

BARNARD'S STAR

THE FIRST INTERSTELLAR WAR

BS.03.04:PLANETARY DATA

Name: BS.03.04
Type: K.12.05
Diameter: 4128
Mass: 0.034
Gravity: 0.333
Period: 15.8
Orbit: 2.47E06
Eccentricity: 0.04
Inclination: 61.28

Notes: BS.03.04 is the location of the second beacon site serving the Terran-Naronian communications route. The surface of the satellite, a prime example of a K type planet, is rugged and airless, potmarked with craters and volcanoes. Lava flows and creviced terrain cover large areas of the surface. BS.03.04 orbits a B type planet. The gas giant's gravitational force facilitates interstellar travel but its magnetic field eclipses communication for 22 hours each orbit of the satellite.

1.0 INTRODUCTION

The game *Barnard's Star* deals with the critical battle in the Naronian War. Players assume the roles of the Naronian and Terran leaders fighting the battle on the planetary surface. As the battle progresses, it is a race against time for both players. The number of beacons destroyed will determine the fate of the coming Terran counterattack fleet.

2.0 GAME COMPONENTS

Included in each game of *Barnard's Star* are the following.

1 18" x 22" Game map
2 sheets of 100 playing counters
1 rules booklet

2.1 The Game Map

The game map portrays a portion of the surface of the satellite BS.03.04 (15.7% of the total surface). On the map is a variety of terrain types including clear, rough, creviced and lava basin type terrain as well as volcanoes. Superimposed over the map is a hexagon grid to regulate game functions such as movement.

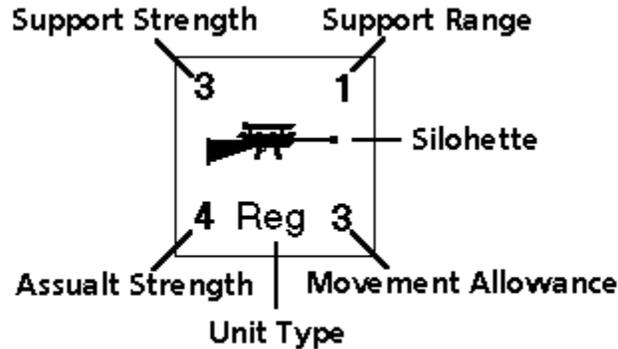
2.2 The Playing Pieces

The cardboard pieces, hereafter referred to as counters or units, represent the ground and space forces involved in the battle. The red counters are the Naronian forces and the green counters are the Terran

forces.

The units can be divided into two categories: space units and ground units. Space units are vessels capable of space travel. These are distinguished by their black background. Ground units are the combat and support troops involved in the battle on the surface. These units have a coloured background.

The values and symbols printed on the counters are very important to play. These are defined in the figure below.



It is important to note that some counters lack certain values, such as space craft lacking assault combat strengths and movement allowances. Units lacking values may not perform those particular functions in the game.

A summary of unit type abbreviations are as follows:

Ground Troops:

- JTr - Jump troop company
- Reg - Regular troop company
- Sup - Support troop company

Installations:

- B - Beacon
- PD - Planetary defense battery
- TP - Transportation point

Spaceships:

- DN - Dreadnaught
- BB - Battleship
- BC - Battlecruiser
- DD - Destroyer
- TN - Transport

Transports with an asterisk (*) symbol at the top of the counter carry jump troop battalions. Transports without this symbol carry regular troop battalions. This restriction only applies for initial forces and reinforcements. Once they enter play and their original troop compliments have disembarked, the transports may be used to carry and land any type of troops.

2.3 The Rules Booklet

The rules booklet contain all information needed for play. Important charts and tables are on the last two pages. The rules are categorized and numbered in a manner that approximately follows the sequence of

play. Related rules are cross referenced throughout the text by the rules number, contained in brackets. For example, a reference to the rules booklet would be done as so (2.3).

3.0 GAME SCALE

Each game turn of *Barnard's Star* represents 24 hours. Each hex on the map represents 100 km from side to side. Each ground combat unit represents one company of 150 men or 300 bugs. Each spacecraft unit represents one ship.

4.0 SEQUENCE OF PLAY

The game *Barnard's Star* is played in a series of game turns which is divided into two player turns, the first for the Naronian, the second for the Terran. In each player turn, the phasing player (the player whose player turn it is) gets the chance to move units and fight battles. The entire sequence of play is as follows.

A. NARONIAN PLAYER TURN

1. Naronian Space Events Phase

The Naronian player sends ships from Kruger 60 to Barnard's Star (5.0) and has space combat with all enemy ships in the star system (6.0).

2. Naronian Movement Phase

The Naronian player moves his ground units in accordance with the movement rules (7.0).

3. Naronian Neutralization Removal Phase

The Naronian player returns all his units that are neutralized to full strength status (12.4).

4. Naronian Space-Planet Interaction Phase

The Naronian player may land transport ships and jump troop battalions on the planetary surface, may lift off transport ships from the surface to space and may place orbiting spacecraft on the map for close approach missions (10.0).

5. Terran Planetary Defense Phase

The Terran player may fire his Planetary Defense and Beacon units at any Naronian spacecraft and jump troops that have partaken in the Space-Planet Interaction Phase and are in range (11.0).

6. Naronian Combat Phase

The Naronian player resolves all combat in accordance with the combat rules (12.0).

B. TERRAN PLAYER TURN

1. Terran Space Events Phase

The Terran player randomly picks one ship from the unused Terran spacecraft and adds this to any other spacecraft at Earth (16.3). The Terran player may send spaceships to the Barnard's Star system (5.0). Delayed Terran ships due this game turn arrive. The Terran ships at Barnard's Star must have combat with any Naronian ships present (6.0).

2. Terran Movement Phase

The Terran player moves his ground units in accordance with the Movement rules (7.0).

3. Terran Transportation Phase

The Terran player may use his transportation point and beacon units to teleport ground units in accordance with the Transportation Movement rules (9.0).

