STARSHIP STRIKE
Big Fleet Actions in The Universe

Version 2.0
2 August 2010

1. INTRODUCTION

These rules are designed for a player to control many capital ships in a major fleet action. They are designed to allow players to refight the huge space battles of the Exterminator War. [See **www.theuniverse.org.uk** for much more detail]

There are a couple of other sets of Universe-based rules already in existence.
- HELLFIRE, which allows players to control a single ship in considerable detail.
- Big Burn is for small fleet actions with a degree of detail as to what damage is done.

This set of rules are another step in the abstraction process, designed to make a battle playable in an hour or less, and several battles in a campaign context practical in an evening. The basic rules concept is a direct steal from the excellent WRG game '*Seastrike*' published in, I think 1974. Seastrike was an innovative system for its time and well worth a look if it turns up on Ebay.

Inevitably, that original system has mutated somewhat in its conversion to the Universe, and this system is an attempt to reflect the doctrine and practice of 300+ years of space combat in the Universe.

Space battles in the Universe generally take place in the orbital space around a colony world. Combat is generally not 'to the death', and fleets will usually withdraw if overmatched. Combat is also very greatly influenced by political constraints and the consequent rules of engagement. Similarly, the loss of a capital ship is a major economic loss as it takes a year and a half to build a replacement, and it has significant credit value. (See the Macro Rules for the Humanity Will Prevail Campaign). Captains and admirals are schooled with the prevailing ethos – which is that if an enemy ship breaks off combat you let it go (after all, it might be you next time).

Much of this was challenged during the Exterminator War – where the enemy was an implacable machine intelligence – so when fighting Exterminators the loss of ships is expected. However, that specific threat has now receded.

2. TIME AND DISTANCE

The game is played on an open playing area, ideally around 2.4m (approx 8' long). The detail of manoeuvre is not very critical to battle outcomes.

Measurements are on a scale of 1cm = 2.5 kilometres.

If it helps, think of each turn around 7 or 8 minutes or so. (but don't quote me on that!).

Planets are not normally shown on the table, as they are a bit big. (about 48 metres across in game scale)

Note that space is big. The distance between the Earth and the Sun (a distance known as an Astronomical Unit, approx 160 million kilometres) would be a distance of **64 kilometres** on the table top

3. APPROACH AND THE BATTLESPACE

Ships move between planets in a system using their main thrusters – this will usually propel a ship with accelerations of between 1 and 2 gravities (1 gravity = 10 metres per second per second). This allows the ships to make interplanetary journeys in a matter of days. The fusion-powered thrusters also emit a vast plume of exhaust plasma – known as its 'burn'. capital ships and large merchants – the largest class of ship – create 'Big Burns' whenever they move in-system which are easily detectable at very long ranges – when they are days or even weeks away.

However, at these very long ranges, one big burn is very like another – so whilst you may know how many big ships are coming, you may not know at this stage what class they are. The burn size of each ship is shown in the ship stats table at the end of the rules.

As the fleets close, so they enter the range of navigational radar (about 100,000km – or a few hours apart). At this point it is possible to distinguish between merchant ships and warships.

At about 5,000km, tactical radar is available. This allows you to distinguish ship classes, so the entire enemy force is shown.

Once within about 1,000 km weapon radars are active. At this distance, if available, Combat Space Patrol pacifiers will usually be deployed. The 1,000km range is known as the **Battlespace.**

Once within Battlespace, it is assumed that combat will ensue.

So, if you want to model the approach process, follow these steps:

- Each side writes down the number and size of burns in their fleet and passes it to the other side. At this point either side can choose to break off and there is no combat. If not then close to Navigation radar range.

- At Nav radar range, military ships are distinguished from civilian. Either side can still break off. If not then close to tactical radar range.

- At Tactical radar range – ship types are identified – though state of repair, numbers of pacifiers carried etc is not revealed. Still time to back out.

In the Battlespace, everyone is assumed to be prepared for combat operations.

There is then an unfolding deployment stage – this might be done using a map until some part of the opposing fleets reach pacifier strike range of 500 kilometres (200 cm) of an enemy ship

Note down how far from the units in range each element is – some of these may not fit on the game table and their relative location may have to be noted down separately until they get within range of someone.

Units equipped with pacifiers may choose to have them pre-deployed on Combat Space Patrol before reaching the 200cm (500km) point.

These are placed on the table during initial deployment before the battle.

The battle can then start, and the normal game sequence starts (below).

