

Section 5: Bombardment

V5.00 Bombardment and Defense of Star Systems

- V5.01 Bombardment is the application of military force into economic warfare.
- V5.02 Bombardment is always conducted by military forces against planets in Star Systems owned by an opposing Team. Bombardment may not be carried out against Bases (of any sort), FRDs, or Provinces. Bombardment may not be carried out against unowned Star Systems.
- V5.03 Bombardment Alternatives are ways to affect economic value of a Star System without actually causing damage. An example of this is Blockade Mines [V5.50].

V5.10 Bombardment of Planets in Star Systems

- V5.11 Planets in a Star System may be subjected to Bombardment by enemy forces during the course of the game. If successful, this can reduce the Economic Value of the Star System.
- V5.12 Bombardment takes place against the Class M planet that is the key to any given Star System. Under the economic system presented in V3.00, the status of that planet is reflective of the Star System's Economic Value.
- V5.13 In order to bombard such a planet belonging to another Team, the Attacking Team must have at least 200 Combat BPV of ships in the Hex with the Star System (crippled units [S2.4] do not count). A lesser force may be used to knock out any planetary defenses, but will be incapable of inflicting appreciable harm on the Star System's Economic Value. The BPV of the attacking force is reckoned on the actual combat value of the units at the time of attack. Orion units Leased [V19.30] to the Attacking Team are counted, but no other Orion units may be counted (*i.e.* the Orions could not be Bribed or asked to have a unit deployed for Normal Movement [V19.50] participate in Bombardment).
- V5.14 Before any Bombardment can take place, all ground-based and orbital defenses around the Class M planet must be destroyed (not crippled or badly damaged, but destroyed) or captured. This includes any military shuttles (*e.g.* MRS, GAS), police ships, Incidental Units [V16.00], Auxiliary Units [V15.00], and any other space-worthy vessels that happen to be in the area. Minefields protecting the planet, which must be cleared by a minesweeper before Bombardment can commence. See V5.30.
- V5.15 Units destroyed pursuant to V5.14 are not replaced unless and until the Attacking force is driven from the Star System. Damaged units may be repaired during the Turn's Repair Phases. See V4.50.

V5.20 Defending Against Bombardment

- V5.21 All battles in a Star System are assumed (for the sake of simplicity) to take place in the vicinity of the Class M planet.
- V5.22 The Team that owns a Star System may take measures to insure the security of the Star System and its main Class M planet. The measures an Owning Team can take to protect the planet include the purchase of the standard Defensive Packages that the Team must purchase in the normal course of Star System Development [V3.30]. Once a Star System has attained Development Level 6, the Team may purchase additional defensive units, including: minefields [V5.30], defense satellites (Def-Sats) [R1.15], various ground defense stations [R1.14], SAMs [R1.30] and Auxiliary Units [V15.00] as allowed in **Annex V-H: Available Auxiliary Units**. Note that Star Systems intrinsically have Incidental Units [V16.00].
- V5.23 A Team may purchase no more than 200 Economic BPV of defensive units for a Star System; when computing this limit, use the “Cost to Team” values for the Defensive Packages listed in **Annex V-G: Star System Fortifications** for the Defensive Packages purchased by the Team, and the full Economic BPV of any units purchased after Defensive Package #4 has been deployed (or for any units/equipment not purchased as part of a standard Defensive Package). This cap exists because of the political and economic realities of the war - war materiel is too precious to leave a lot of it orbiting planets, perhaps ever to be used.
Exception: When computing the value of purchases, omit the Economic BPV of any Fighters or Bombers purchased (see **Annex V-G: Star System Fortifications**), and also exclude the value of equipment (e.g. drone upgrades, chaff) purchased for them; but include any Ground Bases
Exception: This limit may be increased using Influence Points [V10.00]
- V5.24 This cap does **not** include any warships **directly** owned and controlled by a Team that are stationed in a Star System. If the Team wishes, and as long as it has the control capacity, it may station player warships in Star Systems for indefinite durations. Drawing picket duty does not confer any Crew Points on the ships, or Rank Points for the controlling player, unless the unit(s) encounters battle.
- V5.25 A Star System's Incidental Units [V16.00] do not count against the limit in V5.23. Auxiliary Units deployed for Picket duty [V15.30] are counted, but those deployed for minelaying [V15.40] are not counted.
- V5.26 When the total BPV of defensive units deployed to a Star System exceeds 150 BPV (use the “Cost to Team” values in **Annex V-G** when computing the value of standard Defensive Packages, and normal cost for all other purchases; exclusive of ships directly owned and controlled by players), the Star System will have a Development Level of seven (7).

