

# 13.0 MOVEMENT

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Movement

## 13.1 JUMP LANE MOVEMENT

Those campaign units that are equipped with X.X Propulsion equipment are capable of moving across X.X Jump Lanes from one location to another. Every jump lane is assigned a X.X Jump Lane Type and X.X Jump Lane Class. The first determines what type of propulsion equipment is required to cross a lane of that type, while the second defines the lane's movement cost. Please refer to the X.X Jump Lanes section for a more complete overview of jump lanes and their characteristics.

This book provides rules for four basic types of jump lane movement: 13.1.1 Interplanetary Movement, 13.1.2 Interstellar Movement, 13.1.3 Sector Movement, and 13.1.4 Intergalactic Movement. Other movement options, including Planetary Movement and Interdimensional Movement, will appear in a future campaign supplement. As a brief overview, Engine equipment is used to perform interplanetary movement, FTL equipment is used to perform interstellar and sector movement, and Intergalactic equipment is used to perform intergalactic movement.

### 13.1.1 Interplanetary Movement

Campaign units equipped with Engine equipment can perform interplanetary movement by traversing X.X Interplanetary Lanes on a X.X System Map.

### 13.1.2 Interstellar Movement

Campaign units equipped with FTL equipment can perform interstellar movement by traversing X.X Interstellar Lanes on a X.X Sector Map.

If detailed X.X System Maps are used in your campaign, the unit must be in a system's X.X Outskirts before it can perform interstellar movement.

### 13.1.3 Sector Movement

Campaign units equipped with FTL equipment can perform interstellar movement by traversing X.X Sector Lanes on a X.X Galaxy Map. Sector movement follows all of the same rules as interstellar movement with the exception that all lane movement costs are doubled. This is because a

Sector Lane is effectively a more treacherous Interstellar Lane that connects adjacent sectors instead of neighboring star systems.

If detailed X.X System Maps are used in your campaign, the unit must be in a system's X.X Outskirts before it can perform sector movement.

### 13.1.4 Intergalactic Movement

Campaign units equipped with Intergalactic equipment can perform intergalactic movement by traversing X.X Intergalactic Lanes on a X.X Universe Map.

A unit may initiate intergalactic movement from any star system. However, if detailed X.X System Maps are used in your campaign, the unit must be in a system's X.X Outskirts before it can perform intergalactic movement.

When recording an intergalactic movement order, the player must select which adjacent galaxy the units are to move to as well as the units' destination system in that galaxy. The player can order his units to enter the destination galaxy in either a known star system that has already been explored; or else he can select a destination sector and the units will arrive in a random star system within that sector after it has completed its movement across the Intergalactic Lane that connects to the two galaxies.

### 13.1.5 Movement Orders

Players assign movement orders to their units during the Turn Orders Phase. These movement orders indicate which units are to perform movement, where they are to move to, and how many points of applicable propulsion equipment rating are being expended to perform the indicated jump lane movement. A unit must be equipped with the applicable propulsion equipment type in order to traverse a jump lane, and a group of units is restricted to the speed of the slowest unit in its fleet, squadron, or strikegroup.

As an empire's propulsion technologies become more advanced, it will be able to build faster and faster space combat units. Eventually, these units will be able to traverse multiple jump lanes in a single campaign turn.

This advance in strategic speed means that it becomes increasingly difficult to determine when or if two opposing fleets will encounter one another during the Movement Phase. The simplest solution, and the one that should be used by default, is to check and see if the movement orders given to both fleets include one or more common destinations. The first of these common destinations will be the point in space at which the two will generate an encounter.

### 13.1.6 Extended Jumps

When a unit has insufficient equipment rating to pay a lane's full movement cost in a single campaign turn it can still traverse the lane by performing an *extended jump* movement action.

An extended jump is plotted like any other movement order but takes multiple campaign turns to complete. The preparation time required to carry out an extended jump maneuver prevents a unit from performing any other movement orders on the same campaign turn as an extended jump. This limitation provides a clear advantage to those units that can cross a jump lane of the specified type in a single campaign turn.

The total number of campaign turns a fleet, squadron, or strikegroup will take to cross a jump lane using an extended jump order is calculated by taking the lane's movement cost and dividing it by the applicable equipment rating of its slowest unit. Round fractional times up to the nearest integer.

While performing an extended jump a unit is "in transit." While "in transit" the unit is not present in either the originating or destination star systems, but rather is currently located in the lane itself. Any other units attempting to traverse the lane can generate an encounter against "in transit" units.

