Section 13: Tactical Combat

V13.00   Tactical Combat Interface

> V13.01   The purpose of the Tactical Combat Interface is to provide an orderly pathway between the Strategic and Tactical game levels.
>
> V13.02   All combat takes place at the end of each Operational Movement Phase. During this time, all units in Battle Hexes participate in combat and attempt to damage/destroy enemy units (or, at the very least, avoid getting brutally mauled until they can withdraw).
>
> V13.03   Incidental Units [V16.00], if any, are determined as soon as the Battle Hex is formed, prior to the point where the Defending Team is offered Withdrawal Before Combat [V13.20]. The composition of any Incidental Units is revealed only to the Defending Team. The Attacking Team is not made aware of the presence or composition of any Incidental Units until after placement of their units is completed, as per V13.460.
>
> V13.04   Tactical battles as a result of Supply Convoy Interception [V19.80] use a subset of V13.00. See V19.890.

V13.10   General Rules

> V13.11   Combat takes place in "Battle Hexes": Strategic Hexes in which units from two (or more) different Teams are present at the end of a Movement Phase, when one Team's units or the other's move (or both move).
> **Exception:**   Independently operating Orion units [V19.50] and sub-light units. See V13.16 and V13.18.
>
> V13.12   The Movement Phase cannot end until all Battle Hexes have been resolved. A Battle Hex is resolved when there are no units from differing Teams in the Hex.
> **Exception:**   All units from one Team have Disengaged [V13.50], Retreated [V13.60]; or V13.16 or V13.18 apply.
>
> V13.13   All combat takes place in the Battle Hex. There is no way for units in any other Hex to affect the battle taking place.
>
> V13.14   Units belonging to the Team whose movement resulted in the formation of a Battle Hex are known as the Attacking Team. Units belonging to the other Team are known as the Defending Team. These are labels of convenience, and have no relation to the overall strategic situation or cosmographical location. If neither or both Teams moved into the Battle Hex, then the Team that has Strategic Initiative [V1.10] is considered the Attacking Team.
>
> V13.15   Combat progresses through the Steps outlined in V13.20 to V13.70.
>
> V13.16   A Team may choose to ignore a non-Leased (*i.e.* independently operating) Orion unit that is in its Hex. This prevents the formation of a

Battle Hex for that Movement Phase. A Team may, on a subsequent Movement Phase (whether or not either Team moves any units in to/out of the Hex), choose to pay attention to the intruding Orion unit, thus forming a Battle Hex. If the Orion does not **want** to be ignored, then a Battle Hex is formed (*i.e.* the Orion takes the fight to the other Team), in which case the Orion Team is the Attacking Team. See also V13.18.

V13.17   The Random Terrain Table [V6.00] should be used to determine the Terrain, if any, of a given Battle Hex.

V13.18   A Team may choose to ignore a sub-light unit (such as the Romulan Warbird or a unit that has dropped its warp engines) that is in its Hex. This prevents the formation of a Battle Hex for that Movement Phase. On a subsequent Movement Phase (whether or not either Team moves any units in to/out of the Hex), the Team may choose to pay attention to the intruding sub-light unit, thus forming a Battle Hex. The sub-light unit **cannot** force a battle.

V13.20   Step 1 - Withdrawal Before Combat

V13.21   The Defending Team may announce (4A2) that they wish to voluntarily withdraw their forces prior to combat.
          Exception: A Cloaked Attacking force, see V13.29; or the Defending Team units are comprised solely of sub-light units. If this option is not taken or either exception applies, skip to V13.30.

V13.22   If the Defender makes this announcement, the Attacking Team must announce if they will oppose this move.

V13.23   If the Attacking Team does **not** oppose the withdrawal, the Defenders may retreat some or all of their units, and there will be no Pursuit [V13.70]. Fighters must withdraw with their Carrier, and PFs must withdraw with their PF Tender. Auxiliary Units [V15.00] and Incidental Units [V16.00] automatically withdraw if the entire Defending Team does. Only units capable of Strategic Movement (or towed by units capable of Strategic Movement, see V8.30) may be withdrawn.

V13.24   Should the Attacking Team oppose the withdrawal, the Defender may still withdraw ships according to the "pinning" rules in V8.24. Also, note the rules for withdrawing cloaked ships in V8.51.

V13.25   The Defender is not required to withdraw any forces if the Attacker opposes withdrawal. Nor is the Defender required to withdraw any units if the Attacker does not oppose a withdrawal (*i.e.* the announcement of withdrawal may be used as a test of the Attacking Team's apparent confidence). The Defending Team does not have to withdraw **all** Auxiliary Units [V15.00] or Incidental Units [V16.00] unless all player-controlled units are withdrawn.

V13.26   If the Attacker opposed withdrawal, or the Defender did not withdraw all

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Defending units, proceed to V13.30. Otherwise, the Combat has ended before it began, and the Battle Hex is resolved.

Exception: Defensive units left behind as per V13.27. See V13.28.

V13.27 Note that ground defense bases cannot be withdrawn. Mobile Bases [R1.24] may not be withdrawn intact, but the pods can be separated and towed away by a Tug or Tugs within the Towing limits specified in V8.80. Other units incapable of Strategic Movement may be withdrawn only if they can be towed.

V13.28 If defensive units were left behind as per V13.27, then the Battle Hex may not be resolved if the Defending Team left manned units behind to fight. The Defending Team can state that all personnel were withdrawn, in which case the Battle Hex is resolved and the Attacking Team gains one-fourth (1/4) the Economic BPV of the units left behind (round down). Or, the Defending Team can state that all units not withdrawn are active, in which case the Attacking Team must fight them (or Disengage); however, these Defending Team units will all fight as if they had "Poor" crews [V18.80] and the Attacking Team will receive one-half (1/2) of the Economic BPV (round down) of the units that survive any fighting.

V13.29 If the attacking force is comprised solely of cloaked ships, then the Attacking Team may deny the Defending Team Withdrawal Before Combat. The intention to deny the Defending Team the option **must** be delivered, in writing, to the GameMaster **before** the Attacking Team enters the Hex; otherwise, the option may not be withheld.

V13.30   Step 2 - Approach Battle with Bases, Carriers and PF Tenders

V13.31 This Step is used only if there is a Base Station, Battle Station, Starbase, FRD, Mobile Base, or Star System (with or without orbital defenses) in the Battle Hex. This Step also applies to Defending forces that contain Carriers and/or PF Tenders. If there is no Base/Carrier/PF Tender present, and the Battle Hex is not the Hex of a Star System claimed by the Defender, then proceed directly to V13.40.

V13.32 The Attacking Team **must** offer the Defending Team the option of fighting an "approach battle", at a distance from the Base or Star System where the Base/planet/Carrier/PF Tender is invulnerable.

Exception: A Cloaked attacking force, V13.36. If this option is not taken or the exception applies, proceed to V13.40.