5.30 Minefields

- V5.31 A minefield consists of 30 to 70 mines, placed around the Class M planet (or a Base, for that matter) in a pattern determined by the Team-Commander of the purchasing Team. The pattern should be recorded on a separate sheet of hex paper, as should the triggering conditions and/or control source for each mine. The cost of a minefield is equal to two (2) times the cost of the mines of which it is made. This extra cost covers mine maintenance and automatic replacement of used mines. This cost counts against the defensive BPV limit given in V5.23. Note that the SFB rules provide for a “standard” minefield at a cost of 100 BPV; this option is open to the Teams at that cost, as specified in M6.32. Also note that M6.33 provides that mine belts for Bases and planets/Star Systems are purchased at half-cost.
- V5.32 Laying a minefield requires that the Team purchase the appropriate mines. Further, the Team must **also** purchase a suitable mine-laying unit, such as a mine-laying shuttle or ship. This is true for the “standard” minefield as well as player-designed ones.
- V5.33 If a shuttle is purchased, it will be permanently stationed at one Star System (or Base) and will replace one (1) Admin shuttle at the Ground Military Garrison on the surface of the Class M planet. The shuttle will only be able to lay mines of the type selected when the shuttle was purchased, and any changes to the mine selection are done as per V4.26. The shuttle starts on the Map at the Star System (or Base) to which it is assigned. It becomes a permanent addition to a Star System's complement of ships and the value of the shuttle and its mine loadout is subtracted from the limit of defensive units given in V5.23.
- V5.34 If a ship is selected, then it must be an Auxiliary Unit assigned to a mine-laying role [V15.40]. The type(s) of mines it carries must be selected (and paid for) at the time of purchase and, after the ship is on the Map, may only be modified as per V4.26. The ship starts on the Map at whichever Starbase the purchasing Team used to construct it, and is operated as described in V15.40. An Auxiliary Unit deployed in a mine-laying role does not count against the defensive BPV limit of the Starbase or any other Base/Star System.
- V5.35 The actual laying of a minefield takes one (1) Strategic Turn. Thus, if a minelaying ship reached a Star System during Turn 7, it would have to spend the entirety of Turn 8 laying mines. The minefield would not be operational until Turn 9, and any attacks that took place during Turns 7 or 8 would ignore the minefield (although the minelaying unit could participate as if it were an Incidental Unit [V16.00]).
- V5.36 A minefield **must** be cleared before any bombardment attempts can succeed against a Star System's Class M planet. This requires the presence of a minesweeping unit in the attacking force (or a suicidal

attacker). Clearing a minefield takes one (1) Strategic Turn and all other defensive units must be destroyed first in tactical combat. After the minefield has been cleared, bombardment can proceed.

- V5.37 Minefields are **not** fully static defenses. The reckoning of a minefield at 30-70 mines is as mines that affect **a given tactical battle**. There are actually more than thirty-to-seventy mines, but not all come into play for any given tactical encounter. The net effect is that unless a minefield is swept, an attacking force cannot safely approach a planet for Bombardment.
- V5.38 The presence or absence of a minefield around a specific Base, or planet in a Star System, cannot be determined using long-range scans. A hostile force approaching a Base or planet protected by mines will typically be informed of the minefield when a unit triggers one [see M7.0].
- V5.39 A swept minefield is considered completely removed from play and no longer exists or counts against BPV limits for defensive units allotted to the Star System. It must be replaced from scratch.

