Dear Wayne!

Got a favor to ask of you.

As a customer of ours for the Superior Starfleets line, you probaby have games in your shop from time to time using the Starfleets Wars rules or have a group(s) of customers who play the game on their own.

Superior is going to be bringing out a supplement to the game and the first draft of the rules are enclosed. The favor I would like to ask of you is to have these rules "playtested" by your group, particularly noting the following:

1. Do the scenarios balance out by the end of the game?

2. Are the victory points balanced out at the end of each scenario?

3. Are the victory conditions clear and attainable?

4. Is your group interested in further developments along this
     line or in role-playing type scenarios?

We would welcome and encourage all comments, questions, suggestions, etc. which may be written right on the enclosed rules themselves. I would really appreciate your returning the rules to me by I July as we want to get the game published as soon thereafter as possible.

Please keep in mind that these rules are designed for the beginner as well as the experienced player. Thanks very much in advance for your help and I will insure that you get a copy of the finished product as soon as it is ready.

Sincerely,

Peter B. Paschall
President

Hope you can help out!

This booklet is designed to formulate a group of battles between two opposing powers using the tactical game Starfleet Wars. This booklet will contain the following
1) articles by First Admiral Marc Harder on the background of the galactic struggles
2) the background of the game for the war between any two powers
3) Each player receives 2500 EPs(economic points) to construct a starfleet
4) use the Starlord building chart
5)

You are at the turning point of your nations history. You and your enemy have feverishly building up your defences for the war that is sure to come. Your choice of the type ships in your fleet and their deployment will be critical in determining the final outcome of this long dreaded conflict.

Equipment
Included in the game is this rulebook. Equipment needed for the play of this game are the rules to <u>Starfleet Wars</u>, minature spaceship models, twenty sided die, paper and pencils.

Players
This campaign is designed to be played with any number of players commanding the ships and fleets with one player to be in overall command of each empire. Thus, the minimum number of players is two and there is no maximum. Any two empires may be chosen to be in conflict with one another.

Victory Conditions
Victory points are awarded for successful completion of certain missions in each scenario. The total number of victory points a player has accumulated during the course of the game is the criteria for victory. It makes no difference how many battles you have lost or won, how many ships you have destroyed; Victory points are the sole dtermination of winning the campaign.

Before Beginning Play

Each player receives 2500 economic points(known hereafter as EPs) at the beginning of the game. You may construct any starship, starfortress, starfighter, DOTS or CAPTAC that your nation has listed in the Data table of STARFLEET WARS. Each ship has a specific cost as outlined in the Building Chart in the center of this book. You may build any ship regardless of size, as many as you wish as long as you do not spend more than 2500 EPs on your initial fleet. Make a list of the ships in your fleet and their cost. You now give this list to your opponent so that he will know what vessels are in your fleet. You may keep the identity of 500 EPs of starships secret if this is mutually agreeable between the opposing players. These represent secret construction before negotiations were broken off between the two empires. The players should not swap their fleet identifications until both players have completed making their purchases.

Assignment of Starships
Each player must now courfully assign each of his starships, starfortresses, DOTS, or Captacs to one of the following three fleets 1) Home fleet 2) Escort Fleet and 3) Patrol Fleet. There are certain restrictions. 1) the Home Fleet must contain at least 1200 EPs of starships, starfortresses, DOTS, and Captacs. 2) the Escort Fleet must contain between 6 and 10 transports, no more or no less. These are the only restrictions place on players towards their fleet assignments.

Scenario One

Both players roll a die. The player with the higher number is hereafter designated as player A and the player rolling therlower number is known as player B. Player A usesshis escort fleet in this action with his transports while player B uses his Patrol Fleet.

Electronic surveillance has indicated an increased level of enemy traffic in the outer quadrant. Fears of an attack as running at a fevered pithh among the colonists. Player A must escort a convoy through to the outer system to bolster defenses. You are to escort the convoy through to the planet so that the colonists are fully equipped for XXIXXXX planetary defense. Because of unknown enemy intentions your final orders will be given to you when you enter the system.

For years, you, Player B, have watched the enemy build up his outer defenses. He claims that this is a forwardxbased defense so that his empire may have a defense in depth against any aggressors. These false propoganda claims have not snowed you however. His latest convoy will provide his outer colonies with the necessary weapons XXXXXXXXXXX to attack your planets. Your orders are to intercept and destroy his convoy. Upon arrival in his system you will be given your final orders XXX indicating the target priorities. This is subject to change up until the last moment by the political situation.

