STARFORCE

‘ALPHA CENTAURI’
Interstellar Conflict in the 25th Century

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[1.0] INTRODUCTION
StarForce is a simulation of interstellar warfare as it might be fought in the 25th through 27th centuries. The game is not meant to be predictive, i.e., its designer does not purport that the “future” shown in its scenarios and rules will be the actual future. The game should not be viewed as an extrapolation of present day trends into the far future. Rather, the game is a set of imaginary conditions and technology which make possible far-flung interstellar societies (and conflict in those societies).

The main technological advance which makes the whole game “future” possible is a means of “shifting”. Shifting relies upon a combination of human teleesthetic and telekinetic abilities with sophisticated, intelligent machines, to temporarily join two widely separated points in space in order that a ship may shift instantly from one point to the other. In this manner, all relativistic time-space problems are neatly side-stepped and communication between stars systems light years apart are made feasible.

There are two versions of the game, both of which may be modified (and made more complicated) by the use of optional rules. The basic version of the game is known as the Basic Strategic Game and it uses rules sections 1.0 to 9.0. In this version all play takes place on the large star map known as the Stellar Display. The Advanced Game uses most of the same rules sections (omitting 8.0 and 9.0) plus sections 10.0 through 15.0. The Advanced Game uses both the Stellar Display and the smaller Tactical Display. Both games use a common set of counters and markers.

Both games also share the set of game situations (scenarios) given in sections 16.0 through 31.0. It is strongly recommended that Players acclimate themselves to the strange terminology and unusual game system by playing a few “learning” games using the basic rules. The one feature that experienced gamers will have the most difficulty getting used to is the three-dimensional quality of the game and the demands that such an environment makes upon the Players.

yields an outcome when forces of given strengths engage each other in combat. In these combat situations, the Players will also write orders for their StarForce units, allocating varying amounts of their total strength to defensive and offensive roles. Each specific game (scenario) has a set of objectives (victory conditions) which the Players must attempt to achieve. Usually these victory conditions require the control of specific star systems.

[3.0] GLOSSARY OF TERMS FOR THE BASIC GAME
Lite - an abbreviated form of the phrase “light year” (the distance light travels in a year - 9,458 trillion kilometers). Each hexagon on the Stellar Display measures one Lite across.

LITEZULU

LiteZulu - an exact three dimensional position on the Stellar Display. All positions on the Stellar Display are rendered in terms of their four-digit hex number and their Zulu coordinate i.e., how many Lites above or below the two dimensional plane that location is. There are 37,639 LiteZulus on the Stellar Display. For example, Sol is located in LiteZulu 2020/0; Alpha Centauri is in LiteZulu 1821/4.

Randomizer, Decimal - four sets of 0 to 9 chits which are used to produce random numbers for the various tables in the game. Place these chits in a wide-mouthed opaque container (e.g., a coffee mug) from which they can be easily drawn.

Star System - any one of the various colored discs on the Stellar Display. Each star system consists of a star and its associated planets (the planets are not represented due to the large scale). Star systems are grouped into three classes as distinguished by the size of their symbol: 1) the three “home” systems of the three races (e.g., Sol is the home system of the Human Race); 2) the secondary systems those having colonizable planets, but no native, sentient life forms; 3) the tertiary systems (those stars which have planets that require “terraforming” before colonization). Players should note that the stars are named according to various human, present-day astronomical cataloguing systems. In some cases the full catalog name has been shortened to the “declination” of the star. Even though the game takes place 500 years in the future, the relative position of the stars on the Display would not have
changed within the scale of the game, so that the map is fairly accurate representation of the present-day stellar neighborhood with minor distortions due to rounding off and the hexagonal grid. Players interested in astronomy should also note that although some of the star systems on the map are actually binaries or trinaries, they have not been symbolized as such.

StarForce - a fleet of four interstellar spacecrafts represented by a single counter; the operational, mobile unit in the game. StarForces shift about on the Stellar Display and engage each other in combat.

Shift - the instantaneous movement of StarForce units from point to point in space. All movement in the game is in terms of shifting. StarForces have a basic Shift Range of five Lites (which may be extended with the aid of other StarForces, StarGates, or by a risky procedure known as Overshifting). Note that, unlike almost all games, movement as a concept is a three-dimensional concept, through the intervening space between point of origin and destination; rather it is a transfer from point of origin to destination without ever having traveled through the space between.

StarGate - a space station in orbit around a star, which is not itself capable of shifting but which is capable of augmenting the shift abilities of Friendly StarForces. It may also participate in combat somewhat in the manner of a fortress or stronghold.

Stellar Display - the large, strategic map of all the star systems within twenty Lites of Sol (approximately). This local neighborhood of stars is fixed upon a plane extended out from the equator of the planet Earth. Star systems are located "horizontally" on this plane by being placed in the appropriate numbered hex. Their "vertical" distance from it is given in terms of their Zulu coordinate, i.e., how many Lites above or below the plane their position lies. If the map were provided in actual three-dimensional substance, it would appear as a "sphere" composed of 37,639 hexagonal solids. Since such a map is impractical, the system of plus and minus numbers combined with position numbers on the hexagonal grid are used to produce this three-dimensionality on a two-dimensional map surface. Players will note that stars are grouped by color coding to indicate whether they are below, in, or above the equatorial plane of the map. (see Zulu Limit)

True [Lite] Distance - this is the true three-dimensional, straight-line distance between any two points on the Display. Players should always bear uppermost in their minds the three-dimensionality of the game; points that may seem close together on the map two-dimensionally may in actual three-dimensional terms be very far apart. See 7.6 for further explanation.

Zulu Coordinate (or number) - a number that expresses the "vertical" distance (in Lites) a given point is from the two dimensional plane of the map. Zulu numbers are always expressed as a positive (+) or negative (−) number, indicating whether the point is above or below the plane. For example, Sol is at Zero Zulu, i.e., right in the plane of the map. LiteZulu 2020/+/21 is 21 Lites away from Sol, even though it appears in the same two-dimensional hex. Examine the map. Find hex 2039 (right under the name of the game). LiteZulu 2039/0 is closer to Sol than LiteZulu 2020/+/21, even though 2020/+/21 is in the same numbered hex as Sol.

Zulu Limit - the highest plus or minus number allowable within that area of the map. Note that the map is divided into concentric rings centered around Sol. Each of these rings has a Zulu Limit number printed in it.

A Special Note to Experienced Gamers: It's probable you'll find StarForce to be quite unlike any game you've ever played. It combines some of the aspects of a naval game with those of an air game. Nevertheless, it involves control of "territorial" as in a land game. Since we are all creatures of habit, it might be difficult at first to discard the game playing preconceptions developed over years of experience. The best way to approach the game is with an open mind, free of assumptions about what can and can't be done. Becoming comfortable with the three-dimensionality of the environment is critical to the mastery of the system. At least as much as other games, StarForce is a matter of being in the right place at the right time with the right amount of force. There are no "front lines" in StarForce, no easily discernible pattern of advance and retreat - winning strategies are based upon proper deployment and outguessing the opponent as much as possible.

Pre-publication playtesting of the game indicated that a lack of gaming experience was actually an asset, since the novice has less to "unlearn" and could more easily adapt to the mechanics of the system. A useful exercise to help you out of the flat-environment thinking most games encourage, is to take two distant stars and plot the most economical course between them, then add a third star to the group and try to plot the optimum point in space from which all three might be most easily reached. It's not as easy as it sounds.

NOTE TO ALL PLAYERS: A thorough reading of the glossary and a careful examination of the charts and tables associated with the game will greatly facilitate your understanding of the rules.

[4.0] GAME EQUIPMENT

[4.1] THE GAME MAP

The Stellar Display and the Tactical Display

The 22" x 34" mapsheet has two playing fields printed on it. The larger one is the Stellar Display, showing 74 star systems in a three-dimensional "sphere" of space measuring roughly 40 light-years in diameter. The Stellar Display is used in both the Basic and Advanced Games. The Tactical Display is used only in the Advanced Game. It is a representation of a small segment of any given position on the Stellar Display. The Tactical display is .01 light-years in diameter. See the Basic and Advanced Glossaries for a fuller description of both Displays.

[4.2] THE PLAYING PIECES

On the die-cut counter sheet there are five differently colored sets of combat unit counters plus a number of markers and chits. Players should punch these pieces out of the sheet (pressing on the faces of the counters) and sort them by color and type into the compartmented plastic tray.

[4.21] SUMMARY OF UNITS AND MARKERS USED IN THE BASIC GAME AND THE ADVANCED GAME

StarForce unit

Note that the code letters and numbers on StarForce and StarGate counters are for identification purposes only.

[4.22] Summary of additional markers

USED IN THE ADVANCED GAME ONLY

Stellar Randomizer Chits

Neutralization Markers

Tactical Situation Markers

Star Marker

[4.3] GAME CHARTS AND TABLES AND THE RULES FOLDER

Almost all the charts and tables used in both game versions will be found, in duplicate, on the game map. These charts and tables will be fully explained in the appropriate rules sections. Players will note that the rules are organized in their order of use in the Game-Turn. Players are advised to peruse the outline at the beginning of the rules if they have not already done so. Players should familiarize themselves with all the components of the game before reading any further. Do not expect to understand the various tables at first glance.

[4.4] THE SIMULTANEOUS MOVEMENT PLOTTING PAD

StarForce is played in simultaneous Game-Turns. Players write out in advance the actions their units will perform in the coming Game-Turn. The SimMove Plotting Charts are merely a handy format for organizing this order writing. When the pad is used up, Players can use ordinary lined paper or order new pads from SPI.

[4.5] GAME EQUIPMENT INVENTORY

Each complete game of StarForce should contain the following items:

One game map (22" x 34")
One die-cut counters (200 pieces)
One rules folder
One Simultaneous Movement Plotting Pad
One box/loid/cover sheet assembly

(Note that unlike almost all other SPI games there is no die in StarForce. The various tables are based on the decimal system and use chits to generate random numbers, thus obviating the need for a die.)

If any of the inventoried items are missing or damaged beyond utility, Players should contact SPI within fifteen days of their purchase. Write: StarForce, Customer Service, Simulations Publications, Inc., 44 East 33rd Street, New York, N.Y. 10010
[4.6] GAME SCALE
Each LiteZulu on the Stellar Display is one Lite across by one Lite deep. The Stellar Display is 39 Lites across by 43 Lites "deep". The Stellar Game Turn represents twelve hours of real time. The MiniLiteZulus on the Tactical Display are each one MiniLite across by one MiniLite deep (one MiniLite equals three Lites of a light-day). The Tactical Display is one hundredth of a Lite across by one hundredth of a Lite deep. Each Tac-Turn represents thirty minutes of real time.

[5.0] SEQUENCE OF PLAY
[BASIC]

[5.1] THE GAME TURN
StarForce: Alpha Centauri is played in Game-Turns. During each Game-Turn each Player plots his movement secretly and then simultaneously executes it. After Movement Execution the Players may or may not go into combat depending on whether they simultaneously occupy one or more LiteZuluses. There is not necessarily a limit to the number of Game-Turns in each scenario (a scenario being one particular situation (i.e., initial forces, and set of Victory Conditions). The game usually will continue until one Player wins a victory. All Action must take place in the sequence as outlined below or it is a violation of the rules and not permitted.

[5.2] GAME-TURN OUTLINE
A. Stellar Shift Plot Phase: Each Player writes secretly the new LiteZulu position that each of his StarForces will try to be in the Shift Execution Phase. (see 6.0 for How to Plot Shifting).

B. Shift Execution Phase
1. Safe-Shift Execution Segment: Move all StarForces that are making shifts within their safe maximum (see 7.2).

2. Overshift Execution Segment: For StarForces which are making shifts greater than their safe maximum, consult the Overshift range section on the Maximum Shift Table (7.5) and draw a chit once for each StarForce that is Overshifting, taking the action indicated by the Table.

3. Zulu Coordinate Readout Segment: For each numbered hex in which two or more Players have units (StarForces or StarPoints) they inform one another of their respective Zulu number of these forces, thus determining whether or not they occupy the same LiteZulu. Players also reveal the Zulu number of any StarForce which is in a LiteZulu adjacent to an Enemy StarGate. Note that there are twenty LiteZuluses adjacent to each StarGate, that is, the one in the LiteZulu directly "above", the one in the LiteZulu directly "below" and the three (plus one, zero and minus one) Zulu levels respective to the StarGate Zulu Coordinate in the six adjacent boxes (see also 7.41).

At this point, if opposing Players do not have opposing units in the same LiteZulu, Players proceed to the following Game-Turn. If, however, they do have units in the same LiteZulu opposing one another, they proceed to the Combat Execution Phase.

C. Combat Execution Phase: If opposing forces are in the same LiteZulu, a Strategic Combat Sequence is initiated, i.e., a series of Strategic Combat Sequences are played until the situation is resolved, namely, until only one Player's forces remain in the given LiteZulu. Note that more than one Combat situation may arise in a given Game-Turn. Players pick the largest combat situation to be resolved. They then continue until it is resolved and proceed to the next largest combat situation. Optionally, Players may decide to resolve one Segment at a time for each situation until all are resolved (this is a slightly more complicated technique, but is more realistic).

1. Initial Combat Segment: Each Player totals up the Strength Points of his forces in that LiteZulu. Note that entering StarForces and certain "defending" StarForces may have different Strength Point values (see 8.2). The first Combat Segment is then executed by comparing the attacking and defending Strength Points allocated by each Player, taking the difference and referring to the Strategic Combat Results Table, picking a chit from the Decimal Randomizer and all receiving a result which is immediately applied (see 8.0). If there are still opposing forces in the same LiteZulu, proceed to the second Combat Segment.

2. Second [and Subsequent] Combat Segment: Each Player recomputes his Strength Points based on the number of StarForces remaining and the change in Strength for the second Combat Segment (see 8.2) plus any StarGates. Play continues through a series of Combat Segments until one Player or another has been removed from the contested LiteZulu.

D. Stellar Neutralization Recovery Phase
(This Phase is only applicable to the Advanced Game and a Modified Basic Game). All units which were neutralized in the previous Game-Turn are returned to normal use and strength (remove Neutralization Marker).

[6.0] HOW TO PLOT SHIFTING

GENERAL RULE:
During the Shift Plot Phase of each Game-Turn, the shifting of the various StarForces is secretly written out in advance. Players, when plotting, should take two columns of the Simultaneous Movement Pad in order to Plot a single Game-Turn. The first column should be used to plot the activity the StarForce is engaged in that Game-Turn, and the second column should be used to plot the planned destination LiteZulu of the StarForce. Individual StarForces are identified by letters which correspond to lines on the SimMove pad.

[6.1] SHIFT PLOT CODE
S — Normal shift by StarForce without assistance or enhancement;
ES — Enhanced shift; this represents a StarForce moving to a LiteZulu which has been "enhanced" by another Friendly StarForce or StarGate.
GS — Gate Shift; extended shift made by using an assisting Friendly StarGate; this represents a shift which is assisted by a Friendly StarGate which is in the beginning LiteZulu.
EGS — Enhanced Gate Shift; extended shift by StarGate to a LiteZulu enhanced by a Friendly StarForce; this represents a StarGate assisting the StarForce in moving and another Friendly StarForce enhancing the destination LiteZulu. Note that this is a one-way process, you may not shift from an enhanced LiteZulu to an assisting StarGate in the same manner.
GGS — Gate-to-Gate Shift; extended shift from assisting StarGate to another assisting StarGate.

[6.2] DESTINATIONS
In the second box for every shifting StarForce is written the LiteZulu which is planned to be the ending LiteZulu for that shifting StarForce. If a given StarForce is engaged in enhancing for another StarForce then write an "E" in the second box. A planned-ending LiteZulu should be written in pencil if an Overshift is involved. If, due to the Overshift Results Table, a given StarForce does not complete its intended shift then its ending position (LiteZulu) should be written in that box.

[6.3] OVERSHIFT RANGE CODING
Whenever an Overshift is plotted for a StarForce, write the key letter of the appropriate Overshift range column in a circle after the basic shift code. For example, if a StarForce were making a normal shift to a destination six Lites distant, the letter "A" would be written in a circle after the normal "S" code.

[6.4] SHIFT PLOT EXAMPLE

UNIT MOVEMENT PLOT

A 2020/0 S 2422/3
B 2020/0 S 2422/3
C 2020/0 GGS 2422/9
D 2422/9 GS 2422/9
E 2422/9 E 2422/9
F 1821/4 ES 2422/9

[7.0] STELLAR SHIFTING [MOVEMENT]

GENERAL RULE:
Movement is not movement through space, as is normally thought of, but rather movement from one point in space directly to another point in space without having traversed the intervening distance. This movement of transfer, is referred to as a "shift" when performed on the Stellar Display. Players must always keep in mind that they are shifting in a three-dimensional environment, although the Stellar Display is a two-dimensional surface depicting a plane coinciding with the equator of the planet Earth. In conjunction with the Zulu coordinate system, it represents a three-dimensional space extending above and below that plane.

In Stellar shifting, there is no "Movement Allowance" such as in many other SPI games. Rather, StarForces have Shift Ranges which cannot be exceeded except in certain circumstances. The basic Shift Range of a StarForce is five Lites. This may be increased through the assistance of a Friendly StarGate or the "enhancing" of a given shift by other Friendly StarForces.

SHIFT PROCEDURE: A Simultaneous Movement Pad is included with each copy of StarForce. Each line across represents the activity of a single StarForce. During each Stellar Shift Plotting Phase, Players, using one line across for each StarForce, write the Plot Code (i.e.,
the type shifting to be engaged in) and the expected destination LiteZulu in the second box. During the Stellar Plot Execution Phase, Players place their StarForces in their newly plotted positions (if they successfully shift). In certain cases, Players may attempt to shift a distance greater than allowed. This is called Overshift and entails some risk-taking by the shifting StarForces. [7.1] HOW TO SHIFT STARFORCES

[7.11] During the Shift Plot Phase all StarForces may be plotted to shift (with the exception of StarForces which are being used to enhance a given LiteZulu).

[7.12] The distance of a shift is calculated in terms of Lites. In order to calculate the actual number of Lites shifted, the Players should refer to the True (Lite) Distance Table (see 7.6).

[7.13] Any number of Enemy or Friendly StarForces and other units may exist in the same LiteZulu without interfering with one another for movement purposes. StarForces which begin the Shift Plot Phase in the same LiteZulu may shift out to different LiteZulus or to the same LiteZulu without any interference. StarForces which do not begin in the same LiteZulu may shift into the same LiteZulu, again without interference.

[7.14] A combat situation is never begun until both types of shifts, that is safe shifts and Overshifts, are completed. Only then does a combat situation begin to be executed.

[7.2] SHIFT RANGES

[7.21] Normal, unassisted safe shift range for a given StarForce is five Lites. This number is constant for all StarForces and is, therefore, not printed on the playing pieces.

[7.22] Enhanced Safe Shift Range for a StarForce is ten Lites. An enhanced Safe Shift is defined as a shift to a Friendly StarGate, or to a non-shifting, Friendly StarForce which has been assigned the task of enhancing its LiteZulu.

[7.23] A StarForce used to enhance its current LiteZulu may not itself shift and may only enhance that LiteZulu for a single Friendly StarForce.

[7.24] A StarGate has a basic capacity of assisting two StarForces in their shifting. This capacity may be increased to four StarForces if all the involved StarForces are performing exactly the same shift, i.e., all the StarForces are shifting from the same point of origin to the same destination. StarForces shifting from an assisting StarGate to an ordinary, unenhanced LiteZulu have a Shift Range of ten Lites. StarForces shifting from an assisting StarGate to a LiteZulu enhanced by a Friendly StarForce have a Shift Range of fifteen Lites (note that in this case there must still be one enhancing Friendly StarForce in the destination LiteZulu for each shifting StarForce). StarForces shifting from one StarGate to another have a Shift Range of twenty Lites.

[7.25] When using only its basic capacity of assisting two StarForces, a StarGate may perform any combination of tasks, e.g., it may enhance its location for one in-shifting StarForce and assist the shifting of one out-shifting StarForce or it could assist the out-shifting of two StarForces to two different destinations. It may not perform such mixed missions when exceeding its basic capacity.

[7.3] RANGE EFFECTS WHEN SHIFTING INTO LITEZULUS DEFENDED BY ENEMY STARGATES

[7.31] Whenever a StarForce attempts to shift into a LiteZulu containing an active Enemy StarGate, it must add four Lites to the calculated distance of the shift. For example, if a StarForce in 2022/0 attempts to shift into 2020/0 (Sol) which contains an Enemy StarGate, the distance of the shift would be treated as six Lites (rather than two) which would force the StarForce to risk an Overshift on the “A” Range column. If a StarForce were being assisted by a Friendly StarGate, it could be up to six Lites away from an Enemy StarGate and still shift to it without risking Overshift.

[7.32] A StarForce which begins the Game-Turn adjacent to an Enemy StarGate (i.e., in any one of the twenty LiteZulas within one Lite of the StarGate’s position) may always shift into that StarGate’s LiteZulu without risk of Overshifting. Note that this is true even in the Xenophobe Scenarios which reduce the normal Shift Range of Xenophobe StarForces to one Lite when operating in PSL space and PSL StarForces to One Lite when operating in Xenophobe space (see scenarios 13 and 14 and their special rules).

[7.4] SEMI-HIDDEN UNIT DISPLAY

[7.41] The positions of StarForces are revealed to the opposing Player only to a limited extent. Upon the completion of all shifts, the owning Player places one StarForce counter in every numbered hex that contains any Friendly StarForce. The exact Zulu Coordinates of the individual StarForces in that numbered hex are revealed in only two cases: One, in the case of Friendly StarForces in one of the twenty LiteZulas adjacent to an opposing StarGate or, two, when opposing StarForces are in the same numbered hex. In the first case, the quantity and Zulu Coordinates of only those StarForces actually adjacent to the opposing StarGate are revealed. In the second case, each Player must reveal to the opposition the Zulu Coordinates only of all Friendly StarForces in the hex, not the number of StarForces.

[7.42] The actual number of StarForces is only revealed when opposing StarForces are actually in the same, identical LiteZulu (or when StarForces are adjacent to an Enemy StarGate).

[7.43] The LiteZulu of a StarGate is always known by all Players (exception, see Xenophobe scenarios). StarGates are always assigned to a given Star system and only one StarGate per system is allowed.

[7.5] MAXIMUM SHIFT TABLE

[7.51] The Maximum Shift Table details the Shift Ranges of StarForces when performing one of the five basic types of shifting described 7.2. For each type of shift there is a Safe Maximum (within which the StarGate is guaranteed to arrive at its destination) and the Overshift Ranges (which cross-index with an Overshift results section to give the outcome of Overshifting given distances).

[7.52] Examples of Overshifting:

1. A StarForce in 1819/7 is attempting to shift (unassisted in any way) to 1922/2. This is a true distance of six Lites. The result would be resolved on the “A” column of the table. There is a 70% chance of safe shifting and a 30% chance of Mirror shifting. The Player draws one of the 0 to 9 chits and gets a result of “7” indicating a Mirror Shift; the StarForce is placed in LiteZulu 1717/12 instead of its intended destination.

2. A StarForce is making an Enhanced Gate Shift from Sol (2020/0) to a Friendly StarForce in LiteZulu 2325/4/16 (adjacent to Sigma Draconis). This is a true distance of seventeen Lites and the result therefore would be resolved on the “B” range column. The Player draws a “4” chit and completes the shift safely.

3. Three StarForces are using a StarGate in 1319/7 to make a Gate-to-Gate Shift to a StarGate in 3223/17. This is a true distance of twenty-five Lites, and would therefore be resolved on the “C” range column of the Overshift results table. The Player draws a result of “9” indicating all three StarForces are Randomized.

[7.53] Explanation of Overshift Results and Their Application

S = Safe Shift. Complete shift as plotted.
M = Mirror Shift. Shift the StarForce in exactly the opposite of the three-dimensional direction plotted.
R = Randomized. In the basic game, the StarForce is removed from play for the remainder of the game.

When two or more StarForces are making exactly the same Overshift from the same point of origin to the same destination and they are making either a simple Gate Shift or a Gate-to-Gate Shift, only one result chit is drawn for all the StarForces involved. When the shift is a Normal Shift, an Enhanced Shift, or an Enhanced Gate Shift, the Overshift results are determined on a StarForce-by-StarForce basis, drawing one chit for each unit.

[7.54] Determining the Final Resolution of a Mirror Shifted StarForce

Mirror shifting results in the StarForce being positioned in exactly the opposite direction from that which was plotted. Draw an imaginary straight line from the center of the Two-dimensional destination hex through the center of the two-dimensional hex-of-origin and continue it backwards until it passes through the center of a two-dimensional hex exactly the same distance from the point of origin as the intended destination hex. Now reverse the Zulu-change of the plot to determine the final LiteZulu position of the Mirror Shifted StarForce.

The accompanying diagram illustrates the example of Mirror Shifting given in 7.52, example 1.
Whenever the results of Mirror Shifting (or Randomization in the Advanced Game) would place a unit off the Stellar Display, an adjustment is made to maintain the unit within the confines of the map. If the "uncontrolled" shift exceeds the Zulu limits of the Display, reduce the Zulu number until it is just within the maximum allowed at that particular point in the volume. If the two-dimensional limits of the Display are exceeded, bring the StarForce back along the line of the Mirror Shift until it attains the map.

**7.6 TRUE [LITE] DISTANCES**

If StarForce were a two dimensional game, there would be no difficulty in determining the distance from one point to another on the map: Players would simply count the number of hexagons from one point to another and that would be that. Due to the three-dimensionality of the game, however, things are not so simple. "Straight line" distances must be calculated through the three-dimensional volume at every conceivable angle. Stars that look relatively close may actually be far apart due to their three-dimensional displacement in space.

It would not be accurate to calculate distances in the most obvious way, i.e., counting the distance in hexes two dimensionally and then simply adding the "up" or "down" differential between two points. Doing that would not give the shortest distance between two points. What one really wants to know in this case is the length of the hypotenuse of the right triangle formed by the "horizontal" and "vertical" distances. Luckily, Pythagoras figured this out a while back by developing the simple formula stating that the sum of the squares of the two other legs of the triangle (A^2+B^2=C^2). Rather than burden Players with the task of figuring out square root problems every time they shift their StarForces, we've supplied a table that does it for them. (See the True Distance Table).

**7.61 TRUE DISTANCE TABLE**
(see also, the abbreviated version of the table on the map)

**7.62 How to Use the True Distance Table**

Distances in StarForce are measured in Lites; every two-dimensional hex is one Lite across and every Zulu increment or decrement is a distance of one Lite. To discover the true, three-dimensional distance between two points simply count the two dimension distance and then calculate the Zulu differential between the two points. On the True Distance Table, cross index the Zulu differential with the distance across the Equatorial Plane (the two-dimensional distance). The figure indicated will always be the true distance (rounded off to the nearest Lite).

**7.63 Rules of Thumb**

Although the True Distance Table is easy to use, even it gets to be a bore if one has to refer to it every time a shift is made. Such will not be the case if the Player keeps a few "rules of thumb" in mind when figuring distance. In this discussion, the term Zulu Delta (ZD) will be used to refer to the "vertical" distance between two points of the term Planar Delta (PD) will be used to describe the two-dimensional "horizontal" distance between two points.

1. If either the Zulu or the Planar Delta is "1" or "0" then the true distance is either equal to "1" or equal to the Greater than than "1", for example, Epsilon Eridani and Tau Ceti are PD 4 by ZD 1 distant from each other. Ignore the ZD to calculate the distance.

2. Rule One can be extended to cover greater distances:
If one Delta is "2" or less and the second Delta is "4" or greater, then the second Delta is the true distance.
If one Delta is "3" or less and the second Delta is "9" or greater then the second Delta is the true distance.
If one Delta is "4" or less and the second Delta is "16" or greater then the second Delta is the true distance.
3. If one Delta is "3" or less, and one Delta is "4" or less than the true distance is "5" or less (i.e., within the safe maximum for a normal shift).
4. When the Zulu numbers of the two positions have the same sign (i.e., plus or minus subtract the smaller from the larger to discover the Zulu Delta; for example, subtracting 4 from -16 yields a Zulu Delta of 12. When the signs are different, ignore them and add the numbers together; for example, +5 added to -3 equals a Zulu Delta of 8. Of course, when one of the Zulu numbers is zero, the Zulu Delta is equivalent to the second Zulu number.
5. The true distance will never be greater than one and a half times the larger of the two Deltas.

**8.0 BASIC GAME COMBAT**

**GENERAL RULE:**

Combat occurs between opposing units who, after executing their plotted movement, are in the same LiteZulu. Unlike most other simulation games, in a combat action there is no set role of attacker or defender. Rather, each of the opposing sides may be either an attacker or defender, or both, in a given Combat Segment.

**PROCEDURE:**

For each Player involved in a specific Combat action, total the Strength Points of all his units involved in that LiteZulu. This represents, for each Player, a pool of Strength Points, from which he may allocate his attack and his defense. From this pool, each Player should simultaneously write down the number of points allocated to attack and the number of points allocated to defense. Combat is executed simultaneously, that is, the effects of combat are taken into consideration after each Player has attacked in turn. Either Player may attack first. He states the number of Strength Points he has attacking and the opposing Player states the number of Strength Points that are defending. State the comparison as the difference between the attacking Strength Points and the defending Strength Points. Consult the Basic Game Combat Results Table, draw a chit from the Decimal Randomizer and read the result on the appropriate line for the Difference. The result is not applied immediately. The formerly defending Player now proceeds with his attack against the formerly attacking Player. Repeat the above resolution procedure. After both Players have executed their attacks the results are applied.
Each combat action continues until only one Player’s units are left in that LiteZulu. There may be any number of Combat Segments until this final resolution. After a given combat action is completed, the Players proceed to any other combat actions which might have occurred in that Game-Turn. After all combat actions are resolved, proceed to the next Game-Turn. Note: Players may wish to resolve Combat Situations in a concurrent fashion, i.e., execute all first Combat Segments in all situations, then all second Combat Segments, etc. This optional routine is more complicated to keep track of, but is somewhat more realistic.

CASES:

[8.1] WHICH UNITS MAY ENGAGE IN COMBAT

[8.11] During the Combat Segment of a given Game-Turn, Players may engage units in combat which are in the same LiteZulu as opposing units. Only those Friendly units in a given LiteZulu with opposing units may participate in combat (and only with those opposing units). Combat is not voluntary; units are compelled to engage in combat by the act of having ended their Shift Execution. Combat in the same LiteZulu as opposing units (exception: see First Combat Segment 8.2).

