2460CE   A Space campaign

System Generation Table

Dice Roll	Type	Battle field	Notes
0	Black hole		+10%
1	Nebulae	Scanners ½ Range	-10%
2	Gas Giant	One Gas giant & Base	Base
3-4	Asteroid Field	D20 Asteroids	Ace Pilot
5-6	Industrial System	25% chance of planet	Legendary Science Officer
7-8	Agricultural system	25% chance of planet	Legendary Captain
9-10	Mineral Rich System	25% chance of planet	Legendary Engineer
11-19	Populated System	25% chance of planet	None

Black Hole: Allows the owning Empire to move forces and materials around the territory easier. Fleet of owner has +10% points in attack and defence. The black hole need not be at risk.

Nebulae: Allows an attacker to launch a surprise attack reduces the defenders Fleet by 10% if attacked from a nebulae. The Nebulae must be put at risk.

Gas Giant: An important fuelling resource which has a base present extra to normal fleet. When defending before the battle roll a D6. 1-3 Small Base; 4-5 Medium Base; 6 Large Base. The Base has a full complement of fighters.

Asteroid Field: The population of the system has a large pool of experienced pilots. Allow one fighter group (6) to be ranked as Ace.

Industrial System: The population has a large pool of scientifically trained personnel. Allows one ship in fleet improved targeting. May fire before all non-legendary Science officered ships.

Agricultural System: The population has a large pool of resourceful individuals. Allows one ship to plot-move after all non-legendary captained ships.

Mineral rich system: The Population has a large pool of trained engineers. Allows one ship to repair systems on 5 or 6.

Populated System: The population of this system has no special significance or ability.

Rules.

Set-up:

Each player chooses a name for their Empire and a fleet list from those available. To begin three systems are generated from the table above and named. These systems are entered on the player form and published on the players notice board.

An Empire may attack another by issuing a challenge.. The form of the challenge is in the form "I am attacking your <Name of system> system from my <name of system> System." A game is then arranged on a suitable date. If a player misses an arranged game twice they are assumed to have not contested the system and lose the battle.

The Battle:

 Each player forms 1500 point fleet from their authorised fleet list. The number of points maybe adjusted by the systems involved in the attack.

A player may call for an ally at the cost of 25% of his points. An allied contingent may field a force of 30% points. The allied force must be commanded by a separate player and gains no benefit from any victory. Should an ally fail to show up at an arranged game the battle will go ahead, without the allied support e.g. only 75% of points!

The battle takes place on a 6x12 table. The defender places any terrain from the system generation table in any way he wishes. Each player then dices for the entry point.

Attacker

1-2	3-4	5-6
	Table	
1	3	5
2	4	6
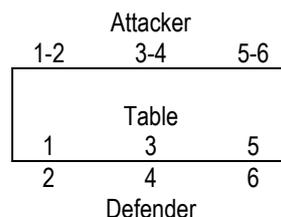
Defender

On an odd numbered roll the defender will be deployed on table up to 2' in from the defenders edge.

Victory is decided by one side suffering more than 50% loses in points. A vessel is counted towards the total when destroyed or has left the table. If this has not occurred by the end of play a victory is declared if one side has double the loses of their opponent. Otherwise a draw is declared.

The victory keeps the system which was involved in the challenge and generates a new one. The victor then chooses to capture the new system or the losers system. The loser keeps the remainder.

In the event of a draw each player retain their original system.

Final victory is declared by one player controlling 8 systems.

Each player may redesign each of the classes in his fleet once during the campaign. This is done using Full Thrust 3 procedures and publishing the design on the players notice board. The new design may not vary its hull size by more than 10% from the class it replaces. A new design may then be used 7 days afterwards. A new design may be used sooner with the prior agreement of the opponent.

2460 CE
Player Sheet

Empire:		Player:

Systems

Name	Type	Lost To

Ship Classes

Class	Design	War design
FF		
DD		
CL		
CE		
CA		
BC		
BB		
DN		
CVE		
CVL		
CV		
CVA		