4. Terran Neutralization Removal Phase

The Terran player returns all his units that are neutralized to full strength status (12.4).

5. Terran Space-Planet Interaction Phase

The Terran player may land transport ships and jump troop battalions on the planet, may lift off transports from the planet and may place orbiting spacecraft on the map for close approach missions (10.0).

6. Terran Combat Phase

The Terran player resolves all combat according to the Combat rules (12.0).

5.0 INTERSTELLAR NAVIGATION

The game *Barnard's Star* covers, on a limited level, interstellar movement of spaceships and the troops they carry. The movements allowed are as follows.

5.1 Naronian Interstellar Movement

On the initial game turn, the Naronian player is allowed to move all his spaceships from neighbouring stars to Barnard's Star. Because the Terran beacons were on before the battle, all Naronian ships arrive without delays (5.2). Naronian movement to Barnard's Star is limited to the first turn. After this turn, ships at Barnard's Star must remain there and no other movement to Barnard's Star by the Naronians is allowed.

5.2 Terran Interstellar Movement

Terran ships may move to Sol without difficulties. Due to the high magnitude (low brightness) of Barnard's Star, Terran ships must roll on the Interstellar Navigation Table when moving to Barnard's Star.

When moving spaceships from Sol to Barnard's Star, first count the number of functioning beacon stations on the map. A functioning beacon is one that has not been destroyed and is not presently neutralized. Consult the Interstellar Navigation Table and roll one die for each ship moving to Barnard's Star, cross referencing each die roll with the number of functioning beacons. The result is the number of turns that ship is delayed in arriving at Barnard's Star. A zero indicates that the ship has arrived on time. Place all delayed spaceships on the game turn track corresponding to the turn of their delayed arrival.

Delayed ships will arrive on the delayed turn of arrival. They are not further affected by the number of functioning beacons. They may not be delayed further by the player. As ships arrive at Barnard's Star, they must fight any Naronian ships present. Ships may not return to Sol until they arrive at Barnard's Star and enter space combat.

6.0 SPACE COMBAT

When both Terran and Naronian ships are present at Barnard's Star, space combat is mandatory. Space combat is conducted by both players forming a line of spaceships and alternately firing at each other. Space combat is ended when the ships of either side are totally destroyed or after the Terran player withdraws his ships to Earth.

6.1 Space Combat Procedure

When space combat occurs, both players take all the spaceships at Barnard's Star and place them in either the firing line, where combat occurs, or the screened area, where ships are being protected. Players are not required to put any ships in the screened area but a minimum of one ship must be placed in the firing line.

Players then exchange fire alternately, first the nonphasing player (the defender) and then the phasing player (the attacker). In an exchange of fire, the player not firing lines up all his ships that are in the firing line. The firing player then allocates at least one ship to each of the target ships. If the firing player does not have enough ships, he may choose one target ship for each of his firing ships. If the firing player has more, he may group the extras up on targets or may send the extras to fire at the screened ships. When firing at screened ships, the player need not fire at all the target ships but may group up as he sees fit.

Players must continue to exchange fire until all ships of one side have been eliminated or withdrawn. This all occurs in the single space events phase.

6.2 Space Combat Resolution

Space combat uses the support strength of space ship, as printed on the counter (2.2). To resolve a fire, subtract the support strength of the target ship from the support strength of the firing ship. This is the combat differential. Consult the Space Combat Results Table, roll one die and cross index the die roll with the differential on the table. Note that if the differential is not shown, lower it to one that is shown.

The result is either **E** (eliminated), **N** (neutralized) or **·** (no effect). An eliminated result destroys the target ship immediately and it is removed from play. A neutralized result means that the target ship may not fire in the next exchange. Flip the unit over to show this. If more than one neutralized effect occurs to a target ship in a single exchange, the ship is then destroyed.

Ships that have support strengths in square brackets are limited to defending. These ships may not fire on other ships but may only be targets.

6.3 Withdrawal

During the Terran's exchange of fire, he may withdraw ships back to Sol. When doing so, simply take the ships out of the firing line and place them aside. They are considered to be back at Sol. These ships may not fire nor be fired at while withdrawing. Any number of ships may withdraw. The Naronian player may withdraw ships to Kruger 60 but if so, they may not return to the game. Ships cannot withdraw to the planet surface.

7.0 GROUND MOVEMENT

During the movement phase of the game turn, the phasing player may move his units. There are no restriction to the number of units a player may move in his movement phase - he may move all, some, or none of his units at his discretion.

To move a unit, the player moves the unit from hex to adjacent hex. The number of hexes a unit may move through is a function of the units movement allowance, or movement factor, as printed on the counter (2.2). For each hex entered, the unit expends a number of movement points as shown on the Terrain Effects Chart. A unit is limited to expending a number of movement points up to the movement allowance for each movement phase. A unit may never expend more movement points than its movement allowance in a single movement phase.

A unit's movement allowance is unique to the unit and to the turn. Movement points may not be saved from turn to turn nor may they be lent to other units.

Space ships lack a movement allowance (2.2) and thus do not participate in ground movement.

Take note, that unlike other simulations, there are no restrictions to the number of units - friendly or enemy - that may exist in the same hex.

8.0 ZONE OF CONTROL

Every unneutralized unit (12.4) exerts a zone of control (ZOC) into the hex it occupies. During the movement phase, any units that enter an enemy ZOC (EZOC) must stop movement for that phase. Units may freely exit an EZOC at the beginning of the movement phase and may enter another EZOC. Friendly ZOC's have no effect on the owning player's units.

When in an EZOC during the combat phase, combat is mandatory. All enemy (non-phasing) units that exert an EZOC into a hex occupied by friendly units must be attacked by the phasing player with assault.

combat (12.0). If, by chance, defending units are neutralized by support fire before the assault, then assault combat is not mandatory, since the enemy units lose their ZOC.