V13.33 If the Defender accepts, then tactical combat commences in open space (however, do **not** use the Random Terrain Table [V6.00]). The Base's/planet's/Carrier's Fighters, PFs, shuttles, and (if any) Incidental Units [V16.00] may operate as independent units for this battle. See V13.37 for additional details on how an "approach battle" is fought.

V13.34 If an "approach battle" is fought, the Battle Hex is considered resolved if the Attacking Team Disengages [V13.50]. If the Defending units are

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destroyed or Retreat to the Base/Carrier/Tender, proceed to V13.40. If the Attacking Team Disengages, the Defending Team may **not** use the Pursuit [V13.70] rules to pursue.

V13.35   Should the Defending Team decline the offer to fight an "approach battle", proceed directly to V13.40.

V13.36   If the Attacking Team's forces are comprised solely of cloaked units, then the Attacking Team does not have to offer the "approach battle" and may instead proceed directly to V13.40.

V13.37   In an "Approach Battle", the Defending units are **automatically** Weapon Status III [see V13.410]. The Attacking units must roll for Weapon Status **without** the bonus for engaging an enemy incapable of Strategic Movement (since they are being met a significant distance from any Base or planet), if that applies. Basically, an "approach battle" is fought just the same as any other battle, except for Weapon Status, and the fact that if the Defender is destroyed or Retreats another battle **immediately and automatically** ensues, now located at the Base/planet/Carrier/Tender/whatever. Note that a Carrier or Tender may have the option of Withdrawal Before Combat as per V13.20 if the battle is taken to it.

V13.38   If the Base/Carrier/planet/Tender/whatever lacks units to send (*i.e.* has no Fighters, shuttles, PFs, or Auxiliary or Incidental Units), it cannot force an Approach Battle and play should proceed directly to V13.40.

V13.39   Any units of the Defending Team that participate in an Approach Battle and subsequently Retreat are considered to be fully "turned around" by the time the Attacking Team reaches the Base/Carrier/planet/whatever. These units suffer no penalty for their participation in the earlier battle (aside from any damage sustained and not repaired *via* Damage Control) and function normally at the start of the new tactical battle.

V13.40   Step 3 - Entry Into Tactical Combat

> Those who are first upon the battlefield and await the opponents are at ease; those who are last on the battlefield and head into battle get worn out.
>   - Sun Tzu

V13.410   Determining Weapon Status

V13.411   It is too expensive to keep weapons "loaded" or charged on a constant basis. Even if the enemy is known to be in the area, the power required to keep ship-borne weapons constantly energized is far too much. The best phaser capacitor suffers "trickle" loss, and weapons such as photons or plasmas are simply not designed to be kept "held" for more than a few minutes at a time. Consequently,

even if a ship expects "action", its exact weapon status is not guaranteed to be the highest possible level of readiness.

Exception: Monsters, which use V13.475; and Defending units fighting an Approach Battle [V13.37].

V13.412   Certain factors modify Weapon Status [S4.2], which is the level of combat readiness at the instant of contact with the enemy. These are listed in the Table V13.414.

V13.413   Unless V13.37 or V13.416 applies, a Team involved in a Battle Hex must roll to determine its Weapon Status [S4.2]. Each Team-Commander rolls 2d6, which is modified as per Table V13.414, then checked against Table V13.415 to determine the Weapon Status all units of that Team.

V13.414   Table - Weapon Status Modifiers:

Modifiers to Weapon Status Die Rolls
(Total all that apply)

- All of the ships in the Team's force have "Poor" crews [V18.80]………………………   -2
- All of the ships in the Team's force are crippled [S2.4]…………………………………   -1
- The Battle Hex is located in what was originally enemy territory or the Neutral Zone (Orions may not use this)…………………   +1
- The Team is the Orion Pirates (they always expect trouble)………………..   +1
- A ship in the Team's force has Special Sensors (most Bases will)…………………   +2
- One or more ships in the Team's force has an "Outstanding" crew [V18.90]………………   +2
- The Battle Hex was formed by the unit's use of Reactionary Movement [V8.60]………….   +4
- The Team is engaging a unit not capable of Strategic Movement (*e.g.* Starbase, Base Station, Battle Station, units in a Star System, non-warp ship, *etc.*)………………   +8
- The highest Rated Captain in the Team's force has a Rating in excess of zero (0)……… +Rating
- Terrain [P0.0] is involved………………See Terrain Rules

V13.415 Table - Weapon Status Die Roll Results:

Adjusted Weapon Status Die Roll	Team's Weapon Status
3 or less	Weapon Status 0
4 to 7	Weapon Status I
8 to 11	Weapon Status II
12 or more	Weapon Status III

V13.416 Weapon Status is determined only **once** for a given battle in a given Battle Hex during a given Movement Phase. Once that Hex is resolved, however, any additional battles that take place in it will, individually, require another Weapon Status Die Roll.

V13.420 Determining Initial Range

V13.421 In battle, forces rarely start out toe-to-toe. Still, there are times when one force detects another prior to themselves being detected. For this reason, opposing forces do not always start at a "standard" or preset distance from each other.

V13.422 If all Teams involved in a combat agree, starting range for a tactical battle may be set to any opening distance all involved Teams desire. If the Teams involved cannot agree, then the "standard" range [V13.424] is used unless V13.425 applies.

V13.423 When dealing with fleet actions and the effects of Officer Ratings on the following, use the highest Rating for the given officer in a given fleet. This is based on the assumption that fleets are in constant intership communication (perhaps *via* tightbeam communications to avoid detection).

V13.424 The "standard" range at the start of action is fifty (50) tactical hexes.
Exception: Monsters and Alien Ships use V13.472.

V13.425 If one Team involved in the action has a Weapon Status advantage (as determined by V13.410) over the other, then for each level of difference in Weapon Status the Team with the higher Weapon Status may choose to alter the starting range by up to seven (7) tactical hexes.

Example appears on next page for formatting reasons

EXAMPLE

An Alliance force enters a Hex containing a Coalition force. After determining Weapon Status, the Alliance units are at Weapon Status II and the Coalition units are at Weapon Status I. If the Alliance desires, its units may start the turn at a range of forty-three (43) hexes instead of fifty (50). Or, the Alliance may have an opening range of fifty-seven (57) hexes instead of fifty (50).

V13.426 A Team with an advantage as per V13.425 may choose to not take the range adjustment, or to only partially use the range alteration. In the example provided, the Alliance could choose to start the turn at a range of forty-five (45) hexes instead of forty-three (43), or fifty-four (54) hexes rather than fifty-seven (57).

V13.427 Monsters and Alien Ships use V13.470 instead of V13.420.

