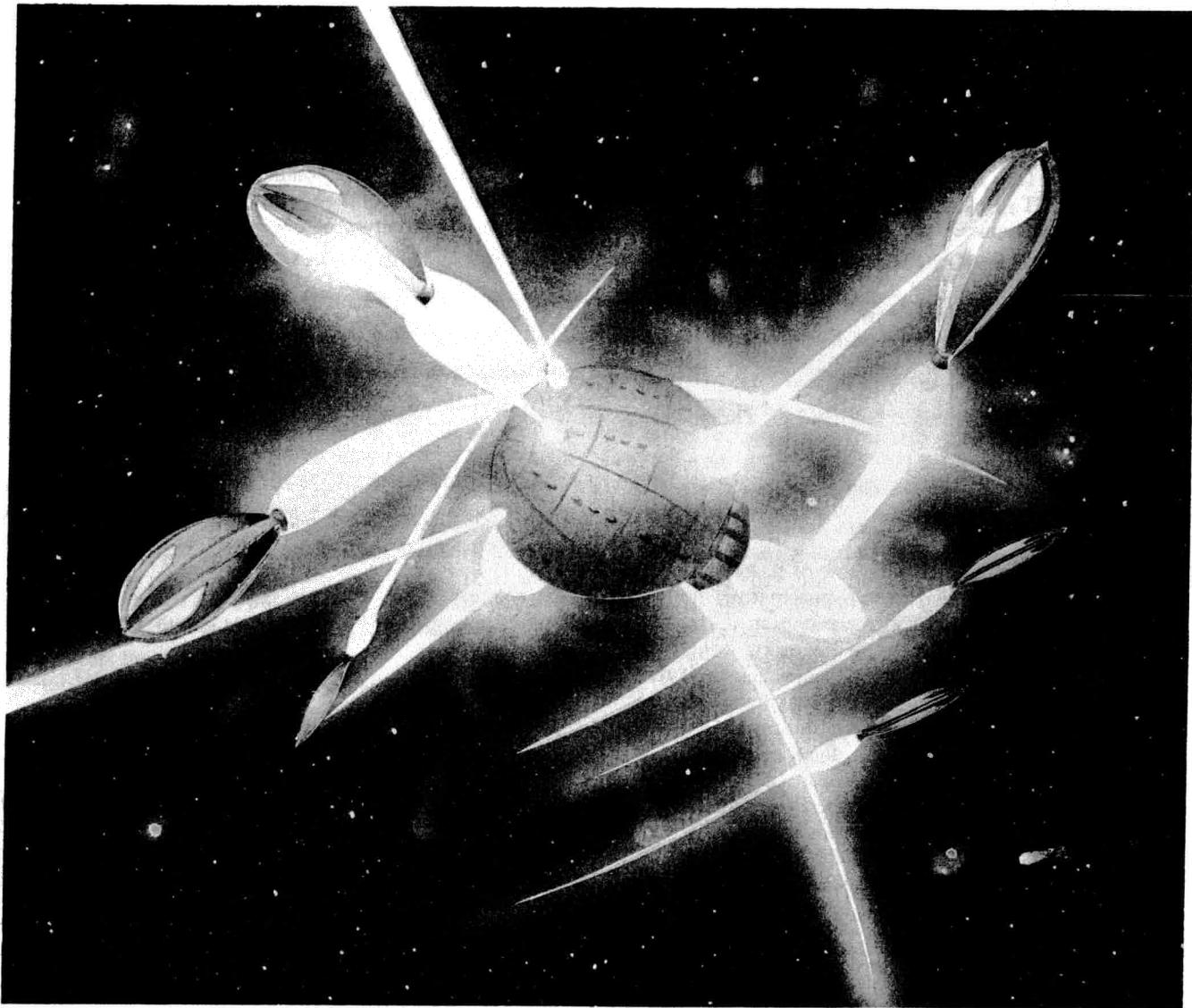


STELLAR CONQUEST



*Game Design: Howard Thompson
Interior Illustrations: Brian Wilson, Winchell Chung*

Copyright © 1979 by Metagaming

1.0 INTRODUCTION	2
2.0 DESCRIPTION OF GAME EQUIPMENT	2
3.0 SET-UP FOR PLAY	3
4.0 SEQUENCE OF PLAY	3
5.0 SHIP ATTRIBUTES & MOVEMENT	5
6.0 SHIP/SHIP COMBAT	6
7.0 PLANETARY ATTACK & CONQUEST	6
8.0 PRODUCTION YEAR	8
9.0 TECHNOLOGICAL RESEARCH & DEVELOPMENT	9
10.0 ENDGAME & WINNING	13
11.0 NEGOTIATIONS & SECRECY	13
12.0 TOURNAMENT SCENARIOS	14

PREFACE TO THE THIRD PRINTING

STELLAR CONQUEST has become a minor classic since its introduction in 1974. It was among the very first science fiction simulation games. It was the first simulation at the society level. It is one of the few simulation games still widely played four years after introduction. STELLAR CONQUEST has become the standard by which other society level games are measured.

The popularity of STELLAR CONQUEST with gamers is gratifying. It is particularly gratifying knowing that the Avalon Hill company rejected STELLAR CONQUEST in 1973. STELLAR CONQUEST was the start of Metagaming, then known as Metagaming Concepts. It led to THE SPACE GAMER, our own science fiction & fantasy game magazine. It paved the way for the innovation of Microgames. STELLAR CONQUEST proved "amateurs" could compete with the established companies.

In preparing STELLAR CONQUEST for a third printing I've been surprised. The rules and design hold up well compared to current games. The decision not to revise the game seems justified. You don't alter a classic. It stands as a testament and example of its time.

Howard Thompson
June 1978

1.0 INTRODUCTION

STELLAR CONQUEST is the realistic game of strategic space exploration and conquest for two to four imaginative, intelligent players. STELLAR CONQUEST represents an advanced, multi-factor, society-level game system featuring balanced playability in a sophisticated, challenging format. Each player controls a complete interstellar society, making decisions about exploration, technological research, industrial expansion, population movements and space fleet combat. The struggle for dominance of the simulated open galactic cluster offers players infinite opportunity for exercising tactical military ability and strategic, society-level planning ingenuity. If strategy, space, and a complete society challenges you, then STELLAR CONQUEST will give you many enjoyable hours.

Play occurs in a simulated 1 BO type open galactic star cluster with each hex of the gameboard representing about one-eighth of a light year. Where actual star names are used the correct spectral class and color are portrayed. The cluster depicted is relatively young and compact, having recently formed from

concentrations of interstellar gas and dust clouds. The cluster is a desirable colonization target because of spatial compactness and the presence of a high proportion of G class, sol type stars. As would be expected, the G class stars have a high probability of possessing earthlike planets; however, the planets in the cluster are too young for any intelligent species to have evolved.

As a simulation of science-fiction's classic "cultures in conflict" theme, STELLAR CONQUEST is designed for a high level of play interest. Do not be discouraged if early play sometimes becomes disjointed and uncontrolled. STELLAR CONQUEST winners will learn to develop balanced strategic goals and policies that can realize the game's maximum potential for active, dynamic competition. As understanding of subtle relationships and complexities increases through play, the scope and structure of the game will be appreciated with full impact.

2.0 DESCRIPTION OF GAME EQUIPMENT

2.1 Gameboard: The hexagon grid gameboard is composed of four types of hexes, each representing one-eighth of a light year.

Entry Hex: The four red, numbered hexes at the corners of the gameboard are the first hexes into which players move when entering ships onto the board.

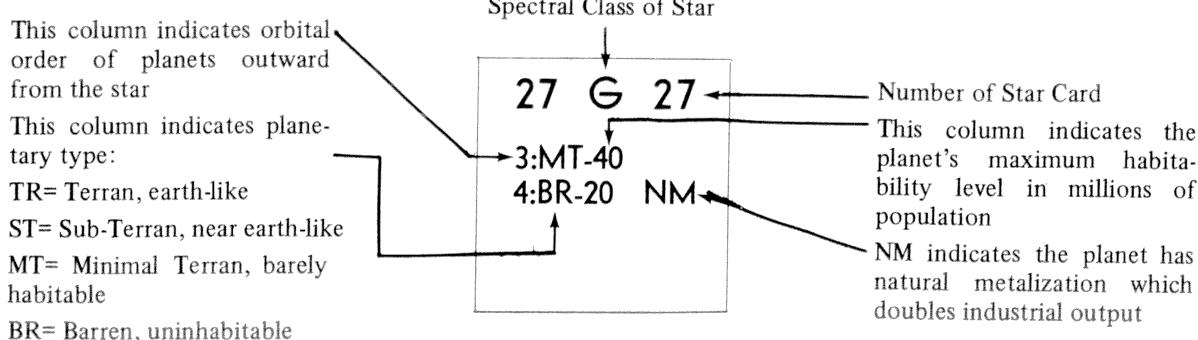
Star Hex: A hex containing a colored sun-burst representing a star. Star colors represent the star's spectral class: blue=B, green=F, yellow=G, orange=K, and red=M.

Gas/Dust Hex: Light blue hexes represent interstellar gas and dust clouds which reduce ship movement during the game to one hex per turn.

Open-space Hex: All blank, unmarked hexes on the gameboard.

