. Bombardment

Mission: Enemy raids against friendly commercial shipping have been staged out of the target world, and maintenance facilities on the planet surface are key to continuing the raids. Your mission is to destroy those facilities without suffering crippling losses. A total of two turns of bombardment, each turn consisting of 10 missiles fired from orbit at the planet surface, are necessary to destroy the maintenance facilities.

If your point total is equal to or greater than the enemy total, you must carry out the bombardment and suffer no more losses than 1.5 times those suffered by the enemy. If your point total is less than the enemy total, you win simply by successfully carrying out the bombardment, regardless of losses.

Points: 250

6. Hit And Run

Mission: While our forces are still weak in this area, it is necessary to convince the enemy that a major effort is planned here so that enemy naval reserves will be drawn away by our main effort. If you have equal or fewer points than the enemy, your squadron must destroy at least one enemy ship and then escape. If you have more points than the enemy, you must destroy more points of enemy ships than you lose and then escape.

Special Note: In this scenario, you can escape off of either your map entry edge or the hostile map entry edge.

Points: 200

7. Propaganda Raid

Mission: Recent operations by hostile naval elements have been extremely successful, and the enemy has amassed a preponderance of naval forces in this area. Both for diplomatic purposes and to strike a blow at enemy morale, it is necessary to prove that even the largest enemy fleet units are not safe.

Your squadron is directed to engage the enemy and, at whatever cost necessary, destroy or seriously damage a large enemy combatant vessel (size code -3 or -4). If your point total is less than the enemy's, you win if you inflict one hit (other than a no effect) on a size -3 or -4 ship. If your point total is equal to or greater than the enemy's, you win if you destroy a size -3 or -4 ship or, if none are in the scenario, over half of the point total of the enemy fleet.

Special Note: In this scenario, you can escape off of either your map entry edge or the hostile map entry edge.

Points: 150

8. Transit

Mission: Your squadron is needed to reinforce another squadron at a nearby star. In order to make the jump, your ships must take on additional fuel. One of the asteroid clusters on the map (you select which one and record its map and hex number before play begins) is mostly hydrogen gas chunks. To refuel, each of your ships must spend one turn stationary in the same hex as the asteroid. Once refueled, your ships may exit and escape into jump space.

If your points are equal to or greater than the enemy's points, you win if over three quarters of your ships (by point value) escape. If your point total is less than the enemy's, you win if half of your ships escape. If your point total is less than half of your enemy's, you win if any of your ships escape.

Special Note: In this scenario, once refueled you can escape off of either your map entry edge or the hostile map entry edge.

Points: 150

9. Deep Black

Mission: A clandestine intelligence-gathering station has been at work in the enemy system for several months. Your mission is to extract the personnel and collected intelligence data from the secret base. The secret base is located on one of the asteroids (you select which one and record its map and hex number before play begins). To extract the team, one of your ships must spend one turn stationary in the same hex as the asteroid. Once the team is extracted, your ships may exit and escape into jump space. If the team is extracted and the ship carrying the team, or any ship which was part of the same task force as that ship at any time after the extraction (allowing the database to be transferred by tight beam communications), escapes, you win.

Special Note: In this scenario, you can escape off of either your map entry edge or the hostile map entry edge.

Points: 100

10. Snoop 'n' Scoot

Mission: Naval Intelligence suspects an enemy build-up in this area, but needs to have precise information on the size and scope. Your squadron is to detect enemy ships operating in the

neighborhood of the star and report back to fleet headquarters. You win if you detect 300 or more points worth of enemy ships or every enemy ship (whichever is less), and escape with at least one ship.

Special Note: In this scenario you can escape off of either your map entry edge or the hostile map entry edge.

Points: 50

Blue (Native) Missions

1. Ambush

Mission: Naval Intelligence has determined that the enemy is planning an operation against this system, although the nature of that operation is unclear. This information gives us an excellent opportunity to inflict a major defeat on our enemy and alter the naval balance of power in this area.

A covering force is in place around the main world while a much larger fleet is hidden in a denser asteroid belt (off-map). The ambush force may enter on your map entry edge anytime on or after turn 6. Your mission is to thwart any enemy plans directed at the system and crush the forces committed here. To win you must prevent the enemy from gaining his victory conditions and you must destroy every enemy ship in the scenario. (If any escape, you lose.)

Points: 500 (up to 150 on the map, up to 350 enter turn 6 or later)

2. Vampire!

Mission: When Virus, the self-aware combatant computer program, swept through the Third Imperium it brought on the Collapse and ended the Final War. Mostly as self-destructive as it was murderous, there remain few examples of functioning Virus in human space, but most survivors, inhabiting the computer brains and control systems of starships, have gathered together for self-defense. These groups are called vampire fleets by humans, and your ships make up such a fleet.

Your objectives are to destroy human ships and, if possible, survive (to destroy more). To win you must destroy more human ships (in terms of point value) than you lose. Human ships which you disable and successfully board (see optional Boarding Action rule) count as double points toward victory (as its computer brain has been infected and taken over by you).

Special Note: Any computer hit on one of your ships destroys it.

Points: 400

3. Naval Supremacy

Mission: Naval command has assembled a powerful squadron of warships under your command to enable you to frustrate any enemy plans in this star system. To win you must prevent the enemy from achieving her victory conditions.

Points: 350

4. Active Defense

Mission: Naval command has assembled a powerful squadron of warships under your command to enable you to maintain control of this star system. If you have equal or greater points than your opponent, you must thwart the enemy victory conditions and have the only operational ships left on the map at the end of the scenario. If you have fewer points than the enemy, you must destroy more enemy ships (in terms of points) than you lose.

Points: 300

5. Fleet In Being

Mission: Your fleet is the only group of major naval combatants we have in this stellar region. It is vital, therefore, that it be preserved intact, even at the price of surrendering this planetary system.

If your point total is equal to or less than that of your enemy, you win if your losses at the end of the scenario are equal to or less than

one-third of the point total of the enemy fleet. If your point total is greater than your enemy's, you must meet the same criteria and in addition must prevent her from achieving her victory conditions.

Points: 300

6. Convoy Run

Mission: While your main body occupies the attention of the enemy, a detached squadron is to escort a critical merchant convoy out of the system. When purchasing vessels, you may purchase as many as desired as "merchant ships." Merchant ships cost half their printed point value, have no offensive weapons except their laser turrets, have no defensive shields except their sandcasters, have no active sensors, jammers, or masking, have no fire control equipment, and have an armor value of 0. They are otherwise identical to the ship purchased. Note which ships are merchants before the scenario begins. All merchant ships must have jump drives.

The merchants and their escorts (up to a total of 100 points worth of ships) enter on or after turn 6, while all other ships begin the scenario on the map. If you have points equal to or greater than your opponent, you win if all of the merchant ships escape. If you have points less than the total enemy points, you win if half or more of your merchants (by point value) escape. If you have points equal to 150 or more less than your opponent, you win if one merchant ship escapes.

Points: 250 (up to 150 on the map, up to 100, including all merchants, enter turn 6 or later)

7. Economy of Force

Mission: The naval command has limited fleet resources in this area and expects you to make optimal use of those assigned to you. To win you must destroy more enemy ships (by point value) than you lose. If you have total points equal to or greater than the enemy, you must also prevent the enemy from achieving her victory conditions.

Points: 250

8. Delaying Action

Mission: No enemy naval operations were expected against this system and your forces are inadequate for defense. Your mission is to conduct a skillful delaying action. If your point total is less than the enemy, you win if you can delay the enemy victory conditions for 20 turns and then escape with at least one ship. If your point total is equal to or greater than the enemy, you win by frustrating his victory conditions.

Points: 200

9. Desperate Defense

Mission: No enemy naval operations were expected against this system and your forces are inadequate for defense. It is vital for the honor of the fleet, however, that you inflict some telling damage on the enemy before being overwhelmed.

You must engage the enemy and, at whatever cost is necessary, destroy or seriously damage a large enemy combatant vessel (size code -3 or -4). If your point total is less than the enemy's, you win if you inflict one hit (other than a no effect) on a size -3 or -4 ship. If your point total is equal to or greater than the enemy's, you win if you destroy a size -3 or size -4 ship or, if none are in the scenario, over three-quarters of the point total of the enemy fleet.

Points: 150

10. Escape

Mission: No enemy naval operations were expected against this system and so your forces are inadequate for defense. It is vital that at least one ship escape to carry news to the high command of this enemy offensive.

You win if one of your ships escapes into jump space, unless the enemy has points equal to or less than yours, in which case you win by thwarting her victory conditions.

Points: 100

OPTIONAL RULES

MULTIPLE PLAYERS

If multiple players are present on each side, the available ships are divided among them in any manner acceptable to all of them, and the player with ships having the greatest total point value is designated the fleet commander. The fleet commander has the Fleet Tactics skill level specified for that side in the scenario description. Every other player turns a card and consults the missile damage value. The result is the player's Fleet Tactics skill, except that a result of 6 is treated as a 4 and a result of 1 is treated as a 3.

HIDDEN DAMAGE

In the basic game, the Damage marker is placed on the vessel and both players can see the result. Hidden damage puts considerably more suspense into the game, but requires a higher level of honesty by both players.

When a damage result is drawn, the player examines it and then places it on the affected ship counter result side down, so that only the explosion graphic is visible. The results of the damage are implemented normally, but the opposing player is not told the result.

Duplicate Damage markers are still returned to the draw pile or cup (face-down), and Ship Explode results are still immediately obvious to all players (as the affected ship is removed from play and replaced with a White Out-2 marker).

REFEREE

When *Battle Rider* is used as part of a *Traveller: The New Era* roleplaying campaign, there will obviously be a referee present. The presence of a referee allows many interesting variations to be played.

Double Blind Play: In this variation, only the referee is allowed to look at the map, and the referee coordinates all detection tasks by the players, only telling players what ships have been detected and their course and vector. (A piece of blank hex paper is very useful for this.) In addition, damage and hit cards are turned by the referee so that the firing player does not know whether a shot hit or what damage has been done, except by watching the subsequent performance of the vessel.