9.0 TRANSPORTATION MOVEMENT

The Terran player is provided with transportation point units. These, along with beacons, are stations that may teleport ground troops.

Terran ground units with a movement allowance (2.2) greater than zero that are stacked with a transportation point or beacon unit may be teleported to any other transportation point or beacon unit on the map. A maximum of one unit may be teleported into and one out of (total of two) each transportation point per turn. Units may not be teleported while they are neutralized nor may a neutralized transportation point or beacon unit teleport. Units may not teleport into or out of an EZOC (8.0).

Transportation point units may move and partake in combat and still be able to teleport units. Transportation points may not teleport themselves but may teleport other transportation point units. Transportation points being teleported may not teleport units that phase. Transportation points may not teleport spaceships.

10.0 SPACE-PLANET INTERACTION

During the space-planet interaction phase, the phasing player may land transport ships and jump troop battalions on the planet, may lift off transport ships to space and may place spaceships on close approach missions.

10.1 Transporting Ground Units through Space

All Naronian and Terran reinforcement ground units begin the game loaded in transport ships. Each transport may carry one battalion of regular or jump troops. They must be carried through space and landed, or dropped in the case of jump troops, before they can fight on the planet surface.

Note that there are no unit organizations printed on the counter. Since battalion organization only occurs within transports, any group of units that constitutes a regular or jump troop battalion may form a battalion inside a transport.

Regulars and support troops may not unload from their transport in space. Jump troops may unload from their ships in space only during the Space-Planet Interaction Phase (4.0). Units, such as jump troops, may not leave their transport during the space combat phase in an attempt to avoid being destroyed (10.3).

10.2 Landing Transport Ships

Transport ships may carry up to one battalion of ground troops inside when conducting interstellar movement and when landing or lifting off from the planet. Battalion organization for each side is shown on the Battalion Organization Chart. Ground units inside the ship are shown by placing the transport ship on top of the ground units in a stack.

When landing transport ships on the planet, the transport may be placed on any hex not occupied by enemy units. Units within the transport are assumed to immediately disembark on the planetary surface following the Terran planetary defense fire phase. Because the Space-Planet Interaction Phase is after the movement phase (4.0), units cannot move from the landing hex until the next movement phase except as a result of combat (12.4).

If a transport ship is eliminated through planetary defense fire while landing, any units within the transport are eliminated as well (11.0). Likewise, if the transport is neutralized by planetary defense fire while

landing, the units within are neutralized as well (12.4). Neutralized ground units unload from the transport as neutralized units.

After landing, ships on the surface do not undergo planetary defense fire. They are treated as regular ground combat units with no movement allowance (7.0).

10.3 Landing Jump Troops

Jump troop units represent ground units that leave the transport in distant orbit and land on the planet in small, individual reentry vehicles. When landing, place the jump troop units on hexes on the map without the transport ship.

Jump troops launch as a battalion and land in a group on the map. When landing jump troops, all units of the battalion must land. When placed on the map, each jump troop unit must be within 2 hexes of another unit of its battalion and also within 5 hexes of all units in its battalion.

Jump troops may land on hexes with enemy units and have combat with the units. If jump troop units land on enemy units and, as a result of planetary defense fire, the unit becomes neutralized, it is eliminated instead (11.0).

10.4 Lifting Off Transport Ships

Transport ships may freely lift off back to space. They may also carry up to one battalion of troop, or equivalent. This would be defined as up to six units of any type with a movement allowance (2.2) greater than zero. Units with a zero movement allowance (beacons, planetary defenses, etc.) may not be transported nor may other spaceships (movement allowance is absent).

To move the units into space, simply remove the transport plus cargo from the map. Units are assumed to load into the transport during the space interaction phase as the transport lifts off. Ships that lift off do not undergo planetary defense fire. Ships that lift off may not land until the next space interaction phase (4.0).

10.5 Close Approach Missions

Spacecraft in the Barnard's Star system may be placed on Close Approach missions so they may use their support strength in combat against enemy units (12.0). To do so, place the spaceship on any desired hex on the map, including enemy occupied hexes. After the combat phase, the spaceships are returned to space.

Space ships may be placed on the map for close support missions only during the friendly space interaction phase (4.0). Following the subsequent friendly combat phase, all ships are returned to orbit. Ships cannot conduct close support missions during the enemy player turn.

11.0 PLANETARY DEFENSE FIRE

The Terran player may fire his planetary defense and beacon units at Naronian spaceships and jump troops that have been placed on the map in the space-planet interaction phase (10.0) and are within the support range of the firing units in hexes.

Planetary defense fire is conducted similar to space combat resolution (6.2) except there is only one exchange of fire - that from the planetary defense or beacon unit at the target ship. Ships may fire at planetary defenses and beacons but do so through the support fire or bombardment (12.1, 13.0) in the combat phase. Compare the support strength (2.2) of the firing unit to the target as a differential and roll on the space combat table.

For the purpose of receiving planetary defense fire, landing jump troop units have a defensive bombardment strength of 10 (10.3).

The Space Combat Results Table results are **E** (elimination) and **N** (neutralized) and **·** (no effect). An elimination result destroys the target ship and it is removed from play. A neutralized effect places all landing troops in a neutralized status. A neutralized effect on ships performing close support missions send the ships back to space - effectively aborting their mission - and may not partake in the combat phase.

Planetary defense units and beacons that fire in the Planetary Defense Phase may not support in the subsequent Combat Phase.

Planetary defense fire affects all target ships in the same hex. If more than one ship occupies a hex and is with range, planetary defense and beacon units may fire at each ship as a separate fire, reusing its support strength for each fire.

Planetary defense and beacon units do not partake in the space combat phase (6.0) nor do they fire at spaceships that did not land or are on close support missions. Because transports that lift off are no longer on the map (10.4), they are out of planetary defense fire range.