V13.430 Placement of Defending Units

V13.431 If the Defending units are in a Hex with a Base, planet, carrier, or tender; then the units are to be placed within ten (10) tactical hexes of the Base, planet, Carrier or Tender.
   Exception: Approach Battles [V13.30] which use V13.432. If the Defender wishes, units may be docked [C13.0] at the start of combat. Direction of Retreat [V13.60] is determined as per V13.432.

V13.432 Otherwise, the Defender selects a Hex near one map edge and places one (1) ship. The ship may be placed in any desired facing (towards the map center is recommended). Once placed, the facing **opposite** the ship's facing becomes the Direction of Retreat [V13.60].

V13.433 Subsequent units placed by the Defending Team must be within two (2) hexes of the previous unit placed, or within five (5) hexes of the original unit placed, or (if applicable) within ten (10) hexes of the Defending Team's Base or planet.

V13.434 The Defending Team may choose the speed of any given unit prior to Turn 1 from Table V13.435.
   Exception: Leased Orion Units [V19.30] use V13.555.

V13.435 Table - Initial Unit Speed:

Unit's Weapon Status	Speed Selection Range
0	4 or less
I	9 or less
II	20 or less
III	Any legal speed

V13.436 Units belonging to the Defending Team are not required to have any particular facing or speed at the start of tactical combat. Directions of Retreat [V13.60] is not determined until the first Defending unit is placed on the map.

V13.437 Placement of Defending units is completed prior to the start of the placement of Attacking Units.

V13.438 Incidental Units [V16.00] do not use these rules. See V13.460.

V13.439 If the Defending Team units are a Supply Convoy [V2.50], then any Auxiliary Units [V15.00] are player-operated units and use V13.430. The Convoy's Incidental Units [V16.70] use V13.460.

V13.440 Placement of Attacking Units

V13.441 Unless V13.422 applies, no Attacking unit may begin a tactical battle at a range closer to a Defending Team unit than the "standard" range in V13.424. This minimum range may, of course, be modified as defined in V13.425.

V13.442 Once the minimum range between units of the opposing Team has been determined and all Defending units have been placed, the Attacking Team places their first unit on the map. The facing **opposite** of the unit's initial facing becomes the Direction of Disengagement [V13.50] for the Attacking Team. See V13.443 for restrictions.

V13.443 The Direction of Disengagement [V13.50] may **not** be the same as the Direction of Retreat [V13.60]. The Direction of Disengagement may not be in the adjacent facings to the Direction of Retreat. If the placement of the initial unit by the Attacking Team violates this rule, the unit's facing must be changed and the Direction of Disengagement altered accordingly.

V13.444 Once the initial unit is placed with a legal facing, the Attacking Team places its other units. Each unit must be placed within two (2) hexes of the unit previously set down, or within eight (8) hexes of the initial Attacking unit placed on the map.

V13.445 No Attacking unit may be placed more than eight (8) hexes from the

initial unit placed by the Attacking Team. No Attacking unit may be placed closer than the minimum range [V13.441] to any Defending unit.

V13.446   All units belonging to the Attacking Team are required, at the start of tactical combat, to have the same facing as the initial unit. However, Attacking Team units are not required to have a particular speed at the start of tactical combat.

V13.447   Placement of the Attacking units is completed prior to the placement of any independent Orion units.

V13.448   All Attacking units are assumed to have had a speed of thirty-one (31) prior to Turn 1, regardless of Weapon Status.

V13.450   Placement of Independent Orion Units

V13.451   Leased Orion units [V19.30] are placed at the same time, and in the same manner, as units belonging to the Team which has paid the Lease.

V13.452   If an Orion unit is present at the scene of a tactical battle in which it is not a part of the Attacking or Defending forces, the Orion unit is placed no fewer than sixty (60) hexes from all other units on the map.

V13.453   Any Orion unit may leave the tactical battle area in any direction that is not a Direction of Disengagement [V13.50] or a Direction of Retreat [V13.60]. Leased Orion units [V19.30] may, if they choose, leave the tactical battle as if it were a unit of the Leasing Team.

V13.454   If more than one independent Orion unit is present, then the initial Orion unit is placed as per V13.452. All other independent Orion units are placed within five (5) hexes of this initial unit. Independent Orion units are not required to have any particular facing or speed at the start of combat.

V13.455   Any Orion unit may assume any legal speed for itself on the Turn prior to Turn 1. This includes Leased units.

V13.460   Placement of Incidental Units

V13.461   Incidental Units [V16.00] are placed on the Map after any Independent Orion units.

V13.462   The Team owning the Incidental Units (usually the Defending Team) may place the units anywhere on the Map that is within ten (10) hexes of the Base or planet or convoy with which they are associated.
          Exception: No Incidental Unit may be placed **closer** to a non-friendly unit than is a player unit (unless there are no player units).

V13.463   No Incidental Unit may be placed closer than the minimum range to a

non-friendly unit.

V13.464 The Direction of Retreat [V13.60] for Incidental Units is the same for the player units of the Defending Team. Alternately, the Map direction that corresponds to the nearest friendly Base or Star System may be used for the Direction of Retreat, for Incidental Units only, at the discretion of the Team-Commander of the Owning Team.

V13.465 Incidental Units for Bases and FRDs may assume a speed of no greater than four (4) for the Turn prior to Turn 1. Incidental Units for Star Systems are limited to a speed of twelve (12) or less for the Turn prior to Turn 1. Incidental Units for supply convoys may assume the same speed as the other convoy units for the Turn prior to Turn 1.

V13.466 Incidental Units are not required to have a given facing or speed at the start of tactical combat.

V13.467 Incidental Units that Retreat using the alternate Direction of Retreat described in V13.465 cannot be part of a Rear Guard and are considered to have left the Battle Hex entirely.

V13.470 Placement of Monsters and Alien Ships

V13.471 Monsters and Alien Ships are always the last units placed on the map. They do **not** use the Attacking or Defending Team rules under any circumstances.

V13.472 The initial range for Monsters and Alien Ships is always forty (40) Hexes from all other units and is not modified (even *via* V13.426).

V13.473 Monsters and Alien Ships assume a speed of thirty-one (31) the Turn prior to Turn 1.

V13.474 Monsters may Disengage or Retreat in **any** direction. Alien Ships must Disengage or Retreat in the direction **opposite** the one they initially faced.

V13.475 Monsters are always at Weapon Status III and do not use V13.413 and V13.414. Alien Ships determine Weapon Status normally.

V13.480 Tactical Combat

V13.481 Tactical Combat begins as soon as all units are placed on the map.

V13.482 Tactical combat follows the StarFleet Battles rules as per V0.12 and V0.50.

V13.483 Combat ceases when all Attacking or Defending units are destroyed or captured, or the Attacking Team is forced to Disengage [V13.50], or the Defending Team is forced to Retreat [V13.60].

V13.484 The GameMaster controls Monsters and Alien Ships during combat.