Finally, "in transit" units are out of communication, and a player cannot issue them any additional movement orders until after they have completed their extended jump. This means that a player cannot order a fleet to retreat back to its originating system once it has already committed itself to an extended jump. For this reason, players should carefully plan any and all extended jump orders and take into account their lack of strategic flexibility.

Example 1: A squadron of Hermes freighters (FTL 1) is attempting to cross the Minor Interstellar Lane (Movement Cost 2) that connects Sol to Wolf 359. The Hermes squadron cannot perform the jump in a single campaign turn as its FTL rating is less than the lane's movement cost. The freighters can instead be ordered to perform an extended jump between the two systems. The squadron can allocate 1 FTL rating per campaign turn to the extended jump, which means it will take the ships two campaign turns to cross the lane.

Example 2: The Terran player has added an Achilles light cruiser (FTL 2) to the Hermes' squadron to escort the vulnerable freighters across the Sol/Wolf jump lane. However, the slowest FTL-capable unit in the squadron is used to determine the group's effective speed. Even though the Achilles is faster than the Hermes, the Hermes' 1 FTL rating is still used to calculate the time required to complete this extended jump.

## 13.2 ENCOUNTERS

When two opposing fleets, squadrons, or strikegroups receive movement orders that will move them into the same star system or planet, the players or CM must check to see whether or not they will generate an encounter against one another. Encounters are automatically generated if opposing forces end the Movement Phase at the same location, but units that simply pass one another during the Movement Phase will also have a chance of generating an encounter.

Example: A FTL 4 fleet is moving across Normal1/Normal2/Minor1, and a FTL 3 fleet is moving across Normal3/Minor1.

A fleet's movement will end when it moves into a system containing one or more enemy fleets.

## 13.3 CARGO

Transports and freighters equipped with *Cargo* technology can be used to move units, personnel, and other items between locations. This allows assets that are otherwise incapable of independent movement to be moved from colony to colony or system to system.

### 13.3.1 Cargo Requirement

All units capable of being carried as cargo are assigned a *cargo requirement*. This is the amount of Cargo rating that the unit will occupy when embarked aboard a Cargo unit.

Multiple units in the same Squadron can combine their Cargo rating to accommodate a single unit's cargo requirement. This allows multiple smaller freighters or transports to be used to move larger units.

### 13.3.2 Cargo Types

The following section delineates the types of campaign units and items that can be transported as cargo aboard units with Cargo rating. Each entry provides cargo requirements for cargo of that type, as well as any other special rules that apply to them.

#### 13.3.2.1 Census

Census points have a cargo requirement of 10 when transported as cargo. Census carried aboard transports can only be disembarked at colonies that are controlled by the owning player, nor can they be embarked or disembarked for colonies that are in a state of X.X Rebellion.

### 13.3.2.2 Space Combat Units

Space combat units (including Flights, Satellites, Starships, and Starbases) can be transported as cargo from one location to another. However, space combat units that are embarked as cargo cannot participate in space combat scenarios.

#### SPACE COMBAT UNIT CARGO REQUIREMENT CHART

Flights = 1 x SIZ  
 Satellites = 1 x SIZ  
 Starships = 10 x SIZ  
 Starbases = 15 x SIZ

An empire can leverage the ability to transport space combat units in many different ways. Obviously, freighters can be used to transport Flights and Satellites to front line locations, freeing up valuable carriers for actual combat duties. But an empire could also opt to build massive "hyper liner" capable of transporting Starships between star systems. Such a strategy would allow an empire to increase the combat capabilities of its warships at the expense of strategic mobility, relying instead on these hyper liners for that necessity.

Starbases can also be moved as cargo. This form of movement is meant to represent an empire's ability to prefabricate fixed defenses at one location and then transport and assemble them at the destination.

### 13.3.2.3 Ground Combat Units

Ground combat units utilize troop transports and assault vessels equipped with Cargo equipment to move them between colonies. All ground combat unit types, including Installations, can be moved as cargo from one location to another.

Ground combat units that are embarked as cargo can only participate in X.X Invasion Scenarios. These units can only participate in other ground combat scenarios once they have disembarked to a colony. However, they can invade on the same campaign turn that they are embarked, as embarkation occurs before ground combat scenarios are generated and resolved.

#### GROUND COMBAT UNIT CARGO REQUIREMENT CHART

Troops = 1 x SIZ  
 Aircraft = 1 x SIZ  
 Seacraft = 5 x SIZ  
 Installations = 10 x SIZ

### 13.3.2.3 Elite Officers

Elite officers and their staffs can book passage as passengers aboard freighters so that they can be moved between assignments. When carried as cargo, an elite officer has a cargo requirement of 1.