12.0 GROUND COMBAT

When friendly ground troops are in an EZOC (8.0) during the combat phase, combat is mandatory. During the combat phase, the phasing player announces and resolves all combat required in an order he chooses. The phasing player is defined as the attacker while his opponent is the defender.

When the attacker announces an attack, there is a sequence of events that follows.

1. Committal of support fire by both player
2. Resolution of support fire
3. Resolution of assault combat

12.1 Support Fire

Both players are allowed to support the combat with any units that have a support strength (2.2), that are within support range of the combat hex, are not neutralized (12.4) and have not used their support strength so far during the combat phase or the planetary defense phase (11.0).

The support range is printed on the counter (2.2). A battle is within support range of the supporting unit if the number of hexes to the combat hex is not greater than the support range of the supporting unit. Terrain in general does not effect the support range of units. The exception is that planetary defense units on volcano hexes may add one to their range in support and planetary defense fire.

Units may freely give their support strength to other battles even if they are involved in combat themselves as long as their support strength is used only once per Combat Phase.

Planetary defense and beacon units that fired during the previous planetary defense phase may not use their support strength in the subsequent Combat Phase (11.0).

Upon announcing the attack, players alternate in allocating individual units to support the combat, first the attacker, then the defender (players announce units in the combat hex also in this procedure). Players continue to announce supporting units until one player declines to add more units. At this point, the opponent announces all other units desired for support.

12.2 Support Fire Resolution

After all support has been allocated, add the support values of each side up and subtract the smaller value from the larger to arrive at the Support Differential. Consult the Support Combat Table and roll

one die cross indexing the roll with the appropriate value on the table (if the true differential is not shown, lower the value, in the direction of zero, to one shown). The result is a die roll modifier, an **N** (neutralized), an **E** (eliminated), or **·** (no effect). **N** and **E** results are applied to the target units in the hex of the side with the lower support strength. Eliminated units are removed from the map. Neutralized units are flipped over (12.4). Die roll modifiers effect the assault combat. If the attacker had the larger total support strength, the die roll modifier is multiplied by -1.

12.3 Assault Combat

After support combat is complete, assault combat is resolved. Each side adds up their assault combat strengths (2.2) in the combat hex and the two values are expressed in an odds ratio of attacker's strength versus defender's. Players consult the Assault Combat Results Table and find the column that expresses the odds, lowering the odds if necessary. The attacker then rolls one die and modifies the number by the die roll modifier from support combat. The combat results are applied.

Certain terrain types affect support and assault combat. Consult the Terrain Effects Chart for each terrain type in the combat hex. Only one terrain type may affect combat, both support and assault. The priority of terrain type is as printed on the Terrain Effects Chart. The terrain type closest to the top of the table is the terrain that will affect the combat.

12.4 Assault Combat Results

Assault combat results can lead to the neutralization, partial or total elimination of units on either side. The results are listed below.

N (Neutralized): when a unit is neutralized, it cannot initiate an assault (that is, attack), it loses its ZOC and support strength. Its assault strength for defense purposes only becomes one. Its movement allowance is reduced to one except for units with a movement allowance of zero for which its movement allowance remains at zero. Flip the unit upside down to show the effect. Neutralized units found in an assaulting (attacking) position suffer an immediate **W** (withdraw).

W (Withdraw): all attacking units are neutralized and must retreat one hex from the combat. After the attacker has retreated, the defender may counterattack. If the defender decides to counterattack, he must move the formerly defending units into the attacker's hex. Also any of the nonphasing player's units within two hexes of the new combat hex may move one hex to support the counterattack. These units may not move out of or into an EZOC while moving. The defender then assumes the role of the attacker and combat is again resolved. The units that were in the original battle may not use their support strengths again.

C (Contact): the attacker must retreat from the hex with no other results. If the attackers cannot retreat do to stacking or entering EZOC, they are eliminated.

X, P, H, E (Exchange, Partial Elimination, Half Exchange, Elimination): a stated amount of attacking and defending units are removed from play: 50%/50%, 0%/50%, 50%/100%, 0%/100% of attacking/defending units, respectively, rounding losses up to the nearest whole unit loss (e.g., 50% of 7 units yields a 4 unit loss). If the defending units were neutralized, no attacking units are eliminated. The effects are summarized under the Assault Combat Results Table.

Beacons are eliminated only on 100% losses and are not counted when calculating 50% losses (e.g., if 4 units are stacked with a beacon and 50% losses are required, only 2 units are eliminated).

After combat, if attacking and defending units still exist in the hex, either side may opt to retreat from the hex. The attacker must choose first. The retreat is done to an adjacent hex not in an EZOC and not over the stacking limit.

13.0 BOMBARDMENT

During the combat phase, the phasing player may use the support strengths of his units to attack enemy units that are not stacked with friendly in the form of bombardment. When bombarding consider only the attacking player's support strength and roll on the Support Combat Results Table. Consider terrain effects in the calculation. The only results that effect the unit are **E** (eliminated) and **N** (neutralized). If there is more than one unit the hex, the attacker rolls for each unit individually.

14.0 OVERRUNS

During the movement phase, the phasing player may conduct combat (12.0) by means of overruns. Overruns represent a mobile surprise attack that is more limited than regular combat. Overruns are resolved as a normal combat except for the following.

Overruns are conducted during the movement phase by the phasing player. Units that are to overrun must begin the movement phase in the same hex. They move as normal, entering the hex containing the enemy units and upon entering the hex, the units pay one additional movement point. Units may conduct as many overruns in a phase as desired, limited to the movement allowance and any neutralization effects on the moving unit.

When resolving the overrun attack, support fire is limited to the defending units in the combat hex. The overrunning units nor any other units of either side may support the combat. Support and then assault combat is resolved as normal.

While defending against overruns, defending units may repeatedly use their support strength against each overrun to defend themselves. Units that use their support strength defending against overruns may still use it in either the Planetary Defense Phase or the Combat Phase following.