V13.50   Step 4 - Disengagement

V13.501 "Disengagement" is defined as the withdrawal of units belonging to the Attacking Team from the tactical battle.

V13.502 Disengagement is not the same as Retreat [V13.60].

V13.503 Once a unit has disengaged (regardless of the method) it may not rejoin the battle, although it may be able to participate should Pursuit [V13.70] occur.

V13.510   Direction of Disengagement

V13.511   The Direction of Disengagement specifies the Map border a unit of the Attacking Team must use to exit the tactical combat area. It also specifies the facing the unit must have when it leaves the tactical battle. See V13.440.

V13.512   Unless constrained (perhaps by being Out of Supply [V2.40]), a unit may disengage by any of the methods outlined in C7.0. Constrained units may have one or more of these options denied.

V13.513   No unit of the Attacking Team may disengage except *via* the Map border that corresponds to the Direction of Disengagement. Additionally, units must be facing the Direction of Disengagement in order to successfully disengage.
Exceptions: Disorganized Withdrawal [13.820]; sub-light evasion [C7.3] (no directional facing requirement)

V13.514   A unit that Disengages is considered to have left the Battle Hex. The next Strategic Movement Point expended by the unit **must** be used to move it out of the Battle Hex and such movement must be in a direction on the Strategic Map that corresponds to the Direction of Disengagement. Units that disengaged *via* sublight evasion [C7.3] will be unable to leave the Strategic Hex unless towed [V8.30].

V13.515   If the Defending Team chooses not to oppose the Attacking Team's withdrawal of a given unit, then the Disengagement is considered "Unopposed" and V13.520 applies.

V13.520   Unopposed Disengagement

V13.521   Disengagement is "unopposed" if the Defending Team does not attempt to interfere with the withdrawal of the unit (or units).

V13.522   A unit that has an unopposed Disengagement may be removed from the tactical battle Map immediately and is considered to have fulfilled all the tactical-level requirements of V13.510. V13.514 still applies.

V13.523   A unit that successfully Disengages by sublight evasion [C7.3] may be Towed [V8.30] from the Battle Hex by any friendly unit that later

has an unopposed Disengagement. This assumes the warp-capable
unit is equipped for Towing.

V13.530 Disengagement Under Fire

V13.531 "Disengagement Under Fire" occurs when the Defending Team
wishes to attempt to prevent the Attacking Team from withdrawing a
unit or units.

V13.532 A unit attempting to Disengage Under Fire must withdraw by either
Acceleration [C7.1], Separation [C7.2] or sub-light evasion [C7.3].

V13.533 A unit Disengaging Under Fire must also fulfill all the tactical-level
requirements in V13.510.
Exception: Units using sub-light evasion [C7.3]

V13.60   Step 5 - Retreat

V13.601 "Retreat" is defined as the withdrawal of units belonging to the
Defending Team from the tactical battle.

V13.602 "Retreat" is not the same as Disengagement [V13.50].

V13.603 Once a unit has retreated (regardless of the method) it may not rejoin
the battle, although it may be able to participate should Pursuit
[V13.70] occur.

V13.610 Direction of Retreat

V13.611 The Direction of Retreat specifies the Map border a unit of the
Defending Team must use to exit the tactical combat area. It also
specifies the facing the unit must have when it leaves the tactical
battle. See V13.430.

V13.612 Unless constrained (perhaps by being Out of Supply [V2.40]), a unit
may retreat by any of the methods outlined in C7.0. Constrained units
may be denied one or more of these options.

V13.613 No unit of the Defending Team may retreat except *via* the Map border
that corresponds to the Direction of Retreat. Additionally, units must
be facing the Direction of Retreat in order to successfully retreat.
Exceptions: Disorganized Withdrawal [V13.820]; sub-light evasion
                [C7.3] (no directional facing requirement)

V13.614 A unit that Retreats is considered to have left the Battle Hex. The
next Strategic Movement Point expended by the unit **must** be used to
move it out of the Battle Hex and such movement must be in a
direction on the Strategic Map that corresponds to the Direction of
Retreat. Units that retreat *via* sublight evasion [C7.3] will be unable to
leave the Strategic Hex unless towed [V8.30].

V13.615 If the Attacking Team chooses not to oppose the Defending Team's

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withdrawal of a given unit, then the Retreat is considered
"Unopposed" and V13.620 applies.

V13.620 Unopposed Retreat

V13.621 A Retreat is "unopposed" if the Attacking Team does not attempt to interfere with the withdrawal of the unit (or units).

V13.622 A unit that has an unopposed Retreat may be removed from the tactical battle Map immediately and is considered to have fulfilled all the tactical-level requirements of V13.610. V13.614 still applies.

V13.623 A unit that successfully Retreats by sublight evasion [C7.3] may be Towed [V8.30] from the Battle Hex by any friendly unit that later has an unopposed Retreat. This assumes the warp-capable unit is equipped for Towing.

V13.630 Retreating Through an Enemy Force

V13.631 There may come a time when, in order to Retreat, a unit or units of the Defending Team must move towards an enemy force that opposes Retreat.

V13.632 In this case, no Defending Team unit may complete its Retreat unless there is a minimum distance of ten (10) tactical hexes between it and the nearest Attacking Team unit (not including drones, plasmas or other seeking weapons). This distance must be maintained for thirty-two (32) consecutive tactical impulses.

V13.70   Step 6 - Pursuit

V13.701 Pursuit is a bridge between two tactical battles fought in the same Battle Hex during the same Movement Phase, usually by the same (or some of the same) units.

V13.702 Pursuit may only occur as a result of a given tactical battle. However, a given tactical battle does not **have** to result in Pursuit.

V13.703 Any given tactical battle may result in Pursuit, even a battle that was itself a result of a Pursuit.
Exception: Approach Battles [V13.30] where the Attacking Team Disengages (an Approach Battle where the Defending Team Retreats technically results in an automatically successful Pursuit with no Rear Guard involvement).

V13.710 Definitions

V13.711 "Pursuit" occurs when either the Attacking Team Disengages and the Defending Team wishes to chase after them and re-engage, or the

Defending Team Retreats and the Attacking Team wishes to hunt them down.

V13.712   In either case, the Team that Disengaged (or Retreated) from the original battle now becomes (or stays) the Defending Team and the Team engaged in Pursuit becomes (or stays) the Attacking Team.

V13.720 Pursuit Force and Rear Guard

V13.721   The Attacking Team designates some or all of its forces to be the Pursuit Force. Once the number of units in the Pursuit Force has been set, it cannot be increased (but may be decreased). See V13.750.

V13.722   The Defending Team may elect to designate one or more (but **not** all) of its units to be a "Rear Guard". Once selected, the units comprising the "Rear Guard" may not be changed. See V13.750.

V13.723   The selection of the Pursuit Force and Rear Guard units is performed simultaneously and secretly.