Scanning for Damage: Getting detailed data on what is going on within an enemy vessel is impossible at ranges of greater than one hex. The referee may allow players to scan enemy vessels in the same hex for life, functioning power plants and weapons, etc. Such tasks will require the integrated use of active and passive sensors. These sensor rolls will be uncertain tasks, and the information that the referee reports to the sensing player may or may not be true.

LARGE SCENARIOS

Battle Rider is designed to allow multiple-ship and squadron-sized actions, but it is still possible to bog it down with numbers, particularly in the area of missile fire and damage. The following optional rules will assist play in larger scenarios.

Missile Barrages: When large numbers of missiles are fired at a particularly well-defended ship, the resolution of anti-missile fire and then the fire of the missiles can take a long time. To speed play, divide the missiles up into a series of "barrages." The number of missiles in each barrage need not be great (two missiles per barrage will cut the amount of card turning in half, for example), but should be mutually agreeable to both players.

Each missile in a given barrage must be attacked with exactly the same defenses (such as three lasers per missile) and one card turn determines the effect of all fires against the barrage (that is, all hit or all miss). After laser fire, the surviving barrages are attacked by dampers (using the same rule), and then the surviving barrages are hit by sandcasters. One card is then turned per barrage to determine if it hit, and then one card is turned per barrage for damage, with that damage card applying to each missile in the barrage. If there are relatively few missiles surviving after the damper fire round, individual damage card may be turned for each missile which hits.

Damage Results: In a large scenario it is fairly easy to exhaust the supply of Damage markers, or at least deplete them sufficiently to make certain results much higher probability than normal (particularly No Effect and Ship Explodes). While additional marker sheets are available from GDW (and we will cheerfully sell you as many as you would like), a less expensive alternative is to substitute a die roll or card turn for damage instead of a random marker draw.

Roll two 6-sided dice, add the result, and consult the following table. (If no dice are available, turn two cards and add the missile damage values shown together.)

No.	Result
2	Bridge Destroyed
3	Fire Control
4	Power Plant
5	Sensors
6	Life Support
7	Roll Again
8	Artificial Gravity
9	Jump Drive
10	Maneuver Drive
11	Spine
12	Computer

Roll Again: Roll one 6-sided die (or turn one card and consult the missile damage value). On a result of 1-5, there is no effect; on a result of 6, the ship explodes.

Task Force Composition Chart: With large numbers of ships in a task force, and with several Damage markers on one or more ship, the stacks of counters can become fairly precarious. If this becomes a problem, photocopy the next page and use it as a play aid. Place the ships of a large task force in the box once they are detected and begin to take damage.

FACING

The facing of spacecraft plays a limited role in **Battle Rider**. In general terms, spacecraft must face in the direction that they are *accelerating*. Note, however, that if a spacecraft is not accelerating (i.e., firing its maneuver engines to speed up, slow down, or change direction), its facing has nothing to do with its vector (i.e., the direction and speed at which it is coasting through space). Like a leaf floating down a stream, it may freely spin or point in any direction desired, regardless of its vector.

Facing Limits Based on G-Turns Expended

When deciding on a craft's facing, the player must first determine the craft's base facing for the turn, and then determine the amount of allowed deviation from that base facing.

Base Facing: If G-turns were used for thrust, the base facing is the hexside opposite that containing the ship's Thrust marker. If G-turns were used for maneuver and evasion, use the base facing for the maneuver, and proceed to the next step.

If G-turns were used for evasion only, or if no G-turns were used for any purpose, there is no base facing—see next step.

Deviation: Once the base facing is established, determine the amount of leeway to either side of that facing that the player has when choosing the craft's facing for the turn.

Deviation is determined by the number of G-turns used for maneuver (not evasion) as a proportion of the craft's G-rating.

- If G-turns equal to the G-rating were used, final facing *must* be the base facing.

- If G-turns equal to more than half of the G-rating but less than the full G-rating were used, final facing must be the base facing or either of the adjacent hexsides.

- If G-turns greater than 0 but less than half of the G-rating were used, final facing may be any hexside *except* the one containing the Thrust marker.

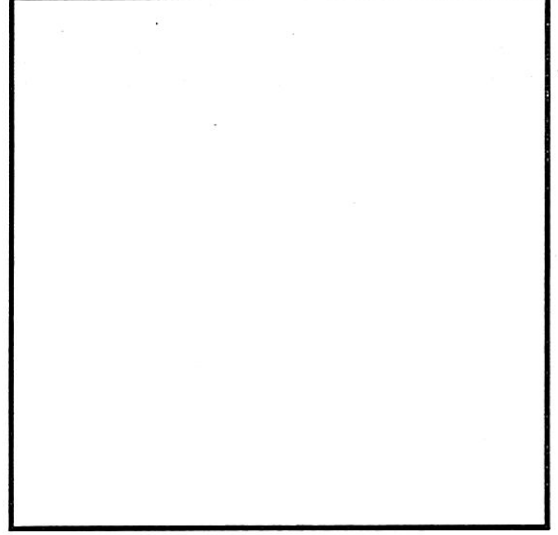
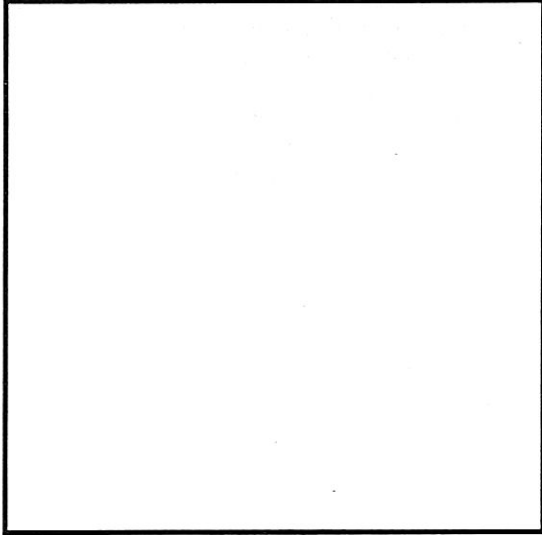
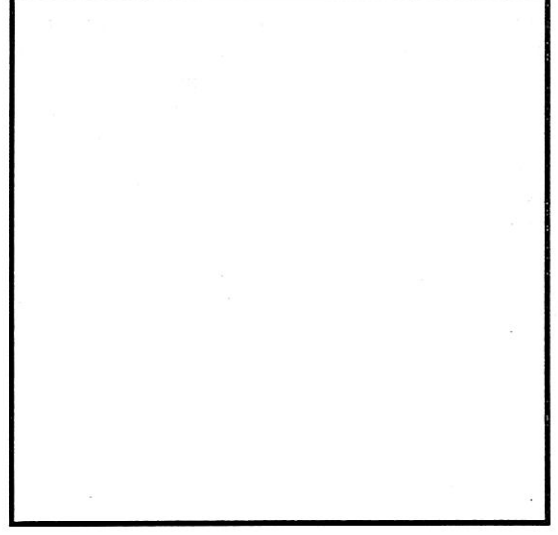
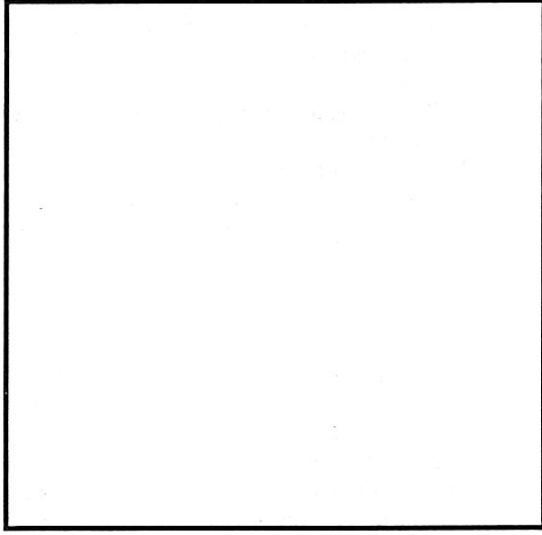
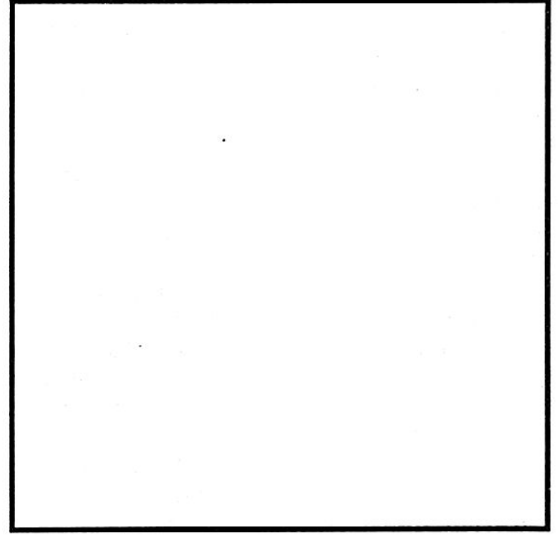
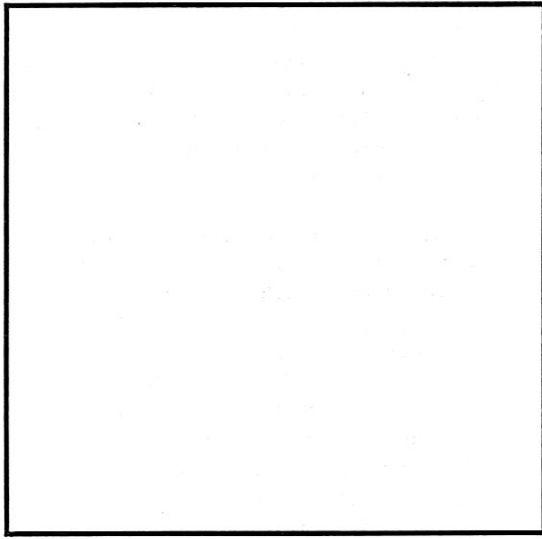
No G-Turns Spent: In cases where there is no base facing because no G-turns were spent, the player may select any facing for the final facing.