4. SEQUENCE OF PLAY

The sequence is simultaneous movement and firing.
Cut the card pack to determine the order of play in each Turn. **SYSTEM FAILURE** automatically goes last.

1. Players write movement orders.

2. Players move all units

3. Both sides can deploy Combat Space Patrol (CSP) Pacifiers.

4. Both sides secretly note weapon options for the pacifier flights un-launched or re-arming. Once set this may not be changed in the Turn.

5. Target Allocation Sequence. Starting with the player who won the cut – each player places one targeting counter in turn until all possible placements have been made. Once placed a targeting counter may not be moved.

6. Resolve Combat and note damage etc. This can be done in any order as all damage is simultaneous. Remove targeting counter as the damage from that attack is resolved. Where there are multiple attacks on a single target, the results are conducted in sequence one after the other in any order the attacker chooses.

7. Take Morale tests as necessary

8. Conduct damage control

9. Shuffle card pack.

5. SHIP RECORD & COUNTERS

Each ship has all its statistics recorded on the unit counter which looks something like this:

KEY

ⓟ	PAD x 1
Ⓗ	HELL x 2
▣	CANNON x 4
🔺	POINT DEFENCE x 4
✴	HSD
◭	THRUSTERS x 0.5 g
⚡	C3
▭▭▭▭	ARMOUR
⬆	ONE SHOT PACIFIER x 2
▭▭▭▭	HULL x 4

👤👤	MARINES x Groups
⬆⬆	PACIFIER FLIGHT x 4
✖	Damage Control x 2
◉	Centre Point
🔔🔔	Assault Shuttle Capability
🔽	MISSILE x 2

Note that the Centre Point represents the location of the ship and is the point from which ranges are measured.
There are usually a number of other useful counters in play, to help keep track of some of the complexity – particularly of the carrier/pacifier battle.

Targeting Counter. The firing ship ID is written in the centre, and it is placed on a target ship to indicate firing.
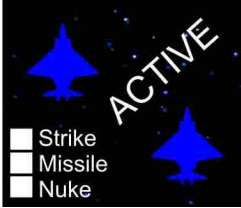
Pacifier flight counter. During the re-arming turn, players may choose whether it will be in Strike role, Missile role and if the in the missile role whether it is to have nuclear-tipped missiles (tick boxes).
Once the role has been set it cannot be changed until the next re-arming phase.

Once used in a turn, the counter is flipped over and the reverse shows 'RE-ARMING'

Used when marines are used in an attack on a ship – these help represent how many marine groups are deployed in a combat.

7. MOVEMENT

The movement rules are NOT strictly Newtonian. The assumption is that you use power to alter relative positions mainly and that ships aim to stay in combat and in range – the more agile ships can chose to close the range or widen it more easily.
It is also easier for players to operate the system.

For each Thruster (= Delta-V Agility) on the ship counter, the ship can move up to 8 cm (20 km).

Movement Orders
As movement is simultaneous,players will write secret orders for each ship each turn. At the start of each game designate a direction of notional 'North'. Thereafter movement is written in the format: "8 cm Southeast" or "16 cm South" etc.

These orders can only be written if the ship has a functioning C3 centre.

Spacing.
Ships need a certain amount of clear space around them to manage communications clutter, pacifier launch and recovery, missile deployment, chaff and flare launches and safe manoeuvre.

There is therefore a minimum safe distance that is normally maintained between ships. This is represented by the ship counter. So to keep it simple *ship counters may not be overlapped*.

Friendly ships overlapping their counters are deemed to be 'crowded'. The effect of this is to make all direct firing one range band worse and no missile fire or pacifier launching is permitted.

Ramming: A ship may order a ram on another ship. If the ram is unopposed then it is automatic. If the target wishes to avoid the ram, each side draws a card for each Delta-V it has – the side with the highest single card wins (SYSTEM FAILURE = 0). If the rammer wins it means a successful ram. A draw means the rammer has missed.

If it is a successful ram, then both take one Hull hit per thruster of the ramming unit.

Draw a card to see if the ships are entangled – Draw Seven or higher and they <u>are</u> and cannot manoeuvre or fire in subsequent turns. Ships cannot be disentangled within the period of a normal battle – it takes hours of cutting.

Any incoming fire on the entangled ships might hit either ship – draw for it.

If not *entangled* either ship may pull off next turn.

A missed ram just leaves both ships adjacent.