V13.730 Encountering a Rear Guard

V13.731   If the Defending Team designated a Rear Guard, then the Attacking Team's Pursuit Force will **automatically** encounter them. If the Defending Team did not leave behind a Rear Guard, proceed immediately to V13.750.

V13.732   Both the Pursuit Force and the Rear Guard units will be at Weapon Status III and may choose any legal speed they desire for the Turn prior to tactical Turn 1.

V13.733   The Pursuit Force and the Rear Guard proceed immediately to the tactical battle level with the following stipulations:

a)   No unit of the Pursuit Force may Disengage until either ten (10) tactical turns of combat are completed or all units of the Rear Guard are destroyed or crippled.

b)   No unit of the Rear Guard may Retreat until either ten (10) tactical turns of combat are completed or all units of the Pursuit Force are destroyed or crippled.

c)   Once ten (10) tactical turns of combat are completed, any uncrippled units of the Rear Guard automatically rejoin the Defending Team's other units. The Pursuit Force, if still intact and capable of pursuit, must roll for successful pursuit as per V13.740.

V13.734   If tactical combat ends and all units of the Pursuit Force are destroyed or crippled, then the Pursuit Force may not continue its

mission. Any surviving units will return to the site of the original battle and rejoin any units left behind. The Defending Team's units will automatically evade Pursuit (*i.e.* the Battle Hex is resolved at this point).

V13.735   If tactical combat ends and the Pursuit force is not wholly crippled or destroyed, then any uncrippled units of the Rear Guard automatically rejoin the other Defending Team units and the Pursuit Force must now roll for successful pursuit as per V13.740.

V13.736   Crippled Rear Guard units use V13.753.

V13.737   Entry into tactical combat and unit placement is accomplished normally (as per V13.20 to V13.40) when a Rear Guard and Pursuit Force meet, except that Weapon Status and initial speed are set *via* V13.732.

V13.740   Pursuit Success or Failure

V13.741   Pursuit is not automatically successful. To determine the success or failure of the Pursuit Force in actually catching the units of the Defending Team, roll 2d6 and modify as per the following conditions in V13.742 through V13.746. This roll is known as the Pursuit Roll.

V13.742   For each unit more in the Pursuit Force than in the Defending Team's force, subtract one (1) from the roll.

+---+
| **EXAMPLE** |
| |
| A Pursuit Force of 5 units is chasing a |
| Defending Team force consisting of 3 units.|
| Therefore, 2 is subtracted from the Pursuit|
| Roll. |
+---+

V13.743   If a unit in the Pursuit Force is equipped with Special Sensors, subtract two (2) from the Pursuit Roll. This does not apply if the unit has suffered sensor/scanner damage.
          Exception: V9.40 may be used to overcome the damage and allow the bonus to apply.

V13.744   If the Pursuit Force encountered a Rear Guard, add one (1) to the Pursuit Roll for each tactical combat turn that the Pursuit Force spent fighting the Rear Guard.

V13.745   Subtract the Rating of the highest Rated Captain in the Pursuit Force from the Pursuit Roll.

V13.746   Add the Rating of the highest Rated Captain in the Defending Team's force to the Pursuit Roll.

V13.747   If the adjusted Pursuit Roll is seven (7) or greater, the Pursuit Force fails to catch up with the Defending Team's forces and loses them in the vastness of Space. The Battle Hex is considered resolved.

V13.748 If the adjusted Pursuit Roll is six (6) or less, the Pursuit Force successfully intercepts the Defending Team's force. A new battle commences at the tactical level. It is possible that the battle will result in **another** Pursuit, in which case the process begins anew.

V13.750 Pursuit Force and Rear Guard Rules; Crippled Rear Guard Units

V13.751 Crippled [S2.4] units may not be part of a Pursuit Force or part of a Rear Guard.

V13.752 Units incapable of Strategic Movement cannot be part of a Pursuit Force. However, **uncrippled** sub-light/non-warp units may form part of a Rear Guard (note that they will have to be Towed [V8.30] to leave the Strategic Hex).

V13.753 Rear Guard units that are crippled during their encounter with the Pursuit Force may not automatically rejoin their original forces. For each crippled Rear Guard unit, roll 1d6. From this roll, subtract the square root (round down) of the Rating of the Navigator of the unit. If the adjusted roll is 3 or less, the unit is able to rejoin the original force it was part of before being detached as a Rear Guard unit. Otherwise, it becomes lost for 1d6 Strategic Turns. Units so lost are considered Out Of Supply and will reappear on the Strategic Map 1d3 Strategic Hexes in a random direction from where they were last on the Map. Such units will suffer 3d6 internal hits (that are repairable only at a Base/Star System/FRD) and loss of 20% (round up) of the crew (based on normal crew complement), in addition to any damage already suffered. No damage can be repaired, regardless of origin, while the unit remains Out Of Supply.
Exception: If the crippled unit was not warp-capable, when it reappears on the Map it will be in the same Hex.

V13.754 Pursuit Force units that are crippled in a battle with the Rear Guard may not continue the Pursuit; they must return to the original battle location and rejoin any units that did not take part in the Pursuit.

V13.80   Tactical Map and Disorganized Withdrawal

V13.810 Tactical Map

V13.811 Once all Teams have finished placing their units, identify the center hex of the map (usually, 2115).

V13.812 The tactical map may "float" any amount of hexes, and in any direction, so long as the hex that was the original center hex does not leave the map. For example, during the course of the battle, the map might "float" ten (10) hexes "down". In that case, what was originally hex 2115 would become hex 2105. This is permissible because the

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what was originally the center hex of the map is still on the current tactical map, even though it is no longer the center hex. However, the map could not "float" an additional ten (10) hexes "down", because that would take the hex that had originally been 2115 off of the map (if players are willing to deal with the directional shift, they might try to "rotate" the map 90 degrees and thus have more room to "float" the map "down" or "up"; while possible, players must be careful to maintain proper unit facing and placement, as well as accurately translate important information – such as the Direction of Disengagement and Direction of Retreat – to the new map orientation).

V13.813   Any unit that moves in such a way that it cannot remain on a map that satisfies the requirement (in V13.812) withdraws and cannot return to the battle. If the unit's facing when it left the map was not (as appropriate) the Direction of Disengagement or Direction of Retreat, then the unit has a Disorganized Withdrawal [V13.820].

          Exceptions: Certain Terrain [V6.0], such as a Black Hole [P4.0], may prevent the unit from withdrawing with specific facings. In such an event, the unit must maneuver to remain on the map, or to exit the map with an allowable facing, or it will suffer whatever consequences are associated with the Terrain (including destruction); sub-light units may not have a Disorganized Withdrawal

V13.814   Enemy forces cannot oppose the Disorganized Withdrawal [V13.820] of a unit, but may engage in Pursuit under V13.830.