Evasion: In cases where G-turns were spent for evasion (whether the evasion roll was successful or not), the base facing is determined randomly. Turn a card and multiply the missile damage value shown by 2. Consult the Heading/Facing Compass on the map. The result is the direction of facing. For every maneuver G not spent for either maneuver or evasion, the player may adjust the final facing one hexside from that determined by the die roll.

The only exception to random facing determination for evading spacecraft is in the case of Outstanding Success at the evasion task. In this case, the vessel's commander has succeeded in maintaining facing control even while successfully complicating enemy sensor and fire tasks: The player may select any facing for the final facing.

Facing Effects on Combat: Spinal mount weapons may only fire across the facing hexside. Trace a line from center of firing hex to center of target hex to determine if the target is in the spinal mount's arc of fire.

Task Force Composition Chart



BOARDING ACTIONS

Disabled enemy ships may be boarded. Disabled ships have no functioning power plant or maneuver drive. Unfortunately, there is no way to tell whether an enemy vessel is disabled or playing possum.

In order to board, the boarding vessel must match vectors with the disabled ship. On the turn following matched vectors, boarding may begin in the Initiative Phase. Once a boarding party is sent to a disabled ship, the boarding ship conducts all tasks with a +1 Diff Mod due to crewmembers away from their stations.

Procedure: Assuming that a vessel is disabled, the boarding action takes place. The ship size modifier multiplied by -1 (i.e., the modifier with the value of the sign reversed) is the number of hull sections on the boarding and boarded ship. (Ships with a size of -1, 0, +1, and +2 all have a single hull section, but the reversed sign of their size value is still used as a modifier below.)

Each game turn, during the Initiative Phase, the boarding and boarded player each turn a card, consult the missile damage value, and add the following modifiers (Mods):

- ± hull size (with sign reversed)
- +1 first turn of attack
- +1 if defending
- +1 if lost the previous turn

The player with the higher adjusted value captures one hull section, except that a side which took the +1 defending Mod does not take any additional hull sections. If the values are tied, neither side captures a hull section. The boarding player may never take the +1 defending Mod. The boarded player may forego the defending Mod for the purpose of recapturing a previously captured hull section. Note that whichever side *loses* in a turn receives a +1 Mod the next turn.

Combat continues until all hull sections belong to one side or the other. (Note that the boarding player must win the first turn of battle or the boarding action fails.) If the boarding side wins or loses, the survivors may return to their own vessel (and the +1 Diff Mod is ignored). If the boarded side loses, the crew is captured. The boarding crew may remain on board the captured ship to secure it or repair it, or they may return to the boarding ship and re-man their stations, at the player's option.

SURPRISE

Surprise is determined only once per scenario. Surprise is possible for either side, and the element of surprise gives an advantage both in attacking and in avoiding the enemy. In some cases, surprise is indicated in the scenario instructions, but it can also be determined by the players.

Surprise is a task with a base difficulty level of 5 and -Diff Mods equal to the player's Fleet Tactics skill. It is attempted by the side which first detects an enemy vessel.

Benefits of Surprise: The side which was surprised may not maneuver or fire on the first turn it was surprised, unless it is able to man battle stations. Manning battle stations is a task with a base difficulty level of 4 and no Diff Mods (but using Crew Quality, if applicable). Battle stations are always manned on the first full turn following surprise.

Readiness: Under certain circumstances, players or scenario instructions may stipulate that their vessels are operating at alert status, with some battle stations already manned, or at battle stations. If operating under alert status, the task to man battle stations is one difficulty level easier (-1 Diff Mod). However, these levels may not be maintained indefinitely without fatiguing the crew. Alert status can be maintained for only three consecutive four-hour (eight-turn) periods (a total of 24 turns) before crew fatigue degrades performance. Each additional consecutive four-hour (eight-turn) period beyond these limits imposes a +1 Diff Mod on every task attempted by every crewmember.

Thus, if Captain Queegulii kept his crew at battle stations for 20 hours, beginning at 12 hours and one minute (or turn 25), all tasks would be one difficulty level higher. Beginning at 16 hours and one minute (or turn 33), all tasks would be two levels higher. These penalties remain in effect until at least three consecutive periods (12 hours, or 24 turns) are spent at condition 0. So, in the example, if Queegulii let his crew stand down after 20 hours, but called them back to battle stations after only four hours, they would still perform their tasks at two difficulty levels higher.

In addition, once the crew has returned to normal cruising status, the task attempt to man battle stations is increased in difficulty if the crew had been standing at alert status or battle stations for a long period of time. For each consecutive period at battle stations or two consecutive periods at alert status, the roll to man battle stations is increased in difficulty by one level (+1 Diff Mod). This penalty is decreased by one level for each subsequent period spent at normal cruising. Thus, a crew which had been at alert status for four consecutive periods (16 hours) would be at +2 difficulty levels to man battle stations during the first period after they stood down, +1 level the period after that, and back to normal after two full periods of normal cruising.

RESTRICTED FIRE CONTROL

Some vessels have sophisticated fire directors but do not have enough to guarantee that all weapons will have access to them in the heat of battle. All ships are assumed to have a fire director for their spinal mount (if any), but may have only limited number of other directors. The number listed below for vessels in the game is the number of fire directors available for each battery in each phase. Each fire director can engage one target with one or more weapons of the same type and printed range and allow those weapons to ignore the standard fire control Diff Mods. Once all of the available fire directors have been used, additional fire is conducted without benefit of the ship's fire control rating.

The following vessels in the game have limited fire directors if this optional rule is used:

Vessel	Directors
Ashtabula	2
Aurora	1
Chrysanthemum	1
Fiery	1
Gazelle	1
Kinunir	1
Maggart	1
Mary Ellen Carter	1
Midu Agashaam	1
Patrol Cruiser	1
Shukugan	1

INTEGRATION WITH TRAVELLER: THE NEW ERA

Battle Rider is intended to stand alone as a game and not presuppose knowledge of the *Traveller: The New Era* roleplaying game. However, many **Battle Rider** players will also be players of the roleplaying game, and will use it to resolve situations that occur in their roleplaying campaigns.

Fleet Tactics: A player character's **Battle Rider** Fleet Tactics rating is his or her Fleet Tactics asset divided by 3, rounding fractions down.

Crew Quality: When a ship manned by player characters is used in **Battle Rider**, all tasks should be resolved using the crew's actual assets and using the standard D20 die roll for task resolution. Task difficulty numbers in **Battle Rider** (BR) correspond to the following difficulty levels in the roleplaying game (RPG).

BR	RPG
1	Easy
2	Average
3	Difficult
4	Formidable
5	Impossible

The following *Traveller* assets are used for defined tasks in **Battle Rider**.

Task	Asset
Control missile/drone	Gunnery (Missile) or RCV Operations
Crash-start power plant	Ship's Engineering
Damage control	Ship's Engineering or Electronics
Defenses	Screens (appropriate cascade)
Evasion	Ship's Tactics
Fire	Gunnery (Energy Weapons)
Jam sensor	Sensors
Land/take-off from planet	Pilot (Interface/Grav)
Man battle stations	Leadership
Detect/fire control lock	Sensors
Surprise	Fleet Tactics

Evaluating Ships

Ships designed using *Fire, Fusion, & Steel* or published in other *Traveller* products may be converted easily to **Battle Rider** ships. Use any counter or appropriate miniature to represent the ship on the map and make a separate data card for the ship in the same format as the back of a counter. 3"x5" index cards cut in half are useful and about the right size for this.

Identity: The name, class, and type of ship are entered here. This information is provided by the published design or made up by the designer.

Size: The size modifier of the craft is based on its total displacement. Consult the following chart and record the appropriate value. If the vessel is equipped with socket extenders, add the notation "E" after the size value.

Tons	Size	BR Size
less than 1	Sub-Micro (SM)	+2
1+	Micro (Mc)	+1
10+	Very Small (VS)	0
100+	Small (S)	-1
1000+	Medium (M)	-2
10,000+	Large (L)	-3
100,000+	Very Large (VL)	-4
1,000,000+	Gigantic (G)	-5

Tech Level: The tech level of manufacture.

Beam Weapons: Beam weapon values are recorded in the appropriate data fields. Type is noted by a standard letter code (L for laser, M for meson gun, P for particle accelerator) in parentheses following the type record the number of guns firing (if more than one) and what Diff Mods they ignore based on overpowering. Numbers of weapons are preceded by an "x" while Diff Mods ignored are preceded by a "-."

In the case of spinal mounts, the number firing is the total number (usually, but not always, 1) installed to fire along the main axis of the vessel. In the case of all other batteries, the number firing is the total number installed on the vessel divided by the absolute value of the ship size modifier (with size value of 0, +1, and +2 all treated as 1), rounding all fractions to the nearest whole number. In other words, the larger the vessel, the fewer guns per battery, but the more total batteries.

In the case of overpowering, values are written here only if the ship has sufficient excess power to run all systems and overpower the weapons simultaneously. If five times the power necessary to fire the weapon is available, record a -1 in this space; if 10 times the power necessary is available, record a -2.

After the number and Diff Mod codes, write down the short range in hexes, a colon, and then the damage at each of the four ranges of the weapon. Separate each range with a dash. If the weapon has the same damage at all ranges, simply write the number once.

Standard *Traveller* damage is converted to **Battle Rider** damage using the following Damage Conversion table.

Damage Conversion

<i>Traveller</i>	<i>Battle Rider</i>
1+	0
20+	1
40+	2
80+	3
120+	4
160+	5
200+	6
250+	7
300+	8
400+	9
500+	10
750+	11
1000+	12
1250+	13
1500+	14
1750+	15
2000+	16
2500+	17
3000+	18
3500+	19
4000+	20
4500+	21
5000+	22
6000+	23
7000+	24
8000+	25
9000+	26
10,000+	27

Fire Control: The number of Diff Mods ignored when firing at a target. This is determined by the tech level of the installed master fire directors and is the same value as in conventional *Traveller* ships.