8. BREAK-OFF RULE

In a normal human vs human combat a ship can chose to 'break off' in its firing phase. This takes up a 'shot' for that fleet. In order to successfully break off the ship must:

- ➢ Not be fighting a boarding action.
- ➢ Not have taken damage last turn
- ➢ Not be within 20cm (50km) of an enemy ship
- ➢ Have at least one intact C3 centre

Ships that break off will be expected to leave the system as quickly a possible.

This rule does not apply in Exterminator vs Human battles.

9. COMBAT RESOLUTION

This uses at least one pack of Results Cards cards. Multiple packs are sometimes helpful. <u>All fire effects are simultaneous.</u>
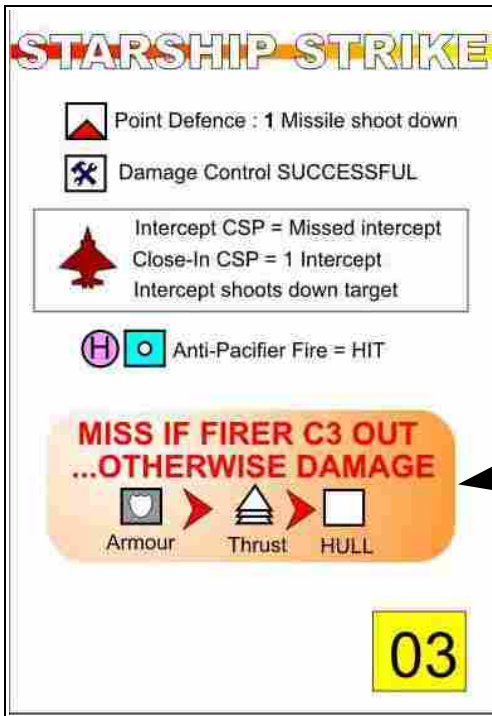
In some cases additional SYSTEM FAILURE (or other cards) may be inserted in the pack to represent serviceability standards or logistic shortcomings.

a. Basic Method for Direct Firing
Direct fire weapons such as PAD, HELL and Cannon always draw one Results Card per weapon firing

Weapon	PAD	HELL	CANNON
	Up to	Up to	Up to
Effective Range	16 cm	8 Cm	8 cm
Long Range	32 cm	16 cm	-

Results Cards should be drawn in turn. If a SYSTEM FAILURE is turned up it represents a system error - all of that type of system being used on that ship has failed for the rest of that turn and no further cards are drawn for that system.

EXAMPLE RESULTS CARD

STARSHIP STRIKE

▲ Point Defence : 1 Missile shoot down

✖ Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
Close-In CSP = 1 Intercept
Intercept shoots down target

Ⓗ □ Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
...OTHERWISE DAMAGE**

🛡 ▶ △ ▶ □
Armour   Thrust   HULL

03

This means take a hit on Armour – if no armour take a hit on thrusters if no thrusters take a hit on Hull.

This is the Card Value – used when players draw a card for value

b. Basic Method for Missiles
Missiles have a range of 40cm (100km)

Point Defences can be fired more than once each per turn. They fire in defence on all incoming attacks.

If the number of missiles fired on the target are **exceed** by the number of active Point Defences firing in defence of the target, then **no missiles get through**.
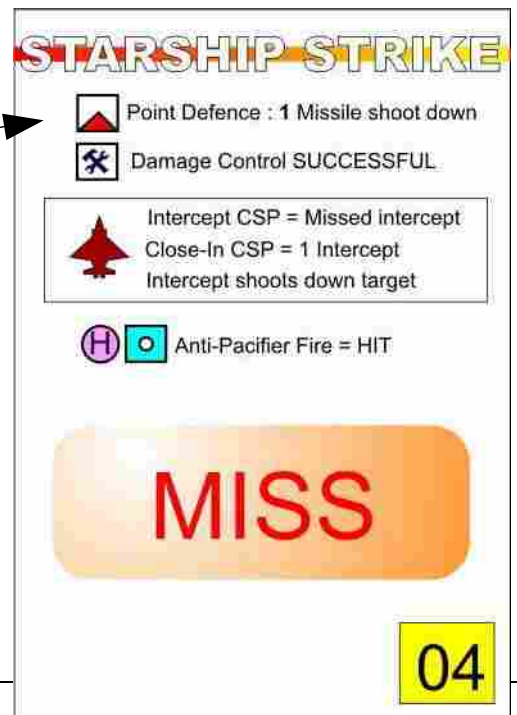
If the number of missile launchers firing is more than triple the point defences firing in defence then the defences are swamped and **half of the attacking missiles automatically count**.
If there is no point defence whatever, then *all* the missiles get through.

