

ADVANCED COMPANY WAR

STRATEGIC COMBAT 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.

STRATEGIC COMBAT PHASE

SEQUENCE OF PLAY In the Strategic Game, the Combat Phase for each Game Turn is divided into combat rounds. The Strategic Combat Phase consists of the following:

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

STRATEGIC COMBAT OVERVIEW In the Strategic Game, combat is resolved on the Strategic Map alone.

At the end of the Strategic Movement phase, if ships of the two players occupy the same Jump point, combat occurs. Mazianni and Union Military ships must always attack each other. They may never negotiate. When there is combat, all ships at the Jump point must be displayed and are potential targets, including a station, if present.

Place the Combat Location Marker at the Jump point where combat is taking place. Remove the counters representing the ships located at that jump point from the Strategic Mapboard and place them to one side.

If there is combat at more than one Jump point, then the combats are resolved in numerical order of the Jump points.

RIDER OPERATIONS A carrier's rider capacity is limited to the total number of riders it originally carried, determined by counting the number of rider silhouettes on the ship's original rider counter. Most carriers may carry four riders, but light carriers have carry two riders and the heavy carrier *Janus* carries seven riders.

Launching and Retrieving Riders At the beginning of each round of combat, each Player launches and retrieves riders simultaneously. If the players elect to record this information to ensure that their decision does not influence their opponent, this information is revealed simultaneously.

Each player must keep track of how many riders are deployed on each carrier, either by placing the rider counter(s) under the carrier counter, or by recording the information.

A carrier may launch and retrieve riders in the same turn. No carrier is ever forced to launch or retrieve its riders. A player is not required to reveal which ships have riders.

Riders not retrieved at the end of the Strategic Combat phase are destroyed.

Combining Rider Counters	The front side of each rider counter represents four riders. The back side of each rider counter represents two riders. Two rider counters of two may be combined into one rider counter of four. A rider counter of four may be broken down into two counters of two.
Union Rider Special Cases	The Union heavy carrier <i>Janus</i> carries up to seven riders, represented by one counter of four and one counter of three. The backside of the counter represents two riders.
DETERMINE COMBAT INITIATIVE	To determine Combat Initiative, each player rolls 1d6, and adds any applicable modifiers. The player with the higher adjusted roll has won the Combat Initiative, and is referred to below as the Initiative player. The opposing player is referred to as the non-Initiative player. If a tie occurs, the Mazianni player is the Initiative player.
Initiative Modifiers	+2 for the Mazianni player due to superior leadership and training. +1 for the player with the greatest number of cruisers and carriers present. +1 for the player that won the initiative during the last combat round of the same combat phase and location.
TARGET ALLOCATION	After Rider Operations are complete, players allocate their counters to specific attacks. The non-Initiative player moves forward a counter, and the Initiative player allocates one of his counters against the counter of the non-Initiative player. This procedure continues until the non-Initiative player has no more counters to move forward, or the Initiative player has no more counters to allocate. At this point, any extra counters may be allocated to existing pairings without limit. Extra counters may elect to sit out the combat round, being screened from fire by the ships engaged in combat.
COMBAT RESOLUTION	In each combat round, each counter may fire against only one of the enemy counters allocated against it. If a particular counter has multiple potential targets, the owner of the firing counter may choose which opposing counter is the target. The player must decide on the target of a particular counter before rolling for the next firing counter. Each counter may fire only once per combat round. The Union Military player rolls 2d6 for each target. If the result is equal to or less than the Attack Rating of the firing counter, a hit has been scored and a HIT marker is placed on the target counter. There is no limit to the number of HIT markers which may be placed on a target. After the Union Military player's ships have fired, the Mazianni ships may fire. Combat is simultaneous — the Mazianni ships may fire, even if HIT during the Union player's half of the combat round. NOTE: Since combat is simultaneous, it does not really matter which player fires first.
Station Special Rule	If a station is present at the Jump point, a player may elect to attack the station instead of a counters of the opposing player. Stations may not fire.

DETERMINING DAMAGE After all fire has occurred, each player rolls to see if his ships defensive systems were sufficient to prevent damage. For each HIT on a ship, the player owning that ship rolls 2d6. If the number rolled is equal to or less than the Defense Rating of the ship, the defensive systems of the ship successfully prevented damage by deflecting or avoiding the hit. If the number rolled is greater than the screen value of the ship, the HIT penetrated the defenses and damaged or destroyed the ship.

If the ship has no defense value, it is automatically damaged or destroyed by a HIT.

Stations are automatically destroyed by a HIT. If a station is destroyed, place a "Station Destroyed" on that location on the Strategic Map.

If a hit is scored, flip the ship counter over. If there is no value printed on the back of the ship counter, or the ship counter has already been flipped, the ship is destroyed by the hit. Destroyed ships are removed from the game after each combat round.

Combat is simultaneous. Ships that began any combat round with defense screens retain their screen value from the beginning of the round of combat for all attacks during that round.

FLEEING COMBAT After the first two rounds of combat, and at the end of each combat round thereafter, Jump-capable ships may flee combat. Riders may not flee.

To flee combat the player announces which ships are fleeing. These ships are placed to one side of the Jump point, and they may no longer participate in combat nor be fired on.

In the next game turn, the fleeing ships must move out of — and not reenter — the Jump point where the combat they fled occurred. Not all of a player's ships have to flee, some can stay and continue combat. Ships which flee combat must be the first ships moved in that player's next game turn.

If the player's Strategic Initiative Roll is not high enough to move all fleeing ships, he moves regularly all the fleeing ships he can and the remainder of the fleeing ships 1 Jump point only.

If a Jump point has more than one route out of it, a ship may leave by any possible route.

Union Special Rule Union Military ships must retreat to Cyteen if possible.

END OF PHASE Strategic Combat must last 2 rounds, but may continue until all ships of the other player have Jumped away or are destroyed.

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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