It is assumed for purposes of the game that all ships have sufficient master fire directors to engage multiple targets. This is the case if the ship has (in addition to any missile fire directors) one fire director for every meson gun and particle accelerator and one for every two lasers mounted.

If it has fewer than that, total the number of non-missile fire directors, subtract the number of spinal mount weapons available, and divide the remainder by the number of batteries on the vessel (as determined by the ship's size code). Record this number in parentheses after the ship's fire control Diff Mod value. This is the number of fire directors available to service the weapons of a single battery in a single phase.

If there are fire directors for missiles and/or spinal mounts but none extra for beam weapons, the ship still has a fire director rating of 1, as it is assumed that a director can be "borrowed" to direct fire from a battery.

Each fire director may engage one target with one or more weapons of the same type and printed range and allow those weapons to ignore the standard fire control Diff Mods. Once all of the available fire directors have been used, additional fire is conducted without benefit of the ship's fire control rating.

Sensors: These are listed in the order active sensor (A), passive sensor (P), and jammer (J). Use the best sensor of the type available to determine the ship's rating. (Jammers are sensor jammers, not communication jammers.) After the sensor type, make a colon and then record the sensor's short range. If the ship has an EMM package, just write "Msk" at the end of this line.

Structure: The main entry here is the ship's armor value (AV). Armor value for *Battle Rider* is calculated using the standard *Traveller* armor value and consulting the Damage Conversion table at left. If, for example, a ship had a *Traveller* armor value of 143, it would have a *Battle Rider* rating of 4.

If the ship has an auxiliary bridge, that is noted here as well.

Screens: These are active defensive systems and are listed in the order meson screen (MS) and value, sandcasters (SC) and number mounted, and nuclear dampers (D) and number mounted.

The value of the meson screen is calculated by taking its *Traveller* protection value and consulting the Damage Conversion table at left. If, for example, the screen had a protection value of 2200, it would have a *Battle Rider* rating of 16.

Sandcasters and nuclear dampers are divided into batteries, using the same procedure as for beam weapons, and the number in a single battery is recorded here.

Missiles: If the ship has missiles, write "Msl:" in this field, followed first by the number of missile directors on the ship and then (in parentheses) by the number of ready missiles carried. The number of ready missiles is the sum of all missiles carried in turrets, barbettes, and bays, but not counting any reloads carried as cargo.

Maneuver: This data field covers both interplanetary and interstellar travel capabilities. The first entry (in parentheses) indicates whether the ship can skim (S) and/or process (P) fuel from a gas giant. Next comes the interstellar jump drive (J) capability, if any, and finally the maneuver drive ratings in Gs of acceleration per turn (G).

A ship must have at least 20 G-hours of fuel if it has a maneuver drive. Ships with less than 50 G-turns of fuel have limited maneuver fuel. Note this by placement of an asterisk after the G-rating.

Battle Riders: This lists the number of battle riders (BR) or light battle riders (BRL) carried by the ship.

Point Value: This is the point value of the ship used for victory determination and scenario generation. To determine the point value of a ship, divide its gross tonnage by 1000, extract the square root, and multiply the result by the tech level of construction. The result is the ship's point value.

Battle riders have two values separated by a slash. The first value is the value calculated above (based on simple tonnage and tech level). The second value is the first one multiplied by 1.5, and is used if the vessel is purchased without a tender.

Tournaments

GDW will periodically sponsor *Battle Rider* tournaments for the summer convention season beginning in 1995. These will involve dogfights between two or more players who have equipped themselves on a fixed-point budget and other technological constraints. Ships and weapons published by GDW will be eligible for these tournaments, as well as those designed using the ship design sequence in *Fire, Fusion, & Steel*. However, all such homemade designs must be submitted to GDW and approved before they can be used, at which time they may be used by any entrant. All details will be presented in issues of *Challenge*, *The Magazine of Science-Fiction Gaming*.

DESIGNER'S NOTES

These notes should properly begin where the thinking for the design began, and that is with the damage system. *Battle Rider* is clearly intended to be a simplified and streamlined alternative to *Brilliant Lances*. Because *Brilliant Lances* is designed to provide the detailed combat and damage resolution the ship-to-ship combat requires when player characters are manning the key battle stations, it obviously covers a level of detail that is inappropriate to fleet actions, and the more successful *Brilliant Lances* is at its design goal (and we think that it's very successful), the less suited it is to larger actions. Much of the fine-grained detail of *Brilliant Lances* is contained in the damage system, and so that's where I started to look when I began work on *Battle Rider*.

My first instinct was to simply do away with hit locations, subsystems, and minor damage. All damage would be expressed in terms of major damage hits and divided randomly among the major ship systems (engineering, life support, etc.). After a fairly short time, I became dissatisfied with this because it seemed to have the worst of both worlds; it lost most of the detailed feel of damage in *Brilliant Lances* but still required lots of paperwork to keep track of damage on big ships (which can take a huge number of major damage hits to some systems).

Fairly quickly my attention turned to critical hits, and I began looking at what killed most ships (especially big ships) in most scenarios. Not surprisingly, it was critical hits. As a result, I keyed the damage levels of weapons to what was necessary to cause a critical hit and just ignored everything else. Because of the variety of critical hit possibilities, this actually keeps a nice mix of damage types while greatly streamlining play.

My next step was to keep paperwork to an absolute minimum. (My original goal was to eliminate it altogether, but that proved impossible. More on why later.) The first target for paperwork reduction was the vector movement system. We had decided with *Brilliant Lances* to go with a heading plus velocity vector system, for reasons which aren't important here. That kept markers off the map but meant that each ship needed a written record of its vector. For large fleet actions that just wasn't practical, so I went with the marker system we originally used in the old *Triplanetary* and *Mayday* boardgames. This puts some markers back on the map, but eliminated part of the paperwork. The simplified damage system, once I went to markers in place of a die roll and had players just place the marker on the ship, enabled a lot more paperwork to be dumped. Printing all of the key game statistics of each ship on the back of the counter eliminated almost all of the rest.

The last remaining piece of paper in the game is the Missile Spread Sheet, and that proved nearly impossible (and certainly impractical) to dispense with. All of the functions of the Missile Spread Sheet could be done with counters, but it would require at least one additional counter sheet and would clutter up the playing surface a lot more than one little piece of paper. As a result, I decided to stick with the Missile Spread Sheet.

While we're on the subject of missiles, some word about their treatment in the game is in order, as it differs from the way they function in *Brilliant Lances* and the core *Traveller* rules. In those rules, each missile causes 1D6 separate hits, each with a damage value of about 2 (in *Battle Rider* terms). While I was willing to ignore cumulative damage that is less destructive than a critical hit in most cases, to do so for missiles would render them impotent against any ship with a size modifier of -3 or -4, and against any size -2 ship with an armor value (in *Battle Rider* terms) of 10 or more. Not only was that not an accurate portrayal of their effects, it also wasn't very much fun from a game point of view.

As a result, I made the die roll (or card turn in this case) determine the cumulative level of damage of all the shots combined, but to avoid overstating the level of critical damage, I reduced it to a 1-6 range (instead of a 2-12 range, which it would have been simply adding the number of DV-2 hits generated). The result is a compromise that I think adds a lot to the enjoyment of the game.

My next priority was to come up with a game system which, while remaining faithful to the physics involved, was decision-driven and tactics-driven rather than simply science-driven. To that end, Dave Nilsen and I bounced a lot of ideas back and forth and finally came up with the current mix of game elements incorporated in *Battle Rider*. The back-and-forth nature of the operation rounds keep the players alternating actions and reacting to each other throughout the game turn, which was a high priority. Since fire isn't simultaneous, players are continually making tactical decisions throughout the game turn that affect the outcome of the battle, and influence the decision both players make later in the turn.

I also wanted the much-ignored Fleet Tactics skill to be a force in the game, but at first had trouble visualizing what affect it had on play. Our traditional view of it is some sort of intuitive ability to second-guess your opponent, which is tough to write a rule about since that's what both players in a game try to do by their playing styles. Finally, I began thinking of this intuitive style of play as an *innate talent*, and began exploring what Fleet Tactics might be if it were treated solely as an *acquired skill*.

What we came up with was the ability to command a task force (or several task forces) of vessels and have them operate as a coordinated single entity without ramming or shooting each other. That was easy to incorporate into the game by making it the maximum number of ships in a task force. That maximum number of ships has an important, if subtle, effect on game balance once combat begins. Given two equal-sized fleets, one commanded by an admiral with a Fleet Tactics level of 2 and the other with a Fleet Tactics level of 3, the second fleet can fire all of its vessels before the first fleet can fire two thirds of its own. Given that fire is not simultaneous, that can be an important edge.

Of course we then built in a little of the innate talent side of Fleet Tactics as well by tying the number of dummy task forces to the Fleet Tactics skill level.

Finally, a word about the advanced scenario generation system. Those of you who played *Seastrike* many years ago will probably recognize the inspiration for this system. The main thing that most naval encounter battles in game formats lack (and space combat games are usually naval games at heart—this one certainly is) is the sense of fear and confusion that comes with facing a largely unknown force. This scenario design system is designed to put that fear and confusion, that edge, back into the battle. You will never know what you're up against, and often won't know what you have to do to win, until it's too late. Sometimes you won't even know whether you've won or lost until it's all over. It's almost impossible to just play the victory conditions, and so players will have to do something they aren't very often called on to do—they will have to rely on their instincts and intuition, and will have to do everything they can to confuse and mislead their opponent.

While the victory goals of one player usually change as the opposition increases or decreases, we make no claim that all of the situations generated by this system are "balanced," nor do we offer any apologies on that score. Life is not always balanced, and the knowledge that it necessarily will be is another luxury no naval commander enjoys. Sometimes you're just stuck in a lousy situation and you have to do the best you can. Unlike your real-world counterparts, however, you have the advantage of knowing that there will always be another battle, and next time the shoe may be on the other foot.

BATTLE RIDER CARDS

The following list provides the actual values in each data field on each card in the game. If a card is lost, use the blank card to make a replacement.