[8.12] There is no limit to the number of units, opposing or Friendly, which may be in a single given LiteZulu and therefore involved in a single combat action.

[8.2] FIRST COMBAT SEGMENT

[8.21] During the First Combat Segment of each combat action, StarForces that have just entered the LiteZulu (i.e., did not begin the Shift Plot Phase in that LiteZulu) have a different Strength than for the subsequent segments in the same combat action (see 8.3 Strength Calculation).

[8.22] In the First Combat Segment StarForces which have just entered the LiteZulu may not attack nor be attacked by opposing StarGates, or opposing StarForces which have themselves just entered that LiteZulu. They may only be attacked (and may only attack) Enemy StarForces which began the Game-Turn in that LiteZulu.

[8.23] StarForces which began the Shift Plot Phase in that LiteZulu have the option of refusing combat for the first Combat Segment. If the Player does refuse combat, no combat is possible during that Combat Segment. Play then proceeds to the second (and any following) Combat Segments.

[8.24] After the first Combat Segment (i.e., in the second and further combat segments of a given combat action) all units are at full Strength. Moreover, in the current LiteZulus, the StarForces must engage in combat, whether in attack or defense. Note that if both Players allocate all of their Strength Points to defense, this is still defined as "combat" even though no resolution takes place.

[8.3] COMBAT STRENGTH CALCULATION

[8.31] In all Combat Segments, StarGates are worth five Strength Points.

[8.32] In all Combat Segments, StarForces which began the Game-Turn in a given LiteZulu are worth three Strength Points.

[8.33] In the First Combat Segment (only) of a given combat action, StarForces which have just entered the LiteZulu are worth only two Strength Points. After the First Combat Segment in that combat action the surviving StarForces are worth three Strength Points.

[8.34] In the Combat Segment in which they perform a break-off (see 8.6) StarForces are worth only two Strength Points (and may only use that Strength defensively).

[8.4] COMBAT SEQUENCE

[8.41] As stated before, there may be more than one combat action in a given Game-Turn. There is one combat action for each different LiteZulu on the Stellar Display in which there are opposing units.

[8.42] For each combat action, there is at least one (the First) Combat Segment and there may be an indefinite number of Combat Segments following that. Note that there are differences between First Combat Segments and all subsequent Combat Segments (8.2). Combat continues with the sequence of plotting Attack and Defense Strength Points by each Player and execution of the simultaneous attacks until the LiteZulu is occupied only by units of one Player, or no Players.

[8.43] Note that a given unit may only be in one contested LiteZulu per Game-Turn. Thus, if a StarForce wishes to break off and withdraw to a Friendly StarGate or any other LiteZulu, (see Combat Breakoff, 8.6), that StarGate or LiteZulu must not be (or have been) occupied by Enemy units in that Game-Turn.

[8.5] COMBAT DIFFERENTIAL CALCULATION AND PLOTTING FOR THE COMBAT SEGMENT

[8.51] The simultaneous combat situations are expressed as a difference between attacking Strength Points less the defending Strength Points. For instance, if seven Strength Points have been allocated to attack by one Player against four Strength Points allocated to defense by another Player, the Combat Differential Calculation would be expressed as "+3". The appropriate column is consulted on the Combat Results Table.

[8.52] Except for the reduction in Strength Points during the First Combat Segment and a similar reduction during break-off, unit Strengths are never affected during Strategic Combat by any means. Their Strength is always full. It is not unitary; the "pool" of Strength Points may be applied and divided in any manner.

[8.53] In order for a Player to be considered an attacker during a particular Combat Segment, he must have allocated at least one Strength Point to the attack.

[8.54] Plotting the Allocation of Strength Points If Players are using the normal technique of resolving each combat action from start to finish before going on to any others occurring in that Game-Turn, they may simply write their combat allocations on scrap paper, stating Attack Strength allocation first and Defense second. For example, if the Player with a total of eight Strength Points at his disposal wished to attack with only two, he would write "2/6". If one or more of a Player’s StarForces are going to break-off at the end of that segment, he must indicate which StarForces are doing so. Remember, when a StarForce breaks off it is worth only two Strength Points for that Segment and those Points may only be used defensively. If a Player had two StarForces and wished one to break-off and one to attack with all its Strength, he would write the following plot: "3/2, M(8) to 2020'0" - indicating StarForce "M" breaks off to Sol (2020)/0.

If Players are going to resolve Combat Segments concurrently, they will have to use a separate sheet from the SiMove pad and identify each allocation by LiteZulu.

[8.6] COMBAT BREAK-OFF

[8.61] At the end of any Combat Segment, from the second Combat Segment onward, either Player may choose to withdraw some or all of his units. This is known as "break-off". It need only be done in a given combat action and it does not affect other combat actions that are going on simultaneously.

[8.62] Only StarForces may break-off an action; StarGates are immobile and may not, therefore, break-off action.

[8.63] Units may preferentially break-off to one of two locations. They may break off to the LiteZulu from which they entered the contested LiteZulu. If they Overshift into the combat action LiteZulu, they need not suffer Overshift upon returning to the LiteZulu from which they entered. Alternatively, they may withdraw to any uncontested Friendly StarGate. This StarGate must be within ten Lites of the point of break-off.

[8.64] If neither of the above alternatives in 8.63 are available, the withdrawing StarForces must withdraw to an adjacent, uncontested LiteZulu of their own choice.

[8.65] StarForces which are breaking-off do so immediately after combat execution in a given segment. Remember, StarForces which are breaking-off are worth only two Strength Points each (which may only be used defensively).

[8.66] StarForces which are breaking-off may break-off into different LiteZulus even if they originate from the same LiteZulu.

[8.67] StarForces may never break-off into a LiteZulu that was contested at any time during that Game-Turn.

[8.68] Stalemate Break-Off

In a given combat situation, if neither Player suffers any losses after the completion of the first six Combat Segments, then all of the StarForces belonging to the Player who does not have a StarGate in that LiteZulu must break-off and end the action. The same judgment must be made at the completion of each set of six Combat Segments and the same compulsion to break-off is applicable if during that set of six Combat Segments no losses were inflicted on either Player. If the combat situation is one of those rare instances that take place in a LiteZulu which has no StarGate, the Player with the greater number of StarForces which did not begin the Game-Turn in that LiteZulu must break-off, after six staledmate Segments. If neither Player has StarForces which began the Game-Turn in that LiteZulu, then both Players are forced to break-off.

[9.0] STRATEGIC COMBAT RESULTS

[9.1] STRATEGIC COMBAT RESULTS TABLE

Players should see the map, where they will find two copies of the table, and a brief summary of the results.

[9.2] HOW TO USE THE STRATEGIC COMBAT RESULTS TABLE

The table is used to resolve combat during the Strategic Combat Execution segment. The Decimal Randomizer Chits are used to produce random numbers to indicate which result will apply to a given situation. When a Player attacks in a given situation, he picks one chit (blindly) from the Randomizer and reads the result aloud. Cross-checking that chit number with the appropriate attack-defense differential column will yield a combat result. If both Players are attacking in a given situation, both draw a chit before applying results. Note that no more than one chit at a time should be drawn and it should be immediately placed back into the Randomizer before another draw is made.
Differentials are calculated by subtracting the opposing Player's Strength Points from the attacking StarForce's Strength Point allocation. For example, five Strength Points allocated to the attack opposed to three Strength Points allocated to the defense would mean the attacker would read his result from the "+2" column on the table.

If more Strength Points have been allocated to the defense than the opposing Player has allocated to the attack, the attack will be made at a negative differential (or may be disallowed altogether if it falls below -3).

[9.3] APPLICATION OF RESULTS
The result numbers on the table are the number of StarForce (+3 Strength Points) units (or the number of an allocation one) eliminated by the attack. StarGates are equivalent to two StarForce units for combat results purposes. They may never be partially affected (by a "1" result for example). Results are applied at the end of the Combat Execution Segment, after both Players have executed their attacks. The units involved must suffer the losses indicated if at all possible. Of course, units may never suffer losses greater than their value. The losing Player decides which of his units will be lost.

The only case in which a Player will be forced to lose a StarGate is when the result against him is two or more, and he does not have sufficient StarForces present to make up the required loss.

**Note:** The Stellar Randomizer (15.0) may be used in conjunction with the Strategic Combat Results Table simply by substituting a Randomization result for each StarForce loss.

[9.31] StarGate Preservation
If a Player loses his StarGate in a combat situation, but also manages to destroy or drive off all the Enemy StarForces in that Game-Turn, the StarGate reappears in the immediately ensuing Game-Turn. It may not, however, be used for shifting, position-finding, or combat in the Game-Turn in which it reappears and if the Enemy Player has forces remaining in that LiteZulu at the end of that Game-Turn, the StarGate permanently disappears. If, however, the StarGate is lost in any Game-Turn in "Backup", it returns to full strength and normal use at the very start of the next Game-Turn (for example, a StarGate which was "destroyed" in combat on the third Game-Turn, reappears in the fourth Game-Turn, and is returned to normal use for the fifth Game-Turn).

[9.32] Examples of Combat Resolution
"Alpha" Player with two StarForces and one StarGate in the contested LiteZulu allocates nine of his eleven Strength Points to attack "Bravo" Player's three StarForces. Bravo Player has allocated four of his nine Strength Points to attack Alpha's forces. Alpha Player draws a "0" chit from the StarGate and Favor Indexes result with that the "+3" column of the Combat Results Table. The Table indicates a loss of two Bravo StarForces. Bravo draws a "9" chit and reads the result on the "+2" column which indicates a loss of three Alpha StarForces. Now the Bravo Player removes two of his StarForces from the map and Alpha must lose his StarGate plus one of his StarForces in order to fulfill the "lose 3" result. This leaves each Player with one surviving StarForce. In the next Combat Execution Segment, both Players attack each other's StarForces. Bravo Player allocates one of his StarGate's Strength Points. Alpha draws a "7" chit and Bravo draws a "4". Both results are read on the "-1" column. Bravo is destroyed and Alpha survives. Since Alpha has completely eliminated the enemy forces from the LiteZulu, this combat situation is over (and, moreover, Alpha's StarGate will reappear in the next Game-Turn).

[10.0] ADVANCED GAME DESCRIPTION
Advanced StarForce is distinguished from the basic game mainly by its more detailed and complex system of combat action and resolution. Combat no longer takes place on the Stellar Display. Instead, each combat situation is transferred to the Tactical Display where StarForces make use of tactical maneuver and force allocation to decide the outcome.

All of the rules of the Basic Game are used with the exception of 5.2C (the Basic Game Combat Execution Phase) and Sections 8.0 and 9.0. Players are cautioned that the Advanced Game presents interesting tactical intracies at the expense of playability. If Players have neither the time nor the patience to deal with this increased complexity, they should not get involved with the Advanced Game. Simply because the title of this game-version is "Advanced", Players should not misconstrue this to mean that the Basic Game is strictly for novices. The Advanced version is presented to sate the appetites of those gamers who are more determined and who should be appreciated on their own merits without ascribing an intellectual hierarchy to them.

[10.1] ADVANCED GAME GLOSSARY ADDITIONS
Note that some of the terms in the glossary will not make complete sense unless understood in the context of the entire rules. Do not expect to totally grasp all the implications of some terms simply by reading these introductory definitions.

- Anti-cast - the defensive value of a given StarForce (effective for the entire Tac-Turn) derived by subtracting the TelePoints allocated to other functions from the total available. StarGates also develop Anti-cast strengths but on a Phase by Phase basis.
- Cast (or Combat Cast) - a three-dimensional projection of combat strength into a certain specified portion of the Tactical Display. Both StarForces and StarGates may make casts. The word is used in the sense of a broadcast or the casting of a net.
- Disruption - a tactical combat result which halves the total number of TelePoints available to a StarForce or StarGate until the Disruption Recovery Phase of the next Tac-Turn.
- MiniLite - the Tactical Display analog to the Stellar Lite. One MiniLite is equivalent to a third of a Light Day and contains a number of hexagons on the Tactical Display is one MiniLite across.
- MiniLiteZulu - the Tactical Display analog to the Stellar LiteZulu. There are 1001 MiniLiteZulu positions on the Tactical Display. A position on the Tactical Display is given in terms of its three-digit hex number followed by its MiniLiteZulu number, e.g., 110/2.
- MiniZulu Limit - the entire Tactical Display has a "vertical" limit plus or minus five. Note that the Tactical Display is not subdivided into rings is as the Stellar Display.
- Mode - a StarForce on the Tactical Display is said to be in either one of two modes: Stellar Mode or Battle Mode. Stellar Mode is the "normal" travel mode of a StarForce. Battle Mode is the optimum fighting configuration for a StarForce. It sacrifices some of the mobility of the Stellar Mode for an increase in combat power. StarForces change mode by the expenditure of TelePoints. StarGates do not have different modes.
- Neutralization - a combat (or movement) result which affects both StarForces and StarGates. A StarForce is neutralized when it suffers randomization (either through Overshift result or Cast) or when it takes a break-away maneuver from the Tactical Display. A StarGate is neutralized when it suffers two successive disruption results in combat. StarForces and StarGates recover from neutralization in slightly different ways.
- Randomizer, Stellar - a set of 43 chits numbered with two sets of figures. The Stellar Randomizer is used to develop the new position of the Stellar Display of StarForces which are randomized as a result of combat or as a result of Overshifting.
- Tactical Display - the smaller of the two fields of hexagons printed on the map. The Tactical Display represents a volume of space one hundred of a Lite across and one hundred of a Lite deep. This is roughly one-millionth of the volume represented in the Stellar Display. It is divided into twelve sections of one of the six primary planar axis of that ring of hexagons. The foregoing explanation of the number system is presented simply for curiosity value.
- Tactical Sequence - the interruption of the Stellar Game-Turn to resolve a combat situation by running a series of Tac-Turns.
- Tac-shift - the Tactical Display analog to Stellar shifting. StarForces Tac-shift by allocating TelePoints to do so. StarForces may not "Over-Tac-shift". StarGates may not Tac-shift nor may they aid StarForces in their Tac-shifting.
- TeleValue - the overall movement/combat/defense ability of a StarForce or StarGate quantified in terms of TelePoints. Each Tac-Turn, Players decide how they will allocate these Points to the various game functions performed by their units. StarGates have a TeleValue of 64 (see the map for the TeleValues of StarForces in given modes).

[11.0] ADVANCED GAME SEQUENCE OF PLAY
The Stellar Game-Turn is exactly the same in the Advanced game as in the Basic Game with the exception that Basic Game-Turn Phase C (the Combat Execution Phase) is replaced by the Tactical Sequence. A Tactical Sequence is initiated by a StarGate's Action. The Combat Execution Phase is in the Basic Game, i.e., whenever opposing units occupy the same LiteZulu after executing Stellar shifts. The Tactical Sequence is composed of an indefinite number of Tac-Turns (which are further subdivided into a number of Phases). Each Tactical Sequence is carried through to resolution before initiating the Tactical Sequence for any other Action. All Tactical Situations are resolved before going on to the next Stellar Game-Turn.

[11.1] TACTICAL SEQUENCE OUTLINE
[11.11] TACTICAL SITUATION DEPLOYMENT PRE-PHASE
Before the first Tac-turr of a given situation can be started, the forces involved must be transferred from the Stellar Display to their starting positions on the Tactical Display. Leave a "Tac Sit" marker on the Stellar Display to help mark the LiteZulu involved.

Step 1: If there is a StarGate involved, place it in the exact three-dimensional center of the Tactical Display (MiniLiteZulu 000/0).
Step 2: If the Stellar LiteZulu involved contains a star system assume the star to be in position 000°/1. Players may wish to place the Star marker to remind them of its presence.

Step 3: Both Players secretly write down the coordinates of the MiniLiteZulu(s) in which their respective StarForces are going to start. Initial deployment of StarForces in this step is performed under the following restrictions:

A. StarForces which began the Stellar Game-Turn in the LiteZulu may be deployed anywhere on the Tactical Display (individually or in groups). They may be considered to be in Battle Mode if the owning Player wishes.

B. StarForces which shifted into the LiteZulu during that Stellar Game-Turn may be in any MiniLiteZulu which has a hex number in the 500 series (for example, 551°/2) or any MiniLiteZulu with a Zulu number of plus or minus five (for example, 000°/5). StarForces which shifted in from the same LiteZulu must initially deploy on the Tactical Display within the same MiniLiteZulu or in positions within one MiniLife of all the members of that common group. All incoming StarForces are in Stellar Mode.

Step 4: Place all StarForces on the Display. Do not reveal their MiniLiteZulu coordinates at this time. Begin the first Tac-Turn of the Sequence.

A. Tac Plot Phase: Players secretly write down (plot) the actions which their units will take during both the Execution Phases of this Tac-Turn.

B. First Tac Execution Phase:
1. Tac-shift and Mode Change Segment: Players simultaneously execute all Tac-shifts and Mode changes plotted for this Execution Phase.

2. Combat Cast Segment: Players simultaneously execute any combat casts they have plotted to take place in this Execution Phase.

3. Cast Results Application Segment: Players apply the results of the Combat Casts made in Segment Two of this Execution Phase. StarForces which have been randomized are removed from the Tactical Display and held aside to be placed on the Stellar Display at the end of this Stellar Game-Turn.

4. Plot Modification Segment: StarForces which have had their TeleValue for the Second Execution Phase halved by a Disruption result in the First Execution Phase must have their Plots adjusted to reflect this fact. Second Phase Tac-shifts and Break-offs are aborted and half the plotted TelePoint cost of the aborted action is diverted to the Anti-cast for the Second Execution Phase. Casts plotted for the Second Execution Phase are still made but at half value.

C. Second Tac Execution Phase:
1. Tac-shift and Break-off Segment: Players simultaneously execute all Tac-shifts and break-offs plotted for this execution Phase (except those aborted by First Phase results).

2. Combat Cast Segment: Same as in Phase B (except for halving of effective strength due to disruption).

3. Cast Results Application Segment: Same as in Phase B.

D. Position Revelation Phase: If a Player has an undisrupted/un-neutralized StarGate on the Tactical Display, his opponent must reveal to him the exact position of all of his StarForces. Independent of the presence of a StarGate, Players must reveal to each other the positions of all units which occupy the same numbered hex on the Display. A disruption/neutralization is treated as a StarForce with respect to intelligence gathering. A neutralized StarGate cannot ascertain the position of any Enemy StarForce.

E. Disruption Recovery Phase: StarForces and StarGates which were disrupted in the previous Tac-Turn are returned to normal, undisrupted status (assuming that they haven’t suffered an additional combat result in this Tac-Turn).

F. Situation Judgment Phase: If the Tactical Display now contains no mutually hostile units (disregarding neutralized StarGates) the Tactical Sequence is ended for the LiteZulu in question. If hostile units still oppose each other on the Display, the Players begin another Tac-Turn.

G. Stalemate Judgment: If neither Player has made at least one viable combat cast (i.e., one that required a chip pick) in the preceding twelve Tac-Turns of this situation, then the non-StarGate owning Player must execute a break-off with all his forces within the next two Tac-Turns (without making any further casts). If there is no StarGate on the Display, the Player who did not have StarForces beginning the Game-Turn in that LiteZulu is compelled to break-off. If neither began the Game-Turn in the LiteZulu then both Players must break-off.

[12.0] ADVANCED GAME TACTICAL PLOTTING

GENERAL RULE: During each Tac Plot Phase, each Player secretly records on a SiMove sheet all the operations that his units will perform in the coming two Execution Phases of that Tac-Turn. Once plotted, these operations may not be voluntarily changed. These operations are (with one exception) always mutually exclusive for a given unit within a given Execution Phase. The overall capability of a unit to perform these operations is measured in terms of TelePoints. Allocation of TelePoints to one activity diminishes the ability of the unit to perform other activities in the same Tac-Turn.

CASES:
[12.1] UNIT TELEVALUES
StarForces and StarGates have specific TeleValue which they can allocate in terms of TelePoints to perform different operations in the Execution Phases of the Tac-Turn.

[12.11] Summary of Unit TeleValues

UNIT  MODE  TELEVALUE
StarForce  Stellar  32
StarForce  Battle  64
StarGate  Not  64/64

[12.12] StarForces use their TeleValue to cover all their operations through both Execution Phases. StarGates have a TeleValue that is fully available for both Execution Phases of a Tac-Turn (i.e., StarGate Points allocated for use in the First Execution Phase do not diminish those available for use in the Second Execution Phase and vice-versa).

[12.12] PLOTTING FOR THE TAC-TURN
Each Tac-Turn consists of one Tac Plot Phase followed by two Execution Phases. Players should use two consecutive boxes on the lines of the SiMove sheet to write the plot for each of their StarForces and StarGate.

[12.21] Undisrupted StarForces can perform any one of the following four actions in a given Execution Phase: Tac-Shift, Mode Change, Break-off, or Combat Cast. After writing one of these operations for each Execution Phase, for each StarForce and indicating the number of TelePoints of the unit's per-Turn TeleValue expended in each of the plotted operations, the Players record any unused TelePoints as the Anti-cast that unit will have during that entire Tac-Turn.

[12.22] An un-neutralized StarGate may plot only one type of operation for each Execution: Combat Cast. Unlike StarForces, however, a StarGate can plot more than one cast in a single Execution Phase. The Anti-cast of a Stargate can vary from the First to the Second Execution Phase because the Stargate is allowed to use its full TeleValue each Execution Phase and can have two completely different plots written for it in a Tac-Turn.

[12.23] Once written, plots may not be voluntarily changed. The plot for the Second Execution Phase, however, is subject to modification as a result of combat effects of the first Execution Phase. See 11.12B-4.

[12.3] ADVANCED GAME TACTICAL PLOT CODES AND ACTIONS

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<tbody>
<tr>
<td>T</td>
<td>Tac-shift</td>
<td>Prefix with TelePoint cost; suffix with destination. Example: 32T 421/+3. Phase Allowable: 1st and/or 2nd.</td>
<td></td>
</tr>
<tr>
<td>M</td>
<td>Mode Change</td>
<td>Prefix with Telepoint cost; suffix with &quot;b&quot; when changing to Battle Mode; with &quot;s&quot; when changing to Stellar Mode. Example: 16Ms. Phase Allowable: 1st only.</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>Break-off</td>
<td>Suffix with Stellar Lite Zulu destination. Example: B 2000°/1. Unit must be in Stellar Mode. Phase Allowable: 2nd only.</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>Combat Cast</td>
<td>Prefix with TelePoints allocated; suffix with &quot;p&quot; or &quot;n&quot; to indicate relative Zulu direction. Further suffix with &quot;Clock number&quot; to indicate planar direction. Example: 32 Cp9. Phase Allowable: 1st and/or 2nd.</td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>Anti-Cast</td>
<td>Prefix with TelePoints allocated. Example: 8A. Phase Allowable: 1st and/or 2nd.</td>
<td></td>
</tr>
</tbody>
</table>

[12.31] Tac-Shift Plot: This is similar to writing a Stellar Shift plot with the addition of the TelePoint expenditure for the true distance traveled written as a prefix.

[12.32] Mode Change Plot: Mode changes can only be plotted to occur in the First Execution Phase.
Players should note the operative value of the unit for the Tac-Turn is the TeleValue of the unit when in the Mode to which it is being changed. For example, a StarForce Plotted to change to Battle Mode has the use of 64 TelePoints, 32 of which must expend for the Mode Change, leaving it 32 Points to allocate for a Second Phase Plot (and/or to allocate for Anti-Cast).

[12.33] Break-off Plot: Break-off can only be plotted for the Second Execution Phase and only if the unit is going to be in the Stellar Mode by the Second Execution Phase.

[12.34] Combat Cast Plot: A StarForce can only have one cast per Execution Phase plotted for it. A StarGate can have several cast plots per Execution Phase (in fact as many as twelve different casts per Phase). Casts are always prefixed with the TelePoint Strength of the cast and suffixed with a “p” (positive) or “n” (negative) to indicate the relative Zulu direction of the cast. The “horizontal” direction of the cast is indicated by writing a “clock number” that indicates through which apex of the hex the cast is being made.

[12.35] Anti-cast Plot: The Anti-cast is not so much plotted as it is developed as the remainder of a unit’s TeleValue after TelePoints have been allocated or other operations.

[12.4] TAC PLOT EXAMPLE: This example shows the Plot for the first Tac-Turn of two StarForces which have shifted in to contest a LiteZulu:

StarForce “A” is shown to be making a six MiniLite Tac Shift in the First Execution Phase, doing nothing in the Second Execution Phase and maintaining an Anti-cast of four TelePoints.

StarForce “B” is shown to be changing to Battle Mode in the First Execution Phase, making a Tac shift of one MiniLite in the Second Execution Phase and having no TelePoints remaining to devote to its Anti-cast.

[12.5] PLOT MODIFICATION
If due to a disruption result suffered in the First Execution Phase of a Tac-Turn, a unit can no longer fully fulfill its plot for the Second Execution Phase, then a modification of that plot must be made. The effect of disruption is to halve the TeleValue of a unit. Modifications are made in the following manner:

[12.51] If the StarForce was plotted to execute a Tac-shift or break-off in the Second Execution Phase, that plot is cancelled. The TelePoints allocated to that Tac-shift are halved and are contributed to the Anti-cast of the StarForce.

[12.52] If the StarForce (or StarGate) is plotted to execute a combat cast in the Second Execution Phase, the effective strength of the cast is cut in half (due to the disruption) but it is still executed. If a cast with a plotted strength of “2” is thereby reduced to an unallowable “1”, the cast is not made (and the TelePoint is added to the modified Anti-cast of the unit).

[12.53] The Anti-cast defense of the unit is halved. After this halving is made, any halved TelePoint allocation from aborted Tac-shifts or disabled casts are added to this figure to produce the modified, effective Anti-cast of that unit for the Second Execution Phase of that Tac-Turn.

[12.54] Examples of Plot Modification
1. A StarForce in Battle Mode which was plotted to perform no operation in the First Execution Phase and to make a 32 TelePoint cast in the Second Execution Phase (leaving 32 TelePoints as its Anti-Cast) would modify its cast to 16 and its Anti-cast for the Second Execution Phase would also be reduced to 16.

2. A StarForce in Battle Mode which was plotted to perform a two MiniLite Tac-shift in the First Phase (expending 48 TelePoints) and to make a cast of 8 TelePoints (maintaining an 8 TelePoint Anti-cast) would perform its Tac-shift, suffer the disruption result in combat and have its cast reduced to 4 and its Anti-cast reduced to 4 for the Second Execution Phase.

3. A StarForce in Battle Mode which was plotted to Tac-shift three MiniLites (costing 56 TelePoints) in the Second Execution Phase and maintain an Anti-cast of 8 TelePoints throughout the Tac-Turn, would have its Tac-shift cancelled and have 28 TelePoints added to its reduced Anti-cast of 4 yielding an effective Second Phase Anti-cast of 32.

4. A StarForce in Battle Mode which was plotted to change to Stellar Mode in the First Phase and to break-off in the Second Phase would change mode (leaving 16 Points for the Second Phase break-off), cancel the break-off and halve the 16 Points assigned to it and use it as an 8 Point Anti-cast.

[13.0] TAC-SHIFTING, MODE CHANGING, AND BREAK-OFFS

GENERAL RULE: When operating on the Tactical Display, StarForces engage in tactical shifting (very similar to shifts on the Stellar Display), Mode changing (changing from normal stellar travel configuration to a more powerful combat configuration), and breaking-off (leaving the Tactical Display and stellar shifting to a different LiteZulu). All of these operations require the expenditure of TelePoints from the unit’s total available TeleValue. No more than one of these operations may be performed by a given StarForce in a Given Execution Phase. None of these operations may be performed by StarGates.

CASES:

[13.1] TAC-SHIFTING

[Moving StarForces on the Tactical Display]

Tac-shifting is in most ways identical to Stellar shifting in that it movement in three dimensions, instantaneously, without traversing the intervening space. The distance of the Tac-shift is measured in terms of MiniLites (this is a true distance measurement and Players are referred to the Abbreviated True Distance Table printed on the map). Tac-shifting is distinguished by the fact that TelePoints must be expended to Tac-shift given distances and that Overshift is not allowed on the Tactical Display.

[13.11] StarForces in Stellar Mode have a maximum Tac-shift Range of ten MiniLites (which would cost all 32 TelePoints available to them on a given Tac-Turn).

[13.12] StarForces in Battle Mode have a maximum Tac-Shift Range of five MiniLites (which would cost them all 64 TelePoints available to them on a given Tac-Turn).

[13.13] Tac Shift TelePoint Cost: The first fifth of their total Tac-Shift Range travelled, in a given Execution Phase, always costs StarForces in Battle or Stellar Mode one half of their total, undisrupted TeleValue. Each additional fifth travelled costs one half of the remaining TelePoints. For example, a StarForce in Stellar Mode executing a Tac-shift of three MiniLites would expend 24 TelePoints in doing so. See the TelePoint Cost Table on the map to get a clearer idea of the costs involved.

[13.14] Note that if a StarForce (in either Mode) is plotted to Tac-shift in both Execution Phases, the maximum distance it could travel in that entire Tac-Turn would be two fifths of its Tac Shift Range. This is mentioned to underscore the fact that each Tac-shift is a separate operation, the cost of which is calculated for that Execution Phase.

[13.15] Note that if a StarForce in either mode is in a disrupted condition, the maximum Tac-shift it could make in a given Tac-Turn would be one fifth of its range. In other words, the Tac-shift cost remains the same and is not halved along with the disrupted unit’s TeleValue.

[13.16] There is no limit to the number of StarForces that can occupy a single MiniLiteZulu. StarForces may Tac-shift into or “through” each other’s positions without interference. StarForces may Tac-shift into or “through” a StarGate’s position without interference.

[13.17] When a star system is present on the Tactical Display, StarForces may not Tac shift into its MiniLiteZulu from a distance of greater than one MiniLite, nor Tac-shift out of the star system’s position to a point more than one MiniLite distant. StarForces may Tac-shift “through” a star’s position without interference. The limitation only applies when either beginning or ending a Tac Shift directly in the star’s MiniLiteZulu.

[13.18] There is no “Semi-Hidden Unit Display” on the Tactical Display. Each StarForce counter on the Tactical Display represents only one StarForce and every unit on the Display must be represented. Enemy unit positions are revealed in the Position Revelation Phase of each Tac-Turn; see the Sequence of Play.

[13.19] StarForces may not Tac-shift off the Tactical Display, i.e., they may never be plotted to a position with a MiniZulu greater than plus or minus five nor a hex number outside the “500” series.