Otherwise, draw a Results Card for each defending point defence factor.

LOOK HERE for whether, and how many incoming missiles are shot down by the point defence factor

For each missile factor that gets through, draw a results card for damage.

STARSHIP STRIKE

▲ Point Defence : 1 Missile shoot down

✖ Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
Close-In CSP = 1 Intercept
Intercept shoots down target

Ⓗ □ Anti-Pacifier Fire = HIT

MISS

04

c. Ammunition

Ship-mounted PAD, HELL, CANNON and PD never run out of ammo.

Each ship-mounted missile launcher has six missiles – so a ship can fire 6 times before reloading.

Reloading missile racks requires the ship to not be moving or firing for 5 turns.

d. Damage Control.

Any *system* can be repaired. Ship hull, Marines, shot down pacifiers and armour cannot be repaired.

Draw one Results card card per damage control factor and look here for the result

10. PACIFIER MOVEMENT & COMBAT

We do not move pacifier units about the map – they are treated as a weapon system and 'fired' at targets.

Pacifiers **do** have separate counters, but this is to show how they are being used they are not to be treated as separate units.

One-shot pacifiers (OSP) are less capable than carrier launched because they represent fewer pacifiers. If an OSP is used and cannot be recovered by a carrier, it is removed from play (hence 'one shot').

OSP represent 2 pacifiers normally, and can be used to pair up to replace a lost full strength pacifier flight of 4 operating from a carrier.

As the name suggests, OSP are removed from play once they have been used in action unless there is an open carrier slot they can return to for rearming/refuelling.

> ### Pacifier actions can only be made every other turn
> – so a pacifier flight counter is either **ACTIVE** or **REARMING**.

Ideally we use double-sided counters for this that they can be flipped over.

Pacifiers are used as a weapon system in one of three ways: See also the Pacifier Operations Chart at Annex B

a. Combat Space Patrol (CSP)

Intended to defend against other pacifiers. If CSP is allocated it can be applied to any ship within 40cm (100km) of the owning ship.

If attacked, CSP is used up. If not attacked the CSP remains in place until recalled (this might be multiple moves). OSP can also remain on station until used.

When under attack, and before discovering the Attacker's Strike Option (see below), the defender allocates CSP Pacs to one of two Postures:

CSP: Intercept Posture: The CSP pacifiers go out to meet the incoming pacifiers as far as possible from the ships they are protecting.

This is best against Missile Attack Pacifiers. This option is not available for attacks originating closer than 40cm (100km) to the target.
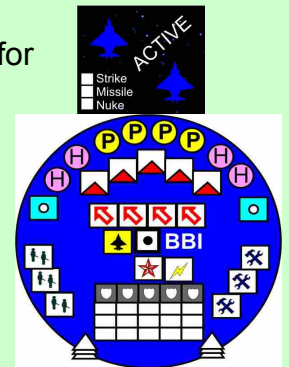[Place the Pacifier Counter in front of the units being defended.]

Defending CSP draws a Results Card:

Look here to find out how many intercepts of enemy Missile Attack units there have .

Don't forget that there is a different result if the interceptors are one shot pacifiers (OSP)

CSP: Close-In Posture: The CSP Pacifiers wait until the attackers have converged on the target and are more concentrated.

This is has no effect against Missile Attack Pacifiers, but has a higher intercept chance overall and is more effective against Strike Pacifiers.

[Place the Pacifier Counter on the ship counter being defended].

Defending CSP draws a Results Card:

STARSHIP STRIKE

- ▲ Point Defence : 3 Missile shoot down
- ✖ Damage Control FAILED

Intercept CSP = 2 intercept (1 if OSP)
Close-In CSP = 3 intercept (2 if OSP)

Intercept fails to stop enemy

- Ⓗ ◉ Anti-Pacifier Fire = MISS

DAMAGE

◉ ➤ ☐

Cannon   HULL

12

Look here to find out how many intercepts of enemy HELL Strike units there have been.