No.	Hit	Crack	Double	Green	Missile
1	1				1
2	1				2
3	1				3
4	1				4
5	1				5
6	1				6
7	1				1
8	1				2
9	1				3
10	1				4
11	1				5
12	1				6
13	1				1
14	1				2
15	1				3
16	1				4
17	1				5
18	1				6
19	1				1
20	1	2		Miss	2
21	1	2		Miss	3
22	1	2		Miss	4
23	1	2		Miss	5
24	1	2		Miss	6
25	1	2		Miss	1
26	1	2		Miss	2
27	1	2		Miss	3
28	1	2		Miss	4
29	2				5
30	2				6
31	2				1
32	2				2
33	2				3
34	2				4
35	2				5
36	2				6
37	2				1
38	2				2
39	2				3
40	2				4
41	2				5
42	2				6
43	2				1
44	2				2
45	2				3
46	2				4
47	2				5
48	2	3		1	6

No.	Hit	Crack	Double	Green	Missile
49	2	3		1	1
50	2	3		1	2
51	2	3		1	3
52	2	3		1	4
53	2	3		1	5
54	2	3		1	6
55	2	3		1	1
56	2	3		1	2
57	3				3
58	3				4
59	3				5
60	3				6
61	3				1
62	3				2
63	3				3
64	3				4
65	3				5
66	3	4		2	6
67	3	4		2	1
68	3	4		2	2
69	3	4		2	3
70	3	4		2	4
71	4		*1*		5
72	4		*1*		6
73	4		*1*		1
74	4		*1*		2
75	4		*1*		3
76	4		*1*		4
77	4		*1*		5
78	4	5	*1*	3	6
79	4	5	*1*	3	1
80	4	5	*1*	3	2
81	5		*2*		3
82	5		*2*		4
83	5	Bull's-eye	*2*	4	5
84	5	Bull's-eye	*2*	4	6
85	5	Bull's-eye	*2*	4	1
86	Bull's-eye		*5*		2
87	Bull's-eye		*5*		3
88	Bull's-eye		*5*		4
89	Bull's-eye		*5*		5
90	Bull's-eye		*5*		6
91	Miss				1
92	Miss				2
93	Miss				3
94	Miss				4
95	Miss				5

The 96th card is a blank, with basic control panel printed on it but no values or card number, to use to replace a lost or damaged card.

Ship

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

**The Final Lords of the stars
will be born of man.
But they won't be
in his image.**

**Vampire
FLEETS**
THE VIRUS SOURCEBOOK

Science Fiction Roleplaying Game

TRAVELLER
The New Era



GAME DESIGNERS' WORKSHOP

STRIKER II

One of the most popular science-fiction miniatures games of all time is back, and it's better than ever.

Striker II is the game of mobile ground combat in the far future. Although it is set in GDW's *Traveller* universe, the game system is suitable for any science-fiction milieu.

The game covers individual vehicles and soldiers (sometimes grouped into four-person fire teams). Player characters and key NPCs are easily inserted directly into any scenario.

Striker II comes complete with unit organization charts to enable you to assemble Imperial, Zhodani, Regency, Coalition, and other armies from the *Traveller* universe.

Vehicle and weapon along with simple of military hardware

ratings are included as well, guidelines for rating any item in the *Traveller* universe (including those designed using *Fire, Fusion, & Steel*™) for the game.

Special rules cover meteoric planetary assault, orbital bombardment, hostile planetary environments, electronic warfare, and all of the other key issues of future military conflict.

But most of all, **Striker II** is fun and fast-playing even when large units are used. That's a claim made by most miniatures rules, and most of them fail to deliver the goods. But **Striker II** is built on GDW's popular *Command Decision*™ World War II and modern rules, a proven game system known for its fast play and rapid movement.

So mount up in your grav tank, trooper. Things are about to get a lot more interesting.

Science Fiction Roleplaying Game

TRAVELLER®
The New Era

GAME DESIGNERS' WORKSHOP

GDW

P.O. Box 1646, Bloomington, IL 61702-1646

Battle Rider™

Errata & Clarifications

June 22, 1994

Counter Values

Several counters have incorrect numbers of weapons listed on their reverse side.

LT Maggart-1: The correct total for lasers is 4 (not 8). The correct total for sandcasters is 2 (not 4).

LC Maggart-2: The correct total for lasers is 5 (not 10). The correct total for sandcasters is 3 (not 6).

LM Aurora-1: The correct total for lasers is 4 (not 10). The correct total for sandcasters is 2 (not 4).

LC Aurora 2: The correct total for lasers is 5 (not 10). The correct total for sandcasters is 3 (not 6).

Note that in all cases except the LM Aurora-1, the value listed is the total number of lasers and casters on the vessel and the number which can fire into any one hexside (because of the socket extenders used on these vessels).

Battle Rider™ Player Aid Card

SENSOR TASK DIFFICULTY MODIFIERS

Base difficulty level = range

Target Condition	Active	Passive
------------------	--------	---------

Detecting Player Determines:

Evading	+1 (+2)	+1 (+2)
---------	---------	---------

Same hex as planet/asteroid	+1	+1
-----------------------------	----	----

No thrust	—	+1
-----------	---	----

Thrusting away	—	-3
----------------	---	----

Active	—	-1
--------	---	----

Area jamming emitter	—	-2
----------------------	---	----

Fire control lock attempt	-1	-1
---------------------------	----	----

Sensor LOS passes through	—	—
---------------------------	---	---

white out/area jamming	+1	+1
------------------------	----	----

Target Player Determines:

Passive array extended	-1	—
------------------------	----	---

Ship size	+/- size	+/- size
-----------	----------	----------

Higher tech level	+1	+1
-------------------	----	----

Lower tech level	-1	-1
------------------	----	----

Masked	—	+1
--------	---	----

Jamming	+1 (+2)	—
---------	---------	---

Powered down	—	+2
--------------	---	----

Black globe up	+5	+3
----------------	----	----

Black globe flickering	+2	+2
------------------------	----	----

JAMMING TASK DIFFICULTY MODIFIERS

Base difficulty level = range

Condition	Modifier
-----------	----------

Jammer	- Tech Level
--------	--------------

Detector	+ Tech Level
----------	--------------

FIRING TASK

DIFFICULTY MODIFIERS

Base difficulty level = range

Condition	Modifier
-----------	----------

Target Size	+/- size
-------------	----------

Evading	+1 (+2)
---------	---------

Range 0-2	—
-----------	---

Range 3-5	+1
-----------	----

Range 6-8	+2
-----------	----

Range 9-11	+3
------------	----

Range 12-14	+4
-------------	----

Range 15-17	+5
-------------	----

Range 18-20	+6
-------------	----

Range 21-23	+7
-------------	----

Range 24-26	+8
-------------	----

Range 27-29	+9
-------------	----

Range 30-32	+10
-------------	-----

Range 33-35	+11
-------------	-----

Range 36-38	+12
-------------	-----

Range 39-41	+13
-------------	-----

Range 42-44	+14
-------------	-----

Fire Control	reduces + mods
--------------	----------------

	= FC rating
--	-------------

Overpowering	reduces 1 or 2 + mods
--------------	-----------------------

CIRCUITRY OVERLOAD

TASK DIFFICULTY

Base difficulty level = 2

No Diff Mods.

SCREEN TASK DIFFICULTY MODIFIERS

Base difficulty level = 2

Condition	Modifier
-----------	----------

Meson screen	+ DV-MS
--------------	---------

Damper (TL-12)	+ CV+2
----------------	--------

Damper (TL-13)	+ CV+3
----------------	--------

Damper (TL-14)	+ CV+4
----------------	--------

Damper (TL-15)	+ CV+5
----------------	--------

Sandcaster	+ (ATL-DTL)+2 (round down)
------------	----------------------------

Black globe	Missile DV 1-3 blocks,
-------------	------------------------

	4-6 does not block
--	--------------------

EVASION TASK DIFFICULTY MODIFIERS

Base difficulty level = 5

Condition	Modifier
-----------	----------

Each G spent:	-1
---------------	----

SEQUENCE OF PLAY

Initiative Phase

Operations Phase

(players alternate operations by task forces)

Missile Movement Phase

(alternating between players)

Missile Attack Phase (simultaneous)

Turn Record Phase

MISSILE CHARACTERISTIC CHART

Type	Gs	Size	Sensor
------	----	------	--------

Controlled Missile	G:12	+2	—
--------------------	------	----	---

TL-12 Semi-Ind	G:9	+2	P:1
----------------	-----	----	-----

TL-14 Semi-Ind	G:7	+2	P:3
----------------	-----	----	-----

CALCULATING DAMAGE VALUES

Laser DV = weapon DV, +/- target size, - sandcaster hits, -target armor value+10*

Particle Accelerator DV = weapon DV, +/- target size, - sandcaster hits, - target armor value

Meson Gun DV = weapon DV, +/- target size, - meson screen value**

* When calculating laser damage, divide target armor value by 10, dropping all fractions.

** The meson screen value is only subtracted from the weapon damage value on a failed meson screen task attempt. On a successful task, the meson gun shot misses and causes no damage at all. The meson screen value, when subtracted from the firing weapon's damage value, may never reduce the damage value to less than 0, provided it was greater than 0 after addition/subtraction of target size.

DAMAGE SUMMARY

Bridge: May not maneuver or evade, enter jump space, attempt detection, jam, operate screens, or use fire control to negate Diff Mods. Fire control locks allowed at +2 Diff Mod against already detected targets. If auxiliary bridge is available, effects of hit are temporary. (A second Bridge hit in the same scenario is permanent.)

Fire Control: May not fire energy weapons or missiles.

Power Plant: May not maneuver, evade, jam, attempt detection using active sensors, use screens (meson or black globe), or fire energy weapons. (Missiles and sandcasters may be fired and passive sensors used at +1 Diff Mod.)

Sensors: May not jam or attempt detection. Fire control locks allowed at +2 Diff Mod against already detected targets.

Life Support: All future tasks performed at +1 Diff Mod.

Ship Explodes: Remove ship from play.

Artificial Gravity: May not spend more than 2 Gs to maneuver, may not evade at all.