V5.40 Bombardment Procedures

- V5.41 After all defensive units have been destroyed or otherwise neutralized by the attacking force, Bombardment of the Class M planet in the Star System may commence. Note that the destruction of the defensive units effectively reduces the Development Level of the Star System to one (1).
- V5.42 Bombardment **must** last the **entire** Turn. If the bombarding units are destroyed or forced to leave the Star System prior to the end of a Turn in which they are bombarding the planet, then there is **no** reduction in the Star System's economic production.
- V5.43 Crippled units [S2.4] cannot participate in Bombardment [V5.13]. Units without at least one (1) operational heavy weapon may not participate in Bombardment. Units that are Out of Supply [V2.00] may not participate in Bombardment.
- V5.44 At the start of a Turn where all defensive units have been eliminated and the attacking force still consists of at least 200 Combat BPV, the Attacking Team may announce that the planet in the Star System will be Bombarded. This **must** be announced **before** Strategic Movement commences, during the Initial Activities Phase (1E1) of the Sequence of Play [V1.23].
- V5.45 If the attacking force is allowed to Bombard for the entire Turn without interruption (including supply interruptions), then the Economic Value of the Star System is permanently reduced by one (1) at all Development Levels. It is not feasible to restore this value within the scope of the campaign. See also V5.47. In addition, the owning Team gains **no** Economic Points from the bombarded Star System during the Turn of the Bombardment.

- V5.46 Bombardment does not change ownership of the Star System. A force engaged in Bombardment may not also be used to claim [V3.50] the besieged Star System. However, a force that has bombarded a Star System may be used on a subsequent Turn to claim that Star System using a Ground Assault [V5.60].
- V5.47 The damage to a bombarded Star System is not repaired by a change in ownership.
- V5.48 Units engaged in Bombardment do not move on the Strategic Map for the duration of the Turn (sweeping a defensive minefield is considered part of Bombardment), unless engaged by a non-friendly force and forced to Retreat.
- V5.49 In the course of Bombardment, attacking units are assumed to pillage and loot the Star System's various colonies and settlements. This results in a gain, in Economic Points, of two-fifths (2/5), round down, of the Star System's Economic Value **before** Bombardment began.

EXAMPLE

The Coalition bombards an Alliance Star System that has an Economic Value of 5 EP. In the course of pillaging and looting, the Coalition will gain $[(5 * 2) / 5 = 2]$ two Economic Points.

EXAMPLE

The Alliance bombards a Coalition Star System for a second time. The Star System has an Economic Value of 4 EP before bombardment started, so the Alliance gains, from looting and pillaging, a total of $[(4 * 2) / 5 = 8 / 5 = \text{INT}(1.6) = 1]$ one Economic Point.

- V5.50 Blockade Mines (Bombardment Alternative)
- V5.51 As an alternative to normal Bombardment, an attacker can instead blockade a Star System using mines. This reduces the value of the Star System to the Owning Team, without actually damaging the economic potential of the Star System. A Blockade Minefield consists of 100 mines, which must be purchased in addition to the minelaying vessel.
- V5.52 The Team wishing to impose a blockade must purchase a suitable minelaying vessel. For laying blockade mines, a ship is required, and a shuttle is not considered suitable. The ship **must** be a player-controlled unit, and made part of the stack attacking the Star System (*i.e.* it cannot be sent in later).
- V5.53 Once the Star System has been made vulnerable to Bombardment (see

- V5.12, V5.13, V5.14, V5.20, V5.38, V5.39 and V5.41), the Bombarding Team announces that it will instead impose a Blockade, at the same point in the Turn (1E2) where they would have announced an intention to Bombard [V5.44].
- V5.54 The Blockade is imposed when the minelaying ship(s) spend one (1) Turn laying mines in the Star System being blockaded. The minelaying ship(s) may only be stopped by either being crippled [S2.4] or destroyed. The other ships in the Attacking Team's force are free to defend the minelaying ship(s) from any interference.
- V5.55 Once the Blockade Minefield has been successfully laid, the Attacking Team may depart the Star System the following Turn using normal movement rules. At this point, the Star System has been Blockaded.
- V5.56 A Blockaded Star System has a **temporary** Economic Value of zero (0), regardless of the Development Level of the Star System. The Owning Team gains no Economic Points from the Star System until the blockade is lifted by sweeping the minefield using the procedures outlined in V5.30. However, the Star System's Economic Value is not permanently altered and it will resume its normal Economic Value once the blockade is lifted.
- V5.57 Successfully blockading a Star System does not change Ownership. Similarly, a blockaded Star System cannot be Bombarded unless the minefield is swept. The blockaded Star System is also considered Out-of-Supply [V2.50] and is no longer a Supply Point except for units already located in the Star System.
- V5.58 The Orion Pirates may be hired or Bribed to impose a blockade using these rules. The Orions must purchase mines and suitable units themselves, meaning it's likely to be an expensive proposition.
- V5.59 No unit may successfully approach the blockaded Star System, nor may units in the Star System leave. Any unit that attempts to pass the blockade is considered destroyed and is removed from play (including units of the Team that imposed the blockade).
Exception: Minesweeping-capable units engaged in sweeping the blockade mines.
- V5.60 Star System Ground Assault (Bombardment Alternative)
- V5.61 As an alternative to normal Bombardment or Blockade Mines, an attacker can instead conduct a Ground Assault, landing troops on the surface of the Class M planet that is the key to the Star System, and seizing control of it. If successful, this transfers ownership of the Star System to the Attacking Team, while potentially preserving much of the Economic Value of the Star System. The Attacking Team's use of this option must be openly announced in the Bombardment Announcement Segment of the Initial Activities Phase (1E3).

