

ADVANCED COMPANY WAR

MAIN RULES (1/1/98)

Based on C.J. Cherryh's Alliance/Union novels, *The Company War* by Mayfair Games, and *Triplanetary* and *Mayday* by Game Designers' Workshop.

INTRODUCTION

PURPOSE *Advanced Company War* is an expansion of Mayfair's *The Company War*, a game of the strategic and tactical conflict at the end of the Company War, as chronicled by C. J. Cherryh in *Downbelow Station* and other novels. *Advanced Company War* uses many of the strategic concepts and all of the counters from *The Company War*, but replaces tactical combat (in the Tactical Game) with a system heavily influenced by GDW's *Triplanetary*.

Since *The Company War* came out in the early 1980s, CJC has shown us a lot more of the workings of her universe. It is perhaps inevitable that the game would begin to show its age. In addition, I must admit that I was never particularly pleased with the tactical system as originally presented. I hope this version updates the original and corrects the most glaring deficiencies.

Caveats The game presented at this time is the two-player (Mazianni and Union Military) strategic version. Later versions will include Earth Company and Union Merchants, as well as the tactical rules. Please remember that these rules have not been playtested as of 1/1/98.

Please note that *Advanced Company War* is an unofficial variant, and is not endorsed in any way by Mayfair Games, the original designer, or C. J. Cherryh.

The Tactical Game replaces the strategic combat system with a detailed, *Triplanetary/Mayday*-derived tactical combat system. Since each round of tactical combat could take an hour or more, the strategic portion of the Tactical Game is in effect a scenario generator for individual rounds of tactical combat. I make no claim that the Strategic and Tactical combat systems will give you similar results, so you should probably play either one or the other.

BACKGROUND This game takes place in the time period immediately before *Downbelow Station*, which tells the story of the formation of the Merchant's Alliance and the effective end of the Company War.

The Earth Company fleet, under the command of Conrad Mazian, was originally sent to suppress the secession of certain rebellious space stations. Now, far from Earth and disowned by the Company, the Mazianni have become little more than pirates, preying on "friend" and "foe" alike. The Fleet is severely diminished in size and resources from its heyday, but compensates for the age of its equipment with skilled and experienced crews.

The Union Military, the military and bureaucratic element of the rebellion, is based on the station of Cyteen and is concerned with extending its hegemony over the other colonies and perhaps Earth itself. Union enjoys almost unlimited resources and superior equipment which it can never quite seem to use to its full advantage.

The Earth Company and Union Station Merchants are primarily interested in the lucrative trade carried on between the stations and their own and the stations' defense. They would like to see an end to the war with neither the Union nor the Mazianni victorious.

GAME COMPONENTS

STRATEGIC MAPBOARD

The strategic mapboard is a stylized representation of the universe C.J. Cherryh describes in *Downbelow Station*. The mapboard itself is puzzle-cut into six sections. The map is assembled so that the various Jump routes connect with each other. Depicted on the map are the Jump points, Jump routes and station locations where the action of the game takes place.

Jump Points

A Jump point is the location in space where starships may enter or leave interstellar flight. Jump points are caused by planetary or stellar masses large enough to pull a ship out of Jump space. Each is represented by a large blue dot with a picture of a station inside or by a small blue dot, and each is numbered for combat and movement identification. Jump points are the only place on the strategic map where combat may occur.

Jump Routes

A Jump route is the path along which the starships move when they travel from Jump point to Jump point. There are several different Jump routes:

1. *Commercial trade Jump routes* are solid blue lines which may be used by any player.
2. *Military Jump routes* are dashed blue lines which are known to — and used only by — the Union Military and Mazianni players.
3. *Mazianni Jump routes* are dotted blue lines which are known only to — and used only — by the Mazianni player.
4. *Union Military Jump routes* are double blue lines which are known only to — and used only by — the Union Military player.

Stations

The large blue dots with the picture of a station inside are the Jump points that contain a station. There are 4 kinds of stations shown on the map.