Additionally, if your campaign utilizes an optional rule that requires the movement and tracking of individual experience points (XP), each point of XP has a cargo requirement of 1/10, which means a single point of Cargo rating can accommodate a total of 10 XP.

### 13.3.3 Embarking/Disembarking

Cargo embarkation and disembarkation actions are performed at the beginning of the Movement Phase. As a result, any cargo embarked during Movement Phase of one campaign turn cannot be disembarked until the Movement Phase of the next turn. This means that all cargo will be in transit for a minimum of one campaign turn before reaching its destination.

Transports with available Cargo rating can embark cargo from any colony or Squadron at their current location. The maximum amount of cargo (by cargo requirement) that a squadron can embark is equal to the total Cargo rating of all active units (including Flights) in that Squadron.

CM's Note: It is up to the CM to decide whether or not he wishes to deal with the "Russian doll" effect of allowing units embarked as cargo aboard one unit to themselves carry cargo. Logically there is no reason to disallow it, but it does create potentials for abuse in some isolated instances.

Transports that are disembarking stowed cargo can transfer it to any colony or squadron at their current location. When disembarking (transferring) cargo to another squadron, the destination squadron must have sufficient Cargo rating available to cover the cargo requirement of the inbound cargo.

Flight units can be disembarked directly to waiting carriers so long as those vessels have basing capacity available to accept them.

Cargo can also be disembarked via a special "jettisoning" action. Jettisoning cargo will effectively destroy it, and (barring CM fiat) it is impossible to retrieve or otherwise recover jettisoned cargo.

Embarkation and disembarkation orders must be recorded as part of the player's turn orders in order to be processed. Each embarkation/disembarkation order must indicate which units are embarking or disembarking cargo, as well as the cargo that is to be loaded or unloaded.

### 13.3.3 Cargo Loss

Cargo can be lost if the units carrying them are drawn into combat situations. At the end of every

combat scenario a player should check to see if the total combined cargo requirement of all cargo carried by a squadron is greater than the squadron's total adjusted Cargo Rating. If this cargo requirement total is greater than the squadron's available Cargo rating, then the player must choose to eliminate cargo until the total remaining cargo requirement is less than or equal to the squadron's available Cargo rating.

## 13.4 TOWING

Specialized units equipped with Towing equipment (called *tugs*) can be used to move other campaign units between locations or out of combat zones.

A tug's Towing rating will define how large and/or how many units it can tow. Large tugs with substantial Towing rating will be able to move the largest superdreadnought all on its own; however, smaller tugs will have to work together, pooling their Towing rating together, in order to move such massive warships and bases.

While ground combat units can be equipped with Towing equipment, the *CAMPAIGN GUIDE* provides few opportunities for it to be effectively used. The detailed planetary surface rules included in the *CAMPAIGN MODERATOR'S COMPANION* provide improved prospects for meaningfully deploying ground-based tugs.

### 13.4.1 Moving Units

Tugs can be used to transport units between star systems or other locations, even if the units lack the applicable propulsion equipment to perform the movement on their own. For example, one or more tugs could be used to tow a Starbase from one star system to another.

The amount of Towing rating required to tow a unit between locations depends on the type of unit being towed. The chart below provides an overview of the Towing rating costs for each campaign unit type.

Facilities (either Orbital or Planetary) are permanent emplacements and cannot be towed.

Flight/Satellite = 1 x SIZ

Starship = 2 x SIZ

Starbase = 4 x SIZ

Facilities = N/A

Multiple tugs in the same squadron can combine Towing rating in order to allow them to tow larger units.

[Example] 2 Tugs with 2 Towing could work in tandem to tow a SIZ 2 Starship.

Towing other units puts extra strain on a tug's propulsion systems, and all of a tug's propulsion

equipment statistics (including Engines, Mobility, and FTL) are halved while it is performing towing actions. Round fractional propulsion statistic values up.

[Example] A tug with 3 Engines is towing another unit. Its Engines are halved, which is 1.5, which rounds up to 2 Engines effective.

### 13.4.2 Combat Towing

Tugs can be used inside of combat scenarios to move friendly units to safety.

Towed units receive a +1 Formation Level bonus, but neither they nor the tugs towing them are allowed to conduct weapons fire during the Weapons Fire Phase of the combat round.

Additionally, just as when moving units strategically, a tug's propulsion equipment statistics (including Engines, Mobility, and FTL) are halved while towing other units in combat. Round fractional propulsion statistic values up. This penalty can reduce the number of formation points a tug generates for its squadron or strikegroup and can effectively lower its overall Formation Level.

