

## 13.0 PLANETARY BATTLE

When a player activates a fleet in a system with an enemy World or Outpost which is occupied by enemy units, he or she may attack the planet. This constitutes an entire action: a fleet may not move to another system and attack a planet there all in the same activation. A fleet may attack two planets orbiting the same star as part of the same activation, but each unit in the fleet may only participate in one of the two invasions (the owning player divides his or her forces between the two worlds as desired).

### 13.1 Invasion Preparation.

Before invading, check the Planetary Map. Count the number of hexes on the planet to be attacked. If the defending player has a number of units on the planet equal to or greater than the number of hexes on the planet, he may tell this to the attacking player. In this case, only Jump Troops on Attack Transports may act as Invaders (see 13.2) and participate in Surface Battle (13.4). If this is not the case, then Jump Troops, Infantry and Fighters may act as Invaders, and can get there on Attack Transports or regular Transports.

### 13.2 Invasion Setup.

Once the attacker has determined which of his or her units may land on the planet (13.1), he or she places them on the table, stacked under the Transports and/or Attack Transports carrying them. He or she may also place any Fighters in his or her fleet with the Transports and Attack Transports. These units together are the Invaders.

In addition, he or she may place other ships from the fleets attacking the planet on the table, in a line in front of the Invaders. These ships are Escorts, which protect the Invaders.

The defender then places all of his units occupying the planet on the table. The invasion now begins.

### 13.3 Invasion Combat.

If the defending units on the planet don't include any Planetary Defense Systems (PDS) or Fighters, skip Invasion Combat and go directly to Surface Combat (13.4). If there are defending PDS or Fighters on the planet, then there will be Invasion Combat. Follow the four steps below. If there are no Escorts, skip steps 1-3 and go directly to Step 4:

1. The PDS (if any) attack the Escorts first ("defender's advantage"). Each PDS may attack each Escort ship. Select an Escort ship, and roll one die for each combat factor of all firing PDS. Each result of 5 and 6 (4 as well if the PDS is on a World) yields one hit. Roll for countermeasures as in Space Battle (12.2), and apply damage from remaining hits (12.1). Repeat this procedure for each Escort ship.

2. Next the defending Fighters (if any) fire at the Escorts. Each fighter must choose one enemy target as in Space Battle (12.0). Roll one die for each torpedo factor on the Fighters (beams don't fire during Invasion Combat). Each result of 5 or 6 yields one hit. Roll for countermeasures and resolve damage as above. Note that fighter hits are not added to PDS hits from step 1 (they're resolved separately), and do half damage to large Escort ships (see 12.7).

3. Next, the attacking player adds up the torpedo factors of all his surviving Escorts, plus those of any Attack Transports among the Invaders, and divides by three (rounding down) to determine how many dice to roll. For example, 15 Escort torpedo factors + 4 Attack Transport torpedo factors = 19.  $19/3 = 6$ , so he rolls 6 dice. Each result of 6 yields one hit. The attacker then assigns the hits to whichever defending PDS and Fighters he or she chooses (he need not pre-designate targets like the defender). The defending units roll countermeasures and take damage from remaining hits normally.

4. The attacker now removes the Escorts from the table and returns them to their fleet boxes, leaving only the Invaders. The defender then fires at the Invaders with any remaining Fighters and PDS on the table. This is resolved like normal Space Combat (12.0), with PDS and Fighters firing at the same time, and with each PDS and fighter only able to attack one target. Designate targets, score hits, roll countermeasures and apply damage as normal. If a Transport or Attack Transport is eliminated, any troops stacked under it are eliminated as well. If any Attack Transport is flipped to its Damaged side, any Infantry or Jump Troop unit it is carrying also gets flipped (or eliminated if it's already half-strength).

### 13.4 Surface Battle.

Once Invasion Combat is over, the attacker removes his surviving transports from the table and puts them back in the fleet box, leaving only his or her surviving Fighters, Infantry and Jump Troops. These units land and attack the defending units in Surface Battle.

There is only one round of Surface Battle per turn. To start the round, the attacker announces which of his or her units will attack which enemy units. Not all enemy units need be attacked: all of a player's units could attack one enemy, though they may only attack once per round. A unit must target all of its factors against the same enemy unit; it may not "split" its fire and attack more than one target. All targets must be designated before any attacks are resolved. A player may not "wait and see" how the first attacks fare before assigning targets to his or her other units, even if this means some units expend their fire on rubble.

Once the attacker has chosen targets, he or she resolves the attacks. Roll one die for each infantry and jump troop combat factor, and one die for each fighter torpedo AND BEAM factor. Each result of 6 yields one hit. The defending units roll countermeasures (except for fighter beam hits) and take damage from remaining hits normally.

The defending player then repeats the procedure, as above. All damage in Surface Battle is simultaneous

(unlike Invasion Combat), so defending units that were damaged or destroyed by the attacker's fire can still fire at their original strength.

Jump troops and infantry can only be eliminated by other jump-troops and infantry. Damage from any attacker will flip a two-sided Infantry or Jump Troop unit to its half-strength side. However, only damage from enemy Infantry or Jump Troops will eliminate a half-strength or one-sided Infantry or Jump-troop unit. Ignore hits from other sources on half-strength or one-sided Infantry or Jump Troop units.

### 13.4 End of Battle.

If only attacking units are left on the planet, the World or Outpost changes hands. Flip the marker over to indicate its new ownership. If only defending units are left on the planet, there is no change. If units of both sides are left, the planet is disputed.

### 13.5 Disputed Planets.

Once Surface Battle has begun, the two sides are locked in a death struggle and may not leave the planet during the current activation. On later activations, any player may load Infantry and Jump Troops from a disputed planet onto Transports and Attack Transports that are with fleets in the same system as the disputed planet. Planetary defense systems may not load or unload on a disputed planet.

Units on a disputed planet provide a secure beachhead for friendly units wishing to land on the planet or leave it. Infantry and Jump Troops on the disputed planet may leave it without being attacked, as long as the requisite Transports/Attack Transports are there to load or unload them, and new Infantry and Jump Troops may land without provoking Invasion Combat. Fighters may come and go from disputed planets unmolested as long as a friendly carrier is present to launch/receive them.

Any player may activate forces on the surface of a disputed planet. This starts a new round of Surface Battle, with the player who activated his or her forces on the planet as the attacker.