Now that each player has chosen his fleet final orders are "opened". Each player secretly rolls one die and records his die roll. This die roll is then crossindexed with the following charts at the end of the scenario and victory points are awarded based on each players performance in the scenario.

Die roll	Player A				Player B				
	Each transport safely lands	Each enemy SGD, GB, GAC destroyed	Each enemy GD, SGD, GB, GAC 30% damaged	Each SC, SD destroyed	Each transport destroyed	each transport 50% damaged	Each SGD, GB, GD, GAC 50% damaged	Each SC, SD destroyed	Each surviving ship SD size and larger
0-3	50	10	∅	4	40	10	10	3	1
4-5	40	15	5	4	30	10	10	4	2
6-7	35	15	5	4	25	5	15	5	2
8	5 transports reach the planet-300 VPs				5 transports destroyed-300 VPs				
9	3 transports reach the planet-200 VPs				7 transports destroyed-200 VPs				

The scenario is over if either side retreats by using light-speed or getting beyond sensor range. Player A sets up a point on the playing surface that represents the planet. His nearest ship is then placed 60" from that spot and the rest of his fleet is put into position. Player B then sets his fleet up withe the following restrictions 1)at least 50" from the closest A ship 2)at least 24" from the planet. Play commences from that point until one player retires or is annhilated. Remember that any ships lost in this action will not be available for the rest of the war.

Player B's Patrol Force has returned to its home base. Unknown to them, A has sent His patrol force on a retaliatory raid on the planetary base in B's Patrol Fleet Sector. The object of this scenario for A is to bombard B's planet while B's patrol force heds off A's force until reinforcements arrive. Any of B's fleet that survived Scenario One may take part in this action even if damaged. If players are using the optional damage control rules, B's starships may not be repaired any more than they were repaired at the end of Scenario One.

Players set up as follows: B's ships are in orbit around the planet. B must mark a spot on the playing surface to represent the planet and place the remaining ships of his Patrol Fleet around the planet. Player A then sets up his force at a distance of 66 inches from the planet.

Die roll	Bombard Planet	Each SGD,GD,GB, GAC destroyed	Each SGD,GD,GB, GAC 30% damaged	Each SC,SD destroyed	Each Enemy SGD, GD,GB,GAC, that leaves battle before turn 10	Each SGD,GD,GB, GAC destroyed	Each SGD,GD,GB, GAC 30% damaged	Each SC,SD destroyed
1-4	1VP/ 20 PU damage	m15	5	5	10	15	5	5
5-6	1VP/ 15 PU damage	15	5	5	15	15	3	6
7-8	1VP/ 10 PU damage	10	0	3	15	20	6	6
9	No VP	25	8	8	5	25	8	8
0	No VP	30	0	5	10	25	0	5

Note that it may be good strategy to bombard the planet even if you get no points for it to make your opponent think that he should sacrifice his force for the protection of the planet.

After five turns B starts rolling one die on turn five and on each turn thereafter to determine if his Escort Fleet arrives to save the day. Consult the following chart to determine when the Escort Fleet may enter. They may be placed 40" from the nearest A starship.

Die Roll		Result
Turn 6	1-4	Escort Fleet may enter
Turn 7	1-5	Escort Fleet may enter
Turn 8	1-7	Escort Fleet may enter
Turn 9	1-8	Escort Fleet may enter
Turn 10		Escort Fleet automatically enters

For bombardment purposes, the planet is considered to have a DF of Ø. It has no OF and its speed is assumed to be one movement factor.

Each player may now build new ships or repair damaged ones. Each player
receives 300 EPs to build or repair ships. In addition, each player may
convert VPs to EPs at a rate of 1 EP for every 2 VPs. If the VPs are converted
they are lost and no longer count in the total to determine the victor of
the game. You must decide if the extra ships will help you regain your lost
VPs in future battles. Damaged ships are sent to the home fleet to be repaired
New ships are commissioned in the Home Fleet. Transfers between the fleets
are now allowed. Note taht newly commissioned ships and repaired XXX ships
must remain in the Home Fleet. The home fleet must contain 1000 EPs worth of
ships. The escort fleet does not have to contain transports but must not
contain more than 10 transports. Your opponent is not informed of any of
your builds or placemnt of your starships within yaur fleets.

Scenario Three

Player B has a fleet on tactical maneuvers for training purposes. Player
A warps in a fleet for a quick hit and run raid. Players A and B each secretly
choose one of their fleets for this action. If the escort fleets are chosen,
the transports are left home.
                . After the fleets are chosen both players roll the die
and compare the die to the   table. One die roll must be made for each ship
in the fleet. The die roll represents the chance that a ship may be refitting
or tempoarily inoperational.Ships are then deployed as given in the diagram.