1. *The Hinder Stars: Galileo and Bryant's*. These stations are no longer in the mainstream of commerce. They are worth no points for victory, do not produce or receive supplies, and have no in-system haulers (insystemers) defending them. These stations' names are underlined.
2. *The Earth Company stations: Viking, Pell, Mariner, Russell's, Pan Paris, and Esperance*. These stations' names are printed in bold type.
3. *The Union stations: Paradise, Wyatt's, Voyager, and Fargone*. These stations' names are printed in italics.
4. *Cyteen* is a Union station and is also the base of the Union Fleet, and as such is under the control of the Union Military player. The Union fleet, when at base, is kept in the box around the name of the station. (This blue line is not a Jump route but merely the outline of the Union Military naval base.) Cyteen has no in-system haulers (insystemers) to come to its defense if attacked. Its name is printed in all capital italic letters.

SHIP AND GARRISON COUNTERS

The ship counters represent the spaceships used by the players in the game.

- Mazianni ship and garrison counters are colored red.
- Union Military ship counters are colored green.
- Earth Company merchanters are colored yellow.
- Union Station merchanters are colored blue.
- In-system haulers (insystemers) are colored tan.

Ship Types

There are several types of ships in the *Company War II*. The types and classifications are listed below. NOTE: Merchanters and insystemers are not used in the two-player game.

- *Carriers* are the primary warships of both Union and Mazianni forces. These are large, fast ships, carrying powerful weaponry and non-Jump-capable fighters called riders. A carrier's rider complement breaks down as follows: Standard carrier (CV) — four riders; light carrier (CVL) — two riders; and heavy carriers (CVA) — seven riders. Carriers also transport a large contingent of marines.
- *Cruisers* are an older generation of warships, powerful by any standard but without the troops and riders of a carrier. There are two types of cruisers, heavy (CA) and light (CL).
- *Riders* are sub-light fighting craft of limited endurance. While not having the same staying power as carriers or cruisers, they still pack a mean punch and can disable much larger ships. Riders carry a approximately 15 crew and occasionally a squad of troops (not represented in this game).
- *Dartships* are a recent compromise, an attempt to get a small, Jump-capable scout about the size of a rider. With less armament than a rider, dartships generally avoid combat and are considered scouts more than warships. Living conditions make even riders look spacious and comfortable. At this time dartships are rare.
- *Merchanters* are Jump-capable cargo ships. The first warships were converted merchanters, and most have some armament. Merchanters are not used in the two-player game.
- *Insystemers* are non-Jump-capable cargo ships. While sorely outclassed by warships and even merchanters, insystemers often are forced to come to their systems defense — whether they want to or not. Insystemers are not used in the two-player game.

A further explanation of the capabilities of each ship type is given in the section on Tactical Combat.

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Reading the Counters A ship counter has printed on it a picture of the ship, its name and class, and, from left to right, its Attack Rating, Damage Control Rating, and Defense Rating. NOTE: This is different than the original *Company War* game. Movement allowances are covered in the **Strategic Movement** and **Tactical Movement** sections.

- *Attack Rating* is the ability of the ship to project power to a given area. Because of the great speeds and distances involved, it is more than just the intensity of a ship's fire — it includes the ability to detect an enemy and predict where he will be when your fire arrives. Mazianni crews are generally more skilled at this, and so have higher attack ratings.
- *Damage Control Rating* is a ship's ability to conduct minor repairs, and is used only in the Tactical Game.
- *Defense Rating* is the ability of a ship to avoid damage from enemy fire. Most ships are armored to some degree, and usually use either effect shields (carriers) or small size (riders) to avoid fire as well.

Damaged Ships Most ship counters have a reverse "flip" side to show the damaged weaker condition of a ship which has been hit in combat.

Errata The following errors must be corrected on the counters.
Back of *CV Africa* is 555 — should be 505.
Back of *CVA Janus* is 607 — should be 605.
Backs of *CV Nike*, *CV Magellan* are 407 — should be 405.
Backs of *R.Nike*, *R.Janus*, *R.Magellan* are 405 — should be 407.