2.2 Star cards: Star cards are the white cards depicted below. These cards contain the basic data to tell a player what planets a star has during the exploration phase of the game. The cards are separated by spectral class during the game into face down stacks. When a new star is explored a card of the appropriate spectral class is drawn as explained in star exploration (3.2). Cards need to be cut out along the lines with a sharp pair of scissors.

2.2.1 Composite Sample of a Star Card:



2.3 Ship Counters: The cut counters on the stiff colored board represent the space fleet of each player. Each player selects one color to represent his ships. These counters are full die-cut to allow punching out.

2.3.1 Non-warships: Non-warships have no Ship/Ship Combat or Planetary Attack capability. Non-warships include:

Scouts (SCT): Scouts are used for exploring stars and scouting opponents. They have unlimited gameboard range at all times.

Colony Transports (CT): Each Colony Transport exists only to carry one Industrial Unit (IU) and one million population from one planet to another. It ceases to exist after unloading.

2.3.2 Warships: Ships having a Ship/Ship Combat and Planetary Attack capability are called warships. Their relative combat strength and Industrial Unit cost are indicated on the Player Data Sheet. Warships include:

Escort Ships (ESC)

Attack Ships (ATK)

Dreadnaughts (DN)

2.3.3 Aggregate Counters: These counters represent groupings of individual ships into groups which are more manageable on the gameboard.

Task Force (TASK): A counter that represents an aggregation of ships that is specifically accounted for during the game. A TASK may contain warships and/or non-warships.

Squadron (SQD): The SQD designation appears on some warship counters and indicates three ships of that type.

Group (GRP): The GRP designation appears on some warship counters and indicates three SQD or nine ships of that type.

Colony Transport Numeric: A number on a CT counter which indicates that the counter represents that number of Colony Transports.

2.4 Player Record Sheet: This is used to record star explorations, colony data records, technological research accumulations, and game time status. A sample Player Record Sheet showing a variety of example uses has been included. These records are a concise way of maintaining game data and greatly expand the sophistication and scope of play. Enough sheets have been included to teach essential record keeping. Machine copies or notebook paper may be used as desired when these run out.

2.5 Player Data Sheet: This sheet contains brief summaries of data for easy playing reference. The Player Data Sheet includes:

Fire Effects Table: This shows the necessary die rolls for a destroying hit during Ship/Ship Combat or Planetary Attack Fire Turns.

Industrial Unit Cost Schedule: This schedule shows the Industrial Unit (IU) output "cost" for all items that can be bought during the game.

Technological Research Schedule: This shows technological development sequences, predecessor events, and the IU "cost" of Technological Research.

2.6 Two dice.

3.0 SET-UP FOR PLAY

Players set-up the gameboard on a flat surface that leaves sufficient room for each player to arrange his own equipment. Star Cards should be sorted into separate stacks by spectral class, stacks shuffled separately, and set beside the

gameboard. Order of play is determined by the numbered red entry hexes; the player whose ships are to enter through the No. 1 entry hex moves first and other players then move in turn clockwise according to the numbered order of the entry hexes. Each player selects one of the space fleets of colored ship counters for his use during the game. Players decide in a mutually satisfactory manner which player will enter the board through which entry hex.

3.1 Initial Equipment: Each player starts the game with the same number of ship counters and equipment as listed below:

4 Escort warship counters

4 Scout ship counters

35 Colony Transport ship counters (in any denomination the player desires. These are already loaded with population and Industrial Units.)

25 Bonus Industrial Units of output

1 Player Record Sheet

1 Player Data Sheet

3.2 Allocation of Bonus Industrial Unit (IU) Output: Each player consults his Industrial Unit Cost Schedule and Technological Research Schedule on his Player Data Sheet and determines what he will "buy" with his Bonus IU output. His purchases are limited to ships, except Colony Transports, and Technological Research. He may only "buy" what is allowed by the Basic Technological Level (see Technological Research and Development, 9.0).

3.3 Initial Movement: Each player in turn, starting with the player entering through the No. 1 red entry hex, moves all of his ships onto the board face-down. Players count the entry hex as the first movement hex for each ship counter. After each player has moved, he marks passage of one Player Turn on his Player Record Sheet, movement being the only possible first Player Turn activity, and the next player moves his ships onto the board. Play proceeds according to Sequence of Play (4.0) and repeats that order of play steps for each player until the end of the game.

4.0 SEQUENCE OF PLAY

The sequence of play steps listed below describes the order of activities each player goes through during his Player Turn. Each step's activity is considered completed when a player commences the next step. Step activities occur only within that step and may not take place out of order. A Game Turn is completed when every player has completed a Player Turn. A player's turn is completed when he finishes step (4.8), Next Turn. Each Game Turn comprises one year of simulated play.

4.1 Ship Movement: Move any, all, or no ships face down and any number of hexes up to and including the Maximum Movement Allowance for a player's ships. Details of ship movement are explained in Ship Attributes and Movement (5.0).

4.2 Star Exploration:

4.2.1 Exploration Risk: A die is rolled for each SCT or CT ship that ends its movement on a star hex previously unexplored by that player and that is unaccompanied by a warship. The SCT or CT is destroyed and removed from the board if the die roll is one.

4.2.2. Star Card Draw: For each previously unexplored star hex that contains a player's surviving ship(s), draw a Star Card from the top of the matching spectral type Star Card stack (i.e. yellow star draws G card, etc.) The Star Card number is recorded beside the appropriate star name on the Player Record Sheet, plus any other information the player wishes to

note. Star names are grouped alphabetically by spectral class on the Player Record Sheet. The player then holds that Star Card. If another player has previously explored a star, obtain the correct star card from him. Only players who have explored a star may look at its associated Star Card. A player must announce, in writing if desired, on which planets he has established colonies to players entering the star hex of those colonies. No details about a colony are given at this time.

4.3 Ship/Ship Combat: A player may examine another player's ship counters and ascertain from him their type and number if he has a ship or a colonized planet occupying the same star hex as that opponent's ships. If two players now have warships occupying the same star hex, proceed as described in Ship/Ship Combat (6.0). If neither player has warships in the star hex, the player who last entered the star hex withdraws his ships to any non-star hex adjacent to that star hex and selects a new star hex destination for his ships. A player does not withdraw his ships from a star hex if no opponent's ships are present. At the end of this step only one player may have ships on each star hex.

4.4 Planetary Attack and Conquest: When warships of one player have forced an opponent's ships from a star hex, they may try to conquer any opponent's colonized planet in that star hex. Proceed according to Planetary Attack and Conquest (7.0). A player may choose not to attack a colony or cease

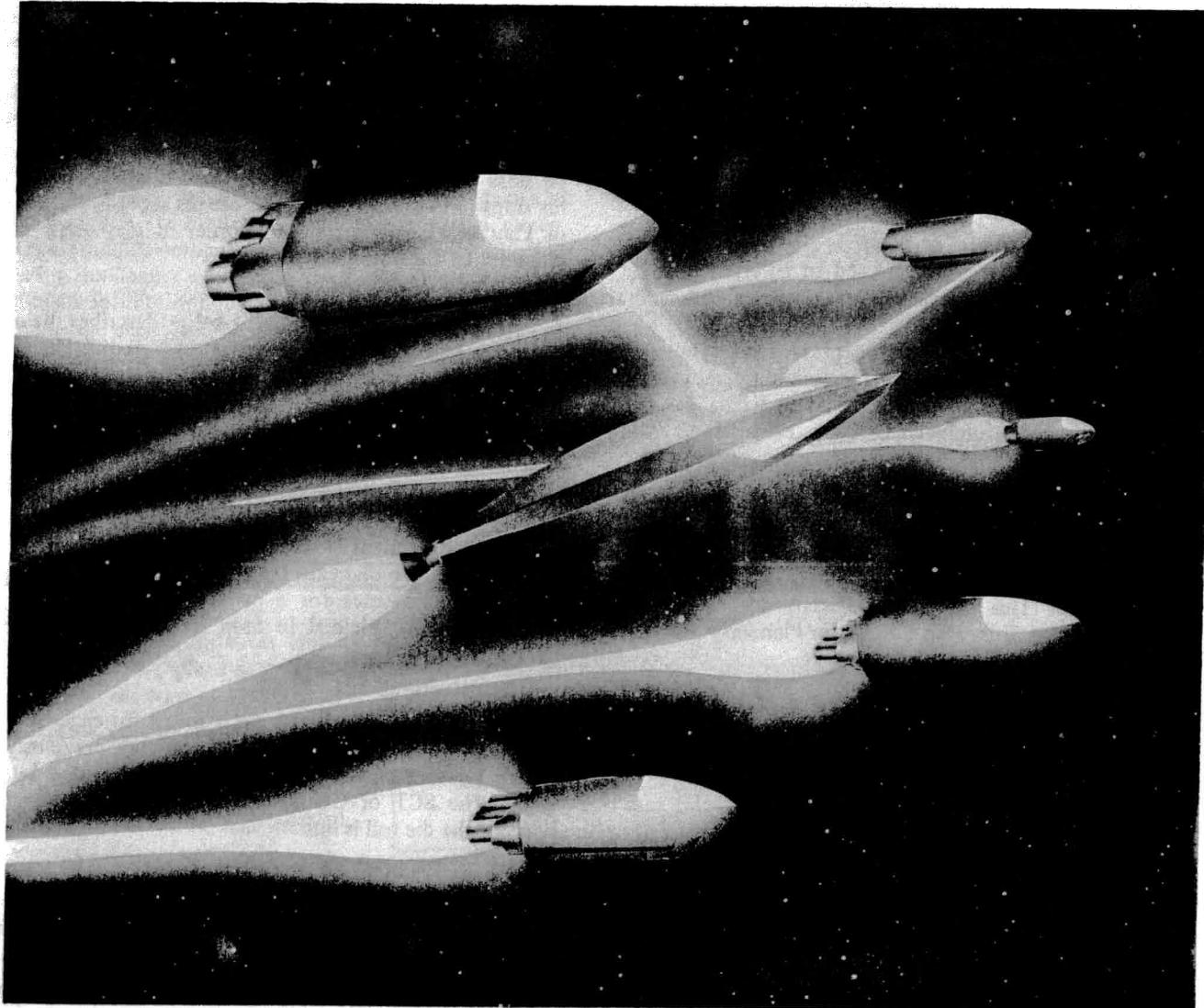
Planetary Attack after any Fire Turn. A player may maintain warships in a star hex with an opponent's unconquered colonized planet and besiege it without conducting Planetary Attack until he is forced to withdraw his ships or voluntarily withdraws them. If his warships remain he may resume Planetary Attack in a later Planetary Attack and Conquest step of his player turn.