Ships must be deployed within the parameters of the diagram that follows:
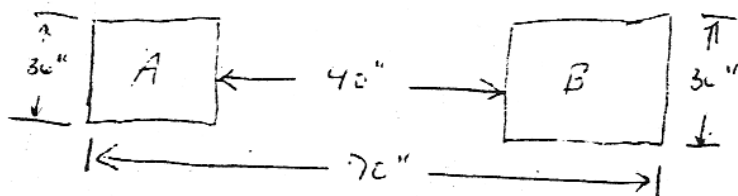
Beginning with turn 5 player B rolls the die. If he rolls a 0-2, he may
warp in another of his remaining two starfleets(his choice) into the battle.
This starfleet may be placed no closer than 50" from the nearest"A"ship.
 In the table below are the die rolls needed to successfully enter another
starfleet on consecutive turns by player B.

        Turn 5- 0-2 for successful entry
        Turn 6- 0-4 for successful entry
        Turn 7-0-6 for successful entry
        Turn 8 0-8 for successful entry
   Turn 9 Starfleet automatically enters

Victory conditions:Both players receive 1 VP for every 10PU damage inflicted
on enemy ships. Player B receives 5VP for every starship SD size and
larger that Player A takes to lightspeed before Player B's reinforcements
aarive. Player A receives a bonus of 10 VP for every starship SD size and
larger that B takes to lightspeed or that player A destroys. If B completely
vacates the battlefield to escape annhilation Player A receives a bonus
of 50VP. Starships on either side that survive this scenario that have
fired at enemy ships, inflicted damage on enemy ships, and have been fired
 upon are considered to be veterans with fully trained, experienced, and
  seasoned crews. For the rest of tthe game these ships should be identified
as "Aces" and are given a 5% increase in their probability in achieving hits
when firing lasers(OF's) or particle weapons(not CIDS).

Scenario Four

While Player A was distracted into making a hit and run raid on B's training
force, Player B was launching a full scale invasion of the disputed quadrant.
For this scenario B chooses one of the fleets that did not participate in
Scenario 3 to escort a convoy into the disputed area. B's force may include
up to ten transports.'A' may choose from his two remaining fleets which is
to be the defending force. The setup is as follows:

Player B — 60" — Planet

72"   40°

Player A
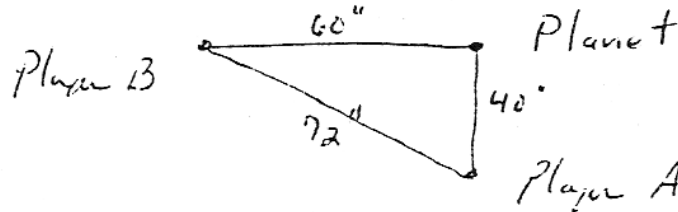
Victory Conditions: For each transport thjat B lands on the planet, B receives
50VP. The transport only needs to move onto the spot representing the planet
to land. It may not be fired upom after it lands. It may be fired upom during
the turn that it moves onto the planet. Player A receives 10VP for each transpo
destroyed. There is no question that control of the planet is the point
of this battle.

Scenario Five

In the intergalactic drama of move countermove Player B Is attempting
to kidnap Player A's royal family. For this scenario Player B may warp in
a fleet to A's home planet, fight off A's defending force and warp out without
getting destroyed after landing on A's home planet. B must use his remaining
starfleet to carry out his mission. Note that if B used a second starfleet
in Scenario 3, this scenario automatically is won by Player A. Player A
receives 100VP if he protects his royal family and they are not kidnapped.
Player B receives 100VP if he manages to pull off this caper. He must land
one ship on the planet, then take off on the next turn. He must be 20" from
the planet before his ship can go to lightspeed. Player A may fire at the
ship after it takes off but he may kill the royal family if damage is inflicted
on the kidnapping ship. If A does fire at the ship and indlicts damage
he must roll the dice and consult the following table. Note that Player B
receives 100VP if he lands on the planet even if he is destroyed after he
takes off.

Die Roll	Result
0-10	Royal Family killed. They weren't liked anyway. Player A receives 100VP.
11-30	Royal Family killed. The empire mourns its' martyrs. Dlayer A receives 70 VP.
31-60	Royal Family not injured but Player A's Empire is anguished at the loss. Player B receives 30 additional VP.
61-98	Royal Family not injured. No additional VP's for either side.
99	Player A's Empire crushed and disheartened. Player A capitualtes and B wins the game!