OTHER COUNTERS

There are several other counters used in the game:

- *Hit Counters* are dark orange used to mark hits upon a ship or station. The front and back side say "HIT" or "2 HITS", respectively.
- The *Turn Counter* is used to keep track of the game turn.
- The Union Military and Mazianni *Victory Point Counters* are used on the scoresheet to record the total points scored by each player.
- The *Combat Location Counter* is placed on the Strategic Mapboard jump point where combat is in progress.
- The *Station Counter* is placed on the Tactical Map when tactical combat occurs at a station jump point.
- A *Station Destroyed Counter* is placed on the Strategic Mapboard on any station eliminated during the course of the game.

PREPARATION FOR PLAY

- Necessary Materials** In addition to the components listed above, the following materials are necessary for play:
- Two 6-sided dice (2d6)
 - One 20-sided die (Tactical Game Only)
 - Laminated Tactical Hex Map (Tactical Game only)
 - Grease pens or china markers (Tactical Game only)
 - Paper and pen
- Combat Rules Options** The players of *Company War II* have two options for play — either the Strategic Game, which is played on the Strategic Map using an abstracted combat system, or the much longer Tactical Game, which adds a separate laminated Tactical Hex map for tactical movement and combat. The Sequence of Play for each game is the same, except for the Combat Phase.
- Game Set-Up** After deciding whether to play the Strategic or Tactical Game, assembling the Strategic Mapboard and sorting out the counters needed for play, each player deploys his fleet as outlined below.
- The Union Military places all of his Jump-capable ships in the naval base base at Cyteen. All ships in the naval base are considered to be at the Cyteen Jump point for purposes of Strategic Movement.
 - The Mazianni player places any or all of his Jump-capable ships at any or all of the following stations: Pan Paris, Pell, and Galileo.
 - Non-Jump-capable ships are not placed on the Strategic Mapboard, because they are not capable of Strategic Movement. Riders are considered to be deployed to their respective carriers. Insystemers are only used in the Tactical Game, and are generated on a case-by-case basis during the Tactical Combat Phase.
- Dice Reading Convention** The players will be called upon to roll one or more dice. The notation 1d6, for example, indicates that the player should roll one 6-sided die, 2d6 indicates two 6-sided dice, etc.

SEQUENCE OF PLAY

- SEQUENCE OF PLAY**
1. Strategic Movement Phase
 - A. Roll for Strategic Initiative
 - B. Plot Strategic Movement
 - C. Execute Strategic Movement
 2. Combat Phase *[Use either the Strategic or Tactical Combat Sequence]*
 3. Repair Phase
 4. Garrison Phase
 - A. Placement of Garrisons
 - B. Purchase of new Garrisons
 5. Record Phase: Calculate Victory Points, advance Game Turn counter and play next turn.

STRATEGIC COMBAT PHASE In the Strategic Game, the Combat Phase for each Game Turn is as follows:

2. Strategic Combat Phase:
 - A. Rider Operations
 - B. Determining Combat Initiative
 - C. Target Allocation
 - D. Combat Resolution
 - E. Determine Damage
 - F. Fleeing Combat
 - G. Repeat steps A-F until combat is resolved

TACTICAL COMBAT PHASE In the Tactical Game, the Combat Phase for each Game Turn is as follows:

2. Tactical Combat Phase
 - A. Roll for Tactical Initiative
 - B. Tactical Movement
 - C. Tactical Combat
 - D. Determine Damage
 - E. Repeat steps A-D until combat is resolved

STRATEGIC MOVEMENT PHASE

STRATEGIC MOVEMENT OVERVIEW All strategic FTL (Faster Than Light) movement begins and ends at Jump points. Moving a ship from one Jump point to the next Jump point on the Jump route is one Jump. Mazianni and Union ships may move an *unlimited* number of Jumps per turn. Stations and Insystemers may never move.

All ships must move only along Jump routes. Players can only move along Jump routes permitted to them (see **Jump Routes**).

Garrisons, insystemers, merchanters and dartships have no effect on the movement of carriers and cruisers.

STRATEGIC INITIATIVE To determine how many ships he may move, each player rolls a set number of dice. (EXCEPTIONS: See **Military Fleet Assembly** and **Dartship Exception**.) The player with the greater number of ships engaging in Strategic Movement will execute his movement first. *Ties are NOT rerolled* (see **Ties**).

Mazianni Player Initiative The Mazianni player rolls 2d6. The number of ships the Mazianni player may move in Strategic Movement is the total of his die roll.