- V5.62 In order to conduct a Ground Assault, the Attacking Team must include, in the fleet attacking the Star System, at least one (1) unit designated (in the MSC) as a “Troopship” or “Commando” ship; any additional “Troopships” may be purpose-built or may qualify as such under G33.44. While other warships do have Boarding Parties, and perhaps even Commando Squads, they do not have (and cannot purchase as Commander's Options) the necessary support equipment needed to supply foot soldiers operating on a planetary surface (*e.g.* Heavy Assault Shuttles, Transporter Artillery, Ground Combat Vehicles [D15.820], *etc.*).
- V5.63 The purpose of a Ground Assault is to gain control of, rather than destroy, a fixed location. The Attacking Team therefore is not required to destroy all defending space- and ground-based units prior to launching their Ground Assault. Instead, the attacking fleet arrives in the Star System and begins immediate combat operations against the Class M planet. Typically, warships will take out some of the space-borne bases and defenses, then the troop transports approach the Class M planet and beam/shuttle down infantry, who assault ground targets (Ground Combat Locations, or GCLs [D15.1]).
- V5.640 An unclaimed Star System has an effective population of zero (0) and cannot be subjected to a Ground Assault. The Class M planet of a claimed Star System will have some permanent population; even if the Star System has just been claimed, there will be a handful of non-indigenous sentient beings (NISBs) present (independent prospectors, “rugged individualists”, criminals or other persons “on the run”, *etc.*), although they may not be able (or want) to offer any effective resistance to a Ground Assault. The number of people and certain aspects of the population varies with the Development Level of the Star System.
- V5.641 To determine the population (of NISBs) on the Class M planet of a claimed Star System, refer to **Annex V-K: Colony Populations**. Roll 1d6, add the Development Level of the Star System, and subtract 9; then take the absolute value (if the result is 0, re-roll). Multiply the result by the Population Factor for the Star System's Development Level, as shown in **Annex V-K**. This is the present population of the Class M planet in the Star System (expressed in round numbers).
- V5.642 Multiply the population by the Itinerant Factor for the Star System's Development Level as shown in **Annex V-K**. The result is the number of NISBs who are not permanent residents of the Class M planet. Divide that number by 1000, then take the square root and round down. This second result is the passenger capacity that must exist in any Civilian Incidental Units [V16.90] present. Augment the Civilian Incidental Units as needed to reach the required capacity.

- V5.643 For Star Systems with a Development Level of 2 or higher, multiply the population by the Military Factor for the Star System's Development Level as shown in **Annex V-K**. Take the result, multiply by the Development Level of the Star System, and divide by 20 to obtain the number of effective militia units that can be derived from the civilian population of the Class M planet (this creates an exception to D15.85). These units are composed of civilian police, private/corporate security, retired and discharged military personnel, and/or current military personnel on leave (and therefore not attached to a military unit in the Star System). They form at each GCL still under friendly control, at the rate of one (1) per GCL per Turn, at start of the Turn (during the same point where crew units are converted to militia), and are treated as militia in all respects (including the fact they are twice the size of a normal infantry unit). At the option of the Defending Team, one (1) unit may form at each GCL during the Turn prior to Turn 1.
- V5.644 During any Ground Assault where a sizable (more than 10,000) civilian population is present, any civilians not fighting will either be in their homes or in shelters. Multiply the Development Level of the Star System by 10 to determine the percentage of the civilian population which can be sheltered. Sheltered civilians cannot be killed unless the Attacking Team gains control of the planet. For each GCL the Attacking Team captures by force (*i.e.* the Defending Team did not abandon the GCL prior to the Attacking Team landing troops), 10% (round down) of the unsheltered civilian population is killed.
- V5.65 In order to be successful, the Attacking Team must do both of the following:
- Gain control of at least four (4) of the six (6) Ground Combat Locations [D15.1] on the Class M planet
 - Once a GCL is under their control, the Attacking Team must capture, uncrippled, each type of civilian ground station (*e.g.* GSO, GMS, GSA) present on that side of the planetary surface, unless, planet-wide, they have already captured (uncrippled) a number of these civilian ground stations equal to at least one-half (round down) of all of each type on the planet, but not less than one (1) of each type.