Note that Player A receives 100VP only if his Royal Familyis not kidnapped at
all. The setup of forces is the same as in Scenario Four.

Each player now has their second build phase. You may now build new ships and repair damaged ones. Each player has 300 EP's plus you may convert VPs at a rate of 2VPs per 1EP. If the VPs are converted they are lost and do not count towards your total for determining the victor at the end of the game. Players split their fleet into two portions, the Home Fleet and the Invasion fleet. Newly commissioned ships and repaired starships must be in the Home Fleet. The invasion fleet may contain as many transports as you want. Their are no quantitative limits on the number of ships that may be in each fleet. You may decide not to have an Invasion fleet but keep all your ships in the Home Fleet. Naturally your opponent is not informed as to which ships belong in which fleet.

Scenario's Six and Seven

Each Empire has decided that further conflict over the disputed region is profitless. Therefore each Empire had independently decided that the only quick solution to a possibly endless conflict is the invasion of and capture of the opponents home planet. Each has learned of the others plans and have deployed the fleets accordingly. Player A's Invasion Fleet and Player B's Home Fleet will join battle and vice versa. The object will be to land transports on the enemy home planet. The biggest decision that players will have had to make will be the disposition of their forces between the two fleets. You could make the Home Fleet strong at the expense of the Invasion Fleet and play it safe. You could go all out on the Enemy's home planet to garner badly needed victory points. You could split your forces evenly and hope for the best. There is the very real possiblity that there will be no battle at all! Players set up as follows:

Nearest ship of the
Invasion Fleet
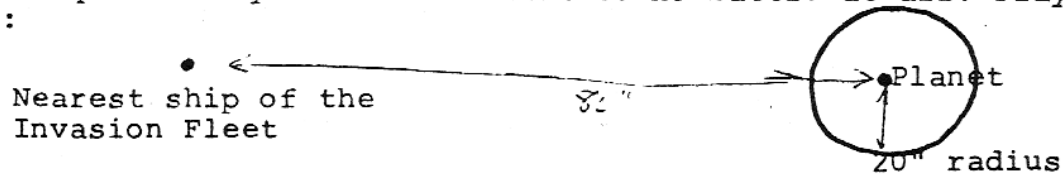
20" radius

The Home fleet is set up within a 20" radius of the planet. Home fleet sets up first. The Invading fleet is then placed anywhere on the playing surface at least 80" from the planet.

Victory Conditions: Each invading transport that lands on the planet is worth 50VP to the Invading player. Each invading transport destroyed is worth 10VP to the defending(Home Fleet) player. one VP is awarded for every 10PU damage you inflict on all enemy ships including SF, SB, SAPS(Transports not included). Battles are fought until one side is destroyed or retires.

After both battles have been fought and decided and VPs awarded, both players total their VPs that have been accumulated. The player with the highest total has won the campaign!

Designers Notes: It is our hope that this booklet will help stimulate and formula development of other campaign type games. Campaigns need not be this extensive to provide spacegamers scenarios wherein one lost battle does not equate with a lost war. Good planning and psychological warfare against your opponent will pay off in victory points. Battles to the last ship are no longer in your best interests. If this campaign game proves too extensive for you, we suggest cutting the point values in half(i.e.Use 1250 EPs for the initial fleet, ½VPs awarded per scenario, 150EPs per build phase, etc.) Ship costs in the data table remain the same. If this type booklet is well received, other booklets containin specific game situations coupled with personal player advancement to StarAdmiral (similar to other role playing games) will be presented.

BUILDING CHART

Type of Military Unit	Cost in Economic Points(EP)	Example	Cost
Starbase	1 EP per rated Power Unit	POLECAT	450
Starfortress	+10 EP per additional	(SGD)	+ 80
SGD	Offensive or Defensive		
GD	Factor		
GAC	+50 EP for Invisiblity Shield (optional)		
GB	+50 EP for Energy Damping Beam (optional)		+ 50
SC	+ 1 EP per starfighter		+ 18
SD	+ Particle Weapon Reloads		+ 7
DOTS	(5 reloads per EP)		605 EPs
Transports	20 EPs apiece	Any transport	20 EPs
Starbombers	9 EPs + PW reloads	STING	11 EPs
SAPS	9 EPs apiece	DOLPHIN	9 EPs
CAPTAC	5 EPs apiece	Any CAPTAC	5 EPs
Starfighter	1 EP apiece	BOBCAT	1 EP