Union Military Player Initiative The Union Military player rolls 1d6. The number of ships the Union Military player may move in Strategic Movement is the total of his die roll plus 1..

Military Fleet Assembly Once each *per game* the Mazianni and Union Military players may roll one *extra* d6 to determine his Strategic Initiative. The player must announce his use of his Fleet Assembly in advance of his Strategic Initiative roll. The number of ships the player may move is the total of all the dice rolled.

Dartship Exception In addition to the number of ships allowed by the Strategic Initiative roll, the Union player may move 1 dartship counter without it counting towards his total number of ships to be moved. NOTE: This does *not* increase the Union players Strategic Initiative.

PLOTTING STRATEGIC MOVEMENT Each player decides which ships he is going to move this turn. On a piece of paper, he writes the names of each ship and the numbers of the jump point each ship will pass through to reach his destination. During execution, he must follow these paths, except as outlined below.

After plotting Strategic Movement, each player must tell the other how many ships he is moving (although not which ones).

EXECUTING STRATEGIC MOVEMENT The player who had the higher Strategic Initiative roll moves a ship along its previously recorded course, then the other player does likewise. Subject to the exceptions and limitations below, the players then alternate moving ships until all ships have executed their plotted courses or are no longer able to move.

Ties If the Strategic Initiative Roll is a tie, then the Mazianni player determines who moves first. The Mazianni player is not required to announce this decision until after Strategic Movement is plotted.

Movement Restrictions Mazianni carriers must end their movement upon entering a jump point containing a Union Military carrier or cruiser. Union Military carriers and cruisers must end their movement upon entering a Jump point containing a Mazianni carrier. NOTE: Dartships do not restrict the strategic movement of other warships.

A ship may always leave the Jump point it began the turn in, even if it *started* the Strategic Movement phase at a Jump point containing another player's fleeing ships (see **Fleeing from Combat**). NOTE: This is not the same situation as the moving player's ship moving into that Jump point before the nonmoving player's ship has a chance to move. The only way a player may start the turn at a Jump point containing enemy warships is as the result of one or both players fleeing combat.

Mazianni Task Forces Jump engines tend to attract each other during Jump. As a result, standard operating procedure is for ships to Jump individually. The greater skill and experience of the Mazianni, however, allows them to Jump together and avoid hitting each other. Because of this, the Mazianni player may, instead of moving only a single ship when it is his turn to move, move his ships in groups, subject to the following restrictions: The ships must begin their movement at the same Jump point, follow the same course and end their movement at the same Jump point, i.e., have the same destination.

The Mazianni player is not required to move his ships in groups. He may do so at his discretion.

Declining to Move Sometimes during the execution of strategic movement, one player will have fewer ships left to move than the other. This can occur for three reasons: A lower Strategic Initiative Roll, a decision to move fewer ships, or, in the case of the Mazianni player, because several ships moved in a group (see **Mazianni Task Force**).

At any point during Strategic Movement, the player with fewer remaining ships to be moved may decline to move a ship. The player with the greater number of ships to move *must* move at least one ship (subject to the restrictions above). This can continue until each player has the same number of ships to be moved, at which point players alternate movement, beginning with the last player to *not* move a ship.

NOTE: A player may not decline to move if, after doing so, he will have more ships remaining to move than his opponent.

END OF PHASE Once all ships have executed Strategic Movement, proceed to either the Strategic Combat Phase or the Tactical Combat Phase.

COMBAT PHASE

COMBAT RULES OPTIONS The players of *Company War II* have two options for play — either the Strategic Game, which is played on the Strategic Map using an abstracted combat system, or the much longer Tactical Game, which adds a separate Tactical Hex map for tactical movement and combat. The Tactical Game in effect uses the Strategic Rules to generate scenarios for individual combat. The Sequence of Play for each game is the same, except for the Combat Phase. The Combat Phase rules are located in the Combat Rules booklet.

REPAIR PHASE

Basic Procedure Ships which have suffered a hit (i.e., been “flipped”) may be repaired at selected stations. In order to be repaired, a ship must start the Strategic Movement phase at that station, and may not move, fire, or be fired upon that turn. During the Repair Phase, the counter is then flipped to its undamaged side. A destroyed ship may never be repaired.