15.0 ECLIPSES

The magnetic field of planet BS.03 blocks communications from BS.03.04 to Earth for 22 hours every orbit of the satellite. Game turn 12 is an eclipse turn and, if the game lasts long enough, so is game turn 28. This turn is indicated on the turn record track with a black box. On the eclipse turn, there are no communications between Earth and BS.03.04. If the Terran player wishes to move ships from Sol to Barnard's Star on this turn, he must navigate as if there were no beacons (5.2).

16.0 THE BATTLE

16.1 Naronian Initial Forces

The Naronian player first secretly selects the forces for his attack as follows. He is given 40 points to choose an attack force with. The Naronian may choose any combination of units but he is limited to the units in the counter mix and the 40 points he has been allotted. The costs for Naronian troops are as follows.

- 4 pts: Battleship (BB)
- 3 pts: Battlecruiser (BC)
- 2 pts: Destroyer (DD)
- 5 pts: Jump Troop Battalion (+ Transport)
- 3 pts: Regular Battalion (+ Transport)

The Naronian ships and troops are placed near the player. They are considered to be at Kruger 60 and other neighbouring stars.

16.2 Terran Initial Forces and Set Up

The Terran player receives the following

- 5 Regular Battalions
- 1 Jump Troop Battalion
- 5 Transportation Points
- 10 Planetary Defense
- 7 Beacons
- 1 Battlecruiser (BC)
- 2 Destroyers (DD)

The 3 spaceships are placed beside the map. They are in the Barnard's Star system. All other units shown are placed on the map. Beacon units must be placed at least 6 hexes away from all other beacons. Units must be set up at least 5 hexes from the board's edge. Any remaining spaceships should be placed in a bowl. These are the Terran reinforcements.

Play then begins with the Naronian player turn of game turn one.

16.3 Terran Reinforcements

During the Terran Space Events Phase of each turn, the Terran player randomly picks one spaceship out of the bowl of reinforcements. This new ship is placed beside the Terran player and is considered to be at Sol. Flip the ship upside down. This ship should be kept hidden from the Naronian's view.

Transport ships are loaded with a battalion of troops. If the transport ship picked has an asterisk (*), the ship is loaded with a jump troop battalion; otherwise, it is loaded with a regular battalion. These ground units are at Sol and enter the battle only after they have been moved to Barnard's Star and survived any space combat.

16.4 Victory Conditions

The victory conditions are as follows.

Naronian Victory: The Naronian player wins if all Beacons are eliminated or if all Terran jump troop and regular units (not battalions nor support units) are eliminated while there are some Naronian jump troop or regular units still alive on the map. The victory is decisive if this is done while Naronian space ships are in the Barnard's Star system (not landed). If not, the win is marginal.

Terran Victory: The Terran player wins if all Naronian jump troops and regular units (not battalions nor support units) are eliminated while some Terran jump troop or regular units are still alive on the map. The win is decisive if this is done while Terran space ships are in the Barnard's Star system (not landed). If not, the win is marginal.

The game is played until the victory conditions of either side are reached. The Game Turn Record Track indicates 20 turns, but play may continue past the twentieth turn if the victory conditions have not been met.

17.0 RATIONALE

17.1 The War with Naron

2012 marked the year that contact was made with an extraterrestrial race from the star Kruger 60. The race called themselves the Naronians. Escaping radio signals from Earth were picked up by the Naronians and an exchange of technology ensued. This led to the development of antigravity technology and the control of wormholes. The races first met in the year 2089.

The initial shock for Earth was that the Naronians were an insect like creature resembling a metre long cockroach. The shock for the Naronians was the warlike nature of the Terrans. The instability in relations was present from the beginning. Soon territorial disputes arose and then war broke out.

The satellite BS.03.04 of the Barnard's Star system became a critical base. This Terran navigation station lay in a vulnerable strategic position for the Naronians. It was imperative for the Naronians to neutralize the beacon system and capture the planet. For the Terrans, it was necessary to hold the base until sufficient forces could be gathered to launch a decisive counterattack.

17.2 Interstellar Movement

In the twenty second century, movement between the stars is conducted through wormholes. Wormholes are discontinuities in the space-time continuum that provide shortened paths between two points. Wormholes are created in regions of intense gravity and collapse rapidly.

Through the exchange of technology, an antigravity generator was designed. Gravity is related to pressure as well as mass and with sufficient negative pressure, an antigravity field can be created which counters the gravity due to mass. With this generator, it is possible to stabilize wormholes and use them for interstellar travel.

Two options exist for determining the opposite end of the worm hole. The easiest involves the generation of a wormhole exit through the use of generators known as beacons. The greater the generator strength, the more stable the exit is. To connect to a location without beacons involves precision measurements of stellar positions and magnitudes at the launch point.

17.3 Weapons of War

Warfare in the twenty-second century has a different face than previous centuries. With highly sophisticated technologies, ranges of even personal weapons extend well over the horizon. Opponents rarely come within sight of each other. Instead, warfare is waged using guided missiles armed with nuclear warheads and plasma guns that can burn their way through mountains, while the bandwave are flooded with noise and counter-measures. The firepower of a squad of troops is the equivalent of a late twentieth century armoured division.

The destructiveness of twenty-second century weapons allows a lower density than in the past. Fewer troops allows for specialization and high mobility. Individual soldiers are carried by antigravity packs at velocities over 200 kilometres per hour. Also, antigravity cancels the effects of high G turns so limiting in twentieth and early twenty-first century aircraft. Support weapons and troops are carried by antigrav sleds.

Because of the complexity and demands placed on the soldier, the individual is pumped up with a variety of high performance drugs. He is put into a hypersensitive trance, enhancing his perception of the situation and control of his weaponry. Sleep is no longer a requirement and moral becomes a non-issue. The twenty-second century is a biological automaton, geared up, psyched up, and pumped up for one purpose - victory.