Jump Drive: May not enter jump space.

Maneuver Drive: May not maneuver or evade.

Spine: May not fire spinal weapon. For each G of maneuver or evasion thrust used, turn a card to test for tumble. Avoid tumble on a base difficulty of 2. (Crew quality counts.) If 2 or more tumble cards are turned, severe tumble results. If tumbling, +1 Diff Mod on all tasks. If severe tumble, +2 Diff Mod on all tasks. Next Operations Phase is spent correcting the tumble. No maneuver or evasion allowed, and Diff Mods still in effect until end of Operations Phase.

Computer: May not launch small craft or enter jump space. All other tasks performed at +1 Diff Mod.

No Effect: Damage has no effect on ship performance.

Battle Rider™ Player Aid Card

SENSOR TASK DIFFICULTY MODIFIERS

Base difficulty level = range

Target Condition	Active	Passive
Detecting Player Determines:		
Evading	+1 (+2)	+1 (+2)
Same hex as planet/asteroid	+1	+1
No thrust	—	+1
Thrusting away	—	-3
Active	—	-1
Area jamming emitter	—	-2
Fire control lock attempt	-1	-1
Sensor LOS passes through white out/area jamming	+1	+1
Target Player Determines:		
Passive array extended	-1	—
Ship size	+/- size	+/- size
Higher tech level	+1	+1
Lower tech level	-1	-1
Masked	—	+1
Jamming	+1 (+2)	—
Powered down	—	+2
Black globe up	+5	+3
Black globe flickering	+2	+2

JAMMING TASK DIFFICULTY MODIFIERS

Base difficulty level = range

Condition	Modifier
Jammer	- Tech Level
Detector	+ Tech Level

FIRING TASK

DIFFICULTY MODIFIERS

Base difficulty level = range

Condition	Modifier
Target Size	+/- size
Evading	+1 (+2)
Range 0-2	—
Range 3-5	+1
Range 6-8	+2
Range 9-11	+3
Range 12-14	+4
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Range 18-20	+6
Range 21-23	+7
Range 24-26	+8
Range 27-29	+9
Range 30-32	+10
Range 33-35	+11
Range 36-38	+12
Range 39-41	+13
Range 42-44	+14
Fire Control	reduces + mods = FC rating
Overpowering	reduces 1 or 2 + mods

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Base difficulty level = 2

Condition	Modifier
Meson screen	+ DV-MS
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Damper (TL-13)	+ CV+3
Damper (TL-14)	+ CV+4
Damper (TL-15)	+ CV+5
Sandcaster	+ (ATL-DTL)+2 (round down)
Black globe	Missile DV 1-3 blocks, 4-6 does not block

EVASION TASK DIFFICULTY MODIFIERS

Base difficulty level = 5

Condition	Modifier
Each G spent:	-1

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Computer: May not launch small craft or enter jump space. All other tasks performed at +1 Diff Mod.

No Effect: Damage has no effect on ship performance.

CRACK CREW

GREEN CREW

MISSILE DV 1

1

CRACK CREW

GREEN CREW

MISSILE DV 5

5

CRACK CREW

GREEN CREW

MISSILE DV 3

9

CRACK CREW

GREEN CREW

MISSILE DV 1

13

CRACK CREW

GREEN CREW

MISSILE DV 2

2

CRACK CREW

GREEN CREW

MISSILE DV 6

6

CRACK CREW

GREEN CREW

MISSILE DV 4

10

CRACK CREW

GREEN CREW

MISSILE DV 2

14

CRACK CREW

GREEN CREW

MISSILE DV 3

3

CRACK CREW

GREEN CREW

MISSILE DV 1

7

CRACK CREW

GREEN CREW

MISSILE DV 5

11

CRACK CREW

GREEN CREW

MISSILE DV 3

15

CRACK CREW

GREEN CREW

MISSILE DV 4

4

CRACK CREW

GREEN CREW

MISSILE DV 2

8

CRACK CREW

GREEN CREW

MISSILE DV 6

12

CRACK CREW

GREEN CREW

MISSILE DV 4

16

17

CRACK CREW

GREEN CREW

MISSILE DV 5



21

CRACK CREW 2

GREEN CREW M

MISSILE DV 3



25

CRACK CREW 2

GREEN CREW M

MISSILE DV 1



29

CRACK CREW

GREEN CREW

MISSILE DV 5



18

CRACK CREW

GREEN CREW

MISSILE DV 6



22

CRACK CREW 2

GREEN CREW M

MISSILE DV 4



26

CRACK CREW 2

GREEN CREW M

MISSILE DV 2



30

CRACK CREW

GREEN CREW

MISSILE DV 6



19

CRACK CREW

GREEN CREW

MISSILE DV 1



23

CRACK CREW 2

GREEN CREW M

MISSILE DV 5



27

CRACK CREW 2

GREEN CREW M

MISSILE DV 3



31

CRACK CREW

GREEN CREW

MISSILE DV 1



20

CRACK CREW 2

GREEN CREW M

MISSILE DV 2



24

CRACK CREW 2

GREEN CREW M

MISSILE DV 6



28

CRACK CREW 2

GREEN CREW M

MISSILE DV 4



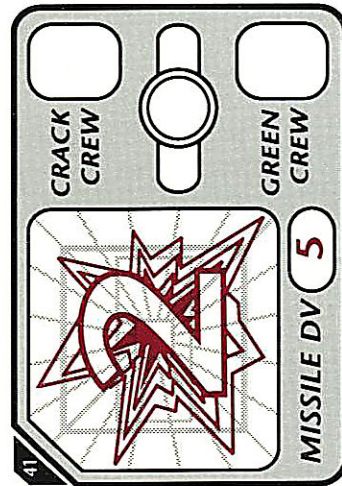
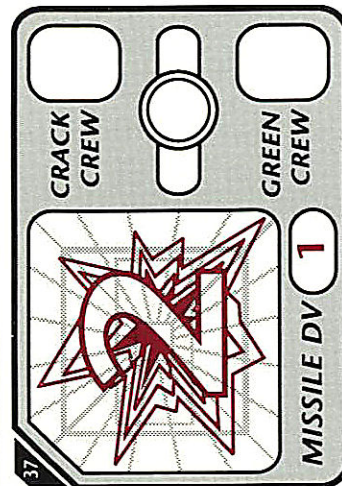
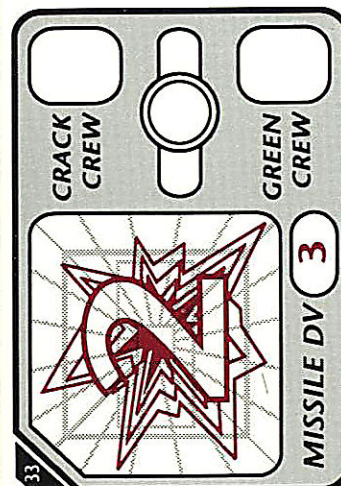
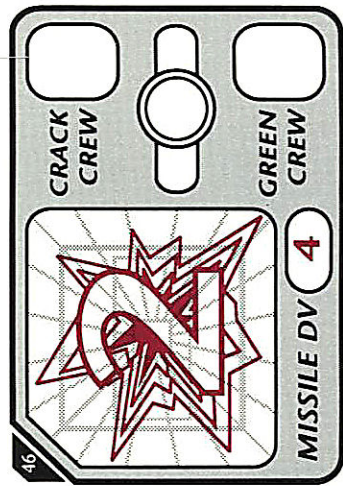
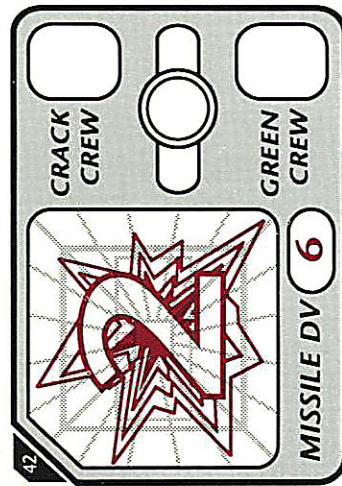
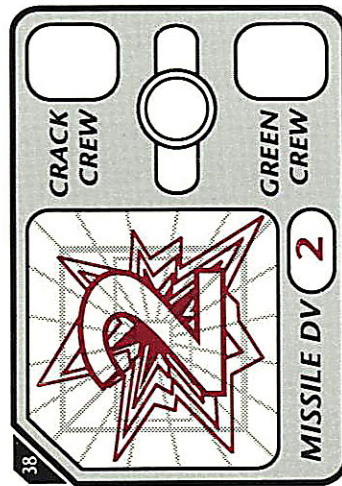
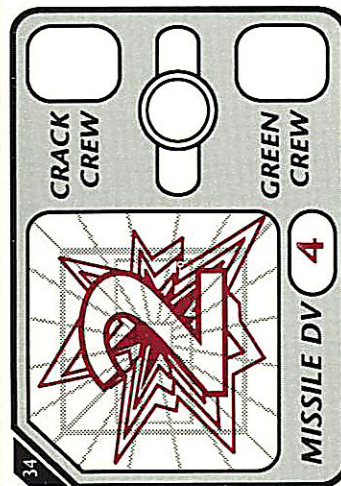
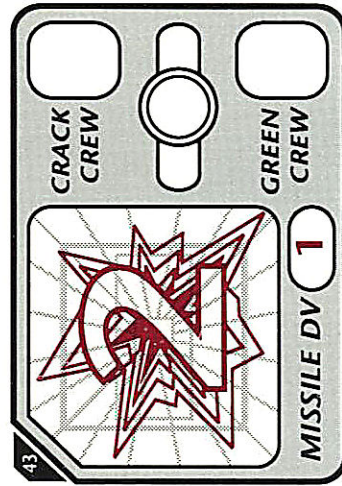
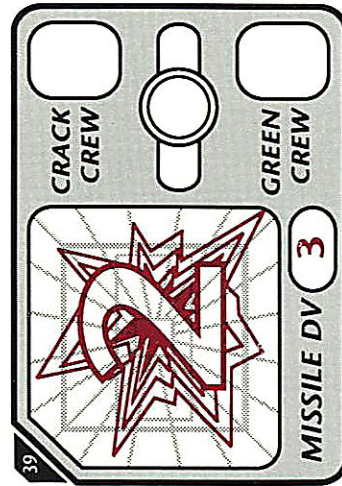
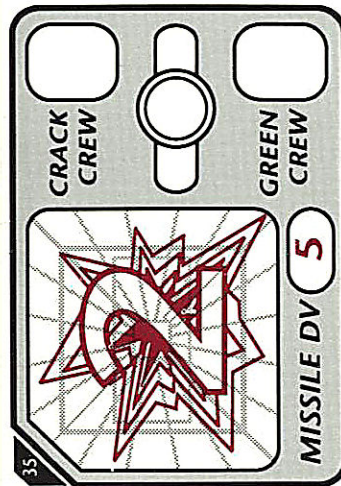
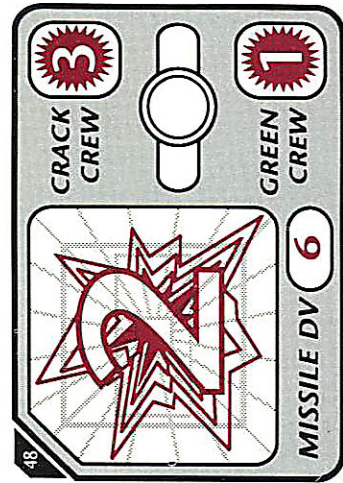
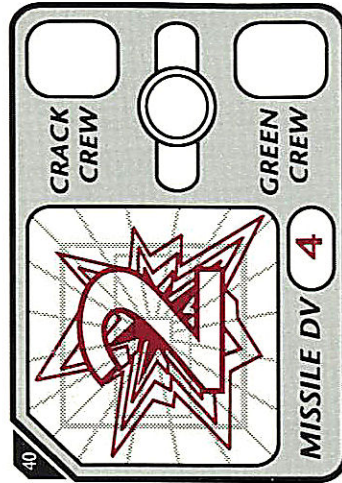
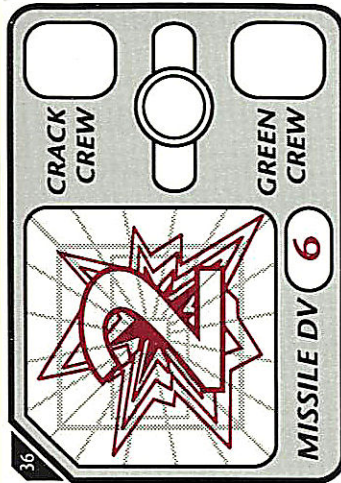
32