4.5 Colonization: A player may now establish a colony on any appropriate uninhabited planet of any star hex where he has Colony Transports. A planet, conquered or not, that contains an opponent's colony population, may not be colonized. A player accomplishes colonization by moving Colony Transports to a star hex and then removing them from the board and entering their Industrial Units (IU) and population on his Player Record Sheet in the colony record spaces. See Colonization Procedures (8.3) for explanations.

4.6 Year Record: Record the passage of one year turn on the Player Record Sheet.

4.7 Next Turn: It is now the turn of the player to the left of the current player, or last player in the case of the Production Year, to begin at step 4.1 of this sequence and commence his Player Turn.

4.8 Production Year: At the end of every fourth Game Turn (i.e. 4th, 8th, etc. . .) when every player has completed his Player Turn, each player conducts Production Year activity



as described in Production Year (8.0). All players simultaneously determine population incrementation and allocation of IU output for equipment and Technological Research.

5.0 SHIP ATTRIBUTES AND MOVEMENTS

Ships are the square colored counters representing the only pieces moved on the gameboard. Each player has one color group of counters to represent his fleet. The two main attributes governing ship movement, without additional Technological Developments, are ship range and ship communications. A player is limited to communicating with and directing his ships only when they occupy or pass through a star hex. Thus, each ship must have a specific star hex destination when it departs from a star hex and that destination cannot be altered while a ship occupies and/or moves through non-star hexes. The basic eight hex range limitation roughly approximates a real-life limited range function with ships operating beyond that limit being automatically destroyed.

5.1 Basic Ship Attributes: The ship attributes listed below are common to all ships at game start. These initial attributes are determined by the limits of the Basic Technological Level.

Ship Movement Allowance: All of a player's ships have the same movement allowance at all times during the game. Initially, a ship may move a maximum of only 2 hexes per ship movement turn. Movement Allowance is not transferrable from ship to ship.

Ship Range: A player's ships may not move more than 8 hexes beyond his entry hex or the star hex of any of his colonized planets (except for Scouts). Any ship found beyond this range limit is automatically destroyed and removed from the gameboard. Players may suggest to each other possible violations of this range limit.

Ship Communications: Ships may send or receive communications only when they occupy or pass through a star hex. Ships on open, non-star hexes must continue to their destinations. A ship's destination may not be the star hex from which it last departed.

5.2 Non-Warship Attributes: Non-warships have all of the Basic Attributes listed above plus the following extensions and/or modifications.

5.2.1 Scouts: Scouts have all Basic Ship Attributes except that they have no range limitation at any time; they may go anywhere on the gameboard.

5.2.2 Colony Transports: A Colony Transport's purpose is to move population and Industrial Units from planet to planet. In addition to Basic Ship Attributes, a CT functions as follows:

Colony Transports "cost" one IU output and are created only when loaded. A CT carries one million population and that population's one basic IU.

Colony Transports cease to exist when the colonists are unloaded onto a planet. Colony Transports exist as long as they remain loaded.

Colony Transports must be created for every movement of population from one planet to another, including planets within the same star hex.

5.2.3. Task Force Ship Counters: The **TASK** Counters represent aggregations of ships that may include warships and non-warships. They are provided as a playing convenience to assist in moving large groups of ships. Task Force counters move as other ship counters do. Task Forces may be formed or disperse as a player wishes. Task Forces may be accounted for in either of the following ways: (Note: If a player makes an error or becomes confused in his Task Force Ship accounting,

the ships in question are considered lost and he may not use them in the game.)

Keep the actual ship counters off the board covered with a piece of paper. The down-side of the paper should carry the Task Force's alphabetic designation.

The exact numbers and types of ships included in a Task Force may be recorded on a piece of scratch paper with that Task Force's alphabetic designation. Any changes in the Task Force composition must be carefully noted.

5.3 Warship Attributes: In addition to the Basic Ship Attributes listed, warships have one other attribute:

Ship Weapons: Initially, a warship's weapons are capable of firing only one barrage each Fire Turn of Ship/Ship Combat and Planetary Attack. The Fire Effects Table on the player Data Sheet shows the necessary die rolls for a barrage to result in a destructive hit on the target ship.

5.4 Ship Movement: Ship counters move face down on the gameboard with the unmarked side up at all times during the game. A player may move any, all, or none of his ships any portion of their Ship Movement Allowance each ship movement step of his Player Turn, subject to the following conditions and cases:

5.4.1 Ships may not transfer any portion of their Movement Allowance to another ship. The maximum number of hexes a ship may move in any turn is equal to the Ship Movement Allowance for that Player's ships.

5.4.2 Ships move through Gas/Dust Cloud hexes at one hex per turn at all times during the game. Ships must stop their movement turn on the last non-Gas/Dust Cloud hex before entering a Gas/Dust Cloud hex during the movement turn preceding Gas/Dust Cloud entry. Ships leaving a Gas/Dust Cloud hex into a non-Gas/Dust Cloud hex, do so with their full Ship Movement Allowance.

5.4.3 A ship must stop its movement turn on a star hex when it is conducting any transactions within that star hex (colonization, exploration, Ship/Ship Combat, or Planetary Attack). A player also must stop on a star hex that is occupied by an opponent's warship(s).

5.4.4 Ships may pass through a star hex without stopping and select a new star hex destination if desired. This is subject only to the exceptions listed in 5.4.3 above.

5.4.5 There is no limit to the number of ships or ship counters a player may have in a hex.

5.4.6 The limiting effect of a Basic Ship Communications is that a ship must have an intended star hex destination and proceed to it. A ship may not have the star hex from which it last departed as the intended destination.

5.4.7 Ship exposure occurs when one player may look at another player's ship counters. Ship exposure occurs only when two players' ships meet in a star hex or ships enter a star hex containing another player's colonized planet. Only the players involved may look at the other player's ship counters.

5.4.8 If two players have ships on a star hex at the end of a movement turn and neither has any warships thereon, the last entering player must withdraw his ships to any hex adjacent to that star hex and select a new star hex destination for those ships.

5.4.9 After the Ship/Ship Combat step of any player's turn, only one player may have ships on a star hex.

5.4.10 Ships must proceed in a fairly direct manner to their intended star hex destinations. Irregular or circuitous routes are not permissible. A player may route his ships around star

hexes lying on the path to the intended star hex destination. Players may route ships around Gas/Dust Cloud hexes if it results in a time savings.

6.0 SHIP/SHIP COMBAT

Ship/Ship Combat occurs when a player moves ships into a star hex occupied by an opponent's ships and at least one player has warships involved. Ship/Ship Combat consists of Fire Turns during which warships of both players may fire barrages at the opponent's ships. All of a player's warships which existed at the beginning of a Fire Turn may fire barrages during that Fire Turn.

6.1 Sequence of Ship/Ship Combat Fire Turn Steps: Ships may be moved to an area near the gameboard for combat resolution. The two players involved need not worry about keeping the proceedings secret from other players at this point. Other players can usually determine what is happening with great accuracy anyway. Optionally, players may mutually decide to resolve combats out of the view of uninvolved players.

6.1.1 Each player designates an opponent's specific ship as a target for each of his ships, except when the Class Targeting Option (6.2) is used.

6.1.2 Each player rolls one or two dice, as indicated by the Fire Effects Table, for each allowable barrage his warships may fire. The Fire Effects Table on the Player Data Sheet is consulted to determine if the barrage fired by a warship results in the destruction of the target enemy ship. The firing player reads down the left-side rows of the Fire Effects Table, entitled Firing Ship, to find the type of warship firing. He then reads across the column tops of the Table, entitled Target Ships, to find the type of ship upon which his warship is firing. The Table intersection of this row (Firing Ship type) and column (Target Ship type) contains the number or numbers that must be rolled on the dice for the Target Ship to be hit and destroyed by a single ship fire barrage.