If there is a Successful Intercept (of either Close-in or Intercept CSP), draw a Results Card for each successful intercept

STARSHIP STRIKE

- ▲ Point Defence : 1 Missile shoot down
- ✖ Damage Control SUCCESSFUL

Intercept CSP = Missed intercept
Close-In CSP = 1 Intercept
Intercept shoots down target

- Ⓗ ◉ Anti-Pacifier Fire = HIT

**MISS IF FIRER C3 OUT
...OTHERWISE DAMAGE**

☐ ➤ △ ➤ ☐

Armour   Thrust   HULL

03

Look here to find out whether the intercepted target has been shot down, driven off, or gets through.

Where there are more intercepts than incoming units, then this means that an incoming unit can be draw against more than once.

b. Pacifier Point Defence (PPD)

Used very close in to defend against incoming missiles. It is not available to Pacifiers in Missile Attack role.

The pacifiers can be allocated to a single specific ship only within 100km of owning ship – place a counter to indicate.

Can only be used once per turn. Each pacifier unit on PPD counts as **TWO** extra PD for the defending ship (one for a one shot pacifier).

If attacked by missiles, the PPD is used up. If not attacked the PPD remains in place until recalled (this might be multiple moves). OSP can also remain on station until used.

c. Pacifier Strike (Strike) – to reach out and hit enemy ships.
There are two Pacifier Strike Options: Pacifier strikes are at anything with 200cm (500km).

Option 1: Missile Attack Pacifiers: Each Pacifier factor counts as 4 Missile factors (or 2 if one shot pacifier)
If the target is defended by *Intercept CSP* then run through that process
Only units that pass through the intercept process can launch missiles.
Calculate effects of any missiles launched as if it were a missile attack (see 9b above).

Option 2 : HELL Strike Pacifiers: Pacifiers armed with HELL. Can be intercepted by either *Intercept CSP* or *Close-In CSP*. If it gets through then draw 4 Results cards (2 if one shot pacifier) per strike and refer to the damage results as in 9a.

Option 3 : Space Superiority : This is designed to attack enemy CSP *intercept posture* pacifiers that might be blocking an attack. Assume an automatic intercept by both parties, then apply the *successful intercept* rule in 10c. above.

The option chosen must apply to the entire attack from a given ship, and is selected during the 're-arming' time, or the turn prior to the turn of launch. In the event that it is not made clear, the DEFAULT option is **Option 2 : HELL Strike**.

d. Defensive Anti-Pacifier Fire

If under attack **by Option 2 : Strike Pacifiers**, the defending ship can use **HELL** and **Cannon** in self defence (whether or not they have already fired offensively in that round).

Only the defending ship can react in this way – nearby ships cannot get involved.
This fire is simultaneous with the Strike attack – so it cannot prevent incoming damage, merely punish the attackers.

Draw a Results card per defending system and look here to see if the enemy unit has been shot down (HIT)
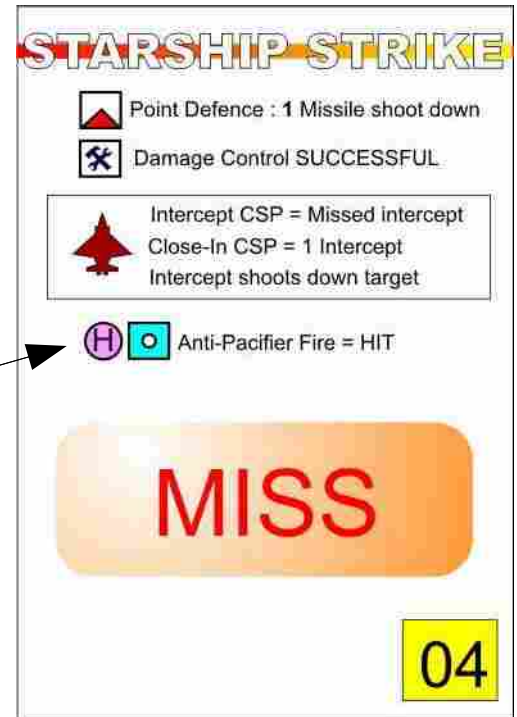
e. Multiple Pacifier Launches

There is a class of ship known as the Multiple Pacifier Ship (MPS) or 'Swarm' ship that is a ship carrying a large number of single shot pacifiers factors

When calculating the effect of its pacifiers, they are worked out in 'waves' of 4 pacifier factors at a time.

Multiple waves can be launched in the same attack, but their effect is not simultaneous – in effect they are counted as second, third (and so on…) 'shots' of 4 factors at a time.
This reflects the difficulty of coordinating very large numbers of pacifiers against a target.

This rule also applies to any carrier-type vessel with more than 4 pacifier flights embarked.