[13.2] MODE CHANGING

The normal mode of a StarForce is the Stellar Mode. This is the mode it is when shifting on the Stellar Display. When on the Tactical Display, a StarForce may change to Battle Mode, a combat configuration which sacrifices a certain amount of mobility for an increase in combat power. StarForces in Stellar Mode have a TeleValue of 32; in Battle Mode they have a TeleValue of 64.

[13.21] Changing mode costs half of the TelePoints of the resulting mode, i.e., a StarForce changing from Stellar to Battle Mode expends half of the 64 Battle Mode TelePoints and has 32 TelePoints remaining to use for other operations in that Tac-Turn. Similarly, a StarForce changing from Battle Mode to Stellar Mode has 16 TelePoints remaining to use for other operations in that Tac-Turn.

[13.23] No other operation may be executed in the First Execution Phase in which a StarForce changes mode.


[13.25] If Players are going to use a mixed force of StarForces, some in Stellar and some in Battle Mode, in the same Tactical Situation, they may use one of the spare sets of StarForce counters to represent units in Battle Mode. The Mode status of an Enemy Player is always known by the Friendly Player.

[13.3] BREAK-OFF

Break-off is the technique by which undisrupted StarForces in Stellar Mode may voluntarily leave
the Tactical Display before the end of the Tactical Sequence. Assuming all conditions have been met, the Player may plot a Break-off maneuver for any or all of his StarForces in any Tac-Turn. All break-offs are executed in the Second Execution Phase.

[13.31] It costs a Stellar StarForce 16 TelePoints to execute a Break-off.

[13.32] Break-offs are the very first operation executed in the Second Execution Phase. Remove the StarForces that are breaking-off and hold them aside until all Tactical Situations are resolved for that Stellar Game-Turn, then place the StarForces in their new LiteZulu on the Stellar Display.

[13.33] Units may break-off to one of three locations:
1. The LiteZulu in which they began the Game-Turn (if it was not contested at any time during the Game-Turn).
2. A Friendly StarGate within ten Stellar Lites which is not itself a LiteZulu that was contested at any time during the Game-Turn.
3. Any un-contested LiteZulu of the twenty LiteZuluses adjacent to the one in which the Tactical Situation is taking place.

[13.34] If breaking-off to a StarGate, the StarForces count against the capacity of that StarGate during the next Stellar Game-Turn. If all StarForces Break-off in the same Tac-Turn as many as four units may break-off to the same StarGate. If breaking-off at different times or from different Tactical Situations, only two StarForces may break-off to that StarGate. This is simply a corollary of the StarGate capacity case (7.24).

[13.35] When executing a break-off to a StarGate or to a former position, StarForces are not subject to Overshift results, even though they may have Overshifted to enter the contested LiteZulu in the first place.

[13.36] StarForces which execute break-offs are neutralized (see 14.7) for the duration of the next Game-Turn.

[14.0] ADVANCED GAME COMBAT

[Cast and Anti-Cast]

GENERAL RULE:
In the Advanced Game, all combat takes place on the Tactical Display. StarForces and StarGates allocate TelePoints to project Combat Casts into the three-dimensional volume of the display. The effective strength of these casts are compared to the Anti-cast Strength of any Enemy units caught within them. The Anti-cast is subtracted from the Cast Strength and the resultant number determines what column of the Cast Resolution Table will be used. A chit drawn from the Decimal Randomizer and the number drawn is cross-indexed with the appropriate column on the Cast Resolution Table. The result indicated is applied during Cast Results Application Segment of the Execution Phase.

CASES:

[14.1] WHEN CASTS MAY BE MADE AND WHAT UNITS MAKE THEM

Casts may be made in any Tac Execution Phase in which the casting unit is not plotted to Tac-shift, change mode, or break-off. StarForces in either mode may make casts, and StarGates may make casts (unless they are neutralized). All casts in a given Execution Phase are considered to be simultaneous.
The MiniLiteZulu direction of the cast is always relative to the casting unit’s position. A cast must always be plotted with a directive ("upward") or negative ("downward") relative to the point of origin. For example, a unit at MiniLiteZulu +3, and casting positively could not affect any Enemy unit "below" +3 on the Display.

14.26 Example of MiniLiteZulus
AFFECTED BY A TYPICAL CAST

Cast is being made from 260—2, positively, to 5 O’clock. The Strength allocated to the cast is 32 TelePoints. By cross-indexing the affected hex numbers with the MiniLiteZulu coordinate at which they are affected, the Player will be able to read the effective strength of the cast in that exact MiniLiteZulu:

Hex
Number... AFFECTED @ MINILITEZULU COORDINATES: -2 -1 0 +1 +2 +3
260 32 16 8 4 2 1
251,160 16 16 8 4 2 1
250,150,000 8 8 4 2 2 1
342,241, 140,130 4 4 2 1 1 *
442,341,240, 231,250 2 2 2 1 *
542,441,340 332,331,330 2 2 2 1 *

* = that MiniLiteZulu is completely out of range.
Players will be relieved to know that they will not have to figure out such a complete scheme of affected hexes when they make their own casts; only the effect on MiniLiteZulus with targets in them need be calculated.

14.27 The orientation of a counter on the Display has no bearing upon which directions it may cast to, i.e., their is no “facing” of counters as in some games.

14.3 THE NUMBER OF CASTS
A UNIT MAY MAKE

THE TARGETS AFFECTED AND THE EFFECTS OF MULTIPLE CASTS

A StarForce in Battle or Stellar Mode may never plot more than one cast per Execution Phase. A StarGate, on the other hand, may plot as many as twelve different casts per Execution Phase. Friendly units are never affected by their own casts or the casts of other Friendly units.

14.31 If a StarGate is plotting more than one cast for a given Execution Phase, each cast must be made to a different direction (either different Zulu directions or different directions). Cast is being made from 260—2, positively, to 5 O’clock. The Strength allocated to the cast is 32 TelePoints. By cross-indexing the affected hex numbers with the MiniLiteZulu coordinate at which they are affected, the Player will be able to read the effective strength of the cast in that exact MiniLiteZulu:

14.32 The attenuation effect of each cast is calculated individually even when two units are casting in the same direction from the same MiniLiteZulu with the same number of TelePoints. The Effect upon a given target in a given MiniLiteZulu is, however, additive. For example, if three different units were making casts which overlapped in the given MiniLiteZulu containing an Enemy unit, that Enemy unit would be subjected to the effective combined total of all these of those casts. If a StarGate makes two or more simultaneous casts that overlap each other, they are additive as well.

14.33 A given cast affects all Enemy units caught within its range. Enemy (or Friendly) units do not "screen" or block out casts for other Enemy units which may be "behind" them. The star system which may be present on the Tactical Display does not interfere with casts into or through its position.

14.44 Even if the cast would not have an effect upon the Enemy unit in question, the Enemy Player must reveal the position of any of his units which are within the nominal Cast Volume. In this way, casting also becomes a method of intelligence gathering.

14.45 THE ANTI-CAST
The Anti-cast is the defensive value of a StarForce or StarGate during the Anti-Phase of the next Tac-Turn. It is the remainder of the unit’s Tac-Turn TeleValue after the expenditures for all other operations during that Tac-Turn have been subtracted. For StarGates it is the remainder of the Gate’s Execution Phase TeleValue after subtracting the expenditures for all casts made in that Phase.

14.51 The maximum possibleAnti-cast of a StarForce in Battle Mode could have would be 64 (assuming it plotted no other operations for the entire Tac-Turn). The maximum possible for a Stellar Mode StarForce would be 32. StarForce Anti-casts are plotted to be in effect for the entire Tac-Turn.

14.52 The maximum possible Anti-cast for a StarGate is 64 per Execution Phase. StarGate Anti-casts can be varied from Phase-to-Phase.

14.53 The Anti-cast of a given unit cannot be reduced during a given Execution Phase. The effective Second Phase Anti-cast of a StarForce can be reduced if it has suffered a disruption result in the First Execution Phase.

14.54 Friendly units in the same MiniLiteZulu do not add their Anti-cast values together and cannot aid the defense of another.

14.6 CAST RESOLUTION

[see the Cast Resolution Table on the map]

14.61 How to Use the Cast Resolution Table
Total up the effective (after attenuation) cast values of all casts being made upon a given Enemy-occupied MiniLiteZulu. For each Enemy unit in the MiniLiteZulu, determine the TelePoint Differential column to be used by subtracting the unit’s Anti-cast from the combined effective cast upon that position. Draw a circle from the Decimal Randomizer and cross index the result with the proper Differential column to find the outcome of the cast. Do this procedure for each Enemy unit in the MiniLiteZulu. Do not apply the results until all casts have been made by all players.

Examples: Enemy StarForces “A” and “B” in 251-2 are caught in the path of the Friendly units, the combined effective value of which is nine TelePoints. StarForce “A” has an Anti-cast of two; StarForce “B” has an Anti-cast of eight. The casting Player picks a chit to discover the effect upon “A” and draws a “5”. Reading the result on the “4-4-4-7-4” column indicates a disruption. The draw for “B” is reading on the “4-1-1” column indicates that the cast had no effect on “B”.

Note: TelePoint Differentials of greater than 32 are treated as 32. TelePoint Differentials of less than Zero have no effect. For a casting Player to use the Zero column he must be effectively casting into the MiniLiteZulu with at least one TelePoint.

14.62 Explanation of Cast Results

= No effect.
D = StarForce disrupted (no effect on StarGate). The StarForce has its TeleValue cut in half until the Disruption Recovery Phase at the end of the next Tac-Turn. If a unit receives a Disruption result during the First Execution Phase, its Second Execution Phase plot may have to be adjusted. StarForces which receive a disrupted result while already disrupted are randomized.
R = StarForce Randomized (StarGate Disrupted). In the Results Application Segment, remove the affected StarForce from the Tactical Display. At the end of the Stellar Game-Turn the unit suffers a randomization procedure (see 15.0) which will leave it in a neutralized state for the next Game-Turn. A single “R” result obtained against a StarGate simply has the effect of a disruption (i.e., the Gate’s TeleValue is halved until the end of the next Tac-Turn). If the StarGate should suffer a second “R” result before it recovers from the first, it is neutralized. See Neutralization, 14.7. A StarGate can never suffer randomization as does a StarForce.

Note: If Players find it convenient, they may turn disrupted StarForces and StarGates face down on the Display to indicate their status.

14.7 NEUTRALIZATION

Units can be neutralized in three ways: as a result of randomization or mirror shifting when an adverse result is obtained on the Overshift Results Table; as a result of combat randomization or StarGate Neutralization; and as a result of executing a Break-off maneuver. Units which exist on the Stellar Display in a neutralized state have no intelligence-gathering ability (i.e., they can’t detect the positions of Enemy units in the same numbered hex).

14.71 Effect of Neutralization on StarForces
Neutralized StarForces are prohibited from the Tactical Display for the remainder of the Tac-Turn and are in a continual state of disruption if they are caught in a tactical situation (which means if they suffer a “D” result in that Tactical Sequence they will be randomized and neutralized for another complete Game-Turn).

14.72 Effect of Neutralization upon StarGates
The StarGate is stripped of all TeleValue. If the Tactical Situation is resolved in favor of the Enemy (i.e., only Enemy units remain on the Tactical Display at the end of the Tactical Sequence) the StarGate is permanently removed from play. If the StarGate is alone on the Display at the end of the Sequence or if Friendly StarForces have driven the Enemy off, the StarGate remains neutralized for the next complete Game-Turn. If the Enemy Player does not have forces in the Gate’s MiniLiteZulu...
at the end of that Game-Turn, the StarGate returns to normal use and strength in the Neutralization Recovery Phase.

[14.73] When using Neutralization rules in a Modified Basic Game, StarForces have a Combat Strength of "1" when neutralized; StarGates have a Zero Strength. When the StarGate does not recover its Strength, this is termed permanent neutralization.

[15.0] RANDOMIZATION AND THE STELLAR RANDOMIZER

GENERAL RULE:
StarForces can suffer randomization as a result of Overshifting or as a result of combat on the Tactical Display. Randomization is an involuntary uncontrolled shift into a LiteZulu somewhere on the Stellar Display. The exact LiteZulu a unit is randomized to is determined by the result of the Stellar Randomization chart system. This is a set of 43 dual numbered chits, which render the full coordinates of a LiteZulu by making three draws from the set. The first two draws develop the four digit hex number (by reading the top number on the chit at the bottom) and the third draw yields the Zulu coordinate (by reading the plus or minus number on the bottom of the chit).

CASES:

[15.1] EFFECTS OF RANDOMIZATION
When a unit is Randomized it is also neutralized, and does not recover from that neutralized state until the Neutralization Recovery Phase of the following Game-Turn. See 14.7.

[15.11] If the top number on either of the first two Randomizer chits drawn reads "Dstr", the unit is permanently destroyed (and removed from the map for the remainder of the game). A "Dstr" chit drawn as the third chit has no effect.

[15.12] If the top number on either of the first two chits drawn reads "Brkt" instead of a number, the unit is either destroyed (if an immediate adjacent LiteZulu) or placed (if removed because it was a result of Overshifting) or forced to make immediate break-off from the Tactical Display (even if it is the First Execution Phase of the Tac-Turn and/or even if the unit is in Battle Mode). The break-off destination is any one of the immediately adjacent unoccupied LiteZulus, at the owner's discretion.

[15.13] If by some freak chance, a unit is randomized to a LiteZulu containing a star system, it is destroyed instead. The exception to this is, if by even greater chance, the unit is randomized to the LiteZulu it presently occupies (either due to a mandated Overshift; "Brkt" result or a fortuitous combination of the three chits). In such a case, the unit is neutralized in place. Since there's only one chance in 40,000 of happening, this rule is moot, at best.

[15.2] USING AND READING THE STELLAR RANDOMIZER
Place all 43 chits in a large, wide-mouthed, opaque container (a pipe-tobacco can is ideal). Each time a randomization is called for, the affected Player shakes the container slightly and draws one chit and records the top two numbers. He replaces the chit, shakes the container and draws another and records the top number on that chit. He replaces the chit and draws a third chit, this time reading the bottom number on the counter. The combination of the two digit numbers in the first two yields the new hex number the unit will be in. The plus or minus number read on the third draw is the new Zulu coordinate. If either the first or second draw yields a "Dstr" or "Brkt" chit, the procedure stops at that point and the effect is applied.

[15.3] PLACING THE RANDOMIZED UNIT ON THE STELLAR DISPLAY
At the end of the Neutralization Recovery Phase, after all units which were randomized/neutralized throughout the present Game-Turn are returned to normal, Players position their newly randomized units on the Stellar Display. If the position produced by the chit-draws is one which is within the limits of the Stellar Display, simply place the unit in that position (recording it on the SiMove Plot sheet) and place a Neutralization marker on the unit.

If the position is one that exceeds the limit if the Stellar Display, it must be adjusted just enough to bring the randomized unit back onto the Display. If the unit is exceeding the limit of the Stellar Display by virtue of a Zulu number that is too "high" or "low", simply reduce that number until the position is just within the outer Zulu limit. If the position is outside the Display because the second two digits of the hex number are too high or low, adjust those figures until the new position of the unit is just within the edge of the Display.

Example: A randomized unit is directed to be placed in LiteZulu 2937+13. No such position exists. The hex number of the position is adjusted to 2935 (the hex number in the 2900 row which comes closest to the theoretical position) and the Zulu coordinate is reduced by two to "11", the upper limit of the Display at that point.

[16.0] INTRODUCTION TO THE SCENARIOS

GENERAL RULE:
StarForce is composed of scenarios, each of which presents a given game situation that Players may set up and compete in. Each scenario is a self-contained module which uses only the rules and scenario information.

CASES:

[16.1] THE RACES AND THEIR STAR SYSTEMS
Each of the three races have their own natural star systems: their home system and the colonies. Note that all the systems inhabited prior to First Stellar Peace are listed even though some were not colonized until during the course of the game, and others remained neutral during many of the wars, and thus do not appear in the scenarios. A pronouncement guide is given for each of the major stars.

[16.11] Human Race and its systems:
Home system:
Sol, 2020/0 (Solar)

Colonies:
1. Alpha Centauri, 1821/-4, colonized by Sol; (AL-fah-SEN-tor-ee)
2. Tau Ceti, 3015/-3, colonized by Sol; (Tau SE-tee)
4. 82 Eridani, 3099/-14, colonized by Tau Ceti; 5. Epsilon Indi, 2532/-10, colonized by Sol; (EP-se-ron IN-dee)
6. Delta Pavonis, 2427/-18, colonized by Epsilon Indi; (DELL-uh Pah-VAH-ee)
7. Eta Cassiopeiae, 3018/15, colonized by Sol; (A-tah KASS-see-oh-PAY-uh)

[16.12] L'Chal-Dah Race and its Systems:
Home system:
Sigma Draconis, 2326/+17; (SIG-mah drah-KOH-niss)

Colonies:
1. HR 8832, 3223/+18; 2. 61 Cygni, 2626/+7; (SIG-nee)

[16.13] Rame Race and its Systems:
Home system:
70 Ophiuchi, 2036/+1; (Oh-FEE-oh-kee)

Colonies:
1. 36 Ophiuchi, 1636/-8; 2. HR 7703, 2833/-11

[16.2] HOW THE SCENARIOS ARE ORGANIZED
Each of the scenarios is organized on an identical basis. It begins with the title and a brief introduction placing it within the framework of the Future Notes. Then each Player's available stellar system, which automatically have StarGates, are listed, as well as the number and initial placement of his StarForces. This section is titled "Orders of Battle and Deployment".

After these deployment instructions, the scenario's Victory Conditions are detailed. This dictates the objectives of the Players in the game. Occasionally a single objective is shared by the Players, sometimes a general condition must be achieved by any of the Players and occasionally totally different conditions are tailored for a given Player.

After this, Special Rules are detailed, if there are any necessary in that scenario. These may modify the standard rules, indicate the use of the additional Xenophobe rules, or give one Player a specific advantage, such as a free plot prior to the nominal start of the game.

Generally speaking, the scenarios are not limited by a time limit, in Game-Turns. They may go on forever, until the Victory Conditions are fulfilled.

Finally, the scenario recommends in what form it should be played: as a Basic Game, or Advanced, or possibly some combination of the two. Thus the scenarios are related to the rules for the maximum Player enjoyment.

[16.3] SETTING UP THE GAME EQUIPMENT TO PLAY THE SCENARIOS

[16.31] Take the Game Map and back-fold it along the machine folds. This will make the map lie flat on the table. Small pieces of masking tape (not permanent, cellophane tape) may be used at the corners to hold the map against accidental brushes of the hand. Ideally, Players should get themselves a piece of 24x36x1/16th inch Plexiglas to place over the map. This can be obtained at most hardware and building supply stores. Although it will cost about $10 for such a sheet of plastic, its a good one-time investment that can be used with all SPl game maps to provide a perfectly flat, one-piece playing surface.

[16.32] Place the map on a large, smooth table and arrange seating on opposite sides of long edges of the map. Place the game box with the counters sorted in it, at one end of the map and the rules booklet at the other end. Provide each Player with a pencil and a few sheets of the SiMove pad as well as some scrap paper.

[16.33] Provide two wide-mouthed, opaque containers, one for the Decimal Randomizer chits and one for the Stellar Randomizer chits.

[16.34] Chose the scenario to be played and deploy the forces called for in the order of battle. Begin the game.
[17.0] SCENARIO 1, THE ALPHA CENTAURI CAMPAIGN

After the development of telespetic powers, the Solar Hegemony established a permanent colony at Alpha Centauri, the nearest stellar system. After several years of developing their own economy and StarGate, the colony declared independence. Solar dispatched a group of StarForces which neutralized the StarGate and seized its mechanisms. The first Human interstellar war was over in less than one day.

[17.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar System Player:</td>
<td>2020/0 (Sol) 4</td>
</tr>
<tr>
<td>Alpha Centauri Player:</td>
<td>1821/—/—4 (Alpha Centauri) 1</td>
</tr>
</tbody>
</table>

[17.3] VICTORY CONDITIONS

Sol must permanently neutralize the Alpha Centauri StarGate within four Tac-Turns (or Combat Segments) of first entering the Tactical Display to win. If not, Alpha Centauri “wins”.

[17.4] SPECIAL RULES
none

[17.5] RECOMMENDED FORMAT

This scenario is intended to teach the basic mechanics of StarForce. It is not recommended for balance. Players should use the Advanced Game.

[18.0] SCENARIO 2, THE EPSILON ERIDANI CAMPAIGN, 2405 A.D.

[18.1] INTRODUCTION

Sol has now colonized three star systems. One of them, Epsilon Eridani, has decided to split from the Solar Hegemony and attempt to seize a newly accessible habitable system, Epsilon Indi (2523/—/—10), for its own.

[18.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solar Hegemony Player:</td>
<td>2020/0 (Sol) 4</td>
</tr>
<tr>
<td>Epsilon Eridani Player:</td>
<td>2713/—/—2 (Epsilon Eridani) 3</td>
</tr>
</tbody>
</table>

[18.3] VICTORY CONDITIONS

Either side must hold Epsilon Indi system at the beginning and end of two consecutive Stellar Game-Turns (this is termed “occupation” and is used in other scenarios) or permanently neutralize the opposing force’s StarGate. Permanent neutralization of the Enemy StarGate takes precedence over holding Epsilon Indi.

[18.4] SPECIAL RULES

The Epsilon Eridani forces may make full Stellar shift before the beginning of the first Game-Turn and the simultaneous plotting of both forces.

[18.5] RECOMMENDED FORMAT

This is another scenario intended to familiarize Players with the StarForces rules. It may be played with equal enjoyment either with the Basic Game rules or the Standard Game rules. Do not use the Reserve StarForces Optional Rule (32.0).

[19.0] SCENARIO 3, THE RISE OF THE HUMAN LEAGUE, 2415 A.D.

[19.1] INTRODUCTION

Following the successful revolt of Epsilon Eridani (2405 A.D.), the Solar Hegemony collapsed and was replaced by the Pan-Human Hegemony (PHH). The PHH was still Sol-oriented, although not as much as the older Solar Hegemony. However, a still more frontier-oriented society, the Human League (HL), arose and challenged the PHH by seizing Epsilon Indi (which has no StarGate in this scenario).

[19.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHH Player:</td>
<td>2020/0 (Sol) 5</td>
</tr>
<tr>
<td>1821/—/—4 (Alpha Centauri)</td>
<td>3</td>
</tr>
<tr>
<td>HL Player:</td>
<td>3015/—/—3 (Tao Ceti) 2</td>
</tr>
<tr>
<td>2713/—/—2 (Epsilon Eridani)</td>
<td>2</td>
</tr>
<tr>
<td>3009/—/—14 (82 Eridani)</td>
<td>2</td>
</tr>
</tbody>
</table>

[19.3] VICTORY CONDITIONS

PHH Player must permanently neutralize two enemy StarGates, or re-occupy (see 2405 A.D. Victory Conditions) Epsilon Indi and permanently neutralize one enemy StarGate. HL Player must neutralize StarGate at Sol or Alpha Centauri. The first Player to accomplish his Victory Conditions will be the winner. If both accomplish them in the same Game-Turn, the Human League wins.

[19.4] SPECIAL RULES

The Human League Force may make one free Stellar shift prior to the beginning of the first Game-Turn.

[19.5] RECOMMENDED FORMAT

This scenario may be played with equal pleasure either in the Basic or Advanced Game modes, though the latter is more intriguing.

[20.0] SCENARIO 4, 2430 A.D.

PHH - HL SHOWDOWN

[20.1] INTRODUCTION

The antagonism between the PHH and HL grew worse. Essentially the PHH wanted centralization on Sol and expansion limited to already-inhabitable planets. The HL desired more independence from the Home System and the terraforming of systems not naturally habitable. The proponents of either system were in near equilibrium when the final break took place.

[20.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>see Special Rule 20.4 (2405 A.D.)</td>
<td>2020/0 (Sol) 5</td>
</tr>
<tr>
<td>1821/—/—4 (Alpha Centauri)</td>
<td>3</td>
</tr>
<tr>
<td>3015/—/—3 (Tao Ceti)</td>
<td>3</td>
</tr>
<tr>
<td>2713/—/—2 (Epsilon Eridani)</td>
<td>3</td>
</tr>
<tr>
<td>2523/—/—10 (Epsilon Indi)</td>
<td>1</td>
</tr>
<tr>
<td>3009/—/—14 (82 Eridani)</td>
<td>2</td>
</tr>
<tr>
<td>2427/—/—18 (Delta Pavonis)</td>
<td>1</td>
</tr>
</tbody>
</table>

[20.3] VICTORY CONDITIONS

The Player with the greater number of StarForces at the beginning of the game must permanently neutralize two enemy StarGates. The Player with the lesser number of StarForces must permanently neutralize one enemy StarGate. If identical in number of StarForces, the first Player to permanently neutralize two Enemy StarGates is the winner.

[20.4] SPECIAL RULES

In this scenario system-control is assigned randomly. One Player picks a chit for each of the above-listed star systems; an even number indicates that he receives the system and its StarForces, and odd number indicates that his opponent does. As the chits are drawn from the Decimal Randomizer, do not replace them until every system has been assigned.

[20.5] RECOMMENDED FORMAT

This is a fast-playing and variable scenario. It is best played by the full Advanced Game version. Players should feel free to make a deliberate assignment of systems if they find a mix which balances well in relationship to their style of play.

[21.0] SCENARIO 5, 2451 A.D.

L’CHAL-DAH CONTACT

[21.1] INTRODUCTION

Ever since first venturing out of the Solar system, humans awaited First Contact. Finally, in 2451, a small fleet of L’Chal-Dah from Sigma Draconis has stumbled across the nearest Human colony, Eta Cassiopeiae, defended only by its own StarGate. They attempt to probe and/or capture, with access to their own StarGate at 61 Cygni by break-off.

[21.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human Player:</td>
<td>2020/0 (Sol) 2</td>
</tr>
<tr>
<td>1821/—/—4 (Alpha Centauri)</td>
<td>1</td>
</tr>
<tr>
<td>3015/—/—3 (Tao Ceti)</td>
<td>1</td>
</tr>
<tr>
<td>2713/—/—2 (Epsilon Eridani)</td>
<td>1</td>
</tr>
<tr>
<td>3009/—/—14 (82 Eridani)</td>
<td>0</td>
</tr>
<tr>
<td>2523/—/—10 (Epsilon Indi)</td>
<td>1</td>
</tr>
<tr>
<td>3018/—/—15 (Eta Cassiopeiae)</td>
<td>0</td>
</tr>
<tr>
<td>2427/—/—18 (Delta Pavonis)</td>
<td>0</td>
</tr>
</tbody>
</table>

L’Chal-Dah Player: 2326/—/—17 (Sigma Draconis) 2
2626/—/—7 (61 Cygni) 0
3222/—/—17 (HR 8822) 1
Start at 3018/—/—15 2
(In the Eta Cassiopeiae LiteZulu)

[21.3] VICTORY CONDITIONS

Human Player must permanently neutralize all Enemy StarGates; L’Chal-Dah Player must permanently neutralize the Sol StarGate, or any other two Human StarGates.

[21.4] SPECIAL RULES

The Game begins with a Tactical Display deployment of two L’Chal-Dah StarForces, and the deployment of the defending Eta Cassiopeiae StarGate. Play proceeds on the Tactical Display before any Stellar Display plotting.

[21.5] RECOMMENDED FORMAT

This is definitely most enjoyable as a full Advanced Game with full optional rules.
[22.0] SCENARIO 6, 2462 A.D. SECOND PHH - HL WAR

[22.1] INTRODUCTION
Although the PHH had been defeated in 2430 A.D., the basic cause of the conflict had yet to be resolved. Both sides strengthened themselves as much as possible, and tightened their control over other systems. Thus when hostilities again broke out the opposing sides were more clearly delineated.

[22.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and Star Gates</th>
<th>Star Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human League Player:</td>
<td></td>
</tr>
<tr>
<td>3015/-3 (Tao Ceti)</td>
<td>3</td>
</tr>
<tr>
<td>2713/-2 (Epsilon Eridani)</td>
<td>2</td>
</tr>
<tr>
<td>Pan-Hegemony Player:</td>
<td></td>
</tr>
<tr>
<td>2020/0 (Sol)</td>
<td>4</td>
</tr>
<tr>
<td>1821/-4 (Alpha Centauri)</td>
<td>2</td>
</tr>
<tr>
<td>Variable Allegiance [see Special Rules]</td>
<td></td>
</tr>
<tr>
<td>3009/-14 (82 Eridani)</td>
<td>2</td>
</tr>
<tr>
<td>2427/-18 (Delta Pavonis)</td>
<td>2</td>
</tr>
<tr>
<td>2523/-10 (Epsilon Indi)</td>
<td>1</td>
</tr>
</tbody>
</table>

[22.3] VICTORY CONDITIONS

The Player with the greater number of Star Forces at the beginning of the game must permanently neutralize two Enemy Star Gates. The Player with the lesser number of Star Forces must permanently neutralize one Enemy Star Gate. If identical in number of Star Forces, the first Player to neutralize two Enemy Star Gates is the winner.

[22.4] SPECIAL RULES

One Player picks a chit for each of the above listed variable star systems: an even number indicates that he receives the system and its Star Forces, an odd number indicates that his opponent does. (see 22.3)

[22.5] RECOMMENDED FORMAT

This scenario is best played by the full Advanced Game version.

[25.0] SCENARIO 9, 2480 A.D. L'CHAL-DAH EXPANSION

[25.1] INTRODUCTION

The L'Chal-Dah continued their new policy (began in 2465 A.D.) of expansion and activity in stellar politics by attempting to strengthen their power base at the expense of the Rame.

[25.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and Star Gates</th>
<th>Star Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>L'Chal-Dah Player:</td>
<td></td>
</tr>
<tr>
<td>2326/-17 (Sigma Draconis)</td>
<td>2</td>
</tr>
<tr>
<td>2626/-7 (61 Cygni)</td>
<td>1</td>
</tr>
<tr>
<td>3223/-17 (HR 8832)</td>
<td>1</td>
</tr>
</tbody>
</table>

See Special Rules on inter-race cooperation in 2487 A.D. Scenario (27.4). If both players neutralize an Enemy Star Gate on the same Game-Turn the L'Chal-Dah remain neutral.

[25.3] VICTORY CONDITIONS

The first Player to permanently neutralize any Enemy Home System Star Gate, or any other two Enemy Star Gates wins.

[25.4] SPECIAL RULES

The L'Chal-Dah may make one full Stellar shift before the simultaneous plotting of both forces.