6.1.2.1 Whenever a 10 appears in the Fire Effects Table, it means that a 10 must be rolled by the firing player on two dice in order for the Target Ship to be destroyed on a hit.

6.1.2.2 Non-warships have no ship weapons and no Ship/Ship Combat capability.

6.1.2.3 **Example:** An Attack warship firing a barrage on a target Escort warship would need a roll of one or two with one die in order to score a hit and destroy the ESC. A roll of 3, 4, 5, or 6 would have no effect.

6.1.3 Destroyed ship counters are removed from the gameboard after all warships of both players have completed firing barrages for a Fire Turn.

6.1.4 Either or both players may now announce, with the player last entering the star hex announcing first, the withdrawal of any or all of his ships. Ships withdrawn from the star hex are placed face down on any hex adjacent to the contested star hex. Withdrawn ships must proceed in the next Ship Movement Turn to some other star hex destination.

6.1.5 If both players have ships remaining in the contested star hex, a new Fire Turn commences at step 6.1.1. If neither player has any warships remaining in the star hex, the last-entering player must withdraw his remaining ships to a hex adjacent to the contested star hex and select a new star hex destination for these ships.

6.1.6 If one player has withdrawn all of his ships or they have all been destroyed, Ship/Ship Combat in this star hex is over for the current player's turn. Fire rounds continue until this condition is achieved. At that time, the current player

continues with his Sequence of Play Steps for his Player Turn at Planetary Attack and Conquest (4.4). At the end of Ship/Ship Combat only one player may have ships on a star hex. If there are other contested star hexes, the sequence of Ship/Ship Combat Fire Turn steps is gone through for them before proceeding to step (4.4).

6.2 Class Targeting Option: When the number of warships involved in Ship/Ship Combat is large enough to cause delays and inconvenience in resolving combat, either player may select Class Targeting for his warships instead of the specific targeting procedure described. In Class Targeting a player selects all of one type of an opponent's ships as the target for one type of his warships. The player using Class Targeting rolls one die (dice) for each available barrage in his Class Targeting group of warships and notes the number of hits resulting in destroyed enemy ships. It should be noted that if a player's warships have Improved Ship Weapons (ISW), giving them the capability of firing two barrages per Fire Turn, each such ship is still capable of destroying only one enemy ship per Fire Turn. A ship with ISW has two barrages (chances) to destroy one target ship. A player must remember to account for his die rolls in pairs if his ships have ISW. Class Targeting does not significantly affect the probabilistic outcome of Ship/Ship Combat; its use is only a convenience and gives advantage to neither player. A player may use specific targeting or Class Targeting as he desires. He must use one or the other for all of his warships during a Fire Turn. It is suggested that only specific targeting be used if a player has eight or fewer warships.

7.0 PLANETARY ATTACK AND CONQUEST

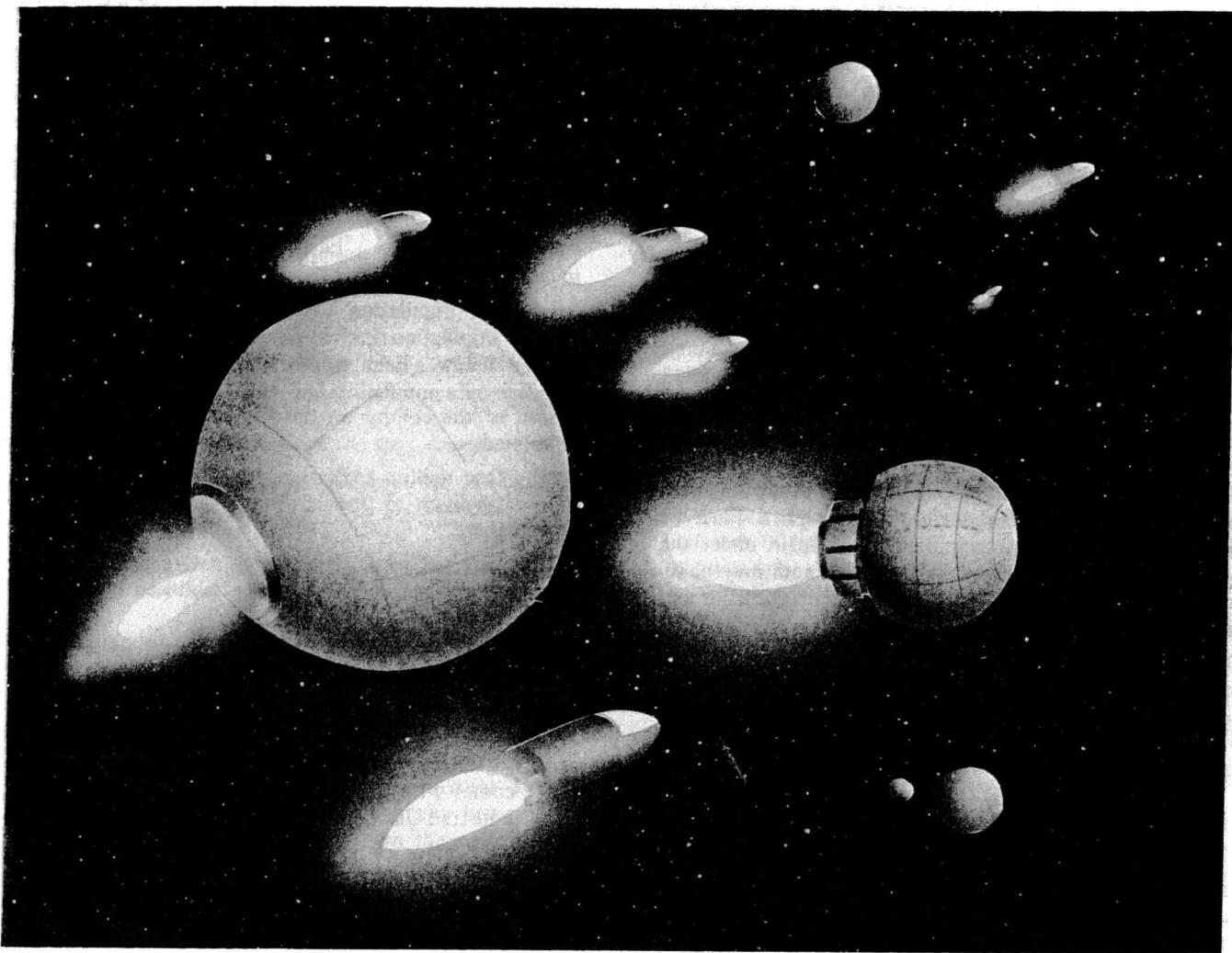
Planetary Attack may occur when one player has warships in a star hex which contains another player's colonized planet and that colony possesses Planetary Missile Bases (MB) and/or Advanced Missile Bases (AMB). Planetary Attack may occur only after all Ship/Ship Combat in a player's turn has ended. A colony is conquered when all of its defenses (missile bases) cease to exist and the attacker has a warship occupying that star hex. Warship barrage fire and missile base fire is considered to occur simultaneously. All warships and missile bases existing at the beginning of a Fire Turn may fire in that Fire Turn. A colony with a PFS is unconquerable. Any ship attacking a Planetary Force Screen (PFS) is automatically destroyed.

7.1 Sequence of Planetary Attack Fire turn Steps: Ships may be moved to the side of the board to facilitate combat resolution. The player with warships may cease Planetary Attack after the completion of any Fire Turn. The Fire Turn sequence is almost exactly the same as the Ship/Ship Combat Fire Turn.

7.1.1 Each player designates which of his specific warships or missile bases are firing on specific enemy targets. A warship or missile base may fire on only one enemy target per Fire Turn. The colonist player must state the exact number and type of an attacked colony's missile bases. The colonist player may examine all ship counters in that star hex. A player may use Class Targeting for his warships or missile bases as described in (6.2) of Ship/Ship Combat.

7.1.2 Each player rolls one die for each allowable warship barrage or each firing missile base. The Fire Effects Table is consulted to determine the effects of fire. The determination of combat results is the same as explained in (6.1.2) of the Sequence of Ship/Ship Combat Fire Turn steps.

7.1.3 Destroyed Ship counters are removed from the gameboard and destroyed missile bases are subtracted from the



total available on the colony record of the Player Record Sheet.

7.1.4 The colonist player may now announce the destruction of Industrial Units and/or Robotic Industrial Units (RIU) that are in excess of the Population/Industry ratio of one million population to one IU. The colonist player does this to prevent industrial capacity from falling into enemy hands. It is a last resort if the colonist player does not expect to reconquer the colony in a reasonable amount of time. The colonist player may declare excess industrial capacity destroyed only if some colony missile bases still exist at this point in the Fire Turn sequence. If the colony has been conquered during this Fire Turn, as defined next, he may not exercise this option.

7.1.5 Planetary Attack on the contested colony is over for this Fire Turn if all the attacking players' warships are destroyed, or if all colony missile bases have been destroyed, and the colony conquered, or the attacking player declares the attack ended. The colony is not conquered if all remaining warships and missile bases were destroyed during the same Fire Turn. If there is more than one colonized planet in the contested star hex, the attacking player may attack them separately or together or alternate his attacks at will. Planetary Attack is ended in the contested star hex if the above stated conditions apply to all colonies and warships in that star hex.