Mazianni Repairs Mazianni riders may not be repaired or replaced. The Mazianni player may repair his damaged carriers at the following stations:

- Mariner: One ship per turn.
- Pell: One ship per turn.
- Pan Paris: One ship per game.

Union Repairs The Union player may repair his damaged ships at the following stations:

- Cyteen: Two ships per turn
- Wyatt's: One ship per game.
- Fargone: One ship per game.

Dartships may not be repaired. Union riders technically are not repaired either, but may be replaced at Cyteen. There is no limit to the number of riders which may be replaced. Union riders are replaced at a rate of 1 counter per turn per carrier, in the same manner as repair.

GARRISON PHASE

- Transport of Garrison Troops** The Mazianni player has 3 troop counters which start on Mazianni carriers. Each carrier may carry a maximum of one troop counter. The Mazianni player must specify (on a piece of paper) which carriers are carrying troop counters. He is not required to reveal this information until he places a garrison during the Garrison Phase.
- Garrisoning Stations** The Mazianni player may garrison a station with either a Mazianni carrier or a Mazianni troop counter. If a troop or carrier counter is at a station jump point at the end of the Garrison Phase, the station is considered to be garrisoned. Only 1 troop counter may be placed on a station at a time.
- Garrison troop counters may not be placed on or picked up from stations until all combat at that Jump point is concluded. Picking up or placing a garrison troop counter ends movement for the carrier that did so.
- Destroying Garrison Troops** Garrison troops on ships or stations which are destroyed are also destroyed.
- A Mazianni troop garrison counter can be destroyed without destroying the station. If 3 Union Military ships (except dartships) remain at the garrisoned station Jump point during the Garrison Phase, they automatically destroy the garrison troops. Fewer than 3 ships have no effect on the troop counters; the station is still garrisoned by the Mazianni. EXCEPTION: Fleeing ships may not destroy troop counters.
- Replacing Destroyed Garrisons** If any Mazianni garrison troop counters were destroyed in combat, the Mazianni player may replace them from the eliminated counters one turn after it was eliminated. The rebuilt garrison troops are placed on any Mazianni carrier not already carrying troops.

VICTORY POINTS

Victory is determined by the total number of Victory Points accumulated by each player at the end of 8 game turns. The players receive victory points during the End Phase of each game turn. For each of the following accomplishments achieved in any game turn the player is awarded:

- Mazianni**
- 1 point per turn for every Earth Company Station garrisoned by Mazianni troops or carriers.
 - 1 point per turn for every Union Station (excluding Cyteen) garrisoned by a Mazianni carrier.
 - 1 point for every Union Light cruiser and cruiser destroyed.
 - 3 points per turn for every Union Station (excluding Cyteen) garrisoned by Mazianni troops.
 - 5 points per turn for Cyteen garrisoned by Mazianni troops or carriers.
 - 3 points for every Union Light carrier and carrier destroyed.
 - 5 points for the Heavy carrier *Janus* destroyed.
 - 0 points for every insystemer, dartship, or rider destroyed.
 - 0 points per turn for every Hinder Stars Station garrisoned by Mazianni troops or carriers.
- Union**
- 1 point for every garrison troop destroyed.
 - 1 point per turn for every Union Station (including Cyteen) not garrisoned by the Mazianni troops or carriers.
 - 4 points for every Mazianni carrier destroyed.
 - 5 points for destroying the Mazianni carriers *Europe* or *Norway*.
 - 0 points for every insystemer or rider destroyed.
 - 0 points per turn for every Hinder Stars Station not garrisoned by the Mazianni troops or carriers.
- For any player**
- 10 points for destroying a station.

No player may ever intentionally make any move which would result in his having a negative victory point total at the end of a game turn.

Destroyed stations do not count as ungarrisoned stations.

CREDITS

Advanced Company War is an unofficial variant, and is not endorsed in any way by Mayfair Games, the original designer, or C. J. Cherryh.

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Map and Ship Lists	©1983 C.J. Cherryh
Vector Movement System	©1997 Christopher Weuve and Arius Kaufmann
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