V13.820   Disorganized Withdrawal

V13.821   When a warp-capable unit leaves the tactical map under V18.813, and does so with a facing other than appropriate under V13.432 or V13.442, it's withdrawal from the battle is "disorganized". It cannot participate in Pursuit, be part of a Rear Guard, or benefit from a Rear Guard should Pursuit occur.

V13.822   If the tactical map facing the unit had when it left the battle corresponds to a friendly Strategic Hex (a Hex owned by the same Team and not occupied by a Monster, Alien Ship or other hostile force), and the enemy did not engage in Pursuit, then the unit's withdrawal is automatically successful. It will rendezvous with friendly support units, remain In Supply (a new Supply Line is automatically formed) and may engage in Campaign Damage Repairs. However, unless other friendly units in the same battle also had a Disorganized Withdrawal with the same facing, the unit will be alone until it rejoins other friendly player ships.

V13.823   If the tactical map facing the unit had when it left the battle

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corresponds to a neutral Strategic Hex (a Hex not part of a Province owned by the enemy Team) that does not contain a hostile force (*e.g.* Monster, Alien Ship, player ships other than those of the same Team or Orion Pirates deployed for Normal Movement), and the enemy did not engage in Pursuit, then the unit's withdrawal is automatically successful. However, it will not be able to rendezvous with friendly support units and will no longer be In Supply. It will be unable to perform Campaign Damage Repairs. Unless other friendly units in the same battle also had a Disorganized Withdrawal with the same facing, the unit will be alone until it rejoins other friendly player ships.

V13.824   If the tactical map facing the unit had when it left the battle corresponds to a friendly Strategic Hex (owned by the same Team) but one which contains a hostile force (*e.g.* Monster, Alien Ship, or player ships other than those of the same Team or Orion Pirates deployed for Normal Movement), then the unit automatically encounters the hostile force during the next Movement Phase (*i.e.* it cannot leave the Hex unless the hostile force allows it to do so). However, because it is in a friendly Hex, it may rendezvous with friendly support units, and will remain In Supply and able to engage in Campaign Damage Repairs. If other friendly units in the same battle also had a Disorganized Disengagement or Disorganized Retreat with the same facing, they join into a single group.

V13.825   If the tactical map facing the unit had when it left the battle corresponds to a neutral Strategic Hex (not owned by any Team) and the Hex contains a hostile force (*e.g.* Monster, Alien Ship, or player ships other than those of the same Team or Orion Pirates deployed for Normal Movement), then the unit automatically encounters the hostile force during the next Movement Phase (*i.e.* it cannot leave the Hex unless the hostile force allows it to do so). Because it is in not in a friendly Hex, it may not rendezvous with friendly support units. It will be Out Of Supply and unable to engage in Campaign Damage Repairs. If other friendly units in the same battle also had a Disorganized Withdrawal with the same facing, they join into a single group.

V13.826   If the tactical map facing the unit had when it left the battle corresponds to a hostile Strategic Hex (owned by the enemy Team), then the unit automatically encounters any hostile force present during the next Movement Phase (*i.e.* it cannot leave the Hex unless the hostile force allows it to do so). If there is no hostile force present, or one does not enter the Hex before the unit is able to leave, then it may move normally. Because it is in not in a friendly Hex, it may not rendezvous with friendly support units. It will be Out Of Supply and unable to engage in Campaign Damage Repairs. If

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other friendly units in the same battle also had a Disorganized Withdrawal with the same facing, they join into a single group.

V13.830 Pursuit Following Disorganized Withdrawal

V13.831 When an enemy unit leaves a battle under Disorganized Withdrawal [V13.821], a force may dispatch a unit or units to engage in Pursuit [V13.70]. This is not required, and failing to pursue an enemy does not grant the enemy Victory Points.

V13.832 Units assigned to pursue an enemy that left the battle in a Disorganized Withdrawal must leave the tactical map using the same boundary and facing as the enemy unit they are pursuing. Unless that facing corresponds to their Direction of Disengagement or Retreat, this means that they also have a Disorganized Withdrawal; and, technically, enemy units may also break off and pursue them. It is even possible, in an escalating series of chases, for multiple Pursuits following multiple Disorganized Withdrawals to occur, and ships chase ships that are chasing ships.

V13.833 When Pursuit occurs subsequent to Disorganized Withdrawal, there is never a Rear Guard [V13.720].

V13.834 If the unit (or units) assigned to engage in Pursuit of an enemy that left the map under Disorganized Withdrawal leaves the map within two (2) turns (64 impulses) of the fleeing enemy unit, then the Pursuit is automatically successful. Otherwise, a Pursuit Roll [V13.740] must be made. Starting 96 impulses after the unit(s) being pursued left the map, every 32 additional impulses before the pursuing unit(s) left the map adds one (1) to the Pursuit Roll.

EXAMPLE

An Alliance unit leaves a battle under Disorganized Withdrawal on Impulse 21 of Turn 12. The Coalition immediately details a unit to pursue the departing enemy. However, the Coalition unit must break off an attack and maneuver clear, and so is unable to leave the map until Impulse 9 of Turn 15. This is more than 64 Impulses after the Alliance unit withdrew, so a Pursuit Roll is required. However, it is less than 128 Impulses after, so there is no penalty for the pursuing unit.

V13.835 If multiple Pursuits occur as a consequence of multiple Disorganized Withdrawals, then resolve them in order that the units left the map.

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V13.90   Consequences of Sub-Light Evasion

V13.910 Use of This Section

V13.911   Any unit that disengages by sub-light evasion [C7.3] after dropping its Warp Engines must use this sub-Section to determine its fate.

V13.912   One consequence of dropping Warp Engines is that they may only be replaced at a Starbase or FRD of the **original** Owning Team. If a unit that drops its Warp Engines is subsequently captured, it may **not** be pressed into service except as a sub-light unit [V4.39].

V13.913   The fate of a unit that disengages by sub-light evasion after dropping its Warp Engines varies mainly by the Terrain and location of the Battle Hex. Since dropping Warp Engines is a catastrophic event, it is assumed that the unit doing so is lucky to get away from the battle at all and has rolled the dice of fate. Thus luck has as much to do with the survival chances of the vessel as does anything else.

V13.914   For any result in this sub-Section where a unit is "Lost", and that unit has a Helmsman with a Rating in excess of one (1), roll 2d6. If the result is less than or equal to the Helmsman's Rating, the unit is no longer "Lost". Make a roll for each Turn the unit is "Lost", at the start of the Turn (1A2).

V13.920 Exceptions to This Sub-Section

V13.921   Units that are normally sub-light units (for example, the Romulan Warbird) do not use this sub-Section and are instead assumed to rendezvous with the next friendly warp-capable unit that enters the Hex.

V13.922   While the Battle Hex may be considered resolved after such a unit disengages, the Battle Hex may be reformed as per V13.10 if hostile units remain in the Hex or enter it. The sub-light unit must still be towed from the Hex, even if there are no unfriendly units around, when it makes its rendezvous with the friendly warp-capable unit.