7.1.6 If the attacking player conquered a colony, he may conduct activities as described in Conquered Colonies (7.2). If the attacking player has ceased his attack for this game turn in the contested star hex and he still has occupying warships and there is an opponent's colony that is not conquered, the

conditions described in Besieged Colonies (7.3) are in effect. If the attacking player wishes to continue Planetary Attack, he commences again at step (7.1.1). All Planetary Attacks in all star hexes must be ended before any conditions or activity in (7.2) and (7.3) are in effect.

7.2 Conquered Colonies: When all of a colonized planet's defenses cease to exist, that colony is conquered by the attacking player if he has a surviving warship in that star hex. If a colony never had any defenses, it is conquered after Ship/Ship Combat is ended if an opponent's warship occupies that colony's star hex. The conquering player should create a colony record for the conquered colony on his Player Record Sheet. The player losing the colony should delete it from his Record Sheet, and give all colony information to the conqueror. The conquering player notes who originally established the colony on his new colony record.

7.2.1 The conquering player receives no IU or RIU output from a conquered colony during the first Production Year of his conquest. The conquered colony yields full industrial output to the conqueror thereafter, as long as he controls the colony. If the colony's originator reconquers the colony, he does not lose any Production Year Industrial output after reconquest.

7.2.2 The conquering player may declare any excess Industrial Units above the Population/Industry ratio destroyed at the beginning of the Planetary Attack and Conquest step of any of his Player Turns after conquest.

7.2.3 The conquering player may not build any missile bases or a Planetary Force Screen on a conquered colony planet.

Planetary defenses may only be constructed on colonized planets originated by a player. It is assumed that the conquered population can effectively destroy a conqueror's defenses through guerilla action.

7.2.4 If any Player Turn ends with the conquering player not maintaining at least one warship in the conquered colony's star hex, that colony is considered to have revolted and control reverts to the original colonist player.

7.2.5 Any player may conquer a conquered colony by destroying or forcing withdrawal of the conqueror's warships from that star hex.

7.2.6 When giving the statement of the colony's existence to another player's ships entering the star hex of a conquered colony, the conqueror must state that it is a conquered colony.

7.2.7 Conquered populations receive no Population Increments or Bonus Population for emigration. The conqueror may migrate the conquered population at will in the usual manner; appropriately colored Colony Transports must be obtained from the original colonizer, but remain under the conqueror's control. A vacated, conquered planet may be re-colonized, in which case, it then has the same status as any other planet originally colonized by a player.

7.2.8 The Conqueror may destroy the population and Industrial Units of a conquered colony on a one to one basis. The population and industry destruction occurs during the Planetary Attack step of a Player Turn. Each type of warship the conquering player has in the conquered planet's star hex may destroy on the following basis:

For each ESC, 1 million population and 1 IU.

For each ATK, 3 million population and 3 IU.

For each DN, 5 million population and 5 IU.

Each warship may destroy the above amounts only once during the Planetary Attack step of a Player Turn.

7.2.9 If a colonized planet's population consisting of 10 million or more colonists has been destroyed by an opponent's warships, that planet is rendered uninhabitable by any means for the rest of the game and is so marked on the Player Record Sheet. This uninhabitable Planet does not count any points toward winning, regardless of its original habitability type.

7.2 Besieged Colonies: A colony that is not conquered by an opponent (i.e. has some defenses in existence) but is in a star hex occupied by an opponent's warships, is considered to be in a state of siege. The following conditions prevail:

7.3.1 A besieged colony may not construct any ships during the Production Year Turn.

7.3.2 A besieged colony may build additional missile bases or a Planetary Force Screen during a Production Year.

7.3.3 A colonized planet proceeds as normal in all matters, except building ships, but it may not count as the base for figuring any player's ship's range limits.

7.3.4 A besieged colony may expend Industrial Unit output for Technological Research.

8.0 PRODUCTION YEAR

Production Year activities incorporate basic demographic and economic factors into the game structure in a simple, logical manner with each player making decisions controlling his society's colonial population and productive output. A Production Year occurs simultaneously for all players every fourth Game Turn of play (i.e. 4th, 8th, 12th, . . . Game Turn) when all players have completed their Player Turn steps.

All Industrial Units and population recorded for a colony on the Player Record Sheet before Production Year activity occurs counts in the computational base for Production Year activities. Production Year activity occurs on a colony by colony basis, each colony being a separate production entity. Population Incrementation, Industrial Unit output, and creation of Colony Transports occurs only during Production Year. Actual colonization occurs whenever a Colony Transport's one million population and one IU are off-loaded onto a colonizable planet. Each player determines the following, in any suitable order, for each of his colonies separately.

8.1 Basic Population Incrementations: A player receives a Basic Population Increment for each of his colonies as explained below. Each colony's increment becomes a part of that colony's population and may be added to the population record of the colony on the Player Record Sheet or may be emigrated.

8.1.1 One million additional population is received for each whole 5 million of population established on a Terran (TR) type planet.

8.1.2 One million additional population is received for each whole 10 million of population established on a Sub-Terran (ST) type planet.

8.1.3 No population increments are received for population established on Minimal Terran (MT), Barren (BR), or Barren colonized with Controlled Environment Technology type planets.

8.1.4 Each incremental million of new population automatically comes with its own IU which need not be "paid" for with Industrial Unit output.

8.1.5 No colony's population may exceed the maximum population level shown for the colony's planet on its Star Card. Population Increments that are to be received that would cause a colony's population to exceed its planet's maximum population level are lost unless the excess population is emigrated.

8.2 Industrial Unit Output: The total IU output of a colony is determined by adding together the total number of Industrial Units and Robotic Industrial Units (RIU) established on that colonized planet. This total is doubled if the colony is established on a planet with Natural Metallization (NM). A distinction is made between an IU or RIU which has been established on a colonized planet and the output of those IU's or RIU's. When something is referred to as having an IU "cost", it means a cost in terms of the effective output of the stated number of IU's and/or RIU's. An item "costing" 4 IU's requires 4 Industrial Units of output in one Production Year to purchase. A player consults the IU Cost Schedule on the Player Data Sheet to determine what he will "buy" at each colony with that colony's total IU output, subject to the following rules:

NOTE: It may help you to think of Industrial Units as "Factories" and Industrial Unit Output as the goods that "Factories" produce.

8.2.1 A player may divide and allocate a colony's total IU output for "purchases" as he sees fit.

8.2.2 IU output is not transferable from colony to colony, even if they exist within the same star hex. The "purchases" of a single colony may not exceed that colony's total IU output.

8.2.3 IU output "spent" on Technological Research is accumulated as a running total for the desired Technological Development Sequence in the spaces provided for each sequence

on the Player Record Sheet (see Technological Research and Development, 9.0).

8.2.4 IU output not “spent” during the Production Year step is lost and not saved or carried forward. A good practice is to accumulate odd amounts from each colony for Technological Research and “spend” them that way.

8.2.5 Newly built ships are placed on the producing colony’s star hex.

8.2.6 New Population, Industry, Missile bases, etc. received by a colony are added to that colony’s record on the Player Record Sheet. The new totals are recorded in the next four year (Game Turn) column of that colony’s record. This carry forward of new totals begins to create the basic record for the next Production Year. A new column of the colony record is used every four years (Game Turns) corresponding to that column’s ending time record year.

8.2.7 Each IU or RIU established on a planet with Natural Metallization has its total IU output doubled for Production Year (i.e. 5 IU’s plus 3 RIU’s on an NM planet would yield a total IU output of 16).

8.2.8 The output of Robotic Industrial Units is “spent” in exactly the same way and has exactly the same value as IU outputs.

8.3 Colonization Procedures: During the course of play, colonies may be established on appropriate habitable planets. A record for each colony is kept on the Player Record Sheet, consisting of current population, industry, and missile bases, as demonstrated on the example Player Record Sheet. A colony is established from population and Industrial Units carried on Colony Transports, the CT’s originally being part of the initial game CT’s or being created on the star hex of a colony that has population emigrating and/or migrating during Production Year. The definitions below explain when a Population Bonus is received for emigration, but not for migration. (Example in 8.5).

8.3.1 “Colonization”: Consists of transferring population and Industrial Units from Colony Transports to a habitable planet. The transferred population and Industrial Units are recorded on the receiving colony’s record on the Player Record Sheet. The unloaded Colony Transports then cease to exist and are removed from the gameboard.

8.3.2 “Emigration Limit”: That part of a colony’s population which can be considered Emigration consists of the current Basic Population Increment plus 3 million of the colony’s previously existing population plus the Population Bonus, if any. Any population sent forth as colonists in excess of this Emigration Limit is considered Migration. A Population Bonus is received for Emigrants, but not for Migrants.

8.3.3 “Population Bonus”: An additional one million population is received by a colony for each whole three million Emigrants it sends forth as colonists. The Population Bonus must also Emigrate and is lost if it does not. No Population Bonus is received for bonus population.

8.3.4 Emigration, Migration, Bonus Population: A colony sends forth Emigrants, Migrants, and Bonus Population as colonists by building a CT for each one million population sent forth. The remaining Population Level and number of Industrial Units of that colony is reduced on the colony record to the appropriate amounts.