11. FLEET MORALE

It may be that whilst the Admiral (i.e. the player) might be a glassy-eyed fanatic happy to fight to the death, the individual ship captains, crew and senior staff officers might have other views   This test applies to the fleet as a whole. Where multiple nationalities are involved, each national contingent counts as a separate fleet. With a very large fleet you might split the fleet up into squadrons – each of which is then treated as an 'allied fleet'. Typically a squadron would be not less that 6 ships.

When the following conditions apply or change, roll 1d6 for Fleet Morale.

➢ Any military ship is lost from your fleet

➢ A Capital ship is lost from an allied fleet (CA, BB, CV or equivalent)

➢ No ship of your fleet has any offensive weapons available.

➢ An Allied Fleet's morale breaks

| -1 for **each** military ship lost from fleet so far | -1 if a Centauri Contracted Fleet |

-1 for **each** military ship lost from fleet so far   -1 if a Centauri Contracted Fleet
-1 if there is any enemy capital ship within 8   -1 if entirely Star Guard
cm of any member of your fleet   -2 if civilian / pirate
-1 if ship morale is **Failing** already   +1 if a Martian Fleet
-1 if outnumbered by enemy capital ships   +4 if fighting Exterminators
(BB, CV or CA)

Results:

Score 7+	*"Fight on, and Damn the Heavy Missiles!"* Fleet morale is excellent, keep going. Failing fleet morale recovers.
Score 5-6	*"Steady Boys Steady"* Fleet morale steady, continue fighting. If morale was failing before it continues to be 'failing'.
Score 3 - 4	*"This is getting tricky sir".* No unit may close the range with the enemy, no marine assaults. If morale was failing before it continues to be 'failing'.
Score -1 to 2	*"Er…we're not at all sure about this, Sir"* : Fleet morale is **Failing**. *No unit may close the range with the enemy, no marine assaults. Any unit with less than 50% hull remaining will attempt to break off if it can.*
Score <-1	*"All units, make for the M25!"* All ships attempt break-off . If escape is impossible, surrender (or negotiate truce/cease-fire). May not try to fight on except defensive CSP.

12. BOARDING ACTION

The strong Marine contingents on board these warships are intended to board and capture the enemy once his main offensive weapons have been neutralised.

Boarding can be done in two ways:

1. Ram and Board: The attacking ship arranges to collide with the target (see 'Ramming' above). This places the attacking marines right on the hull of the target where ship to ship weapons cannot be brought to bear. It is, of course, risky, because the attacking ship is at point blank range and can become damaged in the ram.
This has the advantage of allowing the entire boarding force to be deployed without being engaged by point defences. However, only Marine factors can be counted in the attack.

2. Send Boarding Shuttles: Launching shuttles containing the ship's marines across the intervening gap (up to 4cm = 10km). This is risky because the target ship's defences might still be active and the shuttles are quite vulnerable to ship to ship weapons.

Point Defences able to fire may attempt to defend, count each attacking marine factor as an incoming missile. An intercept removes a marine factor.

In order to launch boarding shuttles successfully the ships involved must be within 4cm (10km) of each other.

If the ship has *Assault Shuttle* capability it can launch up to 3 Marine Factors up to 200cm (500 km). (treat as Pacifier strike for getting through CSP) per factor.

Working Out the Boarding Action:
Calculate combat odds:
Each Marine factor = 4
Every remaining 4 Hull factors = 1 (representing surviving crew)

Work out combat odds

If outnumbered 2-1 the superior draws 2 cards, the inferior 1
If outnumbered 3-1, the superior draws 3 cards, the inferior 1
…and so on.

- The highest value card wins – the side with multiple cards play the highest drawn.
- Loser loses 1 marine factor. If no marine factors left, the ship is taken (or attacker beaten off).
- Draw means indecisive combat for that round.

Repeat the process until a result is achieved. Boarding actions are always completed with a turn.

If a ship is captured it ceases to take any part in operations.

Whilst it is possible to put a prize crew aboard and fly the ship off this takes some considerable time to organise, so it outside the normal scope of this game.

The winning player notes how many marine factors remain to hold the prize. Redeployment back to the launching ship takes place during movement (within 4cm / 10km for normal shuttles, 200cm / 500 km for Assault Shuttles).

It is not allowed to recover units and launch a marine assault in the same turn.

13. NUCLEAR WEAPONS

Nuclear Weapons
These are delivered by missile (either ship or pacifier-launched). Warheads must be defined by the scenario – and once a volley is armed with nukes it cannot be changed.