V13.923   If a unit Disengages or Retreats *via* sub-light evasion while in a Hex containing a friendly Base or Star System, and that Base or Star System remains in existence and/or friendly upon resolution of the Battle Hex, then the unit is considered to have withdrawn to the Base or Star System automatically.

V13.924   If a unit Disengaged or Retreated using sub-light evasion, and was subsequently Towed by a unit which had an Unopposed Disengagement [V13.520] or Unopposed Retreat [V13.620] from the same tactical battle, then the unit does not use this sub-Section and instead shares fates with the unit which Towed it.

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V13.930   Sub-Light Evasion by Multiple Units; Rendezvous

V13.931   If, during a battle, multiple friendly units disengage by sub-light evasion and must use this sub-Section, then each unit is rolled for and treated separately.

V13.932   Friendly units that successfully evade, and remain undestroyed and spaceworthy, may attempt to rendezvous. Once the Battle Hex is resolved, each unit attempting to rendezvous with another friendly unit that evaded rolls 1d6. From that roll, subtract the higher of either the Rating of the unit's Captain **or** its Helmsman. Each unit that rolls a **1** or lower may rendezvous with any other unit that also rolls a **1** or lower, and they will share fates subsequently. If no unit rolls a **1** (or lower) or only one unit does so, no units may rendezvous.

V13.940   Sub-Light Evasion in a Friendly Hex

V13.941   A Friendly Hex is a Hex owned by the same Team as the unit that escaped *via* sub-light evasion and is not filled with some hazard. Thus, the unit is probably In Supply.

V13.942   Since the Terrain is "Empty Space", the unit is assumed to rendezvous with friendly units in the Hex and undergo Campaign Damage Repairs [V4.80]. This will **not** restore the Warp Engines. The unit will remain in this Hex unless Towed [V8.30] by a player unit or a Tug [V8.80]. The unit may be abandoned or scuttled [V4.970] instead of repaired, in which case the friendly units will simply evacuate the crew.

V13.943   It the unit is Towed, only a skeleton crew (which includes Officers) will stay aboard. Boarding Parties, Deck Crews, *etc.* are evacuated to other ships. The unit will only have the minimal crew units on board, and would conduct combat operations as "undermanned" [G9.42]. It may be scrapped [V4.950] once it reaches a friendly Base; total value will be three-fourths (3/4) of the percentage of remaining BPV, as determined by the percentage of remaining boxes.
Exception: The limit in V4.953 applies.

V13.944   If the unit is scuttled [V4.970], it is removed from play immediately and the crew is saved. Count the ship as destroyed for Crew Point [V18.0] and Rank Point [V15.0] purposes.

V13.945   If the unit is abandoned, the crew is removed and the unit is left in play. It may be located, captured and towed away by anyone. Scrap value will be as per V4.950. However, it will not be possible to repair the vessel and press it into service, except as a sub-light unit, unless it is re-acquired by the original owning Team. The Orion Pirates may be hired or bribed to retrieve the unit.

V13.950 Sub-Light Evasion in a Neutral or Friendly Terrain Hex

V13.951 A Neutral Hex is a Hex not owned by any Team; a Friendly Terrain Hex is owned by the same Team as the unit which escaped *via* sub-light evasion but that contains some hazard. Thus, the unit may be Out Of Supply, or in considerable danger from local Terrain.

V13.952 If the Terrain is a "Black Hole", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. If less than 4, unit escapes and is treated as if it had evaded in Empty Space (see below). On a 4, 5 or 6, the unit cannot escape the gravitational forces, falls into the Black Hole, and is lost with all hands.
Exception: This rule does not override P4.28.

V13.953 If the Terrain is a "Nebula", roll 1d6 and subtract the square root (round down) of unit's Navigator's Rating. If the roll is 1-3, the unit escapes the nebula and is treated as if it had evaded in Empty Space (see below). On a 4, unit becomes lost for 1d3 Strategic Turns, and after that is treated as if it had evaded in Empty Space (see below). On a 5 or 6, the unit is lost (destroyed) in the nebula.

V13.954 If the Terrain is an "Asteroid Field", roll 1d6, subtract the square root (round down) of the unit's Helmsman's Rating and check the Table:

V13.9540   Table - Asteroid Field Results

Adjusted Roll	Result
2 or less	The unit escapes asteroid field, treat as if it has evaded into Empty Space [V13.958]
3	The unit takes (5 - Size Class) x 1d6 additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.958]
4	The unit takes (5 – Size Class) x 3d6 additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.958]
5	The unit manages to land on a large asteroid with supplies for 1d6 Strategic Turns. If a friendly unit can evacuate them in that time, then the crew and Officers will survive. If not, they perish. The first unit to enter the Hex may effect rescue (*i.e.* they can be rescued by the same enemy they thought they evaded). The unit is considered destroyed no matter what happens to the crew.
6	The unit is lost (destroyed) in the asteroid field.

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V13.955 If the Terrain is a "Ringed Gas Giant", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. On a roll of 5 or less, the unit escapes the rogue planet's gravity and is treated as if it had evaded in Empty Space [V13.958]. On a 6, the unit falls into the gas giant's atmosphere and is destroyed, lost with all hands.

V13.956 If the Terrain is a "Variable Pulsar", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. On a roll of 3 or less, the unit escapes the pulsar and is treated as if it had evaded in Empty Space [V13.958]. On a 4, 5 or 6, the unit is caught in the pulsar's burst and is destroyed, lost with all hands.

V13.957 If the Terrain is an "Ion Storm", roll 1d6, subtract the square root (round down) of the Chief Engineer's Rating, and check the table:

V13.9570 Table - Ion Storm Results

Adjusted Roll	Result
1 or less	The unit escapes the ion storm unharmed. Treat as if it evaded into Empty Space [V13.958]
2	The unit takes (Size Class – 1) x 1d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.958]
3	The unit takes (Size Class – 1) x 3d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.958]
4	The unit takes (Size Class – 1) x 7d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.958]
5	The unit manages to set down on a planetoid **inside** the Ion Storm with supplies for 1d6 Strategic Turns. If the crew can be evacuated in that time, then the crew and Officers will survive. If not, they perish. Rescue may be effected by the first unit to enter the Hex (*i.e. they can be rescued by the same enemy they thought they evaded*). Note that the Terrain for that unit is **automatically** an Ion Storm (using P11.1 and P11.3, but not P11.2). For the rescue, play should go to the tactical level and the rescuers **must** use shuttles (no transporters). The unit belonging to the rescued crew is considered destroyed (no salvage possible).
6	The unit is destroyed in the ion storm.