Additionally, the Attacking Team must, as applicable to the Star System under attack, do all of the following:

- If the Star System has one or more Commercial Platforms, the Attacking Team must capture at least one (1) uncrippled Commercial Platform
- If the Star System has one or more SAMS, at least one (1) must be captured, uncrippled
- If any Fighter (or PF) Ground Bases are present on the surface of the Class M planet, at least one (1) such Base must be captured, uncrippled, with at least one-half (round up) of its bays intact
- If any Ground Military Garrisons are present on the Class M planet, at least one (1) must be captured, uncrippled

All other military Ground Bases (*e.g.* GDBP, GWS, GMB, GMG), and orbital defenses (*e.g.* DefSats, additional SAMS, Auxiliary Units, Incidental Units, *etc.*) may be crippled or destroyed without affecting the Attacking Team's ability to capture the Class M planet and hold the Star System.

- V5.66 If successful, the Attacking Team gains ownership of both the Star System and the Province in which it resides. The Star System's Development Level is reduced to one (1) until the new Owning Team develops it.
- V5.67 If the tactical battle around and on the Class M planet concludes and the Attacking Team has not accomplished all the applicable requirements listed in V5.65, then the Attacking Team may, at its option, still gain ownership of the Star System and the Province in which it resides. If it chooses not to do so, then the Star System and Province remain owned by the Defending Team and units of the Attacking Team depart normally. Compute total casualties among the unsheltered civilian population [V5.644], then subtract the Star System's Development Level (before it was attacked) from 9 and multiply that by the number of civilian casualties. Finally, add the Itinerant population [V5.642]. The result is the total population reduction on the Class M planet (in addition to colonist deaths, others leave for medical treatment or simply to get out of the war zone). If the new population is below the minimum population for the Development Level of the Star System, the Development Level is reduced, even if the population is higher than the normal population range for the Development Level. Damage to the colony's defenses may reduce the effective Development Level further.
- V5.680 If the Attacking Team does opt to take ownership when they did not achieve all of the applicable objectives of V5.65, then subtract two (2) from the Star System's Development Level before it was attacked, treating any negative number as zero (0), and take the square root (round down). Add the result to a roll of 1d6, and then add one (1) for

each applicable requirement in V5.65 that was not accomplished. If the final result is 5 or more, then an insurgency forms (1F2) in the Star System. Otherwise, the Attacking Team takes undisputed control.

- V5.681 If an insurgency arises (1F2), then it does so the Turn following the attack, and the Star System is automatically Disrupted [V3.40] (as if an “Other Team Unit” was present), although the Province is not. Since the Star System is Disrupted, the Owning Team may not deploy Defensive Packages to the Star System [V3.36] or otherwise develop the Star System until the insurgency is put down.
- V5.682 The insurgency is under the control of the Team that originally owned the Star System. In game terms, it is comprised of militia units equal to the number of militia derived from the civilian population [V5.643] (while there were many casualties during the ground assault, militia ranks were swelled by military personnel who escaped death or capture, along with other able-bodied colonial citizens who did not fight during the initial attack but choose to fight as insurgents). These are distributed as evenly as possible across all six (6) GCLs of the Class M planet. The Star System's Owning Team is not informed of the number of militia units in the insurgency, or their distribution, only that an insurgency exists. During the Turn it forms, the insurgency may also “buy” (1F3) equipment (e.g. Ground Combat Vehicles [D15.820] and ammunition for them, but not shuttles of any sort) equal in BPV to the Economic Value of the Star System before it was attacked (actually, the equipment is not purchased, but is stolen or hidden before the Attacking Team takes full control of the Class M planet). The equipment is distributed across the GCLs at the option of the Team controlling the insurgency.
- V5.683 At the start of each Strategic Turn (1F1), roll 1d6. The result is the number of insurgency militia units that may be moved from any GCL to either adjacent GCL. The movement occurs at the start of the Turn and cannot be detected or stopped by the Star System's Owning Team. Any equipment (obtained under V5.682, V5.686 and/or V5.687) may also be moved to an adjacent GCL as long as one (1) militia unit is also moved between the same GCLs at the same time.
- V5.684 Once each Strategic Turn (4A7), during a Movement Phase selected by the Team controlling the insurgency, the insurgency militia units in each GCL may conduct Ground Combat against civilian or military ground targets. Play goes to the tactical level and uses D15.0 to resolve. Determine Incidental Units [V16.00]