18.0 DESIGNER'S NOTES

When I design science fiction games, there are no restrictions. *Barnard's Star* is an example of this. *Barnard's Star* contains all the science fiction chrome a player could want - interstellar movement, space battles, jump troops, planetary defenses, etc., etc. - all done with as little grit as possible.

The *Barnard's Star* game system is quite unique. Here I have tried to design a new, clean combat system separating support combat from assault combat. In this system, every unit has its own purpose - its own strengths and weaknesses - without lengthy special rules.

The theory behind the interstellar movement has been described in the rationale (17.2) This was an idea I have been toying around with for some time. Perhaps in the not so distant future, I will complete a strategic game to supplement *Barnard's Star* based on this movement system.

19.0 CREDITS

Game Design: Kerry Anderson

Game Development: Kerry Anderson

Game Components: Kerry Anderson

Playtesters: Kerry Anderson, Marc Boisseneault, Mike Sekuloff, Guy Fawcett

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Space Combat Results Table

Bombardment Differential

	-4	-2	0	+2	+4	+6	+8
1	N	E	E	E	E	E	E
2	N	N	N	N	E	E	E
3	-	-	N	N	N	N	E
4	-	-	-	N	N	N	N
5	-	-	-	-	-	N	N
6	-	-	-	-	-	-	N

E: Eliminated - ship destroyed

N: Neutralized - ship may not fire next exchange
- ship aborts Close Approach mission

Interstellar Navigation Table

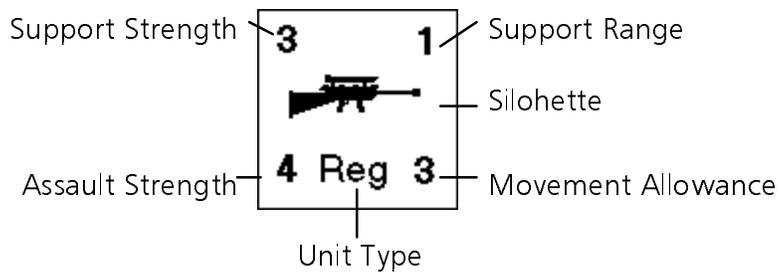
Unneutralized Beacons

	5	4	3	2	1	0
1	1	1	2	2	3	5
2	0	1	1	2	2	4
3	0	0	1	1	2	3
4	0	0	0	1	1	2
5	0	0	0	0	1	2
6	0	0	0	0	0	1

Value is number of turns delayed

No delays when 6 or 7 beacons are unneutralized

Unit Value Definitions



Abbreviations

B	Beacon
BB	Battleship
BC	Battlecruiser
DD	Destroyer
DN	Dreadnaught
JTr	Jump Troop
PD	Planetary Defense
Reg	Regular Troop
Sup	Support Troop
TN	Transport
TP	Transportation Point

Battalion Organization Chart

Terran

Naronian

Jump Troop Battalion		
Regular Battalion		

Support Combat Results Table

Support Differential

	0	1	2	3	4	6	8	12	16	24	32	48	64	
1	1	2	2	3	3	4	5	6	N	N	E	E	E	1
2	1	1	2	2	3	3	4	5	6	N	N	E	E	2
3	-	1	1	2	2	3	3	4	5	6	N	N	E	3
4	-	-	1	1	2	2	3	3	4	5	6	N	N	4
5	-1	-	-	1	1	2	2	3	3	4	5	6	N	5
6	-1	-1	-	-	1	1	2	2	3	3	4	5	6	6

Modifiers are negative if attacker's support greater, positive if defender's support greater

Assault Combat Results Table

	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	6:1			Results
-5	X	P	H	E	E	E	E	E	-5	W: Withdraw	- attacker retreats and neutralized - Defender may counterattack
-4	X	P	H	E	E	E	E	E	-4	C: Contact	- Attacker retreats
-3	C	X	P	H	E	E	E	E	-3	X: Exchange	- 50% attacker eliminated* - 50% defender eliminated
-2	X	P	H	E	E	E	E	E	-2	P: Partial Elimination	- 50% defender eliminated
-1	C	X	P	H	E	E	E	E	-1	H: Half Exchange	- 50% attacker eliminated* - 100% defender eliminated
0	C	X	P	H	E	E	E	E	0	E: Elimination	- 100% defender eliminated
1	W	C	X	P	H	E	E	E	1	N: Neutralized	- Assault strength 1 - Support strength 0 - Movement Allowance 1 - No zone of control
2	C	X	P	H	E	E	E	E	2		
3	W	C	X	P	H	E	E	E	3		
4	W	C	X	P	H	E	E	E	4		
5	W	W	C	X	P	H	E	E	5		
6	W	C	X	P	H	E	E	E	6		
7	W	W	C	X	P	H	E	E	7		
8	W	W	C	X	P	H	E	E	8		
9	W	W	W	C	X	P	H	E	9		
10	W	W	C	X	P	H	E	E	10		
11	W	W	W	C	X	P	H	E	11		
12	W	W	W	C	X	P	H	E	12		