It would be unusual for a ship to have enough nukes to arm its entire missile stock – typically around 6-12 warheads per capital ship. In game terms this means that a carrier can make 3 fully nuclear-armed missile armed pacifier flight attacks.

During the Exterminator War, this was doubled in most navies.
These have to penetrate the target's defences to be of any use.

Damage from Nuclear Detonation

Direct Hit – target annihilated

Near Miss – Target and any other units within 4cm (i.e. immediately adjacent) take 20 damage results cards

All within 20cm / 50km – 5 damage results cards
All within 80cm / 200km – 2 damage results cards

Electromagnetic Pulse
If the detonation is within the magnetosphere of a planet with a magnetic field, the detonation will cause an EMP effect for all vessels with 40cm / 100km for 10 turns.

EMP effects:

- No communications
- No PAD, HELL or missile fire

14. FIGHTING OUTSIDE THE M25

There are rare occasions when battles are fought outside the M25. In these circumstances, the HSD can be used to complete instant 'microjumps'.

These are not very accurate over short distances (i.e. the area of a typical battle).
To make a microjump the HSD must be functioning.

The commander indicates the target point.

This may not be *less than* 80 cm / 200km from the current location but can otherwise be any point on the playing area.

Draw a card for accuracy –

Score	Result
13	Ship exits Hyperspace in the indicated point.
2 – 12	Misses target point, , and face value x 5 cm for how far in that direction
1	Ship exits at a point a long way off the map and will have to microjump back on to the map on a following turn.

15. STEALTH DETECTION

All ships with weapon systems have combat radar that detects other ships and incoming missiles and pacifiers out to 5,000 km whether burning or not.

There are other, less sensitive navigational radars that function out to about 100,000km. Ships burning (i.e. moving at all), are detectable over distances expressed in billions of kilometres.

The bigger the burn the further away they can be spotted – usually days away.

Certain alien and Forerunner ships use gravitic drives which do not burn and have low radar reflection signatures and are therefore not so easily detected.

These are described as Stealth Targets.

For each approaching Stealth Target, draw a card for the distance at which it is detected – the face value is the detection range x 500 km

This card is not shown to the detecting player. Ideally the umpire keeps this secret until the appropriate moment.

15. SERVICABILITY RATING

The **SYSTEM FAILURE** Results Card has a specific role in the pack to show ..er.. system failures.

If drawn in a run of card draws it represents something going wrong and you should stop drawing – in the case of a pacifier attack, for example, it might mean the communications system has gone down.

We can add in extra **SYSTEM FAILURE** cards per deck of results cards to reflect national serviceability and operational readiness levels.
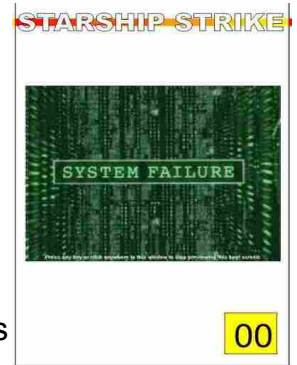
Status	SYSTEM FAILURE per standard deck		
	Expert Crew	Standard Crew	Semi-Automatic ship
Fresh, <200 days out of port, Logs status GREEN	0	1	2
After sustained operations of at least 200 days, Logs status GREEN	1	2	4
Logs Status AMBER	+1	+2	+2
Logs Status RED	+2	+3	+4
Corporate Merchant Ship	2	4	n.a.
Ship built using 'Quick Build'	+2	+2	+2
Independent Merchant / Pirate Ship	n.a.	6	n.a.