CRACK CREW

GREEN CREW

MISSILE DV 2





3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 4

52

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 2

56

CRACK
CREW

GREEN
CREW

MISSILE DV 6

60

CRACK
CREW

GREEN
CREW

MISSILE DV 4

64

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 3

51

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 1

55

CRACK
CREW

GREEN
CREW

MISSILE DV 5

59

CRACK
CREW

GREEN
CREW

MISSILE DV 3

63

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 2

50

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 6

54

CRACK
CREW

GREEN
CREW

MISSILE DV 4

58

CRACK
CREW

GREEN
CREW

MISSILE DV 2

62

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 1

49

3
CRACK
CREW

1
GREEN
CREW

MISSILE DV 5

53

CRACK
CREW

GREEN
CREW

MISSILE DV 3

57

CRACK
CREW

GREEN
CREW

MISSILE DV 1

61

65

CRACK CREW

GREEN CREW

MISSILE DV 5

69

CRACK CREW 4

GREEN CREW 2

MISSILE DV 3

73

CRACK CREW

GREEN CREW 1

MISSILE DV 1

77

CRACK CREW

GREEN CREW 1

MISSILE DV 5

66

CRACK CREW 4

GREEN CREW 2

MISSILE DV 6

70

CRACK CREW 4

GREEN CREW 2

MISSILE DV 4

74

CRACK CREW

GREEN CREW 1

MISSILE DV 2

78

CRACK CREW 5

GREEN CREW 1

MISSILE DV 6

67

CRACK CREW 4

GREEN CREW 2

MISSILE DV 1

71

CRACK CREW

GREEN CREW 1

MISSILE DV 5

75

CRACK CREW

GREEN CREW 1

MISSILE DV 3

79

CRACK CREW 5

GREEN CREW 1

MISSILE DV 1

68

CRACK CREW 4

GREEN CREW 2

MISSILE DV 2

72

CRACK CREW

GREEN CREW 1

MISSILE DV 6

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CRACK CREW

GREEN CREW 1

MISSILE DV 4

80

CRACK CREW 5

GREEN CREW 1

MISSILE DV 2

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81

CRACK CREW

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GREEN CREW

MISSILE DV 3



85

CRACK CREW

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GREEN CREW

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MISSILE DV 1



89

CRACK CREW

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GREEN CREW

MISSILE DV 5



93

CRACK CREW

MISS

GREEN CREW

MISSILE DV 3

82

CRACK CREW

2

GREEN CREW

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MISSILE DV 4



86

CRACK CREW

5

GREEN CREW

2

MISSILE DV 2



90

CRACK CREW

5

GREEN CREW

6

MISSILE DV 6



94

CRACK CREW

MISS

GREEN CREW

4

MISSILE DV 4

83

CRACK CREW

2

GREEN CREW

5

MISSILE DV 5



87

CRACK CREW

5

GREEN CREW

3

MISSILE DV 3



91

CRACK CREW

MISS

GREEN CREW

1

MISSILE DV 1

95

CRACK CREW

MISS

GREEN CREW

5

MISSILE DV 5

84

CRACK CREW

2

GREEN CREW

4

MISSILE DV 6



88

CRACK CREW

5

GREEN CREW

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92

CRACK CREW

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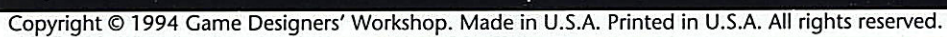
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BR Gallant-3

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-2

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-1

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BT Triumph-2

M(-2)10:9-8-5 — 4
— TL-15
— FC-6
L10-2)10:1 M6(30)
A16 P8 J16 Msk (P) J3 G2
AV0 Aux B 4xBR
MS13 SC20 D:5 225

BT Triumph-1

M(-2)10:9-8-5 — 4
— TL-15
— FC-6
L10-2)10:1 M6(30)
A16 P8 J16 Msk (P) J3 G2
AV0 Aux B 4xBR
MS13 SC20 D:5 225

BR Gallant-8

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-7

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-6

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-5

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-4

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BT Cleon-1

M(-2)10:8-7-4 — 4
— TL-14
— FC-5
L10-2)2:1 M4(20)
A16 P8 J16 Msk(P) J3 G2
AV0 Aux B 6xBR
MS13 SC15 D:1 238

BR Gallant-12

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-11

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-10

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Gallant-9

M(-2)10:14-11-8-5 3
— TL-15
— FC-6
L(x20-2)10:1 M20(100)
A16 P8 J16 Msk (S) G6
AV12 Aux B —
MS14 SC40 D:10 90/135

BR Admiral-4

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-3

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-2

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-1

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BT Cleon-2

M(-2)10:8-7-4 — 4
— TL-14
— FC-5
L10-2)2:1 M4(20)
A16 P8 J16 Msk (P) J3 G2
AV0 Aux B 6xBR
MS13 SC15 D:1 238

BR Admiral-9

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-8

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-7

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-6

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-5

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BB Voroshilef-1

M(-2)6:12-10-6-4 — 4
— TL-13
— FC-6
Px2-2)10:10-10-6 M40(200)
Lx20-2)10:1-100 M40(200)
A16 P8 J16 Msk (SP) J3 G2
AV12 Aux B —
MS11 SC30 D:5 182

BB Sylea-1

M(-2)10:16-14-11-8 — 4
— TL-15
— FC-6
L(x30-2)10:1 M40(200)
A16 P8 J16 Msk (SP) J3 G6
AV12 Aux B —
MS16 SC40 D:15 210

BR Admiral-12

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-11

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105

BR Admiral-10

M(-2)8:11-9-6-3 — 3
— TL-14
— FC-5
Lx10-2)10:2-2-1-0 M20(100)
L(x30-2)2:1 M20(100)
A16 P8 J16 Msk (S) G5
AV12 Aux B —
MS16 SC30 D:5 70/105