- for the Star System and have the Star System's Owing Team place them around the Class M planet prior to the insurgency's attack – those units may beam down such Boarding Parties as they have to reinforce troops at ground locations. If the insurgency units succeed in taking control of an installation they attack, they destroy it and the surviving insurgency militia units escape. The insurgency may attack multiple ground locations simultaneously to force the Star System's Owing Team to break up the reinforcements. The insurgency may also break off an attack; the surviving militia units automatically escape.
- V5.685 At the end of each Strategic Turn (7C1), the Star System's Owing Team rolls 1d6. For each unsuccessful attack by the insurgency that Turn, add one (1) to the roll; for each successful attack, subtract one (1) from the roll. The result, if a positive number, is the number of insurgency militia units “killed” by various means (found out by counter-insurgency forces and arrested/executed, surrendered in exchange for amnesty, killed in situations unrelated to the insurgency, *etc*). The Star System's Owing Team specifies how many are lost from each GCL – if more are specified than are actually present at a given GCL, then the excess amount is not applied to other GCLs. If the result is a negative number, then the insurgency actually **gains** that number of militia units, distributed across the GCLs as determined by the Team controlling the insurgency. If the result is zero (0), then the counter-insurgency efforts of the Star System's Owing Team have no effect that Turn.
- V5.686 Also at the end of each Strategic Turn (7C2), the Team controlling the insurgency in the Star System rolls 1d6. For each unsuccessful attack by the insurgency during that Turn, subtract one (1) from the roll; for each successful attack, add one (1) to the roll; if the insurgency did not launch any attacks at all during the Turn, then subtract one (1) for each Turn since the last attack launched by the insurgency. If the result is zero (0) or less, then the insurgency fails to recruit additional militia units; if it is positive, then the insurgency gains that number of militia units, distributed across the GCLs of the Class M planet at the option of the Team controlling the insurgency. The Team controlling the insurgency may instead, at its option, “buy” (actually, steal) equipment (*e.g.* Ground Combat Vehicles [D15.820] and ammunition for them, but not shuttles of any sort) equal in BPV to no more than the number of units they would have recruited (some or all of the recruited units may be “spent” in this way).

- V5.687 Each Turn, the Team controlling the insurgency may hire or bribe the Orion Pirates to deliver up to two (2) Heavy Weapon Squads [D15.81], and/or supplies and equipment (including Ground Combat Vehicles [D15.820] and ammunition for those vehicles, but excluding shuttles of any sort), with a total value not to exceed the Economic Value of the Star System before it was attacked. Units/equipment purchased for this specific role is not required to be associated with any player ship or Auxiliary Unit [V15.00], but also may not be used for any purpose other than supporting an insurgency under this sub-Section. Heavy Weapon Squads and equipment are distributed at the option of the Team controlling the insurgency and may be used, during any Turn subsequent to the Turn when they are delivered, in support of ground combat. The Star System's Owing Team may bribe the Orion Pirates to decline delivery contracts, or to accept and then renege on actual delivery (of course, the Orion Pirates may accept such a bribe and then complete delivery anyway, and the Star System's Owing Team would have a difficult time determining what happened). Delivery, if made, occurs at the end of the Turn (7C3).
- V5.688 The insurgency continues until all of its militia units are destroyed, or until the Star System is relinquished, or until the Team controlling the insurgency retakes possession of the Star System. If, during the course of the Turn, the insurgency loses all of its militia units, it may still gain units under V5.686 or V5.687 (in the latter case, only if they were actually delivered that Turn). Once an insurgency has been put down, it may not be re-born through use of V5.687. The Star System will no longer be Disrupted the Turn after the insurgency is put down.
- V5.69 If no insurgency forms, or if one forms and is put down, the new owners of the Star System may develop it normally. The value of surviving defenses that are components of Defensive Packages are deducted from the cost to do so.

End of Section 5: Bombardment