8.4 Colonization Rules:

8.4.1 A Colony Transport “costs” one IU of output. Each CT carries one million population and that population’s one Basic Industrial Unit.

8.4.2 Bonus Population is different only in that it results from Emigration and must also Emigrate. The Basic Industrial Unit(s) for Bonus Population is not “paid” for, but its Colony Transport(s) must be bought.

8.4.3 Emigration and Migration are possible only during Production Year since that is the only time population increments are received or Colony Transports built.

8.4.4 A CT must be loaded with its one million population and one IU when built; a CT exists only when loaded and ceases to exist when unloaded.

8.4.5 Only Terran, Sub-Terran, and Minimal Terran type planets can be colonized with the initial game Basic Technological Level. Controlled Environment Technology (CET) must be developed before Barren type planets can be colonized.

8.4.6 If a player does not have enough IU output available to build Colony Transports to transport population sent forth, they may not depart. Bonus Population due for Emigration is not received if no IU output is available to build Colony Transports to transport the Emigrants for which Bonus Population was to be received.

8.4.7 A player does not have to Emigrate or Migrate any portion of a colony’s previous population or Production Year population increments. He decides how many millions of population each colony does or does not send forth.

8.4.8 New colonists may be sent to a previously existing colony.

8.5 Example: A colony of 27 million on a Terran type planet would have a Production Year Basic Population Increment of 5 million. The maximum number of Emigrants it could send forth would be 8 million (5 new plus 3 previous) plus 2 million Bonus Population (for two whole three millions in 8 million) for a possible total of 10 million Emigrants. If this maximum number of Emigrants were sent forth, the colony’s remaining population would be 24 million (27 million previous minus 3 million for Emigration). The colony would have to send forth only 6 million Emigrants to receive the 2 million Population Bonus for Emigration. This would leave that colony with 26 million population (27 previous minus 1 million for Emigration).

9.0 TECHNOLOGICAL RESEARCH AND DEVELOPMENT

Technological Research and Development is the game process whereby players may extend the capability of existing game items or capabilities or acquire new game items or capabilities. Every player starts the game at the Basic Technological Level (9.1) and is limited to purchasing basic level items with Industrial Unit output. Expending IU or RIU output for Technological Research during Production Year eventually results in Technological Developments which the player may then acquire and use in play. There are three separate sequences of Technological Developments on which a player may expend Industrial Units. The Industrial Units expended on a sequence are accumulated in the separate spaces provided for them on the Player Record Sheet. Each sequence is divided into several related levels of Technological Development, which must be gone through in order.

Technological Research and Development is perhaps the most critical factor affecting an advanced society’s ability to expand and survive. A society that does not support basic scientific research and develop potential technologies inevitably loses its future to more innovative, vigorous cultures. You will find Technological Research and Development the most complex

and at the same time the most decisive factor effecting the course of play.

9.1 Basic Technological Level: Every player begins the game limited to the Basic Technological Level capabilities and items. All Technological Development listed as part of a Technological Development Sequence is not Basic.

9.1.1 Basic Ship Technology

Ship Range: A player may not move his ships more than 8 hexes beyond his entry hex or the star hex of any of his colonized planets. Ships found beyond this limit are removed from the gameboard and considered destroyed.

Ship Movement Allowance: A ship may move a maximum of only two hexes per ship every movement step of the Player Turn.

Ship Communications: A ship is capable of communicating (with its controlling player) only when it occupies or passes through a star hex.

Ship Weapons: Each warship may fire only one barrage per Fire Turn of Ship/Ship Combat or Planetary Attack.

Ship Types: The only ships that can be produced with Basic Technology are Colony Transports, Scouts, and Escorts.

9.1.2 Basic Defensive and Industrial Technology

Basic Population/Industry Ratio: Industrial Units cannot be built in excess of a one million population to one IU ratio.

Colonizable Planets: Only Terran, Sub-Terran, or Minimal Terran type planets can be colonized with Basic Technology.

Planetary Defense: No planetary defense exists with Basic Technology.

9.2 Technological Development Sequences: The three Technological Development Sequences are divided into three successively higher, numerical levels. Each level consists of two Technological Developments. Each sequence is presented in tabular form with the following column headings:

“Level”: Indicates the level of the Technological Development in the sequence.

“Symbol”: Identification reference symbol of the Technological Development.

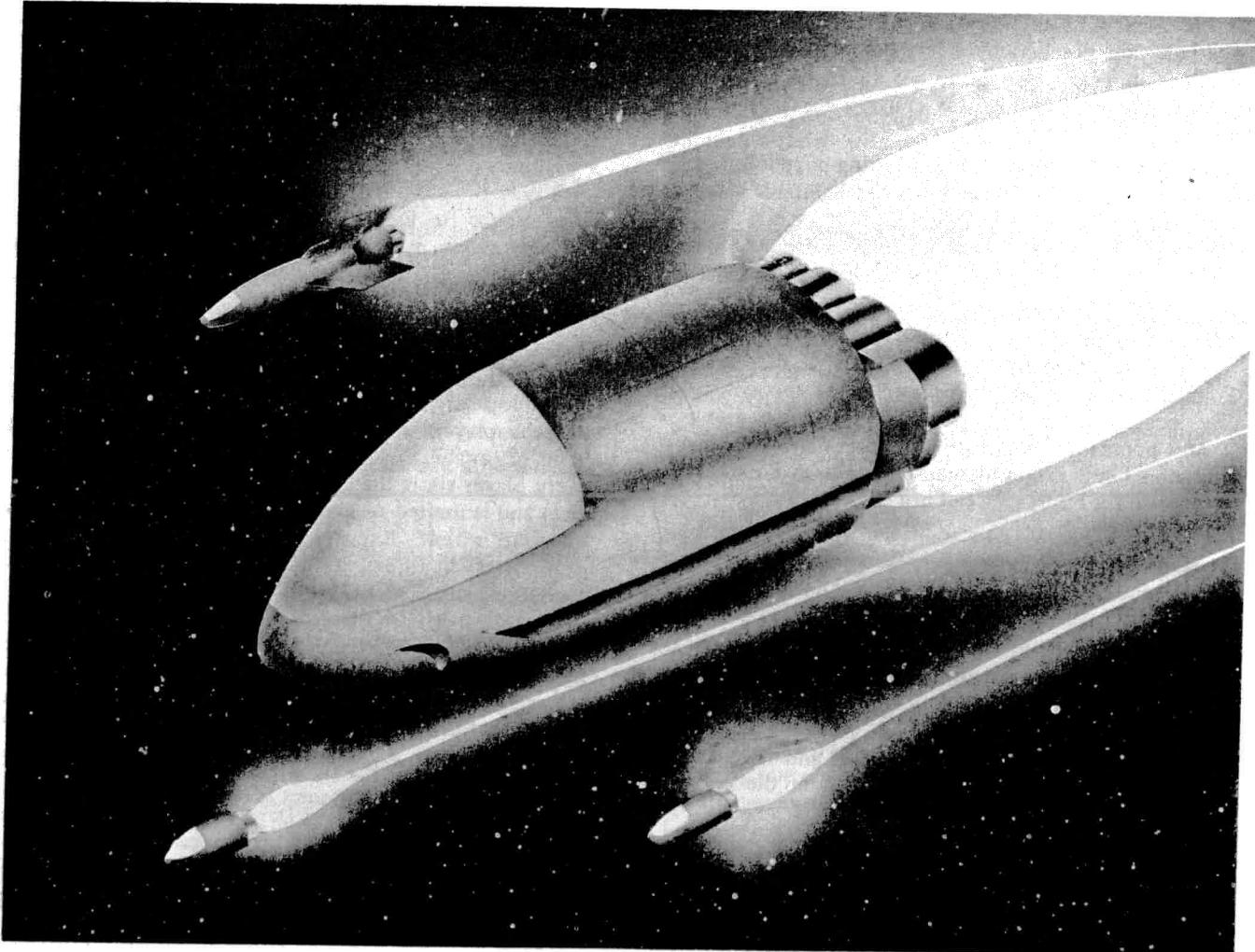
“Development”: Name and explanation of the Technological Development's application and use in the game.

“Pred.”: This column identifies by symbol the Technological Development that is the necessary predecessor development of the one listed, if any. If a Technological Development has no predecessor development, a “none” is listed for it in this column. (Example: ATK, Attack warship is the predecessor development for Dreadnaught warships.)

“IU Cost”: A column divided into sub-columns showing the IU output research cost of a Technological Development in two cases:

“With Pred.”: This column shows the IU output research cost of a development when the predecessor development has previously been researched and achieved.

“Without Pred.”: This column shows the IU output research cost of a development when the predecessor development



has not previously been researched and achieved.

Example: Before a development can be achieved through expenditure of IU output for research, at least one development at the next lowest numbered level of that Technological Development's sequence must have been previously achieved. A development may be researched in the same Production Year its predecessor or a development in the next lowest level was achieved. A development may be researched and achieved if its predecessor was not achieved, i.e. the predecessor of a development may be "skipped" as indicated by the "with" and "without predecessor" IU output cost columns. (Example: Robotic Industrial Units RIU have IIT Improved Industrial Technology, as the predecessor development. If IIT has already been achieved, RIU research cost is 85 IU. If IIT has not been achieved, then RIU research cost is 100 IU. RIUs may not be researched if at least IIT and one development at Level two have not been achieved.) The Technological Developments at level one require no predecessor developments. A player may build or otherwise use a Technological Development in the same Production Year it is achieved.

