

GALACTIC CONQUEST



By John D. Berg, Version 5C, 2014

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(A0.0) GENERAL RULES

(A1.0) GENERAL ORGANIZATION

(A1.10) All scenarios will be resolved using a statistical method of combat. It has similarities to *Federation & Empire*, but has been expanded to address the intricate detail of the campaign system itself. The decision to engage is determined via the admiral's orders. Once a scenario has been set up, a minimum of one round of combat must occur before any side may withdraw. If a legendary admiral (LA) (A12.10) is in the battle, the admiral may see the setup and then decide whether to engage or not. If the LA chooses not to engage, then it is considered a loss for (A1.15). Each unit in the game has an attack and a defense factor. See Statistical Combat (Appendix 1) for more details.

(A1.15) Squadron Advancement: A squadron (SQ) (A6.0) may not advance into another empire's territory if another SQ intercepts it. At this point, the attacker has two choices: either turn back to his own space or play out a battle. The winner of that battle has won control of that region of space. If the SQ in enemy territory wins, then it can advance. However if it loses, it would be forced to retreat. In cases where the battle occurs in neutral territory, then common sense will prevail in determining who is trying to advance. See bypass movement (BM) (D2.33) for an exception to this rule.

(A1.20) It would be to the player's benefit to have access to all *Star Fleet Battles* material.

(A2.0) SCENARIO REPORTS

(A2.10) All scenarios will be coded with a historic date and time (in segments; see A7.10). Example: Battle ZZ54.11, which is a hex location (ZZ54) and a time (11th segment) in the turn when it took place. In addition, more than one battle may occur in the same hex at the same time. This is denoted with a letter after the segment. Example: ZZ54.11a.

(A3.0) COMBAT INTENSITY LEVELS

(A3.10) Battle Intensity (BI): This is a way for an admiral to convey how hard to press an attack. It is stated in the admiral's orders by a BI level. The terms have a meaning to the admiral's captain regarding the manner in which he should fight; this is reflected in the Statistical Damage Chart (A10.20). The seven levels are: Suicidal, Charge, Pressed, Typical, Nominal, Regroup, and Evasion.

(A3.20) Disengagement Intensity (DI): This is a percentage the admiral assigns to all ships in case they see combat. This number tells the captain when he should disengage from battle for the turn. This damage can sometimes be projected before the NEXT round of combat, and disengagement may occur only if the projection will mathematically force that later disengagement. Since the DI is calculated for the turn, not each battle, if the admiral assigns 50%, that means the unit will stop fighting any/all battles within a turn when it reaches 50% losses. Example: Admiral Kerg wishes his 3xF5s to enter combat. He issues orders that their DI is 30%. In the actual scenario, whenever the defense value reaches 30% of the attacker's offensive total, the ships would be forced to disengage.

(A3.25) A captured ship is considered destroyed for determining DI.