* no losses if defenders were neutralized

Beacons eliminated only on H and E results

Odds less than 1:2 are automatic W

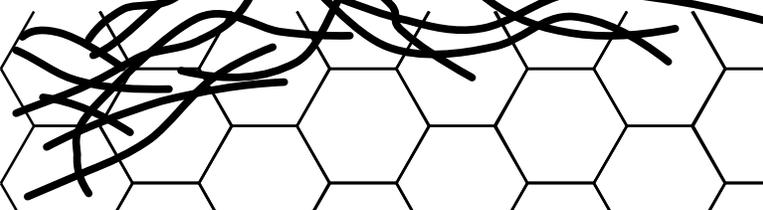
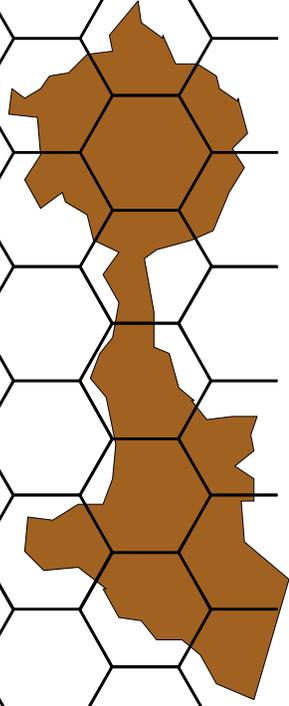
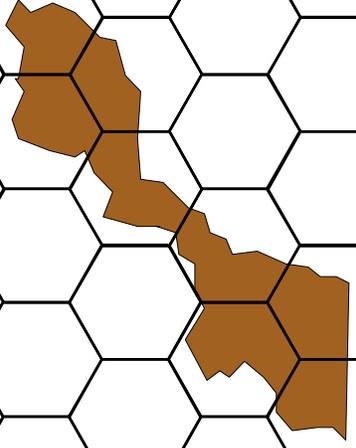
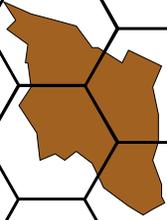
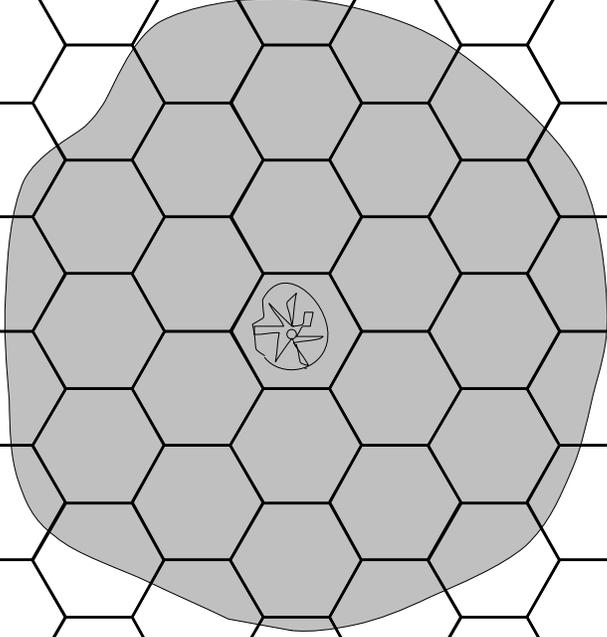
Terrain Effects Chart

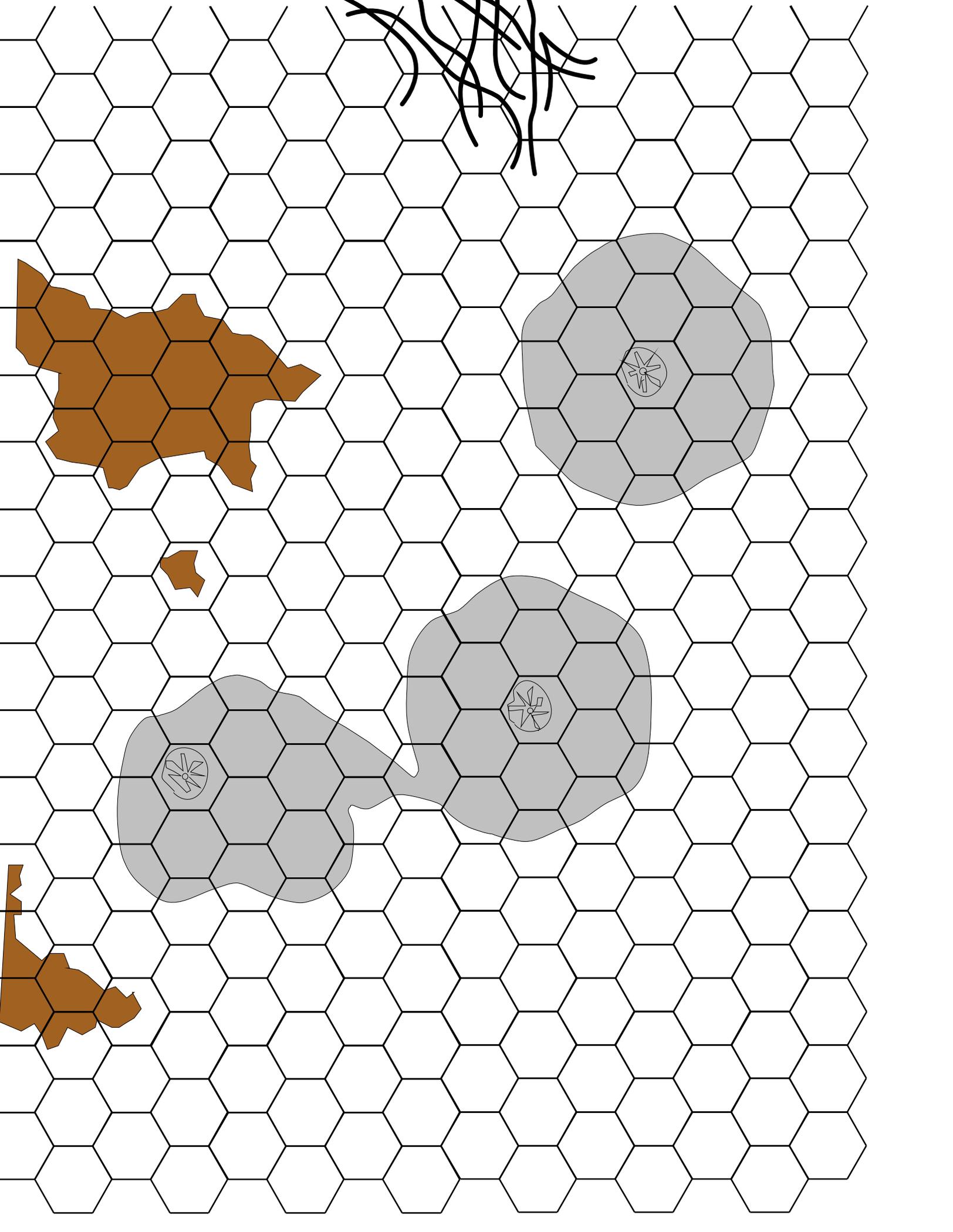
Terrain	Hex	Colour	Movement	Support	Assault
Volcano		Black on grey	1 mp	PD units +1 range	Shift left
Mountain		Brown	2 mp	Halved	Shift left
Crevaced		Black on white	1 mp	Halved	No effect
Lava Basin		Grey	1 mp	Doubled	No effect
Clear		White	1 mp	No effect	No effect