V13.958 If V13.950 was chosen due to the presence of Terrain and the unit has successfully escaped to "Empty Space" in a Friendly Hex (see V13.941), then return to V13.940 to determine the unit's fate. If it is in a Neutral Hex and is also an "Empty Hex", roll 1d6, subtract the square root (round down) of the unit's Captain's Rating, and consult the following table:

V13.9580 Table - Empty Space, Neutral Hex Results

Adjusted Roll	Result
1 or less	The unit is locatable and may rendezvous with next friendly unit to enter the Hex (it also may be hunted down by any unfriendly units entering the Hex)
2	The unit becomes lost for 1d3 Strategic Turns. After that, it becomes locatable and may rendezvous with next friendly unit to enter the Hex (also may be hunted down by any unfriendly units that enter the Hex)
3	The unit manages to set down on small planetoid. The ship, while destroyed for game purposes, remains intact enough to support the crew. The next friendly unit to enter the Hex may rescue the crew, or a non-friendly unit may capture them.
4	The unit crashes on a barely habitable world. The ship is destroyed, but the crew survives. Each Strategic Turn, 1d6 crew units die in the harsh planetary conditions. This continues until all the crew have died, or until they are rescued by a friendly unit in the Hex may, or they are captured by a non-friendly unit.
5	The unit is lost in space. Treat as destroyed with all hands.
6	The unit is captured by an incidental non-friendly force from the opposing Team (if the unit in question is Orion, it self-destructs as per Orion racial rules). The unit may be towed away for pressing into service or scrapping, abandoned or scuttled, at the discretion of the capturing Team-Commander. See V4.900.

V13.960 Sub-Light Evasion in a Hostile Hex

V13.961 A Hostile Hex is a Hex owned by a different Team than the unit that escaped *via* sub-light evasion. Terrain may or may not be involved. The unit is Out Of Supply, and has its repair capabilities and movement severely restricted. See V2.40.

V13.962 If the Terrain is a "Black Hole", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. If less than 3, unit escapes and is treated as if it had evaded in Empty Space (see below). On a 3 or greater, the unit cannot escape the gravitational forces, falls into the Black Hole, and is lost with all hands.
Exception: This rule does not override P4.28.

V13.963 If the Terrain is a "Nebula", roll 1d6 and subtract the square root (round down) of unit's Navigator's Rating. If the roll is 1-2, the unit escapes the nebula and is treated as if it had evaded in Empty Space (see below). On a 3 or 4, unit becomes lost for 1d3 Strategic Turns; after that it is treated as if it had evaded in Empty Space (see below). On a 5 or more, the unit is lost (destroyed) in the nebula.

V13.964 If the Terrain is an "Asteroid Field", roll 1d6 and subtract the square root (round down) of unit's Helmsman's Rating. Check the result against the following Table:

V13.9640 Table - Asteroid Field Results

Adjusted Roll	Result
2 or less	The unit escapes asteroid field, treat as if it has evaded into Empty Space [V13.968]
3	The unit takes (5 - Size Class) x 2d6 additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.968]
4	The unit takes (5 – Size Class) x 4d6 additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.968].
5	The unit manages to land on a large asteroid with supplies for 1d6 Strategic Turns. If a friendly unit can evacuate them in that time, then the crew and Officers will survive. If not, they perish. The first unit to enter the Hex may effect rescue (*i.e.* they can be rescued by the same enemy they thought they evaded). The unit is considered destroyed.
6	The unit is lost (destroyed) with all hands.

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V13.965 If the Terrain is a "Ringed Gas Giant", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. On a roll of 4 or less, the unit escapes the rogue planet's gravity and is treated as if it had evaded in Empty Space [V13.968]. On a 5 or 6, the unit falls into the gas giant's atmosphere and is destroyed, lost with all hands.

V13.966 If the Terrain is a "Variable Pulsar", roll 1d6 and subtract the square root (round down) of unit's Captain's Rating. On a roll of 2 or less, the unit escapes the pulsar and is treated as if it had evaded in Empty Space [V13.958]. On a 3 or greater, the unit is caught in the pulsar's burst and is destroyed, lost with all hands.

V13.967 If the Terrain is an "Ion Storm", roll 1d6 and subtract the square root (round down) of the unit's Chief Engineer's Rating. Check the result against the following Table:

V13.9670   Table - Ion Storm Results

Adjusted Roll	Result
1 or less	The unit escapes the ion storm unharmed. Treat as if it evaded into Empty Space [V13.968].
2	The unit takes (Size Class – 1) x 1d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.968].
3	The unit takes (Size Class – 1) x 3d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.968].
4	The unit takes (Size Class – 1) x 7d6 points of additional damage. If it survives, it is treated as if it had evaded in Empty Space [V13.968].
5	The unit sets down on a planetoid **inside** the Ion Storm with supplies for 1d6 Strategic Turns. If the crew can be evacuated within that time, then the crew and Officers will survive. If not, they perish. Rescue may be effected by the first unit to enter the Hex (*i.e.* they can be captured by the same enemy they thought they evaded). Note that the Terrain for any rescue is **automatically** an Ion Storm (using P11.1 and P11.3, but not P11.2); play should drop to the tactical level and the rescuers **must** use shuttles (no transporters). The unit belonging to the rescued crew is destroyed.
6	The unit is lost (destroyed) with all hands in the ion storm.

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V13.968   If the unit has successfully escaped to "Empty Space" in a Neutral Hex (see V13.951), then return to V13.950 to determine the unit's fate. If it is in a Hostile Hex (see V13.961) and is now in an "Empty Hex", roll 1d6, subtract the square root (round down) of the unit's Captain's Rating, and consult the following table:

V13.9680   Table - Empty Space, Hostile Hex Results

Adjusted Die Roll	Result
1 or less	The unit is locatable and may rendezvous with next friendly unit to enter the Hex (it also may be hunted down by any unfriendly units that enter the Hex)
2	The unit becomes lost for 1d6 Strategic Turns. After that, it becomes locatable and may rendezvous with next friendly unit to enter the Hex (also may be hunted down by any unfriendly units that enter the Hex)
3	The unit manages to set down on small planetoid. The ship, while destroyed for game purposes, remains intact enough to support the crew. The next friendly unit to enter the Hex may rescue the crew, or a non-friendly unit may capture them.
4	The unit crashes on a barely habitable world. The ship is destroyed, but the crew survives. Each Strategic Turn, 1d6 crew units die in the harsh planetary conditions. This continues until all the crew have died, or until they are rescued by a friendly unit in the Hex may, or they are captured by a non-friendly unit.
5	The unit is lost in space. Treat as destroyed with all hands.
6	The unit is captured by an incidental non-friendly force from the opposing Team (if the unit in question is Orion, it self-destructs as per Orion racial rules). The unit may be towed away for pressing into service or scrapping, abandoned or scuttled, at the discretion of the capturing Team-Commander. See V4.900.

End of Section 13: Tactical Combat Interface