[25.5] RECOMMENDED FORMAT

This scenario is best played using the full Advanced Game version.

[24.0] SCENARIO 8, 2476 A.D. THE WAR WITH THE RAME

[24.1] INTRODUCTION
After the absorption of the L'Chal-Dah into the Human League on Associate basis, the combined leagues made contact with yet a third, more alien race, the Rame, originating from 70 Ophiuchi. After some years of relatively peaceful contact, the Human League attempted to subjugate the Rame.

[24.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and Star Gates</th>
<th>Star Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rame Player:</td>
<td></td>
</tr>
<tr>
<td>2036/+1 (70 Ophiuchi)</td>
<td>6</td>
</tr>
<tr>
<td>1636/-8 (86 Ophiuchi)</td>
<td>0</td>
</tr>
<tr>
<td>2833/-11 (HR 7703)</td>
<td>0</td>
</tr>
<tr>
<td>Human League Player:</td>
<td></td>
</tr>
<tr>
<td>2020/0 (Sol)</td>
<td>6</td>
</tr>
<tr>
<td>1821/-4 (Alpha Centauri)</td>
<td>0</td>
</tr>
<tr>
<td>L'Chal-Dah:</td>
<td></td>
</tr>
<tr>
<td>2326/-17 (Sigma Draconis)</td>
<td>4</td>
</tr>
<tr>
<td>2626/-7 (61 Cygni)</td>
<td>0</td>
</tr>
</tbody>
</table>

[24.3] VICTORY CONDITIONS

HL Player must permanently neutralize all of Rame Player's Star Gates, without having the Sol or Sigma Draconis Star Gates neutralized. Rame Player wins if he avoids this condition for twenty Stellar Game-Turns.

[24.4] SPECIAL RULES

See Special Rules for 2487 A.D. on inter-race cooperation (27.4).

[24.5] RECOMMENDED FORMAT

This should be played as an Advanced Game, with rule 32.0, Reserve Star Forces.

[26.0] SCENARIO 10, 2482 A.D. WAR OF THE DEFENSE LEAGUE

[26.1] INTRODUCTION

After the Rame were defeated by the L'Chal-Dah in 2480 A.D., the two formed the L'Chal-Dah dominated Defense League. Renouncing their associate status in the PHH, the L'Chal-Dah attempted to free themselves from human interference, with the ultimate goal of defeating the Humans entirely (perhaps then giving the Humans associate status in their league).

[26.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and Star Gates</th>
<th>Star Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defense League Player:</td>
<td></td>
</tr>
<tr>
<td>Rame:</td>
<td></td>
</tr>
<tr>
<td>2036/+1 (70 Ophiuchi)</td>
<td>1</td>
</tr>
<tr>
<td>1636/+1 (70 Ophiuchi)</td>
<td>1</td>
</tr>
<tr>
<td>2833/-11 (HR 7703)</td>
<td>1</td>
</tr>
<tr>
<td>L'Chal-Dah:</td>
<td></td>
</tr>
<tr>
<td>2326/-17 (Sigma Draconis)</td>
<td>2</td>
</tr>
<tr>
<td>2626/-7 (61 Cygni)</td>
<td>1</td>
</tr>
<tr>
<td>3223/-17 (HR 8832)</td>
<td>1</td>
</tr>
<tr>
<td>Pan-Human Hegemony Player:</td>
<td></td>
</tr>
<tr>
<td>2020/0 (Sol)</td>
<td>5</td>
</tr>
<tr>
<td>1821/-4 (Alpha Centauri)</td>
<td>3</td>
</tr>
<tr>
<td>2713/-2 (Epsilon Eridani)</td>
<td>2</td>
</tr>
</tbody>
</table>

[26.3] VICTORY CONDITIONS

The PHH Player wins by permanently neutralizing the Star Gates at Sigma Draconis and 70 Ophiuchi, or any other four Enemy Star Gates. The DL wins by permanently neutralizing the Sol Star Gate or preventing PHH victory. The game ends after the completion of twenty Game-Turns.
[26.4] SPECIAL RULES
The L’Chai-Dah and the Rame may not use one another’s StarGate or StarForces to improve shift radius, although they are fully compatible in combat (see 27.4 for more elucidation).

[26.5] RECOMMENDED FORMAT
This scenario is best played using the full Advanced Game version.

[27.0] SCENARIO 11, 2487 A.D. THE WAR FOR IDENTITY
[Three-Player Game]

[27.1] INTRODUCTION
After several years, the Human League with its Associates, L’Chai-Dah and Rame, collapsed. Three factions emerged: the Pan-Sentient League and the Pan-Human Hegemony. The Human League is considered to be waffering and factioned, and until it is committed, its forces and systems are ineffective and do not count towards victory. Each Game-Turn (at the end of the Stellar Plot Phase) each Player draws a chip from a set of ten Decimal Randomizers put aside to represent the political wavering of the HL. Each Player adds the chip to those drawn on previous Game-Turns (these political chips are not returned to the special Randomizer). The Player who achieves a total of 23 (or more) “political chip points” has “convinced” the Human League to join his cause and gets the use of HL forces at the beginning of the next Game-Turn (the Inter-Race Competability rules still apply). If either one (or both) of the Players loses one of his colonial StarGates before either Player has 23 political points, that Player must skip a turn at chit-pulling on the Plot Phase immediately following the permanent neutralization of the StarGate. If one Player wins before either Player reaches 23, both Players alternately draw all the remaining chips to see if the Human League decides to declare war on the winner (in which case, the HL forces would be operated by the losing Player; the systems and forces of the initially losing League or Hegemony are inoperative and are removed from play). The victory conditions remain the same.

[27.5] RECOMMENDED FORMAT
2487 A.D. should be played with Basic Game rules, and the 15.0 rules section of the Advanced Game. It is still functional with all of the Advanced Game rules.

[27.3] VICTORY CONDITIONS
A Player loses the scenario when any two of his colonial StarGates are permanently neutralized, or when his home system StarGate is permanently neutralized. However, his units remain in play and he may continue playing (acting as a “spoiler” or allying with another Player). The last Player who has not lost, wins. Note that Tau Ceti (3015/−3) is the Human League “home” system.

[27.4] SPECIAL RULES
1. Inter-Race Competability and Cooperation: The StarGate of one race may not be linked to the StarGate of another race in order to make a Gate-to-Gate shift. Nor may the StarGate or StarForce of one race enhance its position for an in-shifting StarForce of another race. The StarForce of one race may make a simple Gate shift from the StarGate of another cooperating race and a Gate-to-Gate shift if both StarGates are owned by the same race. Forces of different races are fully compatible in combat.
2. Alliances: Players may confer with each other and make verbal deals, they are bound only by what they actually plot each Combat Segment (or each Tac Plot Phase). Players indicate when plotting whether or not they wish their combat effect to affect both of the other Players in a particular LiteZulu or only one (if, indeed, both are in the LiteZulu). In the basic game, they must also indicate whether or not they wish their defensive allocation to be added to that of another Player (this is only operative if that other Player has also indicated mutual defense). If three Players are contesting the same LiteZulu and none are cooperating in combat, each Player makes an independent resolution of combat against each other Player, using his full allocated Strength against Basic Game (in the Advanced Game there is less of a problem since all hostile casts are additive and no defensive effects are ever additive).
3. Two-Player Version: There are only two active roles: the Pan-Sentient League and the Pan-Human Hegemony. The Human League is considered to be wavering and factioned, and until it is committed, its forces and systems are ineffective and do not count towards victory. Each Game-Turn (at the end of the Stellar Plot Phase) each Player draws a chip from a set of ten Decimal Randomizers put aside to represent the political wavering of the HL. Each Player adds the chip to those drawn on previous Game-Turns (these political chips are not returned to the special Randomizer). The Player who achieves a total of 23 (or more) “political chip points” has “convinced” the Human League to join his cause and gets the use of HL forces at the beginning of the next Game-Turn (the Inter-Race Competability rules still apply). If either one (or both) of the Players loses one of his colonial StarGates before either Player has 23 political points, that Player must skip a turn at chit-pulling on the Plot Phase immediately following the permanent neutralization of the StarGate. If one Player wins before either Player reaches 23, both Players alternately draw all the remaining chips to see if the Human League decides to declare war on the winner (in which case, the HL forces would be operated by the losing Player; the systems and forces of the initially losing League or Hegemony are inoperative and are removed from play). The victory conditions remain the same.

[28.0] SCENARIO 12, 2505 A.D. THE WAR FOR THE LEAGUE
[Three-Player Game]

[28.1] INTRODUCTION
The PSL temporarily lapsed when the Pan-Human hegemony rose to power again in two systems. The Rame and L’Chai-Dah pulled out of the PSL, while the other human systems remained neutral. The conclusion of this war saw the end of intra-sphere rivalries. The PSL was re-established with unanimity.

The three sides essentially fought for control over the new colony of Delta Pavonis, which had yet to orbit and crew its StarGate.

[28.2] ORDERS OF BATTLE AND DEPLOYMENT
Star Systems and StarGates: StarForces:
Rame Player: 2036/+17 (70 Ophiuchi) 4
1636/−8 (36 Ophiuchi) 0
2833/−11 (HR 7703) 0

L’Chai-Dah Player: 2326/+17 (Sigma Draconis) 4
3223/+17 (HR 8832) 0
2626/+7 (61 Cygni) 0

PHH Player: 2020/0 (Sol) 5
2523/−10 (Epsilon Indi) 0

[28.3] VICTORY CONDITIONS
Players lose the game if their home system StarGate is permanently neutralized (see 2487 A.D.). Players may win by controlling Delta Pavonis LiteZulu (2427/+18) for four consecutive Game-Turns.

[28.4] SPECIAL RULES
See 27.4. L’Chai-Dah is uncommitted in a two-Player version.

[28.5] RECOMMENDED FORMAT
This scenario is best done as a Basic Game with Advanced rule 15.0 and Optional Rule 33.0, FakerForces.

[29.0] SCENARIO 13, 2775 A.D. THE FIRST XENOPHOBİE INCURSION

[29.1] INTRODUCTION
After two and one-half centuries of generally pacific conduct and gradual terraforming of all the depicted star systems, the PSL sphere was invaded by a rabid species known only as the “Xenophobes”. They began inducing novas in PSL stars (causing them to explode) inculcerating the inhabitants. Not knowing where they were coming from, and the thought pattern being so alien as to be largely undetectable, the PSL StarForces were forced to search the periphery of its Known Volume for the Xenophobe “base camp” StarGates. The Xenophobes were inhibited by smaller shifts due to unfamiliarity with the PSL Volume.

[29.2] ORDERS OF BATTLE AND DEPLOYMENT
Star Systems and StarGates: StarForces:
Xeno Player: three StarGates, 12 (total) positioned randomly.
(See 31.0 Special Rules)
PSL Player: All systems on the 6 (deployed as desired)
Stellar Display (except 1511/+1, 1812/+2, 2734/+2) Beginning with Game-Turn Two, the PSL receives one additional StarForce every even-numbered Game-Turn, until twelve additional StarForces have been received. StarForces appear at the start of the plot Phase in any LiteZulu having an un-neutralized PSL StarGate.

[29.3] VICTORY CONDITIONS
Scenario continues until all Xeno StarGates have been destroyed or all PSL Home Systems stars (Sol, Sigma Draconis, and 70 Ophiuchi) have gone nova. At that time, Victory is determined according to the number of Victory Points, the Player with the higher total winning.

Xeno Victory Points
20 Points for each PSL home system destroyed
10 Points for each secondary star system destroyed
3 Points for any tertiary system destroyed
5 Points for each “destroyed” result against PSL StarForces
PSL Victory Points
25 Points for permanent neutralization of Xeno StarGate
1 Point for each "destroyed" result against Xeno StarForces
Xenophone Player wins automatically if all the PSL Home systems are destroyed.

[29.4] SPECIAL RULES
See section 31.0, Xenophone Special Rules.

[29.5] RECOMMENDED FORMAT
Players should use the Basic Game modified by the use of Randomization rules (15.0) for both Oversight results and combat results. Players may add optional rules to suit their taste for complexity. Playing the Xenophone scenarios using the Advanced Game can be interesting, but will be extremely time consuming (seven to twelve hours of play would not be unusual). See the Special Rules, 31.0.

[30.0] SCENARIO 14, 2785 A.D. THE SECOND XENOPHONE INCURSION

[30.1] INTRODUCTION
After the First Incursion of the Xenophones had been driven off by the PSL, a watchful peace ensued. Approximately 30 billion PSL sentinets died in the First Incursion, creating a shortage of teletheithics and forcing a reduction in the number of PSL StarForces. 10 years after the First Incursion, the Xenophones returned.

[30.2] ORDERS OF BATTLE AND DEPLOYMENT

Star Systems and StarGates

Xeno Player: 2 StarGates, positioned randomly

StarForces: 8 (total)

PSL Player: All systems on the Stellar Display (except 1511/+1, 1812/-2, 2734/+2)

Beginning with Game-Turn Two, the PSL receives one additional StarForce every even-numbered Game-Turn until a total of eight additional StarForces have been received. These StarForces appear at any LiteZulu having an un-neutralized PSL StarGate.

[30.3] VICTORY CONDITIONS
Essentially the same as 29.3. See 31.6 in the Special Rules.

[30.4] SPECIAL RULES
See 31.0.

[30.5] RECOMMENDED FORMAT
Same as recommended in 29.5.

[31.0] SPECIAL RULES FOR THE XENOPHONE SCENARIOS

GENERAL RULE:
Since a special situation is being simulated in the two Xenophone incursion scenarios, a number of special rules must be applied to the game.

CASES:

[31.1] DEPLOYMENT OF XENOPHONE STARGATES
In the First Incursion, three Xenophone StarGates must be deployed; in the Second Incursion, two must be deployed. Use the following random procedure:

[31.11] Draw two chits (secretly) from the Stellar Randomizer. This will indicate the hex position of the first Xenophone StarGate. The Xenophone Player then decides if the hex position of the first StarGate will be two Lites distant from the positive outer limit of the Stellar Display or two Lites distant from the negative outer limit. For example, if the chits drawn indicate hex number 2033, the first Xeno StarGate could be positioned at LiteZulu 2033/+19 or 2033/-19. Whichever the Xeno Player chooses, the remaining Xeno StarGates must be positioned on the same outer limit of the Stellar Display.

The hex numbers of the remaining Xeno StarGates are chosen in the same manner. If any of the hex numbers drawn are ones outside the two-dimensional limits of the Display, the number is adjusted in a manner similar to that described in 15.3. The positions of Xeno StarGates are not known to the PSL Player (and the StarGate counters are not displayed on the map). In order to discover them the PSL Player must use the un-neutralized LiteZulu (in the Stellar Display) as a "shifting" tool.

[31.12] After positioning his StarGates, the Xenophone Player sets up his available StarForces in those same positions, in any distribution he desires.

[31.2] UNKNOWN SPACE AND ITS EFFECTS UPON SHIFTING
For the PSL Player, unknown space is defined as any LiteZulu outside the normal Zulu limits of the Stellar Display. For the Xenophone Player, unknown space is defined as any LiteZulu within the normal Zulu limits of the Stellar Display. Additionally, any LiteZulu which is further than ten Lites from a Xeno StarGate is considered as unknown space to the Xeno Player, even if it is outside the normal Zulu limit of the Stellar Display.

[31.21] Effects of Unknown Space on Shifting:
Whenever the destination LiteZulu of a Stellar shift is in unknown space, the Maximum safe shift is reduced to one Lite for a normal shift (plot code "S") and to five Lites for a Gate assisted shift (plot code "G"). Other types of shifts are unaffected (i.e., plot codes "ES", "EGS" and "GGS"). See the Maximum Shift Table on the map. If the destination LiteZulu is in known space and the point of origin is in unknown space, then normal shift ranges apply.

[31.22] Entering a LiteZulu Held by an Enemy StarGate:
Players do not add four Lites to the effective distance of their shift when entering an Enemy StarGate-LiteZulu. This is a suspension of standard case 7.31. This means that in order to enter an Enemy StarGate-LiteZulu without risk of Overshift, a Friendly unit must be adjacent to the StarGate or within five Lites if shifting with the aid of a Friendly StarGate.

[31.3] MODIFIED SEQUENCE OF PLAY AND HIDDEN MOVEMENT
Since the two opposing space forces are teletheratically "blind" to each other over any appreciable distance, all shifting is completely hidden, i.e., it is plotted without displaying any counters on the Stellar Display until a combat situation is imminent.

The Xenophone Player secretly plots his projected shifting for all the Game-Turns up to and including the Game-Turn in which he will enter a LiteZulu adjacent to a PSL StarGate. He does not at this time execute this plot. The PSL Player plots and executes Game-Turn by Game-Turn the shifts he desires his forces to make. As he executes his shifts he announces what Game-Turn he is executing. If the Game-Turn he is executing is the Game-Turn in which the Xenophone Player has forces adjacent to a PSL StarGate, the Xenophone Player may cancel the PSL Player of this fact after the PSL has executed that Game-Turn's plot. He also tells the PSL to which StarGate he is adjacent (but not the composition of the forces which are adjacent) and the exact position of his adjacent forces. Both Players then plot and execute the next Game-Turns assuming that the Xenophone Player moves against a PSL StarGate LiteZulu in that Game-Turn, a combat situation would ensue. At the end of that Game-Turn, the Xenophone Player would inform the PSL if there are any Xenophone forces adjacent to PSL StarGates. If not, the Xenophone Player would make another series of advance plots and the procedure described above would again be pursed. If there are Xenophone forces adjacent, only the next Game-Turn's plot would be written after the Xeno Player informs the PSL Player which StarGate LiteZulus he is adjacent to.

[31.31] If the PSL Player is searching unknown space in an attempt to locate the Xeno StarGates, he must tell the Xeno Player Game-Turn by Game-Turn where he believes the unknown LiteZulu is shifting into. If one or more of these LiteZulus is adjacent to a Xeno StarGate the Xeno Player must reveal the position of that StarGate.

The PSL Player does not have to reveal the size of the forces with which he is searching. When the PSL finds a Xeno StarGate the Xeno Player cancels his plot back to the Game-Turn of discovery and both Players proceed to write and execute their shifts for the next Game-Turn. For example, if the Xeno Player had plotted to be adjacent to a PSL StarGate on Game-Turn Fifteen but the PSL has come adjacent to a Xeno StarGate on Game-Turn Twelve, the Xeno Player would cancel his plots for Game-Turns Thirteen through Fifteen and write a revised plot for Game-Turn Thirteen. As long as one or the other Player is adjacent to an Enemy StarGate, the plotting and execution takes place on a normal Game-Turn by Game-Turn basis. Players always inform each other of this adjacency in the Zulu Coordinate Readout Segment of the Game-Turn in which the condition exists.

[31.32] If the Xeno Player has StarGates in a LiteZulu in which the PSL is searching (or if the PSL has forces in the same LiteZulu adjacent to his StarGate that the Xeno Player is revealed to be in) then the Xeno plot is cancelled back to that point and a combat situation ensues. This allows Players to set up ambushes for each other.

[31.33] If at any time during his projected plot the Xeno Player will be making Overshifts he must openly resolve these (in advance of actually executing them) but he need not tell the PSL Player the forces involved. Of course, Overshifts which apply to cancelled plots are themselves cancelled unless the Xenophone Player maintains those plots after having had the opportunity to cancel them.

Similarly, the PSL Player must openly resolve any Overshifting he performs on a Game-Turn by Game-Turn basis.

[31.34] If there occurs a fifteen Game-Turn period in which the Xeno Player does not make an attack on a PSL StarGate, the Xeno Player forfeits the game.

[31.4] FIRST GAME TURN RULES
[FIRST INCURSION ONLY]
In the First Incursion scenario, the PSL is completely unaware of the existence and threat of
the XenoStarForces must attack one or more PSL StarGates.

[3.42] Surprise Attack Provision: In the first Game-Turn (only) the XenoStarForces may automatically destroy one PSL StarGate and induce nova in its star (and its inhabitants) without having to resolve any combat. If there are no PSL StarForces present, all PSL StarForces present will immediately plot a break-off maneuver. If the XenoStarForces player is attacking more than one PSL StarGate and system in the first Game-Turn, he must designate which is to be the victim of the surprise attack before it begins; if there are no PSL StarForces present, any other systems being attacked on the first Game-Turn are resolved normally. None of the three systems may be designated as the object of the surprise attack (even if only one system is attacked and it is a home system). In such a case the Xeno StarForces player must have at least one StarGate in strength.

[3.5] Nova Inducement and Combat Resolution: The XenoStarForces players use the star of the system as a weapon. By planting a Conversion Trigger in the heart of the sun they use it to nova (greatly accelerate its energy output) in order to scatter the orbiting planets and destroy all life. In order to perform this triggering successfully, the StarGate defending the system must be dealt with first. The following cases simulate this:

[3.6] First Game-Turn Rules and Standard Results of First Incursion Only: The Second Incursion found the PSL weaker but warier. No surprise attack could catch them off-guard. To simulate this, use the following provisions in the Second Incursion Scenario:

[3.6.1] Pre-Game Plot: The XenoStarForces player has a pre-game plot of five shifts during which the PSL StarForces does not play. If at the end of those five pre-Game-Turns, the XenoStarForces player is not adjacent to a PSL StarGate, he must inform the PSL player that the First Game-Turn is about to begin. The XenoStarForces player has five official Game-Turns in which to come adjacent to one or more PSL StarGates for the first time. There is no surprise attack; all PSL StarGates and forces perform normally.

[3.6.2] Standard Results of the First Incursion: As a result of the First Incursion, the following star systems do not have StarGates and do not count for Second Incursion Victory points: 206/8-/+1 (70 Paradraphis), 26/11-/+8 (Eps Cassiopeia), 1521/-/+16, 1532/-3, 2020/-228/-4, 2263/-7. Since all other PSL systems have StarGates, players should use the StarGates markers to mark those systems that have had their StarGates destroyed.

[3.7] Xenolink: Players may wish to combine the two XenoStarForces scenarios into one long game. To do so, play the First Incursion scenario until all three XenoStarForces are found and eliminated (neutralized) regardless of PSL home systems destroyed. When all three XenoStarForces have been neutralized, assess the damage that the PSL has suffered and make the following force reductions (from the original eighteen PSL StarForces) for the Second Incursion, based on that damage:

- Remove three PSL StarForces for each PSL home system destroyed.
- Remove one PSL StarForce for each secondary colony destroyed.
- Remove one PSL StarForce for each five tertiary systems destroyed (rounding fractions up).
- Remove one PSL StarForce for every three PSL StarForces that suffered a destroyed result in the First Incursion.

Reduce the XenoStarForce Order of battle (the original twelve) by the following amount: One XenoStarForce for each StarGate neutralized in the first Incursion. In the event of a draw, a player is neutralized in order for the Incursion to end in a linked game, this reduction is academic. One XenoStarForce for every two that received a destroyed result in the First Incursion.

Do not use the Standard Results of the First Incursion detailed in 3.6.2. Rather, use the actual results of the First Incursion as obtained in the game. Second Incursion XenoStarForces may not be used in a linked game, employing all of the Optional Rules. This would not necessarily be the best game possible (and has a good chance of being the worst).

[3.8] Reserve StarForces General Rule: As much as one-third of a Player's current StarForce strength may be placed on reserve status in a given Game-Turn. Such units have the plot code "RV" assigned to them in the Stellar Shift Plot Phase and may not shift during that Shift Execution Phase. After all normal Stellar shifts have taken place, and after it is known which StarGate is to be contested, but before it is known exactly what forces are contesting the LiteZulus, the StarForces on reserve status have their reserve plot modified to indicate which of the contested LiteZulus they can be called into. A given unit cannot be slated as a reserve for more than one contested LiteZulu per Game-Turn.

CASES:

[3.11] How Reserve StarForces Are Called into First Incursion (since all the LiteZulus): After the two Tac-Turns (or one Combat Segment in the Basic Game) have elapsed in a given LiteZulu, Players who have reserve StarForces on call to that LiteZulu may call them to appear at the beginning of the third Tac-Turn (or second Segment). Not all of the StarForces on call to that LiteZulu need be called in, nor need any be called in at that time;
they may be called in at the beginning of some later Tac-Turn (or Combat Segment). Reserve StarForces may Overshift.

32.11 Reserve StarForces called into a contested LiteZulu appear in Stellar Mode (meaning, in the Basic Game, they have a Combat Strength of "2") and must be plotted to appear (in the First Execution Phase) in a MiniLiteZulu which will be occupied by a Friendly, un-neutralized StarForce or StarGate which is already in the LiteZulu.

32.12 In the Tac-Turn in which they appear, reserve StarForces may be plotted to perform any action which could normally be plotted for the Second Execution Phase of that Tac-Turn. No plot may be written for the First Execution Phase. They have 32 TelePoints available for plotting.

32.13 Reserve StarForces are subject to the effects of any First Execution Phase Enemy casts which may be made into their MiniLiteZulu-of-appearance. Their Anti-cast depends upon what they have been plotted to do in the Second Execution Phase.

32.2 LIMITATIONS ON RESERVE STARFORCES

32.21 No more than one-third of a Player's total current StarForce strength (not counting neutralized StarForces) may be placed on reserve status in a given Game-Turn. This third is calculated by rounding down, but can never be rounded down to less than one StarForce eligible for reserve status.

32.22 StarForces which have a reserve plot written for them in one Game-Turn may not have any other Stellar plot written for them in the following Game-Turn. If the Player wishes to take a unit off reserve status, he must not write any plot for that unit in the Game-Turn following that in which the "RS" plot was last written for that unit.

32.23 Neutralized units may not be placed on reserve status.

32.3 RESERVE STARFORCES AND STARGATES

32.31 Friendly StarGates: Reserve StarForces may use the next-Game-Turn capacity of a Friendly StarGate in the LiteZulu in which they are being held in reserve. This is calculated exactly as described for the advance use of StarGate capacity for break-off (see 32.34).

32.32 Reserve StarForces may not in any way use the capacity of the StarGate in the LiteZulu to which they are being called.

32.33 ENEMY STARGATES: Reserve StarForces may be called into a LiteZulu in which there is an active Enemy StarGate. They are subject to the normal addition of four Lites to their nominal shift distance with the modification that for every Friendly StarForce which began the Tac-Turn (or Combat Segment) in the contested LiteZulu, they may reduce the addition by one Lite (until it is reduced to zero addition). In this calculation, StarForces which begin the Tac-Turn in a disrupted state count as one-half (i.e., there must be two Friendly disrupted StarForces in order to reduce the shift addition by one Lite). If the Enemy StarGate is itself disrupted at the time of the reserve call the standard distance addition is reduced to two Lites before calculating further reductions. Note that the presence of Enemy StarForces has no effect upon any of these calculations.

32.4 SPOILING RESERVES

Enemy Units may attempt to spoil reserve forces by attacking them before they can be called. Such situations should be resolved first before resolving other contested LiteZulus.

32.41 If reserve StarForces are challenged by Enemy StarForces while they are standing by on reserve, they are considered to be in Stellar Mode (in the Basic Game, this means they will have a First Combat Segment strength of "2") even though they began the Game-Turn in that LiteZulu. If the reserve forces were slated for a destination which called for the use of a Friendly StarGate, the reserve plot must be deployed in the MiniLiteZulu of that StarGate (meaning in the Basic Game that they cannot attack nor be attacked in the First Combat Segment).

32.42 Reserve StarForces which suffer a combat result, Tac shift, change to Battle Mode, or make a combat cast while standing by on reserve, immediately have their reserve plot cancelled (they may not be called that Game-Turn and are freed from the restrictions of 32.22). In the Basic Game, forces which a Player wishes to maintain on reserve status in a contested LiteZulu may not use their strength to attack and may not increase their strength to "3" after the First Combat Segment. They may only defend until the Player decides to release them from reserve status.

32.43 If two or more LiteZulus are contested while having reserves standing by in them, Players must resolve them in order of "greatest involvement." "Greatest involvement" is ranked in the following order:

1. Contested LiteZulu with Friendly Reserves standing by which has Friendly reserves on call to that position (i.e., a reserve with a reserve on call).
2. Contested LiteZulu with the greatest number of forces standing by on reserve.
3. Contested LiteZulu whose reserve is on call to the contested LiteZulu with the greatest total forces involved.

32.44 If even when following the above priority of resolution, a conflict still arises (i.e., reserves standing by in a contested LiteZulu, while their reserve destination is being resolved), the Player may commit such reserves if he leaves behind forces which exceed the Enemy spoiling the force by at least one StarForce (a StarGate is equivalent to two StarForces in this calculation). Note that the Friendly StarGate in such a contested LiteZulu cannot perform a Gate Shift (GS) for the exiting Reserve StarForces.

32.0 FAKERFORCES

GENERAL RULE:
Each StarForce is composed of four Teleships. This rules allows StarForces to be broken up into four individual Teleships. These individual Teleships are known as FakerForces. Though they represent only a single ship, FakerForces are represented on the Stellar Display as StarForces, and are thus used to deceive the Enemy Player.

PROCEDURE:
At the beginning of any Game-Turn in the scenario, Players may split their StarForces into FakerForces. No more than 10% of a Player's total StarForces may be split in this manner (round fractions up, i.e., 10% of eleven equals two StarForces which equal eight FakerForces). FakerForces are depicted by StarForce counters for all purposes, and Players must make a notation on their plot sheets as to which StarForces are actually FakerForces. The true composition of FakerForces is not revealed until they are in the same LiteZulu as an Enemy StarForce or StarGate. At the beginning of the game certain letters are assigned FakerForces (see 32.2).

CASES:

33.1 CAPABILITIES AND LIMITATIONS OF FAKERFORCES

FakerForces count as one-quarter of a StarForce for all StarGate capacity considerations, Basic Game combat losses, and victory point calculation purposes.

33.11 FakerForces have the exact same Stellar Shift Range as a full StarForce. On the Tactical Display their Tac-shift Range and TeleValue is as indicated on the TelePoint Cost Table on the map.

33.12 FakerForces may only enhance for each other on a one-for-one basis. They may never enhance for a StarForce even if there are four FakerForces in the same LiteZulu. StarForces may, however, enhance a destination for as many as four FakerForces (if all are coming from the same point of origin; if not, the StarForces may only enhance for as many FakerForces as are coming from the same point of origin). Similarly, StarGates may enhance for as many as sixteen FakerForces if all are coming from the same point of origin. If FakerForces are coming from different points of origin, the StarGate may enhance its LiteZulu for as many as two groups of four FakerForces. Each group counts as one StarGate against the basic capacity of two StarForces per Game-Turn. The same capacity considerations apply when plotting "GS" or "EGS" or "GGS" operations for FakerForces.