ED Rapier-2 M(-2)6:10-8-7-5 — Lx5-2:10-2 Lx10-2:10-1 A16P8J16Msk (SP) J4 G4 AV:10 MS:11 SC:7 45	ED Rapier-1 M(-2)6:10-8-7-5 — Lx5-2:10-2 Lx10-2:10-1 A16P8J16Msk (SP) J4 G4 AV:10 MS:11 SC:7 45	CL Starburst-2 M(-2)10:11-9-6-3 — Lx20-2:10-1 A16P8J16Msk (SP) J3 G6 AV:10 MS:14 SC:20 D:10 75	CL Starburst-1 M(-2)10:11-9-6-3 — Lx20-2:10-1 A16P8J16Msk (SP) J3 G6 AV:10 MS:14 SC:20 D:10 75	CA Mercury-1 M(-2)10:12-10-7-4 — Lx25-2:10-1 A16P8J16Msk (SP) J5 G4 AV:10 Aux B MS:16 SC:25 D:5 105
CVM Valor-1 — — — — A10 (P:6) Msk (SP) J4 G6 AV:2 — 9	DE Chrysanthemum-2 P1x2:10-4-4-3-2 — — Lx2:10-1 A10 (P:8) J16 Msk J4 G6 AV:2 MS:7 SC:2 15	DE Chrysanthemum-1 P1x2:10-4-4-3-2 — — Lx2:10-1 A10 (P:8) J16 Msk J4 G6 AV:2 MS:7 SC:2 15	DD Midu Agashaam-2 P10:6-6-6-5 — — Lx4:10:1 A10 (P:8) J16 Msk (SP) J4 G6 AV:2 MS:7 SC:3 25	DD Midu Agashaam-1 P10:6-6-6-5 — — Lx4:10:1 A10 (P:8) J16 Msk (SP) J4 G6 AV:2 MS:7 SC:3 25
LM Aurora-1 M5:4-2-1-0 — — — Lx10:4:1-1-0-0 A10 P:4 Msk (P) J2 G2 AV:1 SC:4 15	BRL Manticores-3 M(-2)26:3-2-1 — — Lx2:2:1-1-0-0 P:4 Msk AV:3 — 7/11	BRL Manticores-2 M(-2)26:3-2-1 — — Lx2:2:1-1-0-0 P:4 Msk AV:3 — 7/11	BRL Manticores-1 M(-2)26:3-2-1 — — Lx2:2:1-1-0-0 P:4 Msk AV:3 — 7/11	GVM Valor-2 — — — — A10 (P:6) Msk (SP) J4 G6 AV:2 — 9
DD Fusilier-1 P(-1)10:11 — — — Lx10-2:4:1-1-1-0 A16P8J16Msk (SP) J2 G2* AV:10 MS:10 SC:10 30	DD Lancer-1 M(-2)6:6-6-3-X — — — Lx10-2:4:1-1-1-0 A16P8J16Msk (SP) J2 G2* AV:10 MS:10 SC:10 30	LC Maggart-2 M(-2)6:6-3-2-X — — — Lx10:4:1-1-0-0 A16 P:6 J10 Msk (P) J2 G2 AV:1 SC:6 18	LT Maggart-1 M(-2)6:6-3-2-X — — — Lx8:4:1-1-0-0 A16 P:6 J2 Msk (P) J2 G2* AV:1 SC:4 17	LC Aurora-2 M5:4-2-1-0 — — — Lx10:4:1-1-0-0 A10 P:4 J10 Msk (P) J2 G2 AV:1 SC:6 17
CC Kinunir-1 — — — — Lx2:10:2 Lx4:10:1 A10 (P:8) (SP) J4 G4 AV:2 BG 17	GR Ashtabula-1 — — — — Lx4:10:1 A10P5J10Msk (SP) J3 G2 AV:1 SC:2 12	MA Mary Ellen Carter-1 — — — — Lx2:4:1-1-0-0 A10 (P:6) (SP) J2 G1 AV:0 — 6	SDB Shukugan-2 — — — — Lx2:2:1-1-0-0 P:4 Msk AV:3 — 11	SDB Shukugan-1 — — — — Lx2:2:1-1-0-0 P:4 Msk AV:3 — 11
SM Victrix-1 — — — — Lx2:4:1-1-0-0 A10 P:5 J4 Msk (SP) J2 G4 AV:2 SC:1 6	EC Gazelle-1 — — — — Lx2:10:2-2-1-0 Lx2:2:1 A10P5J10Msk (SP) J3 G3 AV:2 — 8	CP Patrol Cruiser-1 — — — — Lx2:10:1 A10 (P:6) Msk (SP) J3 G4 AV:2 — 9	EC Fiery-2 — — — — Lx10:2-2-1-0 A10P5J4Msk (SP) J4 G4 AV:2 — 8	EC Fiery-1 — — — — Lx10:2-2-1-0 A10P5J4Msk (SP) J4 G4 AV:2 — 8



Projected	Projected	Projected	Projected	Projected	Projected	Projected
Projected	Projected	Projected	Projected	Projected	Projected	Projected
Projected	Projected	Projected	Projected	Projected	Projected	Projected
Projected	Projected	Projected	Projected	Projected	Previous	Previous

Previous	Previous	Previous	Previous	Previous	Previous	Previous
	MISSION	MISSION	MISSION	MISSION	MISSION	MISSION
Previous						

MISSION	MISSION	MISSION	MISSION	WHITE OUT 1	WHITE OUT 1	WHITE OUT 1
WHITE OUT 1	WHITE OUT 1	WHITE OUT 1	WHITE OUT 1	WHITE OUT 1	WHITE OUT 1	WHITE OUT 1

EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1
EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1	EVADE +1

EVADE +1						Black Globe Up
Temporary Damage 2						Black Globe Up

Temporary Damage 2	Temporary Damage 2	Crewry Overload 2	Crewry Overload 2	Crewry Overload 2	Tumble +1	Tumble +1
Temporary Damage 2	Temporary Damage 2	Crewry Overload 2	Crewry Overload 2	Powered Down	Powered Down	Powered Down

Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Powered Down
Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired

Projected	Projected	Projected	Projected	Projected	Projected	Projected	Projected
Projected	Projected	Projected	Projected	Projected	Projected	Projected	Projected
Projected	Projected	Projected	Projected	Projected	Projected	Previous	Previous

Previous	Previous	Previous	Previous	Previous	Previous	Previous	Previous
MISSION	MISSION	MISSION	MISSION	MISSION	MISSION	MISSION	MISSION

MISSION	MISSION	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE
ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE

THRUST	THRUST	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE	ACTIVE
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THRUST	THRUST	THRUST	THRUST	THRUST	THRUST	THRUST	THRUST

Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired
Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired	Lasers Fired

PASSIVE	PASSIVE	PASSIVE	PASSIVE	PASSIVE	PASSIVE		

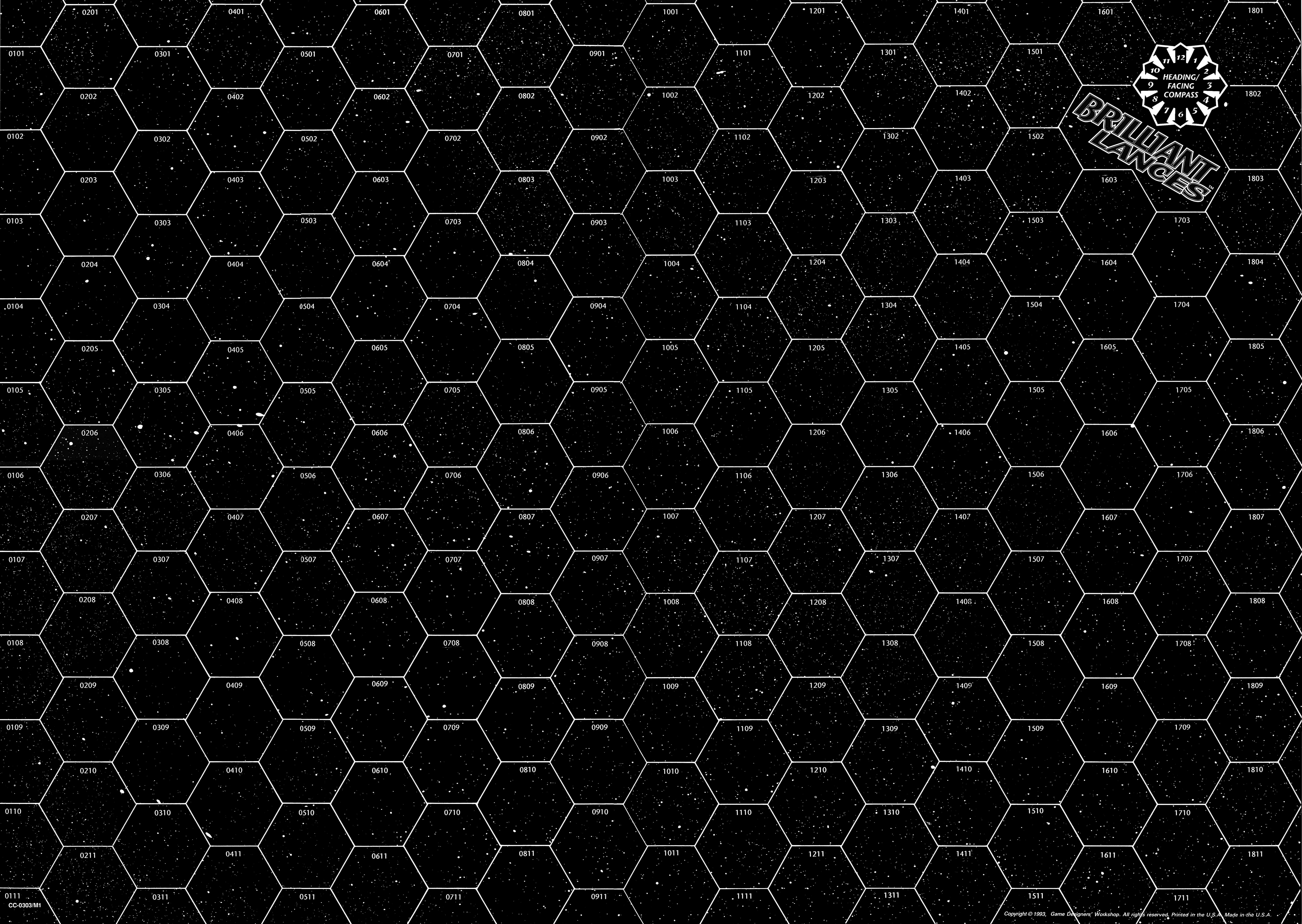
Fire Control	Maneuver Drive	Maneuver Drive	Maneuver Drive	Power Plant	Power Plant	Power Plant	Jump Drive
Jump Drive	Jump Drive	Jump Drive	Sensors	Sensors	Sensors	Sensors	Life Support

Life Support	Life Support	Life Support	Life Support	Artificial Gravity	Artificial Gravity	Artificial Gravity	Lasers HOLD Fire
Artificial Gravity	Artificial Gravity	No Effect	No Effect	No Effect	No Effect	No Effect	

[illegible]

Severe Tumble +2	Severe Tumble +2	Crouchy Overload 1	Crouchy Overload 1	Crouchy Overload 1	Temporary Damage 1	Temporary Damage 1
Powering Up 	Powering Up 	Powering Up 	Crouchy Overload 1	Crouchy Overload 1	Temporary Damage 1	Temporary Damage 1

[illegible]



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In the 57th century, travel between the stars has long been an accepted fact of life. Starships with powerful jump drives form the basis of interstellar commerce and the warships that protect that commerce.

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