ANNEX A : Ship Statistics

Factors on the Unit Counter

Ship Type	PAD	HELL	Cannon	Missile	Point Defence	Pac Launch system	Assault shuttle system	Hull Damage (Armour)	Thrusters (burn size)	Damage Control	C3 centres	Marine Factors
Battleship	4	4	2	4	5	(1)	-	15 (+5)	2 (big)	3	2	3
Heavy Battleship	6	3	2	3	6	0	-	24 (+8)	2 (v big)	4	2	4
Missile Battleship	2	1		10		(1)	5	15 (+5)	2 (big)	3	2	3
Carrier	1	1	1	1	3	4	-	6 (+3)	2 (big)	3	2	3
Battle Carrier	1	2	2	0	5	8	1	12 (+4)	2 (v big)	3	2	6
Heavy Cruiser	2	3	1	2	3	(1)	-	10 (+3)	3 (med)	2	2	3
Missile Cruiser	2	1	1	4	3	(1)	-	10 (+3)	3 (med)	2	2	3
Light Cruiser	1	2	1	1	2	-	-	6	3 (med)	2	1	1
Destroyer	-	2	-	-	2	-	-	4	4 (small)	1	1	1
Scout Ship	-	1	-	-	3	-	-	4	4 (small)	1	1	1
Assault Landing Ship	-	1	-	-	2	-	2	4	2 (big)	0	1	3
Assault Carrier	-	1	-	-	2	1	-	4	2 (big)	0	1	1
Transport	-	-	1	-	1	-	-	4	2 (big)	0	1	1
Hospital Ship	-	-	-	-	1	-	-	4	2 (big)	1	1	1
Logs Ship	-	-	1	-	1	-	-	6	2 (big)	0	1	1
Marine Assault Ship	-	-	2	-	2	-	3	4	2 (big)	0	1	9
Support Carrier	-	-	1	-	1	1	-	6	2 (big)	0	1	1
Multiple Pacifier Ship	-	-	-	-	2	(18)	-	2	2 (big)	0	1	0
Merchant Multiple Pacifier Ship	-	-	-	-	1	(10)	-	2	2 (big)	0	1	0
Escort Carrier	-	-	1	-	1	(1)	-	3	2 (big)	0	1	1
Heavy Armed Merchant (AMI)	-	2	1	-	3	-	-	6	2 (big)	1	1	1
Armed Merchant C1A	-	-	-	-	1	-	-	1	2 (tiny)	0	1	0
Armed Merchant C1AS	-	-	-	-	-	(1)	-	1	2 (tiny)	0	1	0
Armed Merchant C2A	-	-	-	-	1	-	-	1	2 (small)	0	1	0
Armed Merchant C3A	-	-	-	-	1	-	-	2	2 (small)	0	1	0
Armed Merchant C4A	-	-	1	-	1	-	-	2	2 (med)	0	1	1
Armed Merchant C5A	-	1	-	-	1	-	-	2	2 (big)	0	1	1
Merchant C5	-	-	-	-	-	-	-	2	2 (big)	0	1	0
Survey Ship	-	1	-	-	3	-	1	6	2 (big)	2	1	3

Ship Type	PAD	HELL	Cannon	Missile	Point Defence	Pac Launch system	Assault shuttle system	Hull Damage (Armour)	Thrusters (burn size)	Damage Control	C3 centres	Marine Factors
Exterminator Super Battleship	24	24	9	-	9	12	2	90 (+0)	4 (very big)	12	6	6
Exterminator VIKING	4	4	1	-	2	(4)	-	12	4	2	1	1

Creating New Counters:
The basic factors are:
1 PAD = 1 Pad factor
2 HELL = 1 HELL factor
2 Cannon = 1 cannon factor
4 pacifiers = 1 pacifier factor
2 multi cannon / flares = 1 PD system

STARSHIP STRIKE : PACIFIER OPERATIONS CHART

DEFENSIVE OPTIONS

CSP
Combat Space Patrol

Covers radius of 100km
Placed on Map - remains until attacked

Must specify before discovering enemy's Strike Option

INTERCEPT POSTURE
Place counter in front of units being protected

Intercept HELL or Missile Strike attacks

CLOSE-IN POSTURE
Place counter on top of units being protected

Intercept only HELL Strike attacks

PPD
Pacifier Point Defence

Only applies to a single ship

Place counter behind unit being protected

Counts as TWO extra PD for the defending ship (one for a one shot pacifier).

OFFENSIVE OPTIONS

STRIKE
Pacifier Strike

Note: ships can only launch up to max of 4 one shot pac factors per turn

STRIKE OPTION
Strike option must be the same for entire attack from a given ship

HELL STRIKE
Must fight INTERCEPT & CLOSE-IN CSP before attacking

Each Pac Counter = 4 damage cards (2 if one-shot pac)

MISSILE ATTACK
Must fight INTERCEPT CSP before missile launch

Each Pac Counter = 4 missiles (2 if one-shot pac)

Resolve as normal missile attacks

SPACE SUPERIORITY
Attack specific enemy CSP pac

Automatically intercept

Defending CSP draw for effect too

Defence

Defending ship can fire HELL and Cannon simultan- -eously at incoming HELL Strike pacifiers