33.13 In the Basic Game, each FakerForce is worth one-half of a Strength Point (this never is increased or decreased). There must be at least two FakerForces in the same LiteZulu in order to contribute any Strength to the attack (an odd half-point may however be contributed to the defense and the defense total is rounded up). FakerForces are equivalent to one-quarter of a StarForce for loss purposes.

33.14 FakerForces may be re-combined into a StarForce if all four FakerForces end the Shift Execution Phase in the same (uncontested) LiteZulu. They may not be recombined when on the Tactical Display or when in a Basic Game combat situation.

33.15 FakerForces have the same abilities as StarForces with respect to intelligence gathering on the Stellar Display and the Tactical Display. They perform as a StarForce in the LiteZulu Coordinate Readout Segment of the StarGate-Turn and the Position Phase of the Tac-Turn.

33.16 FakerForces may not be placed on reserve status.

33.17 The only time FakerForces are revealed to be such is when they are adjacent to an Enemy StarGate (in the non-Xenophobe scenarios), when they are in a contested LiteZulu, or when they are on the Tactical Display.

33.2 PLOTTING FAKERFORCES

The letter designations of FakerForces and StarForces are interchangeable; in any Stellar Plot Phase in which FakerForces and StarForces are in the same LiteZulu the owning Player may redesignate the units, switching the designations of the StarForces and FakerForces. In this way the Enemy Player will never be able to permanently discover the true composition of a Player's forces. Players should be scrupulously accurate in these redesignations and be prepared to offer proof upon challenge.

33.3 DEPLOYMENT

Before the beginning of the game the owning Player may deploy his FakerForces as he wishes in any LiteZulu containing a Friendly StarGate, so long as at least one FakerForce remains in its
starting LiteZulu, i.e., in the LiteZulu of its component StarForce. (Exception: no FakerForce of either Player may begin the game in the Etia Cassiopeiae LiteZulu in the 21.0 scenario).

[34.0] GATELINK

GENERAL RULE:
StarGates may be linked together in a chain like arrangement of Gate-to-Gate-to-Gate (etc.) shifts. All Gates involved in such a GateLink must be assigned exclusively to that operation and must, of course, be Friendly, un-neutralized StarGates.

CASES:

[34.1] GATELINK CAPACITY
All the StarGates in the Link have a combined capacity equal to that of one StarGate. GateLinks are uni-directional if the maximum capacity of four StarForces are sent through the Link. GateLinks are bi-directional if the normal, two StarForce limit is observed.

[34.2] ORIGINS AND DESTINATIONS
The GateLink must be a linear linkage (there can be no branching out of the Link to different StarGates even if the minimum capacity is used). There may be no closed loops in the GateLink. Each StarGate in the Link must be within twenty Lites of the next StarGate in the Link. Overshifting is prohibited in a GateLink.

[34.21] If maximum capacity is being used, all the StarForces involved must begin in the same LiteZulu (one of the “ends” of the Link), but need not be in the furthest StarGate in the Link. Some may drop off the Link at intermediate StarGates within the linkage. If normal capacity is used, the GateLink is bi-directional and the StarForces involved may each come from a different end of the Link (they must start in the ends of the Link and there can only be two StarGates designated as the ends). Once again, they need not complete the full linkage but may drop off at any intermediate StarGate in the Link.

[34.3] PLOTTING A GATELINK
Plot the GateLink by writing, in order of linkage, the identity numbers of the StarGates involved. Example: 4-1-6-2. Since the positions of all StarGates (except in the Xenophone scenarios) are known Players can simply write the StarGate identity number of their point of origin and destination inserting the code “GL” between them. Example (referring to the Link just described): 4GL. This would indicate a GateLink shift beginning at StarGate “4” and ending at StarGate “6”.

[34.31] Reserve StarForces cannot use GateLinks.

[34.32] Xenophone StarForces may plot a GateLink between two or three of their StarGates even if none are within twenty Lites of another. The Xenophone Player can be assumed to be linking into StarGates further “into” his system which fill the gaps in the linkage. Therefore the Xenophone Player could link all three of his StarGates in any order he desired.

[34.33] Just as all other plots, GateLinks do not persist from Game-Turn to Game-Turn; they must be re-plotted each Game-Turn as desired. Of course, the linkage can be modified in subsequent plots.

[34.34] A Player can set up any number of GateLink systems in a given Game-Turn providing that none share a common StarGate.

[35.0] SITUATIONAL CONTINUITY

GENERAL RULE:
In both the Basic and Advanced Games, there are artificial constraints which force the resolution of combat situations within the Game-Turn in which they occur. This is done primarily for purposes of simplicity. If they wish, Players may continue combat situations from Game-Turn to Game-Turn until they are resolved naturally (i.e., without forcing stalemate-ending breaksoffs, etc.).

CASES:

[35.1] DURATION OF COMBAT SITUATIONS PER GAME-TURN
In the Basic Game, each Situation is played for a period of six Combat Segments in the first Game-Turn; in the Advanced Game each combat situation is played for a period of twelve Tac-Turns in the first Game-Turn. If the situations are unresolved at the end of these periods, that situation persists into the next Game-Turn. These periods are referred to as situation Cycles. The second and subsequent Game-Turns into which a situation persists are two Cycles in duration. Situations which persist into a second or subsequent Stellar Game-Turn are called prolonged situations.

[35.2] FORCES INVOLVED IN THE FIRST AND SECOND CYCLES OF PROLONGED COMBAT SITUATIONS
In the First Cycle of a prolonged situation, only the forces which remained in the LiteZulu at the end of the previous Game-Turn are involved. Forces which Stellar shifted into that LiteZulu in the current Game-Turn are not considered to have arrived until the very beginning of the Second Cycle of that Game-Turn.

[35.3] WHEN AND HOW NEW FORCES ARRIVE IN A PROLONGED SITUATION
StarForces which Stellar shift into a contested LiteZulu arrive at the very beginning of the Second Cycle. In the Basic Game the forces arrive as in-shifting StarForces; in-shifting StarForces usually do, i.e., with a Combat Strength of “2” per StarForce. In the Advanced Game StarForces arrive in Stellar Mode in any pre-plotted MiniLiteZulu at plus or minus five, or at any point in the “500” ring of hexes, just as usual Incoming StarForces pre-plot the MiniLiteZulu in which they will appear during the Stellar Shift Plot Phase of that Game-Turn.

[35.31] In the Basic Game, Players must decide if they wish to engage in-shifting StarForces in combat (using only First-Cycle StarForces to do so, see 8.2) in the First Combat Segment of the Second Cycle. The same restrictions apply as in the Basic Game, with the following additions:
A. If Alpha Player is in-shifting and also has First Cycle StarForces present, Bravo Player may not exercise his option and may only use his First Cycle StarForces or his StarGate against Alpha’s First Cycle StarForces. Alpha’s in-shifting StarForces must be ignored for the First Combat Segment of the Second Cycle.
B. If both Players have in-shifting StarForces as well as First Cycle StarForces (and possibly a StarGate) both must wish to engage in-shifting forces and both must be able to involve their entire available force with the entire Enemy force, as per condition A, above. If one or the other Player does not wish to engage in-shifting Enemy StarForces or cannot fulfill the conditions to do so, then only First Cycle forces can be involved in combat in the First Combat Segment of the Second Cycle.

[35.32] In the Advanced Game, arriving StarForces make normal plots for the First Tac-Turn of the Second Cycle. Their availability for combat is solely dependent upon the availability of targets or attackers within range.

[35.33] Reserve StarForces may only be called in during the Second Cycle.

[35.4] HOW UNITS MAY LEAVE A PROLONGED SITUATION
StarForces may only leave a prolonged situation in the same manner that they leave a normal situation: by combat break-off.

[35.5] CONDITIONS FOR PERMANENT NEUTRALIZATION OF STARGATES
In order for a StarGate to be permanently neutralized, the Enemy Player must have at least one unit in the LiteZulu with the neutralized StarGate for one complete Combat Segment (or two Tac-Turns) without Friendly StarForces being present.

[35.6] STELLAR SHIFTING AND STARGATES IN PROLONGED SITUATIONS
StarGates which are involved in prolonged situations may not be used for Stellar shifting operations of any kind.

[36.0] BATTLE MODE CREW FATIGUE
The Telesthetic crews of StarForces suffer from great fatigue if the StarForce is in Battle Mode on two or more consecutive Game-Turns. A StarForce may never be in Battle Mode for more than three Game-Turns in a row. The Basic Game Battle Mode equivalent is the increase to a three Strength Point unit in the second Combat Segment of a combat situation. When using this rule, Players have the option to decline this increase and remain in the two Strength Point Stellar Mode.

CASES:

[36.1] EFFECTS OF TWO CONSECUTIVE GAME-TURNS OF BEING IN BATTLE MODE
If a given StarForce changes to or stays in Battle Mode for two consecutive Game-Turns it suffers the following limitations on its performance in the third Game-Turn:
A. It adds two Lites to the effective distance of any Stellar shift it may make or enhance in the third Game-Turn. This does not include GGS and GS type shifts (where the crew of the StarGate is actually doing all the shifting).
B. It must always allocate at least one Strength Point to the defense in any third Game-Turn Combat Segment (or, in the Advanced Game, may use half its TelePoints in any Tac-Turn in the third Game-Turn).

[36.2] EFFECTS OF THREE CONSECUTIVE GAME-TURNS OF BEING IN BATTLE MODE
A StarForce which remains in or changes to Battle Mode for three consecutive Game-Turns suffers the following effects in the fourth Game-Turn (this is in addition to the effects it suffered in the third Game-Turn):
A. The StarForce is neutralized (in place) for the fourth Game-Turn. It recovers from this neutralization in the Neutralization Recovery Phase of that Game-Turn.
B. If the StarForce is neutralized as a result of combat or break-off in the third Game-Turn, the StarForce is neutralized until the Neutralization Recovery Phase of the fifth Game-Turn.
[36.3] RECOVERY FROM BATTLE MODE FATIGUE
A StarForce recovers from the effects of two consecutive Game-Turns of Battle Mode by suffering the effects of the third Game-Turn without changing to or remaining in Battle Mode during the third Game-Turn. It becomes completely normal during the Neutralization Recovery Phase of the third Game-Turn.

A StarForce recovering from the neutralization effect of three consecutive Game-Turns in Battle Mode does so during the Neutralization Recovery Phase of the fourth Game-Turn.

[37.0] SEQUENTIAL PLAY
GENERAL RULE:
Players who dislike plotting or who would like to play a game against themselves solitaire fashion may use the following suggested Sequential Play approach.

CASES:
[37.1] SEQUENTIAL STELLAR SHIFTING
All StarForces are represented by individual counters on the Stellar Display. Players act turns moving one of their units at a time, alphabetically according to identification code. For example, Alpha Player shifts StarForce “A”; Bravo Player shifts StarForce “A’”; Alpha shifts “B”, etc., until all StarForces have been accounted for. Players must still record the Zulu coordinates of their StarForces (unless they trust each other implicitly and can keep the relationships in their head. This is possible in scenarios with small orders of battle). All shifts are considered to take place simultaneously. Players alternate by Game-Turn the Player who’ll be first to move his first unit.

[37.2] SEQUENTIAL BASIC GAME COMBAT
Each Player takes one of the space Decimal Randomizer sets and uses it to determine how many Strength Points he is using to attack. Numbers larger than nine can be represented by showing two or more chits. Players reveal their attack strength allocation simultaneously.

[37.3] SEQUENTIAL ADVANCE GAME TAC-SHIFTING
Players indicate their allocation of TelePoints to Tac-shift by making their Tac-shifts, each Player alternating with the other in Tac-shift one unit at a time and announcing their expenditures as they make them. Players Tac-shift units furthest from the center of the Tactical Display first, working their way inward, unit by unit.

[37.4] SEQUENTIAL ADVANCED GAME COMBAT
Players make their combat casts alternately, one unit at a time. The unit furthest from the center of the Display makes its cast first, then the other Player makes a cast with his unit furthest from the center of the Display. Units which have not yet made a cast and who could possibly be affected by a cast being made, must have their Anti-cast announced by the owning Player before the casting Player announces the strength of his cast. All cast effects are still applied simultaneously and additively.

[37.5] CAUTIONARY NOTE
Of course, Players realize that the structure of the standard game is built around simultaneous plotting and that any attempt to circumvent that structure will result in distortions. Players who really dislike plotting should play scenarios with small orders of battle. If they have opponents that they really trust, much plotting can be done on the

“keep-it-in-your-head” honor system. The sequential system presented here is just a rough guide - Players will have to make on-the-spot decisions when conflicts and questionable situations arise.

[38.0] THE RESCUE MISSION
A Solitary Game
GENERAL SITUATION:
After the First Xenophobe Incursion, it was discovered that a faulty Conversion Trigger had destabilized the star of an inhabited system. Analysis indicated that the star would take several years to cool, and an orderly evacuation program was instituted allowing an eighteen-month safety margin. Near the end of the program, quite unexpectedly, new data indicated that the star would grow nova in no more than ten days. Calling in additional StarForces, the FSL began a crash evacuation program to rescue the 20 million humans remaining on the single planet in the system.

GENERAL RULE:
Players have twelve StarForces available to lift off 60 Population Points (each Population Point represents a third of a million humans). A combined set of two Decimal Randomizers is used to simulate the uncertain time of the nova. The actual time of the nova is determined randomly at the start of the game. Players win the situation by getting all the population safely off the planet.

[38.1] DETERMINING THE LOCATION OF THE ENDANGERED SYSTEM
Pick a chit from the Stellar Randomizer and read the top two-digit number. Read that number as one of the hexes in the “2000” column of hexagons (the same column that Sol and 70 Ophiuchi are in). If the bottom number of the chit is positive trace a clockwise orbit around Sol maintaining a constant hex distance from it (this will describe a large hexagonal circle just like the rings of Zulu Limits printed on the map). If the bottom number is negative, trace the orbit counter-clockwise. The first tertiary star system that the orbit traces through (in a two-dimensional sense) is the endangered system. If there is no tertiary system in that orbit, pick another chit.

[38.2] INITIAL STARFORCE DEPLOYMENT
Four StarForces at 2020/0 (Sol), two StarForces at 2336/+17 (Sigma Draconis), four StarForces at the endangered star system, and two StarForces at the (undeestroyed) tertiary system nearest to the endangered star (in true distance). If two stars are equally near, use the one which is also nearest to Sol. All StarForces are empty. All systems have StarGates except the endangered star and those destroyed in the First Incursion (see 31.62).

[38.3] SIMULATING THE UNCERTAINTY OF NOVA
Take two Decimal Randomizer sets and place them in a container, each Game-Turn (during the unused Combat Phase), the Player makes one or two chits draws from this Nova Randomizer to determine if the star goes nova at that point (ending the game, destroying whatever population remains in the system, as well as any StarForces which are presently in that LiteZulu).

How to Draw Chits from the Nova Randomizer
Draw the first chit; if it is not a Zero, stop, do not place the chit back in the Randomizer. Go on to the next Game-Turn; the star has not gone nova. If the chit is a Zero, place it back in the Randomizer, make a second draw. If the second draw is not a Zero, keep that chit out and go on to the next Game-Turn. If the second chit drawn is a Zero, the star nova and the game immediately ends. Note that the total number of chits in the mix decreases by one chit each Game-Turn (which, of course, increases the chances of the star going nova in the next drawing). This procedure will provide a maximum of 18 safe Game-Turns; the star is guaranteed to explode on the nineteenth Game-Turn.

[38.4] HOW POPULATION POINTS ARE RESCUED
Each StarForce can lift one Population Point. To load a Population Point on a StarForce, it must begin and end the Game-Turn in the endangered star’s LiteZulu. To unload the population point, the StarForce must begin and end the Game-Turn in the LiteZulu of any other star system on the Display (except those destroyed as a result of the First Incursion, see 31.62). Loaded and unloaded StarForces may participate in any sort of shifting and enhancement that the standard and optional rules allow. Overshift results remain the same. StarForces may not perform enhancing operations while loading and unloading.

[38.5] VICTORY LEVELS
Victory is measured in terms of how many Population Points are saved (each equaling one Victory Point). A perfect score of 60 Victory Points is a Decisive Victory over the situation; a score of 50 to 59 is a Substantive Victory; 40 to 49 is a Marginal Victory. Less than 40 is a defeat. If a StarForce is lost in the rescue attempt (either by Overshift results or being incinerated) subtract three points from the score. Don’t forget to count as lost any Population Points on destroyed StarForces at the time of destruction.

[39.0] VERBAL PLAYING
GENERAL RULE:
If Players trust each other, they may do much of the plotting for StarForce in their heads and only occasionally write down coordinates, and such, to support their memories. Combat allocations can be simply announced more or less simultaneously. This technique was used in much of the playtesting of the game and was very effective in speeding up play (particularly the Advanced version with its two levels of plotting).

[40.0] GAME NOTES
[40.1] STARFORCE PLAYER’S NOTES
OVERALL APPROACH
The essence of strategy and tactics in StarForce is the indirect approach. Players will be rewarded very rarely if they do the predictable. The unexpected is the key to victory. Most of the scenarios deal with relatively balanced forces. However each of these situations generally has a multiplicity of victory methods. There is an obvious common victory point, the holding of a certain LiteZulu, or an apparent defensive situation, such as the Human League having to neutralize all the Rame StarGates. There is usually a “sneak” victory possibility, though, such as the apparent unlikelihood of the Rame neutralizing the Sol StarGate. This can give the side with a slightly inferior force, or position, the key to winning. Even if this secondary victory possibility is sometimes too obvious, it still does gain an advantage in the diversion of forces to cope with an unknown threat.

This comes about due to the most important strategic fact in the game, that is, that neither Player is ever fully aware of the strength that a Player has in a given occupied hex, until it is too
STARFORCE RATIONALE:
THE SCIENCE FICTION
BEHIND THE GAME STARKITE

In 2317, a cyborg named Lauren Silverwolf induced the first discontinuity window. Of course, it wasn’t intentional. The actual object of the experiment she was conducting was to produce a one-referent navigational system for intra-system gravity sleds. Working on the eight-kilometer-long Deepspace Facility beyond the orbit of Pluto, Silverwolf had initiated two independent AID’s at opposite ends of the station. The two Artificial Intelligent Devices (as Gnostechics were called before the Sentience Status Act of 2238) were being “urged” to independently generate an identical series of random numbers in the hope that the phase differential relative to each other would indicate their actuality-displacement. As she turned from AID “Grumpy’s” trailing enccephalisms from her pre-occupied head, she stepped on “Grumpy’s” console. Grumpy was supposed to be eight kilometers away. She took a number of comparative readings from Grump’s link, strolled back to Happy, and ordered her bunnyburger back from her fainting real from what she had done.

After satisfying herself she could re-create the effect at will, she called in the other six people on the station and demonstrated. Each could walk through the two meter circle of pale light and travel eight kilometers in a single step, but only Lauren could induce the effect.

The Solar Government was to expend several trillion LaborCredits before it discovered that...(a) the discontinuity window could not reliably be produced on or near a planetary mass; (b) only 139 people out of 19 billion could produce the effect; (c) they were all women; (d) they were all powerfully telesthetic (i.e., clairvoyant), and mildly telekinetic; (e) a window could only be created between two positions in space that the Telesthetic was “comfortable” in and felt she “knew”, (f) a Gnostech initiated by the using Telesthetic was required; (g) bionic/electronic techniques could be used to amplify and refine the effect, but no pure-machine system could create it; (h) the range of the effect was theoretically unlimited but its accuracy was subject to degradation with the square of the distance.

Fifteen years later, the first Tele-ship, Argenta Lupa, induced a window in trans-plutonian space. It was never heard from again. More trillions and more lives were spent in the process of developing reliable “shift” systems and mapping procedures. The project culminated in the formation of the 1st Telemec (Telemapping and Exploration Group) in 2237. The Group’s stunning success encouraged the rapid creation of six more such groups. The Telemapping effort consisted of making relatively slow sweeps through corridors of space and gaining a telesthetic “impression” along the way. The need to psionically impress all Telesthetics with an overall “map” was great, and the need for instantaneous communication was even greater. The Telesthetic’s techniques and the Telesthetics’ founding of the Telesthetic Guild was the response. It is probably the heavy use of empathetic bridging in these techniques that explains the remarkable fact that no member of the Guild, even while on opposing combat teams, has ever deliberately caused another member’s death.) This solidity of Telesthetics was almost totally responsible for the virtually bloodless conduct of the Intra-Specific Wars of Autonomy in the 25th Century.

2341 saw the success of the first interstellar expedition (to the Alpha Centauri System) which was rapidly followed by the expansion of humankind into what was called the “Outer Rim” System. Two developments were largely responsible for the almost wildfire speed of humanity (“The Outleap”) into interstellar space in just a few decades: (1) the refinement of talent discovery and selection methods to the point of retrieving roughly one first Order Telesthetic per million females; (2) the “perfection” by ShipMaster Henrik Nordlie and Gnostech Arron of the Standard Teleship, and the StarGate (the basic configurations of which have remained unchanged for over 300 years).

In a sense the Outleap itself was responsible for the Wars of Autonomy: it dispersed and enlarged the human community into a multi-system race which was heavily dependent upon one socio-economic factor, one resource that could not be synthesized by technology—the Telesthetics. The number of Telesthetics available to be given to almost any function of how much population was contained within or controlled by that system.

The freedom from birth-controls in the colonized systems did have the desired effects of providing the population basis for “home-grown” Telesthetic craws to operate the StarGates and the increasing number of Teleships. It also, however, had several counter-productive side effects: (a) The vastly increased and dispersed human population became ungovernable by the institutions of the Solar Hegemony, (b) the “frontier” societies tended to produce divergent eco-political systems that either wanted independence, or worse, attempted to impose their provincial “solutions” on the rest of humanity. All these factors conspired to produce a number of essentially pointless wars.

The one great moderating influence was the Guild resistance to the use of lethal weapons and blood-soaked campaigns. There was to be no return to the 21st Century days of the White War with Conversion bombs and Murder squads. (The added fact that the race had not fought a blood-war for over 350 years, contributed to the virtually casualty-free nature of the period of upheaval now loosely referred to as the Wars of Autonomy.

The general pattern of these campaigns was set by the first (the Alpha Centauri Campaign). The planetary government of Lauren declared itself independent, assembled four TeleShips into a StarForce to support its system’s StarGate, and waited for the Solar Hegemony to react. With uncharacteristic alacrity, it did. 17 hours after the declaration, four Solar Starforces shifted into Centauran space, randomized StarForce “Alpha Centauri”, halfway across the volume and neutralized the StarGate. Having achieved space-superiority, StarForces “Tigerbane” and “Mari-Gold” TacShifted into range of Lauren and used the Heissens Effect to telesthetically sedate the planetary population centers. Gravity Sleds, in an assault-boat role, landed 120,000 Agents of Public Safety who arrested the local politicians and militia. The former government of Free Lauren awoke in 18 hours to find itself “the rulers” of civil detention rooms and the owners of migraine headaches.

Although the first “War” of Autonomy was something of a comic-opera affair, it did lead to the formation of the Solar Pacification Command (and similar, colonial, planetary assault groups of “Star-Soldiers”!). The Alpha Centauri Campaign also proved that the basically civilian Teleship was an effective vessel of war, requiring little modification to play a multi-faceted combat role. Organized into four-ship StarForces, it could fight for control of local space, besiege and neutralize StarGates, incapacitate planetary armies, and deliver occupation forces.

The importance of StarGates as “space-fortresses” was another element brought about by the first campaign. A StarForce could not assault a planetary system with an unfriendly Gate at its back. A nine kilometer ring of chanplastic, crammed with Telesthetics and Gnostechs intimately familiar with the fabric of local space, could do unpleasant things to a StarForce concentrating on the production of a Heissens field. It was shown to be possible only to neutralize the StarGate in its trans-system orbit since the actuality-hold of its crew was too great for random-shifting to be induced. The effect of a successful combat cast upon a Gate crew was largely due to the “continuity rebound” that would occur, turning them into ineffectiveness for as much as 30 hours. The tactical doctrine decreed that no fewer than two StarForces should attempt to close with a Gate. A gate could hold off a single attacking StarForce indefinitely. When well supported by friendly StarForces, a Gate was shown to be virtually impossible to neutralize.
Almost all of the strategy and tactics (and indeed, the primary exploratory and commercial employment) of TeleShips and Gates can be said to be inherent in the very nature of the teleesthetic discontinuity window effect, the immensity of the spatial volumes, and the psychology of the Teleesthetics themselves. Thus, it didn’t seem terribly surprising when humanity first encountered the LChal-Dah, and later the Rame, that even non-human cultures used TeleShips with almost identical characteristics and in almost identical ways. The para-human LChal-Dah, a layman could argue, are so close to Solar human profiles that similarity of means and methods is not such a strong proof of the inherency case. The Rame, however, with their multiple, transferring group minds, non-mammalian physiology, and super-bionic technology are about as different as different can be. Yet, the Rame configured and utilized their ships and Gate with only minor deviations from human/para-human practice.

After the First Stellar Peace, and more so after the formation of the PanSentient League, the three races found that they could with little difficulty share psionic impressions, use common Data Display visuals, communicate psionically, and mix crews. Humans and LChal-Dah have even been able to initiate Telebiosis with Rame psuedo-organic Gnostechs (i.e., Ta Rame).

The only exception to the general picture of Teleesthetic starfaring races as relatively temperate, pragmatic, and ultimately cooperative peoples is the Xenophobe Experience. In their manic incursions into PanSentient space, planting conversion triggers in stars to murder whole planetary populations, the Xenophobes severely strained the image of the Teleesthetic as the pacific influence upon the wilder elements of any race. Seven billion sentient on Triplet were incinerated by induced nova because the crew of their Gate couldn’t believe that the unidentified StarForce TeleShips were capable of such a hideous act.

It was, as they say “a pearl harbor” that mobilized the wrath of 280 billion sentient and sent the Combined PanSentient StarWing to smash the Xenophobes back into their own Volume after the First Incursion. After the Second Incursion, the PSL forsook all temperring and launched the Expedition of Punishment and Retribution into Xenophobe space. Thirty-seven Xeno systems were “purified” of that hateful life-form, using Conversion bombs, focused Heissen fields at lethal intensities, Rame killer swarms, and finally kilometer-by-kilometer extermination sweeps by Human/LChal-Dah StarSoldiers. The Xenophobe home system was reduced to a population of one billion, all of whom were Blanked and gene-washed. The planet was sealed with a standing discontinuity net tied to a conversion trigger orbiting the star.

The StarGate called “The Lid” was placed in trans-system orbit to monitor the net, maintain the trigger, and to “pull the plug” should the Xenos ever so much as attempt to lift out of the atmosphere again. The Expedition took 1.7 Standard Years to complete at a cost in PSL life of 3.7 million battle deaths, 21 TeleShips destroyed, 803 Teleesthetics permanently dis-functioned (Blanked). The Xenophobes lost 127 billion sentient, 98 TeleShips destroyed via Teleesthetically implanted conversion warheads, 34 TeleShips destroyed by Rame Sacrifice Teams, 28 Gates destroyed by Rame Sacrifice Teams, 9 by Human/LChal-Dah StarSoldier assault groups using low-energy approach. Eleven Xenophobe Teleships remain unaccounted for (assumed lost in fragmented randomization).

Total PSL civilian deaths in the First and Second Incursions: 41.315 billion sentient.

Small wonder then, when in 2836 the StarGate “Vigilance” detected an enormous in-shifting fleet of unidentified TeleShips that Reserve StarWing “Forty-One” was galvanized into aggressive action. 104 PSL TeleShips under the command of WingToucher Claire LChe-Ral assembled in ambush to prepare the long-practiced Psionic Fist that would blank every enemy Teleesthetic caught in its cast. At Strike minus nine seconds, a warm, open-minded, peaceful thought was received by every PSL Teleesthetic in the Wing and in every Starkgate in the Volume. The word equivalent of the thought is roughly: “How good to find companions at last!”

—Redmond A. Simonsen
late to react to this threat. The only revelation of course comes when the actual combat (or tactical situation) comes about. The only way to rectify a misdeployment against a number of threats at that point is limited (and optional rules) method of Reserve StarForces.

The problem is occasionally compounded by the fact that it is impossible even to determine at which LiteZulu the StarForce may be. This rarely is worsome since it is unusual that different targets are close in hexes but distant in Zulu coordinates.

Essentially Players must divide their available strength and take full advantage of all the victory condition possibilities in the game. Most of the scenarios have no limit, so there is no hurry in achieving a victory (a common fault is being in a rush and charging in: it ruins the flavor of the game). One of the playtesters compared StarForce to two locomotives feinting at one another until one scores the telling blow. It is accurate and the best way to play the game. Players should avoid direct combat until they are virtually certain of victory, since it is relatively difficult for an intruder to win using the basic game system. StarForces should generally avoid the victory and suspected points of weakness in the Enemy systems or forces. Eventually he will appear to make a mistake, or leave a portion of his units exposed to more of yours. Then lunge for the kill, and hope he hasn't sucked you in. But do not be obvious about it. Keep aware of your situation; there: the conventional wisdom that cautions against the classic error of "dividing your forces" is not necessarily applicable in this game.

There is really no defense in StarForce. The best defense is, of course, a good offense. The only truly defensive situation is when you have made a mistake or been out-maneuvered, and have to rush available StarForces to a critical point being attacked and threatened. There, you are often forced to stand fully on the defensive; but frequently, even in this situation, you may zing back to the semi-suicidal full attack (no defense).

ADVANCED GAME

Strategically, the only difference in the Advanced Game is that it is almost impossible to eliminate StarForces, due to randomization. It is simply another reason to avoid purposeless combat.

The problems of defending and the opportunities for threatening on the Tactical Display are even more than on the Stellar Display. The big factor is that the defense of different units is not additive. If you find yourself outnumbered, you should utilize your full shift to dance around. As the opponent spreads through the tactical volume, either to chase you or to approach your StarGate, you may catch him at a disadvantage.

A key point in attempting to neutralize a StarGate is to hold one StarForce aside. Thus even if your StarForces that are attacking the StarGate happen to be randomized, you still achieve full neutralization effects against the StarGate. This is less worrisome if the opposing Player has no StarForces.