0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4	0 * 0  8 JTr 4
3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3
3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3
3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3	3 1  4 Reg 3
8 2  2 Sup 2	8 2  2 Sup 2	8 2  2 Sup 2	8 2  2 Sup 2	8 2  2 Sup 2	8 2  2 Sup 2	8 2  2 Sup 2	0 0  1 TP 2	0 0  1 TP 2	0 0  1 TP 2	0 0  1 TP 2
8 3  4 B 0	8 3  4 B 0	8 3  4 B 0	8 3  4 B 0	8 3  4 B 0	8 3  4 B 0	8 3  4 B 0	0 0  1 TP 2	0 0  1 TP 2	0 0  1 TP 2	0 0  1 TP 2
10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0	10 5  2 PD 0
14 3  DN	14 3  DN	12 3  BB	12 3  BB	12 3  BB	12 3  BB	9 3  BC	9 3  BC	9 3  BC	9 3  BC	9 3  BC
6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	9 3  BC	9 3  BC	9 3  BC	9 3  BC
6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	6 3  DD	[6] *  1 TN 0	[6]  1 TN 0	[6]  1 TN 0	[6]  1 TN 0

BARNARD'S STAR

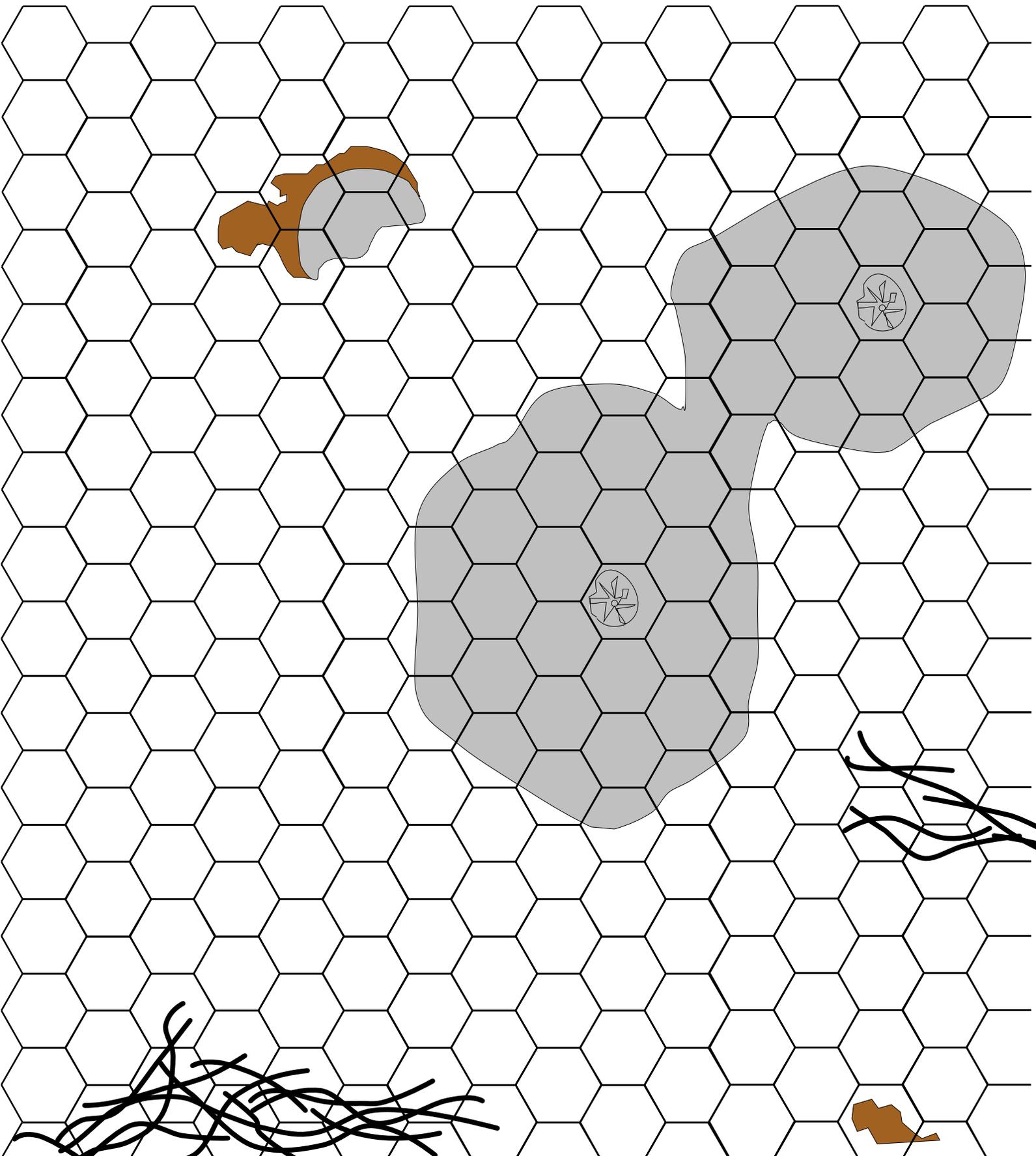
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**GAME TURN
RECORD
TRACK**

1	2	3	4	5	6	7	8	9	10
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11

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