9.3 Game Mechanics of Technological Research and Development:

Technological Research is conducted only during Production Year and the resultant Developments take effect immediately at that time.

The IU or RIU output spent on Technological Research is accumulated as a running total for each sequence in the spaces provided for sequences on the Player Record Sheet. IU output spent and accumulated for one sequence may not be trans-

ferred to another sequence. The accumulated running total of Industrial Units in a sequence may be spent for any allowable Development in a sequence. A player achieves (pays for) a Development in a sequence by subtracting the research cost from the sequence total and writing the symbol for the acquired Development by that transaction. A player must have accumulated enough in his running total to leave a zero or positive remainder after the subtraction. Industrial Units spent for research may be accumulated in any of the three sequences; a player may be accumulating research Industrial Units in all three sequences simultaneously. For example, the 25 IU output bonus a player receives at the beginning of the game might be spent in either of the following ways:

9.3.1 25 Industrial Units are sufficient to pay the research cost for Improved Industrial Technology (25 IU), Defensive Missile Base (25 IU), or 3 hex ship movement allowance (15 IU with 10 IU surplus).

9.3.2 A player may wish to acquire none of these at this time and might, for example, want to research for 4 hex ship movement allowance at a 40 IU cost (since 3MA would be skipped). He would record his 25 IU initial bonus in the Ship Movement Allowance sequence space on his Player Record Sheet. He would then need to accumulate only 15 more Industrial Units during later Production Years to achieve the 4 hex ship movement allowance for his ships. IU's spent for research are not "earmarked" for any specific development in that sequence. IU's are "spent" for research on a specific development only when the total research cost for that development is subtracted from the accumulated IU total.

9.4 Ship Movement allowance Sequence:

When a ship movement allowance development has been achieved (i.e. IU output paid), it immediately affects all of a player's ships of all types.

Level	Symbol	Development	IU Cost	
			With Pred	Without Pred
1	3MA	3 hexes ship movement allowance per ship movement turn.	15	—
1	4MA	4 hexes ship movement allowance per ship movement turn.	30	40
2	5MA	5 hexes ship movement allowance per ship movement turn.	40	55
2	6MA	6 hexes ship movement allowance per ship movement turn.	50	65
3	7MA	7 hexes ship movement allowance per ship movement turn.	60	75
3	8MA	8 hexes ship movement allowance per ship movement turn.	70	80

9.5 Weapons Systems Sequence: These developments are immediately applicable and useable in the game when achieved, i.e. IU output cost of research is paid.

Level	Symbol	Development	Pred	IU Cost	
				With Pred	Without Pred
1	MB	Defensive Missile Base; equivalent to a permanently grounded Escort warship. Each base costs 4 Industrial Units output after the research cost has been paid. The Base's existence is recorded with the building colony's record on the Player Record Sheet.	none	25	—
1	ATK	Attack warships, a new type of warship: Each costs 20 Industrial Units output after research cost has been paid and may be built by any colony with at least 20 IU output.	none	35	—
2	AMB	Advanced Missile Base for colonized planets: The base is equivalent to a permanently grounded ATK warship. Each base costs 10 Industrial Units output after the research cost has been paid and the development achieved. The Base's existence is recorded with the colony's record on the Player Record Sheet.	none	40	55
2	DN	Dreadnaught warships, a new type of warship: Each costs 40 Industrial Units output after research cost has been paid and may be built by any colony with at least 40 IU output.	ATK	75	90
3	ISW	Improved Ship Weapons: Gives all of a player's warships the ability to fire two barrages per ship each Ship/Ship Combat and/or Planetary Attack Fire Turn. Roll dice twice, once for each barrage, for each ship. Weapons of all a player's warships are improved after research cost is paid.	none	100	—
3	PFS	Planetary Force Screen: Destroys all attacking warships automatically. A colonized planet must pay a 30 IU output cost after the research cost has been paid and the development achieved in order to build a PFS. A player must announce the existence of a PFS for a colony before an opponent's warships attack. A PFS does not hinder the building player's ships or activity.	none	130	—

9.6 Technical Sequence: This sequence operates in the same fashion as the preceding two sequences.

Level	Symbol	Development	Pred	IU Cost	
				With Pred	Without Pred
1	CET	Controlled Environment Technology: This development allows a player to colonize BR type planets. May be used immediately after research cost is paid.	none	25	—
1	IIT	Improved Industrial Technology: This development increases the attainable population/industry ratio to 2 IU's per one million population. A player may now build additional Industrial Units on a colonized planet up to the new population/industry ratio limit, at a 4 IU output cost for each additional IU.	none	25	—

2	AIT	Advanced Industrial Technology: This development increases the attainable population/industry ratio to 3 Industrial Units per one million population. A player may now build additional IU's on a colonized planet up to the new population/industry ratio limit, at a 4 IU output cost for each additional IU.	IIT	40	55
2	USR	Unlimited Ship Range: After the research cost has been paid, all of a player's ships may go anywhere on the gameboard without a range limit.	5MA or more	40	60
3	RIU	Robotic Industrial Units: After research cost is paid a player may build RIU's on any of his colonized planets without regard for population or habitability limits. Each RIU costs 3 IU or 3 RIU output to build. An RIU or IU of output has the same purchase power.	IIT	85	100
3	USC	Unlimited Ship Communications: After research cost has been paid a player may communicate with his ships on any hex on the gameboard. A player may now move his ships at will and is not limited to altering their destinations only when they are in or passing through a star hex.	none	70	—

10.0 ENDGAME AND WINNING

The Game ends after a set of years/Game Turns. The Basic game is 40 year/Game Turns long, corresponding to the 10, four year columns for colony and time records on the player Record Sheet. Advanced games are longer than 40 Game Turns as agreed upon by the players. It is suggested that 60 and 80 Game Turns are suitable lengths for advanced games. If a game outcome is still in doubt after 80 Game Turns it is likely a balance of powers has occurred. The winning player will be the player who has control of the most living space, determined by a point score for Terran and Sub-Terran type planets.

10.1 Game Winner: The winner will be the player who scores the most points at the end of the game, scoring 3 points for each TR and 1 point for each ST type planet he controls. A player controls a planet through colonization or military control. Conditions and limits for scoring points are:

10.1.1 A player scores for a TR or ST planet he has colonized if it is not currently conquered by an opponent, even if an opponent's warship(s) occupy that colony's star hex.

10.1.2 A player scores for a TR or ST planet colonized by an opponent if he has conquered it and has a warship occupying that star hex.

10.1.3 A player scores for a TR or ST planet that is uncolonized by any player if he has a warship or non-warship occupying that planet's star hex.

10.1.4 No points are scored for Minimal Terran, Barren, or Barren colonized with Controlled Environment Technology type planets. No points are scored for TR or ST planets that have been rendered uninhabitable.

10.1.5 A player scores for uncolonized TR and ST planets in a star hex that contains one of his unconquered colonies if no opponent's ship(s) occupy that star hex.

10.2 Stand-off: Though the player scoring the most points is considered the winner, the game has essentially been a stand-

off if any other player scored at least 80% as many points as the winner.

10.3 Cumulative Weighted Average Score: Groups of players who wish to establish their relative abilities for a continuing number of games may do so with a cumulative average score based on the players total scores per game. Each player sums his scores for games played according to these weights: 2-player game scores multiplied by one, 3-player game scores multiplied by 1½, and 4-player game scores multiplied by 2. The total of all weighted game scores is divided by the total number of games played. Players may use this method to ascertain their individual ability. This method could also be used to accurately score tournaments, as long as each player played every other player the same number of times.

11.0 NEGOTIATIONS AND SECRECY

Conceptually each STELLAR CONQUEST player operates as an isolated entity in complete secrecy from his opponents. During the course of play much information about the status and activities of opponents will become known because of the physical process of play. The state of quasi-information can be a two-edged sword aiding or hurting a player's chances. Skilled players will be able to manipulate and disguise the partial information opponents have access to so as to create a deliberately false impression of their activities. This element of bluff and uncertainty adds an enjoyable realism that more than offsets the lack of full secrecy.

Direct negotiations between players before or during play for any purpose affecting the course of play is forbidden. Indirect cooperative activity will probably develop during the course of play in some situations. Most cooperative activity will occur as a result of opportunism as players take advantage of another player's situation. It is perfectly permissible to attack an opponent who is currently at war with others so long as the attacks are not prearranged between two or more players.

NOTE: A group of players may decide to develop negotiating rules to enhance their enjoyment--STELLAR CONQUEST was not designed for negotiations but can be played that way.

12.0 TOURNAMENT SCENARIOS

Since 1974 STELLAR CONQUEST has become a tournament favorite at gaming and science fiction conventions. The most successful format for tournaments has included a few rules modifications and the use of different starting scenarios. Those familiar with STELLAR CONQUEST will find a new challenge in these variations.