Again, in the Tactical Game, patience is a great virtue. The Player who rushes in and attempts to neutralize the StarGate from some distance will find his efforts fruitless due to the attenuation effect. Unless there is severe outnumbering, which is rare, you will have to creep up on the StarGate, MiniLiteZulu by MiniLiteZulu, always trying to outguess the StarGate's occasional full combat cast. Take your time. A somewhat cautious approach will enable you to come within one MiniLite of an unsupported (by StarForces) StarGate without suffering a cast at greater than the zero column.

GENERAL DOCTRINE

1. Never use Overshift unless necessary to shift into a victory condition point where the probabilities are in favor of your having a large superiority.

2. Never stand still on the defensive in a single LiteZulu unless you think it is seriously threatened at that point in time. Keep your StarForces shifting.

3. Avoid combat except to win: the combat results table is built to exchange forces and you have no assurance that it will be to your benefit to exchange.

4. If break-off is necessary, get to a Friendly StarGate. Staying in an adjacent LiteZulu leaves you open to an attack when you are relatively defenseless.

5. On the Tactical Display, spread your StarForces apart throughout the sphere to reduce the effect of overlapping combat casts.

6. When attacking a StarGate, converge on it from different three-dimensional directions as much as possible, again to avoid the StarGate's combat cast. When defending a StarGate, it almost always helps to have a supporting StarForce present to avoid a methodical siege. You must assault a StarGate with at least two StarForces and preferably three.

7. In the Xenophobe scenarios, the PSL Player must avoid bogged down in combat or defending secondary or tertiary system stars. His StarForces should be used primarily to search out the Xenophobe StarGates. Losing the Star system is less expensive than permitting him to continue infiltration.

8. Never lose sight of the immensity of the volume, nor forget the Stellar Display. It is almost impossible to be caught in mid-space, and if you are careful, your opponent will never discover the strength of a given force until you want him to.

9. Don't establish a discernable pattern of shifting, or allocation of defensive/defensive strength in combat. The more unpredictable you can be, the more credible in your threats, the more your balance your opponent will become. You must combine aggressiveness with subtlety and direction.

10. Establishing "picket lines" or "screens" of units in space never works. It is a waste of available force and is easily countered by the Enemy. The environment is a vast three-dimensional sea - not a small, flat lake.

[40.2] STARFORCE DESIGNER'S NOTES

If the human race (and other intelligent races) travel to the stars and colonize the planets of those stars, what sort of communication is necessary between those planetary societies to 1.) make possible the multi-world political structure, and 2.) make feasible an interstellar war between competing, multi-world organizations? Transportation systems relying on vehicles moving through space at sub-light or even trans-light speeds would probably not answer the needs of such a multi-world system. Travel through space at great speeds (as far as anyone knows) always involves messy things like Einsteinian time-dilation effects (time slowing down as you go faster) and the apparent impossibility of travelling faster than light.

If we are going to have "interstellar empires" the space between the stars must be shrunk down to the time-scale of the space between continents (at least). And if we are going to have combat between fleets in space, the weapon system used should have a vast range and be virtually instantaneous in the projecting of its effect. Electromagnetic effects and even guided missiles using the same movement technique as the ships would not be adequate for the task. A ship that can leap between stars is not going to have any trouble evading something as sluggish as a laser beam.

All of these considerations and others lead to the postulation of the movement system used in StarForce. The scale of the environment dictates the design of the game. The "invention" of a completely new science that has no perceptible relation to present-day science was done with the attitude that trying to extrapolate present-day science 500 years into the future was an impossible task anyway, so why not manufacture one out of whole cloth to get the technology that the situation demands. If we posit the situation, the technology rises to meet it.

For the most part, the interstellar wars depicted by the scenarios are short-term affairs to establish or reassert political and economic dominance. Nobody wants to use the overwhelming technology to incinerate whole planets (except the psychopathic Xenophobes). Since the main resource is the Teletheist crew of the ships themselves, and these crews must be drawn from a large population base, it's in no one's interest to kill crew members either. The StarForces in the game are basically merchant ships with a military capability. There are no standing space forces simply because such a waste of shipping and rare Teletheist crew members just to fight an occasional war would be ridiculous. And since the weapon system is a product of the movement technique, there's so real reason to have "warships" as opposed to "merchant ships". All the ships are the same class simply because that class of ship makes the most efficient use of the rarified crew members.

From a purely game playing point of view, StarForce was deliberately designed to be different. This is taking a chance since some gamers may not like the "cold bath" effect of such a strange game-system and decide to "get out of the water". Nevertheless, the designer felt it worthwhile to explore the outer edges of hex-grid conflict and to introduce an interesting game. The science-fictional nature of the subject matter allowed this to be done.

[40.4] DESIGN CREDITS

Game Design, Physical Systems Design, and Graphics: Redmond A. Simonsen

Game Development: John Michael Young with Thomas Walczek

Rules Construction: Redmond A. Simonsen, John Michael Young

Technical Assistance and Astronomical Research: John Boardman, George R. Ieap

Physical Production: Manfred Millkun, Roger Dowd, Linda Musca
THE STARFORCE TAPES:
A Three Way Discussion
of the Design and Rationale of StarForce

The following is an abstract of portions of a three hour discussion of StarForce and related science fiction topics. The participants are: JOHN BOARDMAN, StarForce Technical Advisor (and well-known Diplomacy maven, SF fan, and science professor); NEIL SHAPIRO, professional science fiction writer; and REDMOND SIMONSEN, designer of StarForce and holder of other titles at SPI.

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Redmond: One thing I just want to outline is the objectives that I had in mind when I did StarForce (since it was the first game that I totally designed. I assisted on a lot of games; this is the first one I was flying on my own). I was really trying to do science fiction in a game form, but first I had to decide what type of mechanics I wanted to have operating in the game. I superimposed upon that an elaborate rationale that I wrote as a little science fiction story. Both things modified each other, of course. There were things that were injected into the rationale because of the game mechanics and there were things injected into the game mechanics, after the fact, because of the rationale. After a while it became a synergistic system where one thing reinforced the other, but, in all honesty, I must say — the basic mechanics came first. The biggest problem I had was making the game meaningful in astronomical terms. I just didn't want to "pipe" the whole thing. I knew through science fiction fandom, was involved in the same sort of thing. The only difference was that his chart used Cartesian coordinates and mine used polar coordinates. We pooled our efforts and, after George died, his widow turned over the material to me and I passed it on to Redmond, who found the Cartesian coordinates system more convenient for the purposes of map design.

Neil: I mentioned to John, Redmond, that I think that you and he have created not only a really fine game map, but a unique reference material which I actually found myself using a few times for writing stories. You can pick up just about any Norton Star Atlas to find out how far one star is from the sun. But if you already have your hero on star B and you want to get him to star C and then star F, you want the time more or less in transit to be relative to each other and correct, and for somebody with my poor background in mathematics, it has always been a hellish task to figure out. But now I just pull out my StarForce map and use it as a model and there it is. The entire universe on a piece of paper. Or at least the entire universe within a certain distance...

John: Twenty light years.

Redmond: Well, speaking of that point, the reason that I chose that particular scale was, first of all, it was kind of obvious that one light year to a hexagon is nice and neat and it's easy to explain what a light year is and relate that to a hexagon. At first I thought I might do it in parsecs, but the figures that John was able to easily turn over to me just about encompassed the area the map encompasses now (a little more actually, a couple of light years more in either direction). But I was pretty much going to stay within that local area of interstellar space because, in my own estimation, given the time frame I have chosen, I don't think that very much beyond that would be achieved. In fact, my time frame contravenes the time frame of most science fiction writers. Most science fiction writers, five hundred years in the future, have us doing virtually everything and going everywhere with the greatest of ease with no sweat and nobody bothers to explain just how all that's accomplished. My premise was (I think I said it somewhere in the rules), that nobody could predict with any certainty what's going to happen in the next twenty-five years. If I pitched my game five hundred years in the future and I posited a war about a hundred years from now, that had devastating and far reaching effects on human-kind, then I can have almost anything happening in five hundred years, within the capability of people to suspend disbelief.

John: To make it a wargame requires some speculation on the nature of war, which, in turn, depends upon the future socio-economic system, which, in turn, perhaps I'm showing a scientist's bias here, depends upon the technology.

Redmond: To a large extent, yes.

John: Looking at the past, you can say that the watermill produced the feudal lord and the steam engine produced the capitalist.

Redmond: I did pay some attention to that inasmuch as from the very outset, if I scale the thing so that the map is roughly forty light years across and forty light years deep and there are about seventy-four star systems on the map... you're going to have a society strewn all over those star systems or a good part of them, and they're going to be able to interact in a meaningful way and have conflict. You've got to squeeze the time down to a point where it is no more than "continental" as we experience it today, so that I interact with somebody in Europe on the same scale that, five hundred years from now, I interact on Earth with somebody in...

Neil: In other words, you can't have a thousand-year Game-Turns.

Redmond: Right! You can't even have three or four year Game-Turns as you go by Einsteinian physics from one star to the next. Just too long for human scale to operate effectively in terms of conflict.

John: In order to have a game at all, you have to suspend disbelief to the point where travel faster than light is possible and presumably the time scale is the same for everybody.

Redmond: Yes, and I got around the whole business, of course, by not only posting faster than light speed, but actually no time at all lapsing between the literal transfer from one place to another. The discontinuity window effect. Now, that can be looked upon as a grand cop-out, but I felt that the thing that was desired dictated the terms of the scale. You had to have some device whereby people hopped about with as much ease as you fly to Australia today. So why not? Or why not a psionically induced effect that allows you to bridge space?

...Well, I envisioned a social trauma occuring after the so-called White War that I just
briefer mentioned in the background. Something, a sort of exaggerated effect similar to what happened during the Thirty Years War. Everybody was so sick and tired of everything that it had a pacifying effect and I'm sort of 51% an optimist and so assumed that, given enough time and gross enough experiences, society as a whole could actually learn something. The society I am positing starts out as really stable, humanistic and fairly well organized. The same sort of problems we experience today, rapid changes, people being under pressure, but they have more tools to deal with them. They have intelligent machines, for one thing, and they have almost unlimited energy in a usable sense, because they have — well, I talk about an effect that I call gravity sleds. Gravity sleds are [an] intimidation of the systems of energy handling that this society has. They can manipulate star systems. That has a straining effect on the fabric of the basic society and that creates the occasions for conflict, not anything inherent in the society as it started out. Basically the wars are, except for the final scenarios, the Xenophobes, pretty pacific. Nobody really gets badly hurt. The techniques used to fight are virtually bloodless. It's more by accident that anybody gets killed.

John: A great, destructive war, like the Thirty Years War, would create a trauma and in the...

Redmond: Well, the Earth that I started out with is a unified governmental system that developed during the aftermath of the White War and so you had no national-state business going on where you had separate political entities biting on each other when economic and social realities press upon them. So you could stipulate that, given hundreds of years of unified planetary government and a great deal of energy to dispose of as you wish, you could eliminate a lot of the frictions that cause upheavals and revolutions.

Neil: I have to be a little pessimistic about that. The only problem for me to suspend disbelief in StarForce is what we are talking about here. I think that this war would have some lasting effects; perhaps it would last right through 2451 A.D. with the L'Chal-Dah contact. I can see an entire human race thinking, we're all brothers and sisters under the skin and not fighting, but having these psychic arguments over certain political points, which are what most scenarios are. But I just have this feeling that when they finally do make contact, unless humanity changes completely, from the genes out, this brother/sister relationship will not extend to something that doesn't look like a human. Especially in this scenario where the L'Chal-Dah attack first; this would definitely bring out some xenophobia.

Redmond: I think you have an argument there inasmuch as the first contact with an alien race who acts aggressively would wake the beast in human beings. The moderating effect is the Telesthetics themselves. Since the Telesthetics are all linked together in a guild stronger than any guild you ever saw in your life.

Neil: Do you stipulate that the Telesthetics occupy the decision-making offices of government?

Redmond: Yes. They almost totally control the government because they are the life blood of intercourse between the stars... without them the governments are isolated on their own planetary bases and so, if they want to have anything happening at all in an interstellar fashion, they've got to play ball with Telesthetics... One of the things that contributes to the solidarity of the Telesthetics if the fact that they are telepathically linked. So they all can perceive each other's emotions in a way no normal human being can perceive. The Telesthetics are empathically linked and they also have to train new Telesthetics — only a Telesthetic can train a Telesthetic. They are a sort of non-political entities, although they do have some tie, of course, to their planets of origin and have some loyalty economically to organizations that employ them.

Neil: Did you consider a scenario where, at the end, the Player is losing he can say, "Well, all right" (sort of like Adolf Hitler and the bomb) and shoot down one of the Telesthetic vessels down from orbit?

Redmond: The way I avoided the Armageddon syndrome is to make a planet subduable from space (once you get by the StarGate that protects that planetary system) using the so-called Heissen effect that I outlined in the background. That's a means by which you can use telesthetic power close to a planet to put everybody to sleep. You make a landing and, as a matter of course, "defang" the planetary armaments and the army organizations and so forth.

Neil: But as long as the StarGate...

Redmond: As long as the StarGate shields the planetary system you can't do it because... I make reference to the fact that you stand off the planet for a considerable amount of time and devote all your attention to creating the field so if you had a StarGate at your back you'd get whomped if you tried to do that. I made the Starships or TeleShips merchantment because then everything depends on them. They are not only the battleships, they are the merchantmen and you don't send your entire merchant marine to fight a war. That's why the force levels in the game are relatively low even though you are talking about billions and billions of people. Dozens and dozens of planets funding and manning a war. You wind up with thirty or forty StarShips participating in a war. It's because they are the merchant marine; you cannot take all of the merchant marine and throw it into the war. Even if it's a very short war. I wanted to do that because I didn't want to have game mechanics that required you to manipulate (in three dimensions) seventy-three ships. You would get a big headache trying to do something like that.

John: We have an economic basis for the wars, control of trade in items which can only be produced in a few places.

Redmond: Also the primary resource of interaction — the TeleShips themselves and the crew. As you control population politically, then you control the base from which you draw your Telesthetics.

Neil: I just wondered, though, if you stipulate that perhaps one planet or another does have some agricultural item or some hard goods produced by some means that can't be duplicated somewhere else. If you're not opening a possible scenario for actual territorial expansion to take over that planet, instead of bothering with the merchant marine and economics, just take what you want and then I think you would get into a bloodlier conflict.

Redmond: Well, "take what you want" in what sense? The Solar government is being told by the government of Alpha Centauri that we don't want to suffer under your aegis anymore; we want to be independent. We want to control our own economy. Let's say we produce commodity Z that you need. Now why doesn't Solar government turn around and say, "Well, if you do that, we are just going to come out and stop on your neck. Totally devastate your planet." The reason it doesn't happen is simply because the techniques exist to subdue a planet in a bloodless fashion... I had running through my mind when I worked out the scenarios, in the general way things were going, that the modifier was the Telesthetics themselves. The Telesthetics never grew very far away from each other simply because they are the main means of interstellar communications, both in terms of delivery of merchandise and also in the delivery of symbols, that they are the radio. Through them one planet talks to another... and tells each other to go hell, for that matter. So if you want to do anything you've got to do it with the consent of the group of Telesthetics that you nominally control. You don't totally control them. They're independent enough so that you couldn't say to a band of Telesthetics based on Alpha Centauri, "Well, go take this conversion trigger and plant it in Sol and wipe out the home planet." They're not Hitlers or anything like that. They're sophisticated people that have a very good idea of their own worth and they're willing to play ball with the planetary government... up to a point, but if it goes too far, they'll say "time."
Neil: Perhaps you can describe it as the "balance of friendship," at least the Teletheistics.

Redmond: Yes, although it's partly the balance of terror inasmuch as almost every planetary society has the means to explode a super-H-bomb, conversion trigger on a star and fry everything on the planets orbiting that star. More importantly it's the Teletheistics themselves that say, "Well, we're just not going to do that at all." That forced me to posit the Heissen effect, so that you could have planetary assaults without that last-gasp-Hitler-in-the-redoubt syndrome: "I can't win, nobody can win." Because you can just zoom in on a planet and create a field and everybody...

Neil: One question here. It occurs to me that they should be destroying ships rather than randomizing them.

Redmond: The reason that happens is that the only effective means of dealing with TeleShips at the distances in which you engage is the use of telesthetic ability. That randomization — that is the displacement of ships rather than the destruction of them — it's not because they don't want to destroy them; it's because that's the only means that they have at their disposal to affect ships at that distance. So, in other words, if they can get close enough, they can use normal Einsteinian physics to whomp a ship, but they can't get close enough. If you try to come within range, within 100,000 miles, of an enemy TeleShip without using any telesthetic ability, and attempt to sink a high velocity missile into it... there's not going to be much of a chance of using anything that is analogous to current-day technology to actually destroy a ship. You'll notice that in the background I gave for the Xenophone scenarios that there was actually destruction of ships when we went on a punitive expedition into Xenophone territory... but the techniques described and the time that it took and the cost to the race were enormous. In relationship to the time scale, the society normally operates in conflict. It took 1.7 years to wind-up the punitive expedition. What they were doing, they were using adhoc techniques to destroy ships: low energy approaches to StarGates (in other words, suicide teams), running in with bombs strapped to their backs, practically, and destroying it outright.

Neil: Like you say, the cost in PSL life of 3.7 million battle deaths and twenty-one TeleShips destroyed, which I guess would be quite a chunk.

Redmond: Yes. Since Teletheistics are rare and TeleShips expensive and the Gnostechs themselves are expensive in many ways. They are expensive in hard terms and also inasmuch as the Gnostechs are complicated intelligent machines, which, just like a human, gain experience and grow. That's why they have to be "initiated." They have to be initiated with Teletheistics that would be operating them.

John: Something like the Canine Corps.

Redmond: Something like that, except the relationship is more equal. The Gnostechs are, in effect, identities. They are "persons" and they have their own motivations and their own realities.

Neil: I suppose this could be a limiting factor too, as far as the blood conflict goes. If the Gnostechs saw other Gnostechs being bumped off, they might just decide not to help the aggressor ship.

Redmond: Also, you can assume that they are imminently practical inasmuch as they don't have an endocrine gland system to get them all worked up over one thing or another... Well, there's any number of things that I posited or imagined, plus you can simply assume that there are other factors operating that prevent the sort of rip 'em-up-tear 'em-out-tooth-and-nail battles that humankind is used to.

John: Did you ever consider making the Xenophone scenario a solitaire, with the Xenophone actions programmed much the same way as the Japanese actions are in Operation Olympic.

Redmond: I did, and the only thing that prevented me from doing it was time. I did put a simple solitaire system in there in order to help people learn the game... that business of the rescue mission... and I wanted to go further with the solitaire game, but I just didn't have the time. When I first started out doing the game, I was aware of the existence of three or four other science fiction games done by semi-amateur organizations. I deliberately avoided looking at any of those for one reason: I didn't want to be any way influenced, even subconsciously, by the world that somebody else created, nor did I want to use any of the mechanics of these games, because I felt that if I reinvent the wheel by using the mechanics of somebody else independently, that's fine, it sits well with me.

Neil: I think the map is the high point of the game. There have been other science fiction games trying to bring a three-dimensional concept of space into the game. The one that comes to mind is 4,000 A.D. But they have never gone beyond two levels above the board and two levels beneath the board and usually the stars are in a single plane relationship or not a single plane relationship — almost a crystal molecular arrangement — no basis in astronomical fact. The StarForce map is a flat board played as a sphere with...

Redmond: Forty thousand different positions you could be in.

John: 37,639.

Redmond: Triplanetary...

Neil: Only a two-dimensional plane in the first place and then it reaches the end of the
Neil: There's a feature like that in 4,000 A.D. too. If you run your ship too far up the warp side of the board, it'll never come back.

Redmond: Incidentally, speaking of Triplanetary, a moment, that takes place within a solar system... in fact, within a limited segment of the solar system.

Neil: One thing that they do have, just to say a good thing about Triplanetary, movement around the gravity wells. You can get a slingshot effect on spaceships.

Redmond: That's the best thing about the game, that's to say, its use of vectors to influence movement. In fact it is basically a movement system game. You make these advance decisions and you're subject to them and they are subject to the positions of the masses that are on the map.

Neil: It occurs to me that once I would like to try transferring that to StarForce on the StarForce map.

Redmond: It would be, I hate to use the word, "unrealistic," given the background for the movement system and the scale that you're talking about.

John: If you do a strategic level game in the solar system, a plane board does become realistic, because planets are very nearly on the same plane. This was done in a game that was never brought into commercial production. Its inventor brought it to the Chicago World Science Fiction Convention in '62; it was called Interplanetary. The map board was the solar system and each planet moved a certain distance in each Game-Turn in its orbit around the sun, representing the passage of time. It was different, of course, with each planet. The ships themselves moved in various orbits and there was also a dark planet, which is sort of a mobile black hole, that might grab you if you weren't careful. The point of the game was for several Players to try to get from Earth out to Pluto, pick up something valuable there, and bring it back to Earth safely, without being hijacked by the other Players.

Redmond: There's a mission like that in Triplanetary. The thing I didn't like about Triplanetary I discovered after I had StarForce down the ways and into the water... The movement system was one of the nicest things about the game, yet it was clumsy to handle; you were plotting with a grease pencil on acetate... I just had a bad sense about doing all that and doing it with a grease pencil and getting so involved in that movement system that you lost sight of almost everything else.

Neil: That's true. Once two ships are fairly close together, if there's a torpedo involved or a mine or one of those things that use the grease pencil, courses start overlapping and you wind up with a grease pencil line an inch wide and you can't tell were anything is.

Redmond: Plus the fact that the rules were not written in such a way that you would immediately grasp what was going on and deal with this fairly complicated process with facility. Relating it to StarForce, one of the things I realized as I was midway into it, it was a very different kind of game for a wargamer, or for anybody. It was a game that had a lot of inherent complexity in the system and so I felt that it was a real pressure on me to make the rules as explicit — as all encompassing — as possible. That's one of the reasons why I went to the glossary, introducing each of the two main sections of the rules. Apparently, it's worked pretty effectively, because we've gotten very few questions on StarForce. Usually a new game, particularly if it's complicated, you get a pretty juicy wave of question letters in the first few months. StarForce has gotten less than half of the number we usually get... and the rules are twenty-four pages long. The rules themselves are divided into two parts. The Standard Strategic Game and the Tactical Advanced Game. The main body of the rules in the Standard Strategic Game are no more than eight pages in terms of real rules and, once you grasp the three-dimensionality of the map, you've got the Standard Game knocked. Once you get by that main hump of unfamiliarity in dealing in true three dimensions... one of the things you mentioned before that you really liked in a game. Part of my insistence in having literal three dimensionality grew out of my dissatisfaction with the air games that were done in which the three dimensionality was compromised to a large degree, although I owe something of a debt to the technique used in the air games inasmuch as in the air games you have different levels, using different counters to represent different levels. Although I didn't use counters to represent different levels, I did make use of that concept of a couple of dozen levels to be at.

John: In the game development did you ever consider putting a peg on each fleet to tell what its Z coordinate was so that the Players could know a little more precisely the positions and seeing what effect that would have on the game.

Redmond: That relates to what I just said about the air games. In the air games, you have different counters to represent a single aircraft at a different altitude. At first, I thought it might be possible to do that, to have either Z coordinate markers or have that system of replacing the ship each time. Because of the space I wanted to represent in the way that I wanted to represent it, it would have meant an enormously overblown counter mix and a lot of unnecessary complications. Unlike the air games, it is a simultaneous game. You have the plot in front of you, the plot is pretty simple in the stellar map. Just the hex coordinate and the Z level that you're at, so I thought that it was simple enough for a Player to reference to and plus the fact that you usually don't have more than six or a dozen counters to manipulate. It's not that much of a strain on a guy's brain to get the feeling of where those six ships are. So I was relieved from that trap of having all those counters there.

Neil: One thing about the game, and that is to me I think that it is more realistic than any of your other SPI games, much as I enjoy playing them. I think this is because of the unfamiliarity of the game when I'm playing Civil War or Sinai I am moving little cardboard counters on a cardboard map... and I know it's entirely symbolic. There's no way I can be fooled for an instant into thinking to myself that I am actually doing this. But when you play StarForce it's a nice black map with stars, so when you sit there visualizing it in three dimensions, I can actually see that map as a sphere and it's almost as if in your mind you have a holographic projection of a battle being fought outside your starship.

Redmond: It's interesting that you should say holographic projection, because that, in effect, is what I was thinking of when I visualized the map to myself. I wanted to use the gradation of color and the black background of the map and the Z coordinate business to give you that sense.

Neil: I think that if there are ever star battles fought, something like this is going to be used. Of course, it won't be a sheet, it would be a hologram and it won't cover this vast volume. But still, I think this is why it's realistic.

Redmond: That device is used in a number of science fiction stories that say anything at all about how they're fighting a space war. They do assume that there is some sort of three dimensional projection. I described in the article we did on science fiction futures in S&T the way in which Telesthetics on board the ships sense enemy ships and dispositions. They go into a semi-trancelike state and project their abilities, like human radar, they see an abstract set of symbols that is their way of visualizing space and discontinuity windows being created or collapsed by the alterations of colors and intensities... nothing so literal as the map itself — I only hinted at it, because I knew if it were an actuality I could never really understand it... The thing I felt very strongly about in creating the scenario for the game was that you could not have interstellar political, social and economic interaction if you had to cope with all that baloney of years and years and the slipping of phase that you would get between societies in which subjective travel was only a few months and yet years have passed. You get into the whole problem of who's on what time and why does it mean anything to me what you're doing over there since we're separated by this time barrier.

John: Yes, but then this assumes that you have a common starting base. It's highly unlikely that when we go into space we will encounter species with precisely our own technical development.

Redmond: Or anything near it.
John: They may be so far away from us in either technological direction that combat is unthinkable. The stronger side just moves in and declares what it wants and there's no argument.

Redmond: It may be something really different...

Neil: Let us postulate through some natural selection (or perhaps unnatural selection) that the population, instead of producing .001% Telesthetics, which is probably too much anyway, is able to produce 20% Telesthetics.

John: There would be a basic change in the character of the society.

Neil: Also it would be a basic change, but it appears to me that these Telesthetics with a bit more trade could probably develop individual telekinetic powers — telekinences and the ability to move.

John: Furthermore, 20% Telesthetics which would be regarded by the nonTelesthetics majority not as a resource, but as a menace.

Redmond: Well, perhaps. Incidentally, the mix of powers that the Telesthetics have — they're called Telesthetics because that's their predominant power: sensing things at a distance; another name for that is clairvoyance. They are telekinetic as well, not as powerfully as they are telesthetic, and they are telepathic, but again, not as powerfully as they are telesthetic.

Neil: I think what I'm basically saying here is just using the old StarForce system to come up with something which should be nothing at all like you matted it. Suppose there was a race not only of Telesthetics, but also of analogs of the Gnostechs, only they're a sub-species. This from the very first entry into intelligent life of these two combined races would mean that they would not have to develop nearly all the technology that we have, in order to be starfaring and in order to fulfill all their needs and comforts...

Redmond: I tend to think that there would be an enormous diversity. However, I think there are common points that all starfaring races would achieve. They would have something in common. They would find that this is the best way to do a given thing. If I'm going to get into space and go between stars I'm going to do it this way. In fact, I postulated that the teleships themselves, being the optimum design, are the only types of ships built. They don't have "destroyers" or big "battleships" simply because of the constraints of the technology. It's convergent technology. A technological revolution where you have an optimum design and you better use that design because if you use anything else, you're going to be wasting resources.

Neil: You stipulate that a Telesthetic from one race has the same magnitude of powers as a Telesthetic from another race.

John: That is a bit stickier. I could be quite willing to extend Redmond's idea to the whole level of technology from the invention of fire on up and to base my belief on general technological parallelism among different intelligent species on that. But, of course, there might be basic differences in anything from strength to stature to telesthetic ability which might have something to...

Redmond: Certainly it would modify the literal design of the ship. The placement of controls, the number of crew you might need to do a particular thing. One Rame Telesthetic might not be equivalent to one human Telesthetic. In fact, I will be willing to state right now that Rame Telesthetics are more powerful than human Telesthetics. Based upon the thing that I posit that almost all Rame are telepathic and since they transfer their identities from one to the other, they have a richer mix of Telesthetics in their race. It's still logical within the game because I gave the Rame a smaller population base. We're not throwing dozens and dozens of starforces into space simply because they have a smaller population base. I look upon Rame as the most level headed of all the races that I depict. They're the most contemplative leaders of the mind because of their nature. They're just on the borderline of being dolphins in effect. They have that impulse towards technological existence that brings them out into space, but they're not so driven and so totally dependent upon technology as humans are, for instance. Or L'Chal-Dah, which are, in effect, other humans. I had in the back of my mind when I created the L'Chal-Dah that either they were the original humans and we are sort of a forgotten remnant of them or vice versa. Or that we both came from some other place.

John: Well, we're so closely linked biologically with life on this planet that it would be a little hard postulating an extraterrestrial origin for humanity.

Redmond: Well, someone posited that very close linking that we all use the same R&A/D&A basis. It might be an argument in favor of the fact that we had a seed planted on the planet. It all grew from the one root. I'm just saying that enough of a doubt exists because of the striking similarities between the L'Chal-Dah and humans.

Neil: Can they interbreed?

Redmond: Yes, but they produce sterile offspring.

John: Interbreeding among races evolved on different planets is a very touchy point. There was a lot of it in early SF with John Carter of Mars as the type and, biologically, this is just out of the question...

Redmond: You can talk about simple, natural transfer of biological material between planets. There's been stuff that maintains that simply by organic material being naturally thrown off the planet.

Neil: The only thing that bothers me about that in relation to the background of the game looking over all the scenarios, the L'Chal-Dah seem to have less or no more colony worlds than the humans do. Now it seems to me that if the L'Chal-Dah came first, it would probably hit more. They would be the more expansive empire.

John: Well, this, I think, is the assumption that makes the game playable. Say, for example, you have two species even as little on the cosmic time scale as 100 years out of development with each other. That means that one is going to explore space while the other is at a dreadnought level of technology. A hundred years is a hopeless head start at this level, and yet it's a very small period of time on a cosmic time scale.

Redmond: That is a difficulty in any world system that you stipulate...

Neil: I think that, if you're going to stipulate three races at the same level of technology, I don't think you can have one the progenitors of the others.

Redmond: Or, as you brought up yourself, it's possible that it is allowable within a system to say that they were both planted by a third party.

John: As sort of a sociological experiment...

Redmond: Or, as you brought up yourself, it's possible that it is allowable within a system to say that they were both planted by a third party.

John: No. They both would have a common progenitor. I think that this business about having them at the same technological level; it's one of the things, like faster than light travel and ESP, that you're going to have to assume if you want a game.

Redmond: If I stipulate a super race coming in with technology hundreds of years in advance of the technology that exists on the map, the game becomes much less interesting... There's one thing you could spin-off from that and that is the development of a single aspect of technology to point to its easy use, such as interstellar travel. That forces you to have under pinnings of that technology that are at the same level. It does not force you to have the exact same technological level throughout the society. You could simply say that they're areas of technology in that the Rame and L'Chal-Dah are either superior or deficient to human technology and vice versa... It's safe to assume that you can have disparities between the cultures even though they might have in common this one major aspect of their technology and might be operating at essentially the same technological level. That can be reinforced by saying that there is one optimum design for a teleship given certain missions that it is going to fulfill and plus the fact that the rarity of Telesthetics and you're going to be using them primarily for commercial means would prevent the proliferation of different types of ships, different roles for different types of ships. That's one thing that I really want to avoid, whole transfer of naval technology into space.
John: It might get a little far away from the game to ask, but the fact that the Telesthetics are all women is likely to introduce some kind of change in the conventional relationships between the sexes.

Redmond: The reason I did that was, I was just having fun, I wanted to stick a pin into the typical wargamer. Most wargamers are male, 99% of them, and I thought it would be a little bit of a twist having a wargamer having to deal with command elements that were commanded by women.

John: In the movement features of StarForce there's a point that makes it different from any other wargame. The instantaneous movement means that you can't block strategic routes, or place pieces in particular positions that make up the enemy's movement.

Redmond: Right. In effect, it is a synthesis between the mood of a naval game and an air game and there's very little of the infantry game in it. I had this done deliberately, because I feel that's the way things would be. That the distances involved, the volumes of space involved are such that you couldn't have really that sort of Napoleonic or WWI business where you have a line and you can arrange your forces in such a way that nobody can penetrate them. The only time you come to something you can't go around is the StarGate itself. Because the StarGate is powerful enough to shield the planetary system on the outskirts of which it orbits. So you have to take that. You can't get by it in order to secure the system.

Neil: What I particularly like is the mirror shifting. The overshift which is equivalent to a forced march in a more conventional game, and the idea that you can take this chance and you can wind up just completely opposite, in planar distance and Zulu up-and-down distance.

Redmond: Originally I was going to use almost exclusively mirror shifting or disruption type effects. Then I decided, well, why not have randomization in which you go somewhere and you don't know where the hell you're going to wind up. Since there are so many possible places you could be, I thought that it would add a certain interest to the game. Ultimately, it took over the combat results in the game in that the Tactical Advanced Game, that's what happens to you. You could be all the way across the map, a dozen Turns away from where you want to be if you use a conventional method of shifting. But with GateLinks and so forth and StarGates in series, going from system to system you can get back reasonably easily...

The rationale behind placement of StarGates is that, for the most part, they're crewed by members of that system and that the system supports the StarGate... I designed the StarGate values and the teleship values — the starforce values — so that you would need at least two StarForces to take a StarGate. If the StarGate is supported by a StarForce, you would probably need more than two StarForces to take that StarGate...

In actuality, the game was designed as the Advanced Game with the two map concept of the Stellar Display and the Tactical Display. After thinking about it for a long, long time (I spent months playing the game in my head without putting very much on paper at all), I sat down in a few days and tapped out a set of rules which are almost these printed rules. Very little modification took place in the development. What happened in the development was the creation of scenarios and the honing down of some aspects of the rules. People began playing it and found an enormous amount of complexity in getting used to it. So that the developer, John Young, suggested that we take the Stellar map and make a "standard game" that revolved around simply moving on the Stellar map and having combat in a more abstract way. Basically (to wrap it up) I'm pleased with the way the game turned out, though there are some parts of the system I would modify if I had another whack at it. It hangs together, though, and people that I've spoken with have played it and who have really gotten into it, really like it. They react to it well from a science fiction point of view, which pleases me, because I really was half-way writing a science fiction story as well as designing a game at the same time. • •
The following is an account of the action in a game of StarForce played between science fiction writer, Neil Shapiro and Redmond Simonsen, the game's designer. As catharsis for the defeat he suffered, Mr. Shapiro wrote of the action in the form of a science fiction story.

In 2462 A.D., the Human League and the Pan-Human Hegemony were to meet once again in what one historian has termed their "years of revolving door hostilities." The outcome this time would be decided not so much by the strengths and skills of the respective fleets, but rather more as a result of the exploitation of one friend by another.

The citizenry of 82 Eridani were quick to vote on linking their fortunes to the Human League. This decision, made in the latter part of 2461, gave to the League advantages both in strength and the strategic placement of star systems. 82 Eridani and the original systems of Tau Ceti and Epsilon Eridani were all within easy gate-to-gate shifts of one another. The three League StarGates presented a mutually reinforcing network of StarForce fleets to the eyes of the Hegemony.

The Hegemony, meanwhile, marshalled its forces on Sol and Alpha Centauri and settled back to study the situation. At this time, Epsilon Indi decided to join the Hegemony, but all knew that the one StarForce they had would not likely be a deciding factor. Both governments could only wait and wonder which way the more powerful system of Delta Pavonis would lean.

In the middle of 2462, the Hegemony's Assembly was called back into emergency session. Delta Pavonis had declared for the Human League.

The threat of the League having four StarGates and seven combat-available StarForces as opposed to the Hegemony's three (supported by nine StarForces), quieted almost all the Assembly's pacifists. War was declared on the Human League.

However, the League did not look upon the arrival of the Delta Pavonis system as an unalloyed blessing. The Pavonis system was a good twenty-two light-years from Tau Ceti, its nearest neighbor within the League. Too far for a simple gate-to-gate shift, travel from one end of the newly expanded League to the other now required at least two shifts.

Wing-Touchers Phyllis Webb of Sol, and Viola Clearwater of Tau Ceti had fought together just eleven years previously during the first, harsh years of contact with the L'Chal-Dah. They had worked well as a team, now they faced each other across hostile space. The Second PHH-HL War, besides having the greater effects noted by all historians, would destroy at least one beautiful friendship.

Clearwater decided on a striking force of four StarForces: Two from Tau Ceti the Sungold and the Rapture; the Senlac from Epsilon Eridani; and the Ageratum from 82 Eridani. She split these four into two operational groups and headed towards Sol and Alpha Centauri.

Meanwhile, Wing-Toucher Webb had decided on a strategy based upon a reversal of the doctrine she had always propounded to her friend Clearwater: Feint to the center, then cut off a limb. StarForces Yellowhammer, L'Innocence, Cyclop and Fireball (all from Sol); the Thunderbolt from Alpha Centauri; and the Ramona from Epsilon Indi were ordered to meet in space and to give the impression of splitting into two equal groups. One group (Spider-1) was ordered to shift towards the heart of the League and the other group (Spider-2) was sent towards the exposed Delta Pavonis.

When the Pavonians became aware of the group moving towards their Gate, they panicked. They screamed twenty-two light-years to Tau Ceti for reinforcements. They expected imminent attack by four, perhaps five, Hegemony StarForces.

Wing-Toucher Clearwater considered their pleas. It was true that if Delta Pavonis were to be attacked, she had to act at once to start reinforcements across those long lightyears. Knowing Webb's fondness for "cutting off a limb" she brake up her attack force, ordering the Sungold and the Rapture to go to the aid of the Pavonians. The Sunlac and the Ageratum were to feint towards Sol.

Clearwater had misjudged her old comrade's strategy completely. It was not Webb's intention to attack Delta Pavonis. Spider-2, the group approaching the Pavonian StarGate, was composed of only one StarForce (Ramona). The weakest member of the Hegemony had provided an irresistible decoy.

The Hegemony's true strength was in Spider-1, now holding space no more than two lightyears from Tau Ceti. Webb suspected that the Tau Cetian gate was supported by two StarForces. She ordered her main force to assault Tau Ceti, a very short overshift away. As luck would have it, two of the Hegemony's StarForces were mirror-shifted away from the scene of the battle.

Inshifting to the Tau Ceti Gate came the Yellowhammer, the L'Innocence and the Thunderbolt. One can imagine the relief of that diminished force when they saw that the Tau Cetians were protected only by their StarGate and a lone StarForce, the Seranade.

Staying in stellar mode, the Hegemony ships deployed themselves in a three-dimensional pattern about the Tau Cetian Gate. Still too distant for even a full cast from the Gate to affect them, the three attackers went into battle mode and continued their advance.

The StarGate Gallant could do almost nothing as long as the ships were out of range. Seranade shifted behind the enemy advance and made an effort to take out at least one of the opposing StarForces, to no avail. In fact, Yellowhammer and L'Innocence connected with a powerful combined cast on the hapless Seranade. Against all odds, the Seranade escaped unharmed.

Cheering broke out on the Seranade's gate-to-ship communicators, but happiness was to be short-lived that day. The three Hegemony ships moved ever closer to the Gallant, keeping up their aegis (anti-cast volley). Though Force Seranade did its very best, it could do no more than forestall the bitter end.

The Gallant decided to risk everything on a full cast against Force Yellowhammer, hoping to take at least that enemy StarForce out of action. Unfortunately, the Hegemony ships had also chosen that moment to make their move. The Gate was hit from two directions and, with no anti-cast remaining, was easily disrupted. Yellowhammer had maintained a high aegis and endured the Gate's cast.

Less than seven hours after the Hegemony's forces had inshifted, the Tau Cetian StarGate was finally neutralized by a second disruption.

The three Forces then turned their attentions to the lone Seranade. For a time, the Seranade danced about, shifting in and out, using its full movement potential to stay out of harm's way. But, with their telethesias nearing exhaustion, they realized that sooner or later they would be caught in a strong combat cast.

Wing-Toucher Clearwater, aboard the flagship of the Seranade, formally surrendered to the Hegemony aboard the flagship of the Yellowhammer. The Tau Cetian population was telethesically sedated and, when they awoke, they found the Hegemony's Star Soldiers occupying all strategic points.

The League, with one of its StarGates and planetary systems held by the Hegemony, took the course of least resistance and accepted the compromise offered by the PHH.

Wing-Toucher Webb communicated her regrets and solicitations to Wing-Toucher Clearwater. Her message went unanswered.
STARFORCE SCENARIO 100:
The Outleap, 2400-2500 A.D.
by Arnold Hendrick

The history of the Outleap from 2341 to 2785 is often seen as a collection of "wars" amid a largely peaceful and economically minded expansion of sentient starfaring races. However, the same history can be represented on a larger level of political and economic conflict, showing why governments of individual planets and systems had such an intense interest in interstellar hegemonies and leagues. This Scenario shows the forces behind the rapid colonial expansion of various races and systems, and the political, economic and military complications that ensued.

(101) INTRODUCTION TO PLAY
The full advanced game rules of StarForce should be used. Furthermore, FakerForces rules must be used, and Reserve StarForces and GateLink optional rules are strongly recommended. Situational Continuity and Battle Mode Crew Fatigue may be introduced if desired.

The game is played by yearly turns, called EcoYears (economic years), which include an indefinite number of normal (strategic) Stellar Game-Turns.

It is very useful to make some additional counters for this Scenario. Each Player should receive 16 "Control" Markers to use to denote control of colonies without StarGates, about 20 (possibly more if Players feel it necessary) "EE Group" Markers, and StarSoldier Division Markers (SS Divisions) in denominations of 1, 2, 4 and 6 divisions. About a half dozen of each denomination is usually sufficient.

(102) ECOYEAR TURN PROCEDURE
GENERAL RULE: Overall play of the Scenario proceeds EcoYear by EcoYear, until Victory Conditions are met or the time limit exhausted at the end of a given year.

PROCEDURE:
Each EcoYear is divided into the following Phases, in which all Players may participate:
1. Diplomacy Phase: Players engage in public and secret bargaining.
2. Income Phase: Players openly determine population resources and MegaLaborCredits (MLC) available: including transfers of the latter between Players.
3. Expenditure Phase: Players secretly determine building and maintenance of items using available population resources and MLC's. New StarGates are then deployed.
4. Organization Phase: Players organize available items, embarking those desired on StarForces, and denoting initial StarForce LiteZulu locations. Then all StarForces are placed on the Stellar Display.
5. Stellar Phase: Players begin play of normal strategic-advanced game, using Stellar Game-Turns, and Tac-Turns where required. Phase has at least three Stellar Game-Turns.
6. Consolidation Phase: conquest and control of systems is determined, with appropriate StarGate changes. All Star Forces are then withdrawn from the Stellar Display, and EE Groups may also be withdrawn by the Owning Player if desired.

(103) DIPLOMACY
GENERAL RULE:
In the Diplomacy Phase of each EcoYear, Players may discuss deals or other matters that interest them secretly and openly. Secret meetings between any and all Players are limited to a single 15 minute period, begun whenever any one Player requests it during the Phase. This limit should be strictly followed to avoid unnecessary delay of play. There is no limit on public diplomacy.

CASES:
(103.1) Normally all political deals and arrangements must be made in the Diplomacy Phase of the EcoYear. Players should adhere to the spirit of this rule, in the interest of playing the game rather than talking about it. However, Players are entitled to request and respond to calls for alliances, wars and truces during other Phases. They should not engage in any prolonged debate over such requests and responses at that time, but rather wait until the next Diplomacy Phase.
(103.2) The sole exception to Rule 103.1, above, is when allies are allowed shift support, in which case the allies may coordinate their Stellar Shifting together during Stellar Game-Turns.
(104) HOME & COLONIAL SYSTEM INCOME
GENERAL RULE:
Home systems and habitable colonies with one or more Population Resource Points will contribute Population Resource Points and MegaLaborCredits (MLC) to a Player that controls them, during the Income Phase of the EcoYear.

PROCEDURE:
Determine Population Resources and MLC of each system controlled, and total each separately to determine total available. Calculations are public, not secret. Note that home system values vary with race, colonial system MLC values with the Population Resources.

CASES:
(104.1) Home systems automatically contribute their full Population Resources and MLC Value to their original Player each EcoYear. The home system cannot be changed or conquered during the course of the game.
(104.2) All inhabited non-home systems are considered colonies. Both primary and secondary systems may be colonies, depending upon the exact Scenario Set-Up procedure used.
(104.3) A Player may elect to increase the Population Points of each and/or any colonial system he controls, or leave it at the current level, when determining income. If Population is increased, only half the MLC of that system is received (based on increased Population Value). Colonial systems with the maximum Population Resource Value may not be increased. If population is not increased, the full normal MLC of the system is received, based on the Population Value. See Colonial Population and Colonial MLC Tables.
(104.4) A Player totals all MLC received in the current EcoYear, and adds all MLC left over from the previous year. This grand total is the amount of MLC that may be "spent" that year. Note that MLC may be given away to other Players, and may be reduced due to political events suffered in the previous EcoYear.
(104.5) A Player totals all Population Resources in the current year, and compares that total to the total of the previous year. If there has been any increase, then that increase is available for building new StarForces and StarGates. Increases not used in previous years are also available. It is important that a running list of Population totals for each year, as well as increases available and used, be kept, because current population total also affects new construction. Population Resources are not transferable between systems or Players.
(104.6) Except for the option given in 104.3, Population Resources and MLC are not related.
HOME SYSTEM POPULATION/MLC VALUE TABLE

<table>
<thead>
<tr>
<th>Home System</th>
<th>Population</th>
<th>MLC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>19</td>
<td>54</td>
</tr>
<tr>
<td>L’Chal-Dah</td>
<td>17</td>
<td>57</td>
</tr>
<tr>
<td>Rame</td>
<td>20</td>
<td>52</td>
</tr>
<tr>
<td>Other</td>
<td>18</td>
<td>55</td>
</tr>
</tbody>
</table>

MAXIMUM COLONIAL POPULATION TABLE

<table>
<thead>
<tr>
<th>Star System</th>
<th>Pop.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpha Centauri (1821/-4)</td>
<td>17</td>
</tr>
<tr>
<td>Beta Hydri (2420/21)</td>
<td>10</td>
</tr>
<tr>
<td>CD-20 (0732/-7)</td>
<td>9</td>
</tr>
<tr>
<td>61 Cygni (2626/7)</td>
<td>17</td>
</tr>
<tr>
<td>Delta Pavonis (2427/-18)</td>
<td>12</td>
</tr>
<tr>
<td>82 Eridani (3099/-14)</td>
<td>11</td>
</tr>
<tr>
<td>Epsilon Eridani (2713/-2)</td>
<td>15</td>
</tr>
<tr>
<td>Epsilon Indi (2523/-10)</td>
<td>16</td>
</tr>
<tr>
<td>Eta Cassiopeiae (3018/15)</td>
<td>13</td>
</tr>
<tr>
<td>HR 7703 (2833/-11)</td>
<td>14</td>
</tr>
<tr>
<td>HR 8832 (3223/-18)</td>
<td>12</td>
</tr>
<tr>
<td>36 Ophiuchi (1636/-8)</td>
<td>12</td>
</tr>
<tr>
<td>70 Ophiuchi (2036/-1)</td>
<td>14</td>
</tr>
<tr>
<td>p Eridani (3116/-18)</td>
<td>12</td>
</tr>
<tr>
<td>Sigma Draconis (2326/-17)</td>
<td>12</td>
</tr>
<tr>
<td>Sol (2020/0)</td>
<td>18</td>
</tr>
<tr>
<td>Tau Ceti (3015/-3)</td>
<td>16</td>
</tr>
</tbody>
</table>

COLONIAL MLC VALUE TABLE

<table>
<thead>
<tr>
<th>Population</th>
<th>MLC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>14</td>
</tr>
<tr>
<td>3</td>
<td>18</td>
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<td>4</td>
<td>21</td>
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<td>42</td>
</tr>
<tr>
<td>17</td>
<td>43</td>
</tr>
<tr>
<td>18</td>
<td>44</td>
</tr>
</tbody>
</table>

(105) TERTIARY SYSTEM INCOME

GENERAL RULE:
Tertiary systems are incapable of supporting significant populations, but may be occupied by Economic Exploitation (EE) Groups, which may find items of significant value to the race, measured in terms of MegaLabor Credits (MLC) income to the occupying and controlling Player.

PROCEDURE:
After the first EcoYear, each worthwhile system controlled by a Player and occupied by an EE Group contributes MLC to that Player’s income. Amount of MLC varies with the type of system and a randomizer chit pick, as shown on the Tertiary System Income Table.

Income derived from tertiary systems, and the chit pick that produced it, must be public. However, the type of system discovered is kept secret if a Player desires.

CASES:
(105.1) The first year a tertiary system is occupied by an EE Group, exploration for valuable materials is undertaken. During the Income Phase of the EcoYear a randomizer chit is secretly drawn for each system undergoing initial exploration, and the results secretly noted by the exploring Player. The system may prove to be worthless — have no materials of value, or have very rare (VRM) or rare (RM) minerals, or special vegetable life (SV) suitable for bionic purposes.

(105.2) Exploration results are different for each Player. If another Player occupies the same system, he makes a separate exploration, and must abide by its result. If a Player abandons a tertiary system and then returns, he is not allowed another exploration. Thus, it is possible for a system to prove valuable to one Player and worthless to another.

(105.3) Each EcoYear after the exploration year, each Player that occupies the system with an EE Group and controls the system openly draws one randomizer chit and consults the Tertiary System Income Table. He then announces the MLC income result. Due to the construction of the table, this may give other Players a hint of what his exploration results were.

(105.4) For purposes of victory determination, and general Player interest, VRM systems average an output of 7.4 MLC yearly, RM systems 5.8 MLC, and SV systems, 5.4 MLC.

TERTIARY SYSTEM INCOME TABLE

<table>
<thead>
<tr>
<th>Chit Pick</th>
<th>Exploration Results</th>
<th>Income Results</th>
<th>Chit Pick</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>VRM system</td>
<td>9VRM</td>
<td>9RM</td>
</tr>
<tr>
<td>1</td>
<td>RM system</td>
<td>8VRM</td>
<td>8RM</td>
</tr>
<tr>
<td>2</td>
<td>RM system</td>
<td>10VRM</td>
<td>10RM</td>
</tr>
<tr>
<td>3</td>
<td>SV system</td>
<td>13VRM</td>
<td>13RM</td>
</tr>
<tr>
<td>4</td>
<td>SV system</td>
<td>7VRM</td>
<td>7RM</td>
</tr>
<tr>
<td>5</td>
<td>worthless</td>
<td>12VRM</td>
<td>6RM</td>
</tr>
<tr>
<td>6</td>
<td>worthless</td>
<td>5VRM</td>
<td>6RM</td>
</tr>
<tr>
<td>7</td>
<td>worthless</td>
<td>4VRM</td>
<td>4RM</td>
</tr>
<tr>
<td>8</td>
<td>worthless</td>
<td>4VRM</td>
<td>4RM</td>
</tr>
<tr>
<td>9</td>
<td>worthless</td>
<td>1VRM</td>
<td>1RM</td>
</tr>
</tbody>
</table>

* EE Group destroyed during course of exploration; remove EE Group from game as built item.

(106) EXPENDITURES

GENERAL RULE:
Population Resources and MLC are used to create new TeleShips and StarGates, up to the limit of total current Population Resources. MLC alone may be used to build Seed Colonies, EE Groups and StarSoldiers (SS) Divisions. All previously built items may only be continued to be used in subsequent years if a maintenance cost in MLC is expended. Failure to maintain an item simply makes it unavailable for that year, failure to maintain never destroys an item.

PROCEDURE:
Each Player makes a secret Expenditures List, giving maintenance of items already built, new items built, and already built items not maintained (and thus not available) in that year. The list should be retained, so that opponents can examine it at the end of the game.

CASES:
(106.1) A list of already built TeleShips, StarGates (with location), Seed Colonies not yet used, EE Groups and SS Divisions must be maintained, and updated to reflect losses from year to year. Except for StarGates, which are permanently located once built, only a list of the quantity of each is necessary, since they can be redeployed at the start of each EcoYear. Each of these items may be activated in a particular year by expending the maintenance cost. Items not activated are retained in limbo, and may be used in future years, even though they were not used in the present one. Non-maintained items are never lost.

(106.2) Building new TeleShips and StarGates requires the use of both Population Resources and MLC. Population Resources spent to build new Forces and Gates must not exceed population increase of that year over the previous year (plus unexpended increases of the previous years). In other words, only new “unused” Population Resources may be used for building new Forces and Gates. Furthermore, the Population Resources involved in all TeleShips and StarGates of the Player may never exceed the current population. If current inventory of
Ships (Forces) and Gates exceeds Population Resources, no new items of either may be built until population catches up. Total population puts a limit on all construction. However, already built Ships and Gates may be maintained even though their requirements might be in excess of current population. This would come about if a Player lost one or more systems to another Player.

(106.3) All other items only require MLC to build, and all items only require MLC to maintain. This MLC must be spent again each year to maintain the item, although some items can be maintained for nothing, and are, therefore, “free” once built. No items need be maintained in the same EcoYear in which they were built; building cost includes maintenance for the first year.

(106.4) New StarGates may only be built if there is a controlled system to place them in. StarGates may only be placed in primary or secondary systems with three or more (3+) Population Resource Points, and only systems currently without a StarGate. A system may never have more than one StarGate. Location of newly built Gates must be specified with building, and placement on the Stellar Display in the appropriate LiteZulu made at the conclusion of the Expenditures Phase.

(106.5) Location of all other newly built or maintained items is not necessary until the following Organization Phase of the EcoYear.

<table>
<thead>
<tr>
<th>Item</th>
<th>To Build:</th>
<th>To Maintain:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Pop.</td>
<td>MLC</td>
</tr>
<tr>
<td>TeleShip</td>
<td>1</td>
<td>8</td>
</tr>
<tr>
<td>StarForce (4 TeleShips)</td>
<td>4</td>
<td>32</td>
</tr>
<tr>
<td>StarGate</td>
<td>7</td>
<td>30</td>
</tr>
<tr>
<td>Seed Colony</td>
<td>0</td>
<td>15</td>
</tr>
<tr>
<td>EE Group</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>StarSoldier</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

(107) ORGANIZATION
GENERAL RULE:
After Players determine items available to them for the EcoYear (see Expenditures), they organize their TeleShips into StarForces, embark items upon them, and deploy the StarForces among controlled primary and secondary systems.

PROCEDURE:
All organization is initially done in secret and recorded. StarForces are then deployed, one or more per hex, as per Semi-Hidden Display rules (7.4). Embarkation is kept secret until item is disembarked.

CASES:
(107.1) Available TeleShips must be organized into FakerForces of one ship, and StarForces of four ships. The number of FakerForces may not exceed half the number of StarForces, except that a Player is always allowed to form up to four (4) FakerForces, regardless of how few StarForces he has available. Organization and number of FakerForces and StarForces used in the previous year has no effect on current year organization. Organization may be changed during the game only within the FakerForces rules limits (see 33.1).

(107.2) Available Seed Colonies, EE Groups, and StarSoldier (SS) Divisions may be embarked on Forces. Items not embarked are considered unavailable that year, even if a maintenance cost was paid. Embarkation is only possible during the Organization Phase of the EcoYear.

(107.3) A StarForce may embark up to one Seed Colony or one EE Group or one to six SS Divisions. A combination of items may not be embarked on the same StarForce. A FakerForce may embark one SS Division if desired, never more. Because embarkation is only possible in this Phase, FakerForce combination during a Stellar Game-Turn only serves to combine any SS Divisions carried by the components.

(107.4) Starting locations of all StarForces and FakerForces must be secretly written, so that starting deployments are made in ignorance of enemy deployments. Note that newly built StarGates will have been already openly deployed (in the previous EcoYear Phase). Deployment is limited in three ways. First, StarForces and FakerForces may only deploy in controlled primary or secondary systems. Second, systems without a StarGate may not have more than one force (one StarForce or one FakerForce) deployed in them. Third, no system may have more TeleShips deployed in it than the home system; remember that a FakerForce contains only 1 TeleShip, a StarForce, four TeleShips. Note that the total number of TeleShips deployed in the colonies could exceed the total at home, provided that the amount in any one colony did not exceed the amount at home.

(107.5) After deployment locations have been prepared, Forces are placed on the Stellar Display.

(107.6) EE Groups already embarked into a tertiary system in some previous EcoYear, and still placed in the system at the start of the current year (i.e., were not withdrawn in the previous year) may not be redeployed. They remain in that system during the Organization Phase of the EcoYear. EE Groups withdrawn from a system in the previous year and newly built groups may only be embarked on a StarForce, they may not be directly deployed into a tertiary system.

(108) STELLAR DEBARKATION
GENERAL RULE:
Debarkation of EE Groups, Seed Colonies and SS Divisions into appropriate star systems is allowed during the Stellar Game-Turns.

PROCEDURE:
StarForces and/or FakerForces debarking items into a system should add a “DB” to their Shift Plot. In the case of debarking SS Divisions, the number of divisions debarked may be specified if less than the full complement is to be debarked (i.e., DB-4SS indicates four SS Divisions are to be debarked).

CASES:
(108.1) No Force may ever debark items into a LiteZulu occupied by any opposing Force or StarGate, except LiteZulus solely occupied by a permanently neutralized StarGate. Furthermore, in order to debark items, the carrying Force must be in the LiteZulu to which the items are debarked from (i.e., Forces may not debark items from distant LiteZulus using their Shift capability, since debarking is not a Telekinetic process).

(108.2) To debark SS Divisions, a Force must remain in the same LiteZulu for one entire Stellar Game-Turn. To debark a Seed Colony or EE Group, the StarForce must remain in the same LiteZulu for two entire consecutive Stellar Game-Turns. The Force may not shift while debarking, but may enhance the shifting of other Forces into that LiteZulu. If opposing Forces shift into the LiteZulu during debarkation, the debarkation is prevented, and must be started over again after the opposing Forces are removed, or started over again at some other time, and possibly in some other LiteZulu. Debarking Forces involved in a tactical situation are automatically in Battle Mode. IMPORTANT: Remember that no Force may shift into a LiteZulu debark and debark any item during the same Stellar Game-Turn; nor may a Force debark and then shift out in the same Stellar Game-Turn.

(108.3) EE Groups may be debarked into any tertiary system not already occupied by an EE Group and/or SS Division of an Enemy Player. An EE Group may be debarked into a tertiary system already occupied by an EE Group of another, non-hostile Player. EE Groups not debarked during the Stellar Phase of the EcoYear are available again the next year; and may be reembarked on a Force again. Once debarked, EE Groups may only be withdrawn from a system at the start of the EcoYear, during the Consolidation Phase.

(108.4) Seed Colonies may only be debarked into an unoccupied primary or secondary system (i.e., a system without any population). Upon completion of successful debarkation, the Seed Colony is immediately converted (at the end of that Stellar Game-Turn) to one Population Resource Point, and control of the system is awarded to the Player who debarked the Seed Colony. Debarking Seed Colonies is an irreversible process, because the resulting population may never be moved.

(108.5) SS Divisions may only be debarked into an Enemy colonial system. They may be debarked into a system already occupied by SS Divisions. Debarking SS Divisions must
either or both parties individually, as they
whatever). Other Players may declare war on
the immediate destruction of all the
debarkation of SS Divisions into a system occupied by
Enemy Divisions results in the destruction of all Enemy Divisions.
(108.5a) An SS Division may be debarked into an Enemy tertiary system containing an EE Group. The SS Division will destroy the Enemy EE Group, but will, in turn, be destroyed itself unless a Friendly EE Group is also debarked into the system on the following Stellar Game-Turn. No more than one SS Division may be debarked into a tertiary system per EcoYear.

(108.6) Note that these rules prevent Friendly SS Divisions from being used for purely defensive purposes, to forstall Enemy occupation. However, once Enemy occupation is made, they may be moved in to reconquer the system for its original owner, at which point any number may remain stationed there. SS Divisions, like other items, may not be reembarked during Stellar Game-Turns. During the Consolidation Phase of the EcoYear, after control is determined, all SS Divisions are withdrawn from all systems; a “standing garrison” is not maintained from one year to the next.

(108.7) All debarkation is open. The type or size of the debarkation is never kept secret.

(109) WAR, TRUCE & ALLIANCE

GENERAL RULE:
The number of Stellar Game-Turns in an EcoYear varies depending upon the political decisions made by the Players. A declaration of war may prolong the number of Stellar Game-Turns to be played.

PROCEDURE:
War may be declared at any instant during a Stellar Game-Turn, including after Shift Execution, but before Combat Execution, thus allowing a certain form of “surprise” attacks. A truce may be requested at the conclusion of any Stellar Game-Turn by any party at war. Players are not to make complex bargains, political deals or otherwise hold involved political discussions during the Stellar Phase. Alliances may be declared at the conclusion of any Stellar Game-Turn, and apply as long as the parties wish it, or until the war is concluded with a truce.

CASES:
(109.1) War
(109.11) If any Player declares war upon another, those two Players are automatically hostile to each other (opposed, Enemies, whatever). Other Players may declare war on either or both parties individually, as they desire. Note that a declaration of war by one Player automatically makes the target of the declaration at war with him, too.

(109.12) A Player must declare war in order to cause use of the advanced game Tactical procedure (i.e., cause a battle), and must declare war in order to make a combat cast effective against another Player’s Forces or Gates, or to land an SS Division in a system controlled by another Player.

(109.13) A Player may only declare war upon Players already involved in a war, or Players which control a system within 20 Lites of a controlled system of the declaring Player.

(109.14) If Players are at war and have EE Groups in the same system, the Player who controls the system must immediately destroy Enemy EE Groups in the same system.

(109.15) The Stellar Phase of an EcoYear ends whenever the third or any later Stellar Game-Turn ends without a declared war still continuing. Thus, at least three Stellar Game-Turns are insured in a given year, but more are prohibited unless war occurs. The Stellar Phase ends simultaneously for all Players (i.e., either all Players are involved in the Phase, or it is over; thus a single war will continue the Phase for all Players, even though some may not be at war).

(109.2) Alliances

(109.21) Players not at war with each other, but at war with the same Enemy, may form an alliance at the conclusion of any Stellar Game-Turn. Allies automatically combine combat casts against their mutual Enemy (see 27.42 for details).

(109.22) Whenever one or more Forces or Gates of two allies occupy the same LiteZulu at the conclusion of the same Stellar Turn, shift supporting is allowed. Shift supporting means Forces and Gates of one ally may participate in stellar shifts involving Forces and/or Gates of the other (see 109.23 for a special limitation).

(109.23) When different races are allied, shift supporting suffers two limitations. Star Forces of one race may not enhance the stellar shifting of those of another race. StarGates of different races may not participate in Gate-to-Gate shifts or links. However, Starforces of one race may freely use the Gates of another in a normal Gate Shift or Enhanced GateShift, and both may plan joint shifting maneuvers.

(109.24) Triple or larger alliances are possible, provided all conditions are fulfilled by all involved Players.

(109.3) Truces

(109.31) Any warring Player may request a truce after any Stellar Game-Turn, and he may request it of any or all Players he is currently at war with. A Player must request a truce if he has not debarked any SS Divisions into an Enemy occupied system or been involved in a Tactical battle resolution procedure in the last ten Stellar Game-Turns. This might require more than one party in a war to request a truce at the same time, putting a Player in the position of both requestor and receiver at the same time.

(109.32) Any Player who requests truce on a Stellar Game-Turn must consult the Truce Politics Table once for each Turn he requests truces. Note that many requests in the same Turn only incur one check on the table. A Player who is refused one Turn may request again on another Turn. Results of the Truce Politics Table must be made public.

(109.33) A Player who receives a truce request may respond positively or negatively. If a positive response is made, the war is over, and the Players may not again declare war upon each other in that EcoYear (but may in any subsequent year). The receiver may stipulate any type of MLC payment, control of systems, or other privileges as part of his positive response. However, the requestor must only honor those stipulations noted in the Truce Politics Table for the particular chit pick he made. In many cases, the chit pick permits him to ignore all stipulations.

(109.34) If a receiver responds negatively, then he, too, must consult the Truce Politics Table and make an appropriate chit pick for his negative response. In some cases, the chit pick automatically forces him to make a positive response, as per the rules in 109.33. For each negative response, a receiver makes to each truce call, another chit pick is necessary. Thus, if a Player is at war with two other Players, and both request truces Turn after Turn, he must make two chit picks each of those Turns, as long as he wishes to respond negatively.

(110) CONSOLIDATION

PROCEDURE:
In the Consolidation Phase of the EcoYear, Players first determine control of all star systems with items debarked on them. Control Markers and StarGates are adjusted accordingly. Then most playing pieces are removed from the Stellar Display, in preparation for the following year.

CASES:
(110.1) Players first determine conquest and control of all star systems, adjusting Control Markers accordingly. Players controlling a system with a permanently neutralized StarGate of some other Player may exchange that StarGate for one of their own (i.e., take control of the StarGate also).

(110.2) All neutralization markers are removed from all items, including “permanent” neutralization.

(110.3) Players may now withdraw any and all items of theirs from the Stellar Display, with two exceptions: Location and existence of StarGates may not be changed, and size and location of Population Resources may not be changed. EE Groups may be withdrawn from the Display if desired. All Forces and SS Divisions must be withdrawn.

(110.4) Items withdrawn should be noted, so that a final record of remaining available materials after that year can be shown at the end of the game, and to assist the Player in
calculating his expenditures in the next year. Withdrawn items are simply removed from the Display so that they may be maintained or put "in limbo" for the next year as desired, and those maintained in the next year may be redeployed in systems as desired, and consistent with the Organization Rules. Ability to withdraw items from the Stellar Display is therefore mainly an advantage, but can cause frustration if the Stellar Phase ends one Stellar Game-Turn before a Player finishes debarking a Seed Colony or EE Group.

111 CONTROL

GENERAL RULE:
Control is the occupation politically of a system. Systems of opposing Players are controlled by landing SS Divisions to destroy Enemy EE Groups or control a system's population.

CASES:

111.1 The systems a Player begins on he controls. The first Player to debark any item into a system controls that system.

111.2 A system occupied by SS Divisions is automatically controlled by the Player who has the most SS Divisions in that system.

111.3 Joint control is impossible, although an EE Group may be in a system controlled by another non-hostile Player. If, for some reason, two Players can simultaneously lay claim to controlling a system, each picks a randomizer chit, and the higher picker is awarded control.

112 SCENARIO SET-UP

PROCEDURE:
Home and any initial colonial systems are determined by selecting one of the options given below. Then each Player computes available Population Resources and MLC. He then doubles the MLC. Then each Player may use these Population Resources and doubled MLC to build items as he desires. After expenditures are completed, results are revealed and StarGates placed. Play then starts with the first EcoYear, which will have its own Income and Expenditures, meaning that, overall, each Player is allowed triple his MLC before making his first Stellar Shits.

SET-UP OPTIONS

112.1 Basic Racial Primary Systems: This system is only possible in two- or three-Player games. One Human, Rame and L'Chal-Dah Marker is placed in an empty randomizer and each Player draws one marker. The result indicates the Player's race and home planet, which is automatically that race's primary system (Sol, 70 Ophiuchi or Sigma Draconis).

112.2 Optional Racial Systems: In this version as many Players as different counter sets are possible, mainly five, unless additional counters are constructed. Each Player secretly names three different choices, in order of desirability, for his home system. Choices must be over 10 lites apart. Players also write if they wish to be Human, L'Chal-Dah or Rame. Players then reveal choices. All first choices are honored first, conflicts are resolved by randomizer pick picks in favor of the high-picker. Losers in their first choices then take their second choice, with conflicts again resolved by picks. If somehow a Player loses in all three of his choices, he may choose any system which remains available more than 10 lites from the other Players' systems. Such a Player automatically loses his original choice of race, and becomes an entirely new race. If no appropriate primary or secondary system is available over 10 lites from all other systems, the Player may choose any appropriate tertiary system and consider it secondary.

112.3 Xenophobe Races: When using the 112.2 procedure, if a Player is forced out of all his choices of systems and races and becomes a new race, he may secretly opt to become a Xenophobe. In this case, he wins only by wiping out all other races in the volume via induced nova effects. See 31.5 for Nova Inducement rules. All other Xenophobe rules do not apply, since the race originated in the volume, and is, therefore, telepathically similar and able to shift with equal ease as all other races (i.e., ignore all special StarGate and Unknown Space rules). Players may only use conversion triggers and Nova inducement if they are Xenophobes, or if combating a Xenophobe Player who has already used such weapons. In other words, novas may only be induced by or against a Xenophobe.

112.4 Optional Colonial Bonuses: In any of the above set-up options, Players may optionally wish to start the game with some colonial development already underway. In this case, each Player automatically is given control of the secondary system nearest his home system, with one Population Resource Point on that system. Only secondary systems within 10 lites may be so colonized. If the nearest secondary system is another Player's home system or equa-distant to another Player's home system, then no pre-game colonies are possible. This option is only suggested to introduce a bit of diversity into Scenarios that might get a little stale in their opening stages.

113 VICTORY CONDITIONS

GENERAL RULE:
Players must, at the start of the game, decide which Victory System they wish to use. All Players use the same Victory System, except the Xenophobe races, which are required to eliminate all other races in the volume to win (see 112.3).

VICTORY SYSTEMS OPTIONS

113.1 Political Victory: The first Player to have imposed at least one truce on every Player in the game is declared the political victor. Note that the victor can win regardless of the number of truces imposed upon him. This system is suggested for Players wishing relatively short Scenarios, or in games with a large number of Players.

113.2 Timed Economic Victory: After the 10th EcoYear of play, the Player with the greatest wealth (see 113.4) is the winner. Players may wish to reduce or extend play by mutual agreement at the start of the game; that is, play for five EcoYears, eight EcoYears, fifteen EcoYears, etc.

113.3 Volume Economic Victory: At the end of the first year where all primary and secondary systems either have one or more Population Points or have gone nova, the game ends and the Player with the greatest wealth (see 113.4) wins. At the start of the game Players, by mutual agreement, may wish to reduce the number of systems from all 17 to 12, or 10, if only a few Players are involved in the game.

113.4 Greatest Wealth is computed by doubling a Player's normal yearly MLC income in all his currently controlled populated systems, adding the average incomes of all controlled tertiary systems (see 105.4), multiplying by the total Population Resources, then dividing by ten the number of systems controlled, and finally adding the MLC left over from the last Expenditures Phase (i.e., "cash on hand"). An equation summarizing this process is given below:

\[2H+TP/105+C\]

where \(H\) is income of habitable controlled systems, \(T\) = income average of tertiary controlled systems, \(P\) = total population, \(S\) = number of controlled systems, and \(C\) = MLC left over from last Expenditures Phase.

114 POLITICAL DOMINATION

OPTIONAL RULE

GENERAL RULE:
This optional rule allows one Player to make others subservient to him through taxation, and thus shows how the Hegemonies and Leagues actually formed in the early decades of the Outbreak. Its primary effect in game terms is to introduce even greater political complications, and to allow Players to maintain a temporary superiority longer, and make warfare a common event, often as Players attempt to exert or throw off domination of another.

CASES:

114.1 A Player may make another subservient to him when he accepts a truce. The truce requestor must accept subservience if his home system StarGate is permanently neutralized at that time, and Enemy StarForces occupy the home system's LiteZulu, or if he requested a truce of the same Player in the previous year at any time. In all cases, the truce requestor may accept subservience if he desires, but is not required to do so.

114.2 A subservient Player must give 10% of his total MLC income each EcoYear to the Player who dominates him. If more than one dominates him, he need only pay the Player that first dominated him. The subservient Player may be asked to supply any other items or MLC, but giving it is strictly voluntary.

114.3 A subservient Player may only escape his status by declaring war on the dominating Player. If he can avoid
neutralization of any of his StarGates during the first ten Stellar Turn of war, or if he can neutralize any Enemy StarGate before one of his own is neutralized, or if he accepts a truce offer from his Enemy, the subservience is lifted. A Player subservient to many Players need only overthrow subservience to the original dominating Player.

(114.4) A dominating Player may in no way use the Population Resources or other items of subservient Players. He collects his taxes, and must get voluntary cooperation for anything more. Thus dominance - subservience does not affect the basic individuality of each Player's decisions and interstellar empires.

(114.5) In the strange case that Players wish to rig up a subservient relationship for their mutual benefit, a brief war must be declared and a truce formed, per the normal rules. This means the necessary risks of the Truce Politics Table must be taken. Players must remember that they are never entirely their own masters, and the demands of the peoples they govern are represented by the war & truce mechanics.

(115) SCENARIO NOTES & HINTS
These rules provide for long "campaign" style games that incorporate significant economic and rather interesting political factors, as Players expand into the Primary Known Volume. In games using the 17-system Volume Economic Victory, it is not uncommon for large fleets to engage in the later stages of the game. It is suggested that Players not exceed the number of counters available. Allowing additional Forces or Gates may make for some extremely cumbersome tactical situations and a very messy map.

It is helpful to make up a set of EE Group Markers. Population Markers are useful to many Players, and 55 Divisions ("stolen" from large strategic games, so that only troop symbol and strength is shown) are useful to some, also.

Players will discover that most expansion plans in an EcoYear should be limited to systems within 10 lites of a StarGate, or 5 lites of another inhabited system, since, unless a war prolongs the game, this is the maximum shift possible with time remaining for debarking. Often Players will declare a war just for an excuse to expand, but this policy can rebound in unpleasant ways from time to time.

Players should decide upon either a careful, slow expansion with, at most, one new colony started each EcoYear, and then only after careful negotiation with neighbors, or an immediate "blitzkrieg" of all nearby habitable systems. The latter approach is handy, in that one can let other Players begin the colonies, and then take them over just before they are able to deploy a StarGate. However, the greedy approach will usually rouse people's ire permanently, and often involve a Player in a war against an alliance, which can be extremely dangerous. On the other hand, a well placed "stab" that lops off a large colony can put a Player at an enduring disadvantage in following years, especially in the early years of the game.

Players should also exploit the truce rules to the maximum, especially if a war begins to go against them. It is best to call for a truce before major losses are suffered, since the opposition cannot afford to reject the call for long, and may end up accepting a truce than confers upon it virtually nothing. Therefore, unless far-flung allies are speeding to the rescue, it is foolish to continue a war until nothing is left but one's home system.

In Scenarios where Players discover one of their number is a Xenophobe, they must combine forces and seek to crush him, or be gradually destroyed one by one. It is in the Xenophobe's interest to wait until the last possible moment before using conversion triggers and give away his game. Even with this strategy, it is very difficult to win as a Xenophobe, but not entirely impossible.

BEYOND 3000:
An Extended StarForce History
and Additional Scenarios
by Phil Kosnet

The near-disastrous meeting of the PanSentient League and the race known popularly as the Wanderers (eFann), in 2836, heralded a new period in PSL history. The endothermic, but quite non-humanoid, Wanderers went to great pains to prove their peaceful intent, but billions of PSL sentients (remembering the depredations of the Xenophobes) protested to the PSL Transactors and demanded that the Wanderers immediately shift out of the Volume. The Wanderers pleaded for permission to stay, explaining that they had been searching the galaxy in their self-sufficient armanda of multi-generation ships for over twelve million Standard Years, in hope of finding another sentient race with whom they could live in peace and exchange information. The plea fell on de-tuned sense receptors. The Wanderers then used their extraordinary scientific talents to rebuild the 70 Ophiuchi system (home of the Rame), which had been destroyed in the First Xenophone Incursion. This gesture, along with the threat of a strike by the sympathetic Teleesthetic Guild, persuaded the Transactors to allow the Wanderers to stay.

The century following was a period of great cultural and economic development. The Wanderers cannibalized their fleet, built a sealed "home" system around a pseudostar between Sol and Sigma Draconis, and rebuilt every PSL system destroyed in the Xenophone Incursions. By 2900, the Wanderers had been admitted to the PSL as a full member, even though their total population was barely ten billion.

In 2946, the PSL was shocked by the reappearance of Xenophobes in the Volume. Supposedly rendered impotent 150 years previously, the Xenos in secret "Lifeboat Colonies" had waited for PSL vigilance to slacken — then used new weapons to destroy The Lid and remove all PSL garrison/guards from Xeno space. The Third Incursion was the most successful, and was repulsed only with luck. It is doubtful that the PSL could have won with only three races supplying StarForces. This time the PSL determined to finish the job. In Operation Carthage, the last Xeno world was destroyed and every living Xenophone located and destroyed. Again, the Wanderers rebuilt the destroyed systems (including Sol and 70 Ophiuchi). But they could not rebuild the sentients killed in the Third Incursion. Total PSL casualties: 63.811 billion deaths.

With no real enemies, the Humans, L'Chal-Dah and Rame eventually went back to the political infighting which had characterized interracial relations in the 25th Century. The Wars of Antagonism (jokingly referred to by editorial screeners as "The Tantrums") proved nothing, but allowed military commanders a chance to earn their wages. The PSL politicians, in a fit of common sense, finally ceased their absurd hostilities.

By 3000, the Primary Known Volume was becoming crowded, with a population of over one trillion sentients, which was increasing by 1.85% per Standard Year. So the Second Outlook began, with ten billion colonists leaving the Volume over a period of forty years. Ironically, most of the colonists moved into what were formally Xenophone systems, for Xeno space had become intimately familiar to PSL Teleethetics during the Punishment Campaigns. Those colonists who headed into new territory, however, were met
by the RxPexy, a race of photosynthetic seed-bearing sentients (WingToucher Harmony Schwartz, first Human to see a RxPexy, described it as "a walking orange tree"). Careful diplomacy enabled the PSL colonists to remain in RxPexy territory, while the RxPex were taught how to use TeleShips — though some RxPex were telesthetic, they had never developed the discontinuity window. Racial discrimination kept the RxPexy out of the PSL, and the RxPexy responded by ordering all PSL colonists to vacate RxPexy territory. The very tense situation could have been peacefully resolved, but the new RxPexy Space Force wanted a chance to show that RxPexy warriors could defeat any fauna who opposed them. The vastly more experienced PSL StarFleet inflicted an embarrassing defeat, and the humbled RxPexy were forced to permanently cede several systems. An uneasy peace settled over the Secondary Known Volume.

In 3175, the colonists in the Xeno Region broke away from the PSL and declared an independent Union of Sentients. At first the PSL was reluctant to allow the secession, and launched a piecemeal campaign to bring the rebels to justice. The US proved a difficult foe, and more trouble with the RxPexy forced the PSL to make peace with the US in the Treaty of Procyn. Almost three hundred years passed before the next conflict in PSL space. (In that time, the RxPexy had joined the PSL and the US had joined on Associate basis.) In 3447, the Gnostech branch of the Telesthetic Guild lodged a complaint before the PSL Congress that Gnostechs were not accorded equal treatment in the distribution of psychic rewards, and that government commerce tariffs on bionic parts made it unwise for Gnostechs to emigrate to pioneer (non-self-sufficient) colonies. Instead of launching an investigation, the Transactors rejected the complaint. The Gnostechs launched the Great Mutiny, paralyzing all interstellar trade and communications. The Telesthetics were helpless without their Gnostech partners. The RxPexy, who had always been reluctant junior partners in the PSL, took advantage of the situation to expand their territory. Using the tachyon-drive StarShips, they developed instead of the TeleShip, the RxPexy launched campaigns against Sol, Sigma Draconis and Wandering's End. The old, remarkably inefficient tachyon ships were capable of only very slow interstellar speeds, but the unexpected action knocked the PSL off-balance. The Gnostechs put aside their discrimination suit and returned to duty. Those Gnostechs assigned to RxPexy StarForces maintained the boycott (though the RxPexy inflicted shockingly barbaric tortures upon them). The TeleShips overwhelmed the tachyon cruisers. The RxPexy realized that each successive attempt at aggrandizement only left them with a smaller sphere of influence, and they gave up the unprofitable expeditions.

In 3517, in celebration of the 1200th anniversary of the first induction of a discontinuity window, the Third Outleap began. 400 billion sentients, almost 20% of the population of the PSL, made the move into the Tertiary Known Volume. Even with TeleTransports that could hold one million colonists (in stasis) with all their equipment, the Armada was so huge that its construction had taken decades. The Third Outleap was part of a master plan, conceived by L'Chal-Dah sociologist, Ers LChir-Den, and developed jointly by the five PSL races. The Plan conceived of a gradual advance in every direction, with further Leaps every few centuries as the colony systems grew crowded. The Humans, who had great experience in terraforming, and the Wanderers, who could modify entire star systems, were in the forefront of the program.

It was a Human StarForce, then, which shifted into the trinary system now known as Mettingplace, on Day 71 of 3518. It was there, 296 Lites from Sol, that the PanSentient League came into contact with the 893 races of the Understanding. Their opening message was brief, and friendly:

"Welcome back!"

[41.0] SCENARIO 15, 2946 A.D., THE THIRD XENOPHobe INCURSION

[41.1] INTRODUCTION

Sixteen decades of peace lulled the PSL into a false sense of security. When the Xenos, supposedly planet-bound, broke the PSL blockade and made a final thrust for victory, the PSL was caught dangerously weak, the Wanderers, never having fought the Xenos nor known firsthand of their barbarity, were hesitant until the Xenos novaed a PSL star.

[41.2] ORDERS OF BATTLE AND DEPLOYMENT

Star Systems and StarGates

StarForces

Xenopho Player:

two StarGates, positioned according to (31.0)

6

PSL Player:

All systems on the Stellar Display

2

Beginning with Game-Turn Two, the PSL receive one additional StarForce every even numbered Turn until a total of six additional StarForces have been received. On the Game-Turn following the destruction of the first PSL system, four additional PSL StarForces appear. StarForces appear at any Friendly StarGate.

[41.3] VICTORY CONDITIONS

Xenopho Victory Points

50 Points for each PSL home system destroyed

30 Points for each secondary system destroyed

5 Points for each tertiary system destroyed

1 Point for each destroyed PSL StarForce

PSL Victory Points

80 Points for each Xeno StarGate permanently neutralized

10 Points for each Xeno StarGate destroyed

Xenopho Player wins automatically if all PSL home systems are destroyed.

[41.4] SPECIAL RULES

See Section (31.0), Xenopho Special Rules.

Wanderers Home System is located in hex 2223/+.8.
[43.4] SPECIAL RULES
All randomly deployed systems must be on the same side of the Volume (i.e., either positive or negative). The Volume extends ten more hexes vertically for purposes of Known Space shift limits.

[44.0] SCENARIO 18, 3175 A.D., US REVOLUTION

[44.1] INTRODUCTION
The Union of Sentients declared independence, and the PSL launched an uninspired campaign to return the US to PSL control. The RxPexy took advantage of the PSL’s involvement to again try to eject PSL colonists from their territory.

[44.2] ORDERS OF BATTLE AND DEPLOYMENT

<table>
<thead>
<tr>
<th>Star Systems and StarGates</th>
<th>StarForces</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSL PLAYER:</td>
<td>All systems from (43.2) 18</td>
</tr>
<tr>
<td>US Player:</td>
<td>six systems deployed randomly according to (31.1) 6</td>
</tr>
<tr>
<td>RxPexy Player:</td>
<td>same as (43.2), on opposite side of Volume from US 6</td>
</tr>
</tbody>
</table>

[44.3] VICTORY CONDITIONS

<table>
<thead>
<tr>
<th>PSL Victory Points</th>
<th>RxPexy Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 Points for each US StarGate neutralized</td>
<td>10 Points for each PSL tertiary StarGate neutralized</td>
</tr>
<tr>
<td>5 Points for each RxPexy StarGate neutralized</td>
<td>15 Points for each randomly deployed StarGate neutralized</td>
</tr>
</tbody>
</table>

[44.4] SPECIAL RULES

RxPexy/PSL hostilities do not commence until Game-Turn Four (i.e., no attacks until then; units may shift into enemy space). US/PSL hostilities begin on Game-Turn One. As all stars have Gates, it is suggested that StarGate counters be used to show the location of randomly deployed stars.

[45.0] SCENARIO 19, 3447 A.D., THE WAR OF OBSOLESCENCE AND TREACHERY

[45.1] INTRODUCTION

A Gnostech labor strike allowed the RxPexy to show the location of randomly deployed stars. It is suggested that StarGate counters be used to show the location of randomly deployed stars.

[45.2] XENOPHOBE RESPONSE CHART

<table>
<thead>
<tr>
<th>Chit Response (Gate)</th>
<th>Response (Transport)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full attack on nearest unit</td>
<td>Full attack on nearest unit</td>
</tr>
<tr>
<td>Full defense</td>
<td>Full defense</td>
</tr>
<tr>
<td>50% attack, 50% defense</td>
<td>50% attack, 50% defense</td>
</tr>
<tr>
<td>Full attack on nearest unit</td>
<td>TacShift away from PSL units</td>
</tr>
<tr>
<td>Full defense</td>
<td>Change mode</td>
</tr>
<tr>
<td>Full defense</td>
<td>Breakoff (if in Battle mode, full defense)</td>
</tr>
<tr>
<td>50% attack, 50% defense</td>
<td>TacShift away from PSL units</td>
</tr>
<tr>
<td>25% attack, 75% defense</td>
<td>Full defense</td>
</tr>
<tr>
<td>Full attack on nearest unit</td>
<td>Change mode</td>
</tr>
<tr>
<td>Full attack on nearest unit</td>
<td>Full Defense</td>
</tr>
</tbody>
</table>

The game ends when the Transport breaks off, or when the system is incinerated.

[46.0] SCENARIO 20, 2947 A.D., OPERATION CARTHAGE

[46.1] INTRODUCTION

After defeating the invasion force of the Third Incursion, a PSL squadron shifted to the Xenophobe home system. The system, and all its occupants, were destroyed by conversion bombs just as a Xeno transport fleet was shifting to a safe haven in a "secretly located" system, where they could breed more of their repulsive kind to eventually return to PSL space.

The Scenario is played on the Tactical Display. Deploy the Xeno StarGate normally and the Xeno Transport (StarForce) randomly. Four PSL StarForces enter the Display normally on Game-Turn One. Their objective is to neutralize the StarGate and induce a nova before the Transport shifts off the Display. Xenophobe response is determined by chit pick, according to the chart below. (It is assumed that the Xenos, defeated and deranged, would have lost much of their tactical flexibility.) The Transport is in Stellar mode.

[48.0] THE RESCUE MISSION

A Solitaire Game

GENERAL RULE:
Players have twelve StarForces available to lift off 60 Population Points (each Population Point represents a third of a million humans). A combined set of two Decimal Randomizers is used to simulate the uncertain time of nova. The actual question in star system is determined randomly at the start of the game. Players win the situation by getting all the population safely off the planet.

[48.1] DETERMINING THE LOCATION OF THE ENDANGERED SYSTEM

Pick a chit from the Stellar Randomizer and read the top two-digit number. Read that number as one of the hexes in the "2000" column of hexagons (the same column that Sol and 70 Ophiuchi are in). If the bottom number of the chit is positive trace a clockwise orbit around Sol maintaining a constant hex distance from it (this will describe a large hexagonal circle just like the rings of Zulu Limits printed on the map). If the bottom number is negative, trace the orbit counter-clockwise. The first tertiary star system that the orbit traces through (in a two-dimensional sense) is the endangered system. If there is no tertiary system in that orbit, pick another chit.

[48.2] INITIAL STARFORCE DEPLOYMENT

Four StarForces at 2020/0 (Sol), two StarForces at 2236/+17 (Sigma Draconis), four StarForces at the endangered star system, and two StarForces at the (undestroyed) tertiary system nearest to the endangered star (in true distance). If two stars are equally near, use the one which is also nearest to Sol. All StarForces are empty. All systems have StarGates except the endangered star and those destroyed in the First Incursion (see 31.62).

[48.3] VICTORY LEVELS

Victory is measured in terms of how many Population Points are saved (each equaling one Victory Point). A perfect score of 60 Victory Points is a Decisive Victory over the situation; a score of 50 to 59 is a Substantive Victory; 40 to 49 is a Marginal Victory. Less than 40 Points is a defeat.

If a StarForce is lost in the rescue attempt (either by Overshift results or being incinerated) subtract three points from the score. Don’t forget to count as lost any Population Points on destroyed StarForces at the time of destruction.

[38.0] THE RESCUE MISSION

A Solitaire Game

GENERAL RULE:
Players have twelve StarForces available to lift off 60 Population Points (each Population Point represents a third of a million humans). A combined set of two Decimal Randomizers is used to simulate the uncertain time of nova. The actual question in star system is determined randomly at the start of the game. Players win the situation by getting all the population safely off the planet.

[38.1] DETERMINING THE LOCATION OF THE ENDANGERED SYSTEM

Pick a chit from the Stellar Randomizer and read the top two-digit number. Read that number as one of the hexes in the "2000" column of hexagons (the same column that Sol and 70 Ophiuchi are in). If the bottom number of the chit is positive trace a clockwise orbit around Sol maintaining a constant hex distance from it (this will describe a large hexagonal circle just like the rings of Zulu Limits printed on the map). If the bottom number is negative, trace the orbit counter-clockwise. The first tertiary star system that the orbit traces through (in a two-dimensional sense) is the endangered system. If there is no tertiary system in that orbit, pick another chit.

[38.2] INITIAL STARFORCE DEPLOYMENT

Four StarForces at 2020/0 (Sol), two StarForces at 2236/+17 (Sigma Draconis), four StarForces at the endangered star system, and two StarForces at the (undestroyed) tertiary system nearest to the endangered star (in true distance). If two stars are equally near, use the one which is also nearest to Sol. All StarForces are empty. All systems have StarGates except the endangered star and those destroyed in the First Incursion (see 31.62).

[38.3] VICTORY LEVELS

Victory is measured in terms of how many Population Points are saved (each equaling one Victory Point). A perfect score of 60 Victory Points is a Decisive Victory over the situation; a score of 50 to 59 is a Substantive Victory; 40 to 49 is a Marginal Victory. Less than 40 Points is a defeat.

If a StarForce is lost in the rescue attempt (either by Overshift results or being incinerated) subtract three points from the score. Don’t forget to count as lost any Population Points on destroyed StarForces at the time of destruction.

STARFORCE ERRATA

In early editions of StarForce, certain values in this Scenario were in error. These are corrected below.
### StarForce

Entry:

#### Brkf
- 01: +0
- 02: +1
- 03: +2
- 04: +3
- 05: +4
- 06: +5
- 07: +6
- 08: +7
- 09: +8
- 10: +9
- 11: +10
- 12: +11
- 13: +12
- 14: +13
- 15: +14
- 16: +15
- 17: +16
- 18: +17
- 19: +18
- 20: +19

#### Dstr
- 21: -1
- 22: -2
- 23: -3
- 24: -4
- 25: -5
- 26: -6
- 27: -7
- 28: -8
- 29: -9
- 30: -10
- 31: -11
- 32: -12
- 33: -13
- 34: -14
- 35: -15
- 36: -16
- 37: -17
- 38: -18
- 39: -19

#### Tac Sit

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#### Neutralization Markers

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### Humans

#### Xenophobes

#### SWIV Stellar Randomizer Chits

#### Decimal Randomizer Chits