## 13.5 EXPLORATION

While most campaign scenarios assume that the combatants have fully-explored their immediate galactic surroundings, other campaign settings may integrate a vast unexplored frontier that exists beyond the fringes of known space.

In these scenarios, X.X Unexplored Lanes are uncharted routes that connect existing star systems to other potentially-unknown systems. Unexplored Lanes are unnavigable, and space combat units cannot traverse Unexplored Lanes under any circumstances. Rather, an empire must spend the time and resources to explore an Unexplored Lane using Science-equipped units.

The empire that funds a significant exploration program will be able to explore new jump lanes faster than its opponents, and each new Unexplored Lane mapped will provide an additional opportunity to expand its sphere of influence. Exploration is a dangerous game, however, and ill-fated expeditions may never return home.

### 13.5.1 Exploration Orders

To perform exploration, a player issues an *exploration order* to one or more of his Squadrons. This exploration order instructs the Squadrons to begin probing any Unexplored Lanes that are connected to their present location. All of the Squadrons assigned to a single exploration order are called an *exploration force*.

An exploration order must include the names of the squadrons that comprise the exploration force, the total Science rating of all exploration force members, and (most importantly) the Unexplored Lane that the exploration force is to attempt to explore.

The Science ratings of any Flights based within the squadron or ground combat units being transported as Cargo are included when totaling the exploration force's Science rating. This allows both specialized "science shuttles" and ground-based research teams to contribute towards an exploration order's success.

Units that are assigned an exploration order cannot perform any other movement on the same campaign turn. This limitation prevents a player from moving an exploration force into a new system and performing an exploration order in that system on the same campaign turn. This provides a "speed bump" effect that slows the rate at which more advanced empires can explore and expand.

Exploration orders are resolved by making X.X Exploration Checks. These checks are made in the Movement Phase before any other movement orders are performed.

### 13.5.2 Exploration Checks

An *exploration check* is a skill check which evaluates the relative success or failure of an exploration force's attempt to probe an X.X Unexplored Lane.

Exploration checks are made at the beginning of the Movement Phase for each exploration order issued during the Turn Orders Phase, before any other movement orders are resolved.

An exploration check's base success chance is determined by the Unexplored Lane's difficulty level. The exploring power adds the total Science rating of all its units that were assigned to the exploration order.

Example: A fleet assigned to an exploration order has 16 Science rating and is exploring an Unexplored Lane with a difficulty level of Easy, which has a base success chance of 10. This exploration check's modified success chance is  $10 + 16 = 26$ .

A successful exploration check indicates that the exploration force has successfully completed at least a partial mapping of its target Unexplored Lane.

On a *minor success*, the exploration force has only managed to complete a partial survey of the jump lane. While the lane is not yet fully-explored, the exploring empire does receive a cumulative +10 bonus to all future exploration attempts to explore this Unexplored Lane.

If the exploration check results in a *major success*, then the survey of the Unexplored Lane has been completed, and the player or CM must make a roll

on the Jump Lane Class Table (see X.X Jump Lane Class) to determine the lane's real jump lane class.

A *minor failure* indicates that the exploration force has failed to make any headway in its attempt to find a navigable route across the jump lane. The exploration force is not otherwise negatively affected by a minor failure.

However, on a *major failure*, the exploration force will find itself in peril, and the player or CM will have to make a D10 roll on the Exploration Peril Table to resolve its effects.

#### EXPLORATION PERIL TABLE (ROLL 1D10)

1-5: **Out of Supply:** These units journeyed too far away from existing supply lines, and each is now X.X Out of Supply.

6: **Sacrifice:** One unit in the exploration force is destroyed, but the information it provided before being lost gives its empire a cumulative +1 bonus to future exploration checks made against this lane.

7: **Systems Failure:** One unit in the exploration force has suffered a severe systems malfunction. This unit receives enough damage to cripple it. If already crippled, the unit is destroyed instead.

8: **Unit Abandoned:** One unit in the exploration force has been abandoned due to some unforeseen crisis. The unit is converted into an X.X Alien Derelict, which is placed at the exploration force's present location.

9: **Accidental Jump:** The exploration force has accidentally completed a miscalculated jump across the Unexplored Lane. The Unexplored Lane remains unexplored, but the exploration force has somehow crossed the jump lane and is now located in the destination star system.

10: **Force Lost:** The exploration force has disappeared without a trace and are destroyed.

Once an Unexplored Lane has been surveyed by one empire, it is surveyed for all empires. The telltale traffic and navigation buoys active along the jump lane will advertise its presence to any opposing empire that stumbles upon.