Three Player Scenarios: Often there are not four players available. Three player scenarios use only half the map and provide very competitive play. The density of stars is 50% greater than a four player game and starting positions are closer. The dividing line on the map is between Canopus and Draconis. Canopus and Hydreae are on one half of the map and Mizar, Crucis, Draconis and Zosca are on the other half of the map.

Instead of starting at the entry hexes players start their fleets directly on a star. In this instance Canopus is treated as a G class star and matched with Canis and Ceti as the three starting positions on one half of the map. Draconis, Bootis and Scorpii are the starting stars on the other half of the map.

Four Player Scenarios: These scenarios also have players starting their fleets intact on a G class star. The different starting positions are as follows:

- A. Scorpii, Ceti, Canis, and Bootis
- B. Dubhe, Alcor, Diphda and Tauri
- C. Dubhe, Aurigae, Diphda, and Schedar
- D. Aurigae, Lyrae, Capella, and Spica

Another effective scenario is the Nova scenario. Each player starts his fleet on Draconis. On turn one Draconis goes Nova and each player must immediately move away. At the end of turn two, any ship on Draconis or a hex adjacent to Draconis is automatically destroyed. The rule for having no ship more than eight hexes away from a base should not go into effect until after turn six is over.

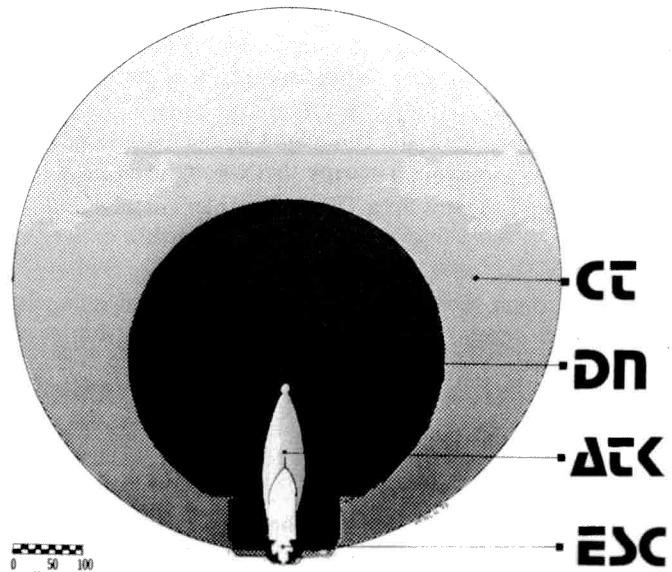
Another variation of the Nova scenario has the Draconis system have an MT 40 NM planet emerge at the start of turn twenty. In this instance ships are destroyed through the end of turn nineteen or adjacent to Draconis. Ships may move to Draconis on turn twenty and thereafter.

Tournament Considerations: All the scenarios in this section are suitable for competitive play. Varying starting positions give players a new challenge. Starting on a star makes for faster play. Listed below are some other rules that have been used successfully in tournaments.

1. Let each player start the game with a 60 million or 80 million limit TR planet at his starting star. This avoids uneven starts due to players not finding a TR planet early.
2. Let players start the game with a three hex ship movement instead of a two hex ship movement.
3. Have games run for 36 year/turn instead of 40. With fast starting games this saves time and retains play balance.
4. Allow negotiation between players. This can be limited to situations where both players have ships on the same star hex. Negotiations should be limited to being the first activity in a player's turn.

Player Conduct: An enjoyable STELLAR CONQUEST tournament takes advance preparation by the tournament master. It also requires cooperation of players and non-players in their conduct of play. Players should be allowed room and quiet sufficient for necessary concentration. The following conduct guidelines have been used successfully in tournaments.

1. Players must announce when they have finished their turn and be ready to start their turn when it becomes their turn.
2. Players may take breaks as needed provided they are ready to play when it becomes their turn.
3. Players may agree to take breaks simultaneously after Production Years.
4. Non-players and players may not converse at the play table while play is in progress.
5. Spectators should not be allowed to crowd around tables during play. The play tables may even be roped off or otherwise partially isolated. Spectators should be able to get a view of play.
6. Players should not talk to other players while conducting their moves.
7. A player's score for a game should be entered on his Turn Sheet and be initialed by the other players in the game. Turn Sheets for completed games should be turned into the tournament master after each game.
8. An orientation period should be held for all players before the tournament starts. Players should be allowed to ask questions then and during play when it is not their turn.
9. The tournament master should reserve the right to interpret all rules and stand by his ruling as final. Players who do not conform to the rules of the tournament should be disqualified from play if deemed necessary. For minor violations it may be sufficient to deduct points from a player's game score.
10. Tournament rounds should always start on time. Those late should be allowed to miss their moves. Those more than an hour late should be disqualified from further play in that game and given a zero score.



EXAMPLE Player Record Sheet

Star Exploration Data		Colony Data	Data	Time Record (Game Turn/Year)										Player Record Sheet			
		Record	Items	1111	4	1111	8	1111	12	11	16	20	24	28	32	36	40
Altair	Star Card B		POP IU's MB/AMB														
Deneb	number																
Mizar	8: 3BR10 5M120																
Pherda	Orbital order, planetary type, habitability limit		POP IU's MB/AMB	Canis 4 of 4th 15 mil.	colonized before end Game Turn with population & 15 IU's					Must have had IIT for extra IU's							
Sirius																	
Vega																	
Zosca																	
Canopus	CANIS 4		POP IU's MB/AMB	15	18	21	25			30	33	39					
Caph	TR 80			15	18	21	28			37	47	55					
Eridani	19:3BR20NM			-	-	2/0	3/0			3/1	3/1	3/2					
Mirfak																	
Polaris																	
Procyon																	
Sadir																	
Wezen																	
Alcor	G																
Aurigae																	
Bootis																	
Canis 32:4	TR 80																
	5BR10																
Capella																	
Ceti																	
Cygni																	
Diphda																	
Draconis																	
Dubhe																	
Lyrae																	
Schedar																	
Scorpii																	
Spica																	
Tauri																	
Almach	K (Yellow)																
Alphard																	
Arcturus																	
Hamal																	
Hydrae																	
Indi																	
Kochab																	
Lupi																	
Rastaban																	
Antares																	
Barnard																	
Cephei 61 - 1	BR10M																
Crucis	4 MT 20																
Kapetyl																	
Kruger																	
Lacaille																	
Lalande																	
Luyten																	
Mira																	
Mirach																	
Ophiuchi																	
Ross																	
Scheat																	
Wolf																	
Ship Movement Allowance Sequence				Weapons Systems Sequence								Technical Sequence					
25				5 } Additional IU's - total -25 - 3MA, used initial 25 6 not cumulative in 0 BONUS IU's to get 4 this example. 3 MA								15 6 3 9 12 5					
				29 } -25 - MB, used 25 IU to 4 get MB, 4 left over.								50 - AIT, used 40 IU's - 40 for AIT, skipped IIT. 10 left over					

Player Record Sheet

PLAYER DATA SHEET

FIRE EFFECTS TABLE: This table shows the die (dice) role necessary for a firing ship or missile base to destroy a target ship or missile base. The player whose ship/base is firing finds the ship/base type on the left side row headings. The target ship/base type is found in the column headings. The die (dice) roll necessary for a barrage hit destroying the target appears in the row/column intersection. Other outcomes are explained in appropriate intersections.

TARGET SHIP/BASE

F I R I P N G A S	SCT/CT	ESC/MB	ATK/AMB	DN
F I R I P N G A S	SCT/CT	ESC/MB	ATK/AMB	DN
I	SCT/CT	No Effect	No Effect	No Effect
H	ESC/MB	1,2, 3,or4	1	10
R	ATK/AMB	1,2,3, 4,or5	1 or 2	1
P	DN	Automatic Destruction	1,2, 3,or4	1 or 2

SHIP MOVEMENT ALLOWANCE SEQUENCE

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	4MA	3MA	30	40
2	5MA	4MA	40	55
2	6MA	5MA	50	65
3	7MA	6MA	60	75
3	8MA	7MA	70	80

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—

PLAYER DATA SHEET

FIRE EFFECTS TABLE: This table shows the die (dice) role necessary for a firing ship or missile base to destroy a target ship or missile base. The player whose ship/base is firing finds the ship/base type on the left side row headings. The target ship/base type is found in the column headings. The die (dice) roll necessary for a barrage hit destroying the target appears in the row/column intersection. Other outcomes are explained in appropriate intersections.

TARGET SHIP/BASE

F I R I P N G A S	SCT/CT	ESC/MB	ATK/AMB	DN
F I R I P N G A S	SCT/CT	ESC/MB	ATK/AMB	DN
I	SCT/CT	No Effect	No Effect	No Effect
H	ESC/MB	1,2, 3,or4	1	10
R	ATK/AMB	1,2,3, 4,or5	1 or 2	1
P	DN	Automatic Destruction	1,2, 3,or4	1 or 2

SHIP MOVEMENT ALLOWANCE SEQUENCE

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—

TECHNICAL SEQUENCE				
Lev	Sym	Pred	Cost W/Pred	W/O Pred
1	3MA	—	15	—
1	CET	—	30	—
2	IIT	—	25	—
2	AIT	IIT	40	55
2	USR	5MA+	40	60
3	RIU	IIT	85	